



LEGENDARY RANGERS

Pathfinder
ROLEPLAYING GAME COMPATIBLE

BY ANDREW J. GIBSON, WREN ROSARIO,
AND JEFF GOMEZ





CREDITS

AUTHORS: Andrew J. Gibson, Wren Rosario, and Jeff Gomez

ARTISTS: Tyler Clark, Liz Courts, Ivan Dixon, Michele Giorgi, Jason Juta, Matt Lewis, Mike Lowe, Evan Surya Nugraha, Beatrice Pelagatti, Peyeyo, Arrahman Rendi, Tanyaporn Sangsnit, Hugo Solis, Jon Tonello, Nils Wennergren

EDITING AND DEVELOPMENT: Jason Nelson

DESIGN AND LAYOUT: Michael C. Guilmette Jr.

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Andrew J. Gibson, Jeff Gomez, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortez, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, Wren Rosario, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

Publisher: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

SPECIAL THANKS: N. Jolly, Matt Daley, Paul Fossgreen, Disk Elemental, Bryan Findley, FragrantVagrant, upogsi, Nevar Elixé, Wist

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Legendary Rangers

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Legendary Games

3734 SW 99th St.

Seattle, WA 98126-4026

makeyourgamelegendary.com



WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game *Legendary*!

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WHAT YOU WILL FIND INSIDE *LEGENDARY RANGERS*

Legendary Rangers is the latest volume in our new series of class-focused player supplements, this time focused on the lone wolf who uses swords, spells, and skills to survive anywhere: the ranger. These masters of the wilderness bring a wide variety of tactics and tools to the battlefield, focused on a singular goal: hunting their prey. *Legendary Rangers* completely redesigns the class, granting it iconic core features, greater versatility than traditional rangers, and a system of talents to increase character customizability. No matter the adventure, the Legendary Ranger is up to the challenge! Added to this are 11 archetypes for the Legendary Ranger, including the mind-bending **chrysanth caller**, **feral scavengers** as good with sticks and stone as common warrior with forged steel, and the **planar explorer** who travels realms farther other rangers even dream. Both the Legendary Ranger and traditional *Pathfinder* ranger can benefit from new feats and spells within this book, including spells with herbal components, spells that set magical traps, and spells that infuse magic into ammunition — instantly turning any ranger into a mystic archer to be feared, plus a featured sample character to show off some of the amazing tricks you can pull with this new class. Grab this amazing supplement for the Pathfinder Role-Playing Game today and **Make Your Game Legendary!**

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





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ACG = Pathfinder Roleplaying Game Advanced Class Guide

AMH = Softcover companion for masters of armor

APG = Pathfinder Roleplaying Game Advanced Player's Guide

MSH = Softcover companion for monster summoners

OA = Pathfinder Roleplaying Game Occult Adventures

PU = Pathfinder Roleplaying Game Pathfinder Unchained

SoM = Spheres of Might

SoP = Spheres of Power

UC = Pathfinder Roleplaying Game Ultimate Combat

UM = Pathfinder Roleplaying Game Ultimate Magic

UW = Pathfinder Roleplaying Game Ultimate Wilderness

PA = Pathfinder Roleplaying Game Planar Adventures

WMH = Softcover companion for masters of weapons



INTRODUCTION

A hunter knows how to find prey and kill it. A scout is skilled in surviving in many environments. A soldier is a master of weapons. A ranger is all these things, and more. He can go anywhere, survive anywhere, and fight any enemy. He is the ultimate generalist, combining martial power, practiced skill, and ancient magic to accomplish his goals.

Many rangers learned their skills out of necessity, as their greatest skill is survival.

To fail at becoming a ranger often means death. You can flunk out of wizard school and try your hand at something else, but every ranger knows someone who walked the same road they did and did not make it to the end.

Those who survive becoming a ranger often learn that same core beliefs:

- **Nature is Not Your Friend:** Although some rangers love being in the wilderness, they do not love the wilderness. This, above all, sets them apart from nature-worshipping druids: for them, nature is either dominating or being dominated. If you are not in control of it, it will control you, and consume you. Nature is to be used as needed. Its power is to be respected and feared, but not revered.
- **Rely on Yourself:** Rangers are often associated with the wilderness because they are the most skilled at surviving without other people. A ranger learns to hunt and forage, to find shelter, to climb and swim, to craft simple tools and weapons, to render first aid, and to look after himself. He learns a lot from his environment and is aware of the dangers it possesses. But most of all, he learns to defend himself — preferably by avoiding combat altogether — and how to seek prey and kill it.
- **Use All Weapons:** A ranger is skilled with many weapons but has a lot more tools to draw upon. His mobility and stealth abilities open up many strategic options, and his magical abilities bring in a host of options regular soldiers can only dream of. Everything is a weapon to be used, from the honed blade to the hurled rock.
- **Choose your Enemies:** A fight starts long before the battle begins. A ranger's combat prowess comes from their ability to pick the conditions of battle. A ranger uses stealth to avoid unneeded conflict, mobility to move around barriers, and perception to find opportunities. A trained ranger will never enter a fight he cannot escape from if it proves too difficult, or simply too time-consuming.
- **Find a Way:** There are always new solutions to a problem. A ranger cultivates a wide variety of skills to deal with situations in different ways. The right answer always depends on the situation.
- **Survive at All Costs:** Every battle is ultimately an expression of the desire to survive. If you survive a battle, then you have won.





THE LEGENDARY RANGER

The legendary ranger is a new base class that may be used in Pathfinder campaigns, side-by-side with the existing ranger class. Members of this class can be considered regular rangers for purposes of prerequisites (though they may not meet other class features regular rangers would meet, such as specific class features), and the legendary ranger uses the same spell list as the regular ranger.

Role: Legendary rangers are highly mobile strikers, able to fight in melee or at range. Their abilities allow them to concentrate their skills on a single target, destroying them completely while remaining effective against other enemies.

Legendary Class: The legendary ranger takes many of the base elements of the ranger class and makes them more

versatile (and less campaign dependent) while giving more flexibility in the character's progression with a talent system similar to the rogue. Hunter's Bond has also been expanded into a 1st level feature — Natural Gift — that can act as the central mechanic for the legendary ranger, depending on character build.

Alignment: Any

Hit Die: d10

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The legendary ranger's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Intelligence modifier.

Table 1: Legendary Ranger

Level	BAB	Fort	Ref	Will	Special	Spells per Day			
						1st	2nd	3rd	4th
1	+1	+2	+2	+0	Adaptive Learning, Natural Gift, Predation (+1/+1d6), Quarry, Wildspeak	—	—	—	—
2	+2	+3	+3	+0	Ranger Talent	—	—	—	—
3	+3	+3	+3	+1	Improved Quarry, Relentless Stride	—	—	—	—
4	+4	+4	+4	+1	Ranger Talent	1	—	—	—
5	+5	+4	+4	+1	Predation (+2/+2d6), Hunter's Edge	1	—	—	—
6	+6	+5	+5	+2	Ranger Talent	1	—	—	—
7	+7	+5	+5	+2	Covert Nature, Improved Quarry	1	1	—	—
8	+8	+6	+6	+2	Ranger Talent	1	1	—	—
9	+9	+6	+6	+3	Predation (+3/+3d6)	2	1	—	—
10	+10	+7	+7	+3	Ranger Talent, Hunter's Edge	2	1	1	—
11	+11	+7	+7	+3	Evasion, Improved Quarry	2	1	1	—
12	+12	+8	+8	+4	Ranger Talent	2	2	1	—
13	+13	+8	+8	+4	Predation (+4/+4d6)	3	2	1	1
14	+14	+9	+9	+4	Ranger Talent	3	2	1	1
15	+15	+9	+9	+5	Hunter's Edge, Improved Evasion, Improved Quarry, Stillsense	3	2	2	1
16	+16	+10	+10	+5	Ranger Talent	3	3	2	1
17	+17	+10	+10	+5	Predation (+5/+5d6)	4	3	2	1
18	+18	+11	+11	+6	Ranger Talent	4	3	2	2
19	+19	+11	+11	+6	Improved Quarry, Perfect Survivor	4	3	3	2
20	+20	+12	+12	+6	Apex Predator, Ranger Talent, Hunter's Edge	4	4	3	2



WEAPON AND ARMOR PROFICIENCIES

A legendary ranger is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

ADAPTIVE LEARNING (Ex)

The legendary ranger doesn't learn to be strong in every way. Instead, he learns to use his strengths in every way. This applies to learning as well, allowing the legendary ranger to master techniques he otherwise wouldn't be able to. When choosing feats, if a feat requires a certain minimum ability score, the legendary ranger is considered to meet that requirement. He must still meet any other requirements.

In addition, the legendary ranger counts his legendary ranger class levels as fighter levels for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

NATURAL GIFT

The first rule of survival is to use what you have, and everyone has something. At 1st level, the legendary ranger cultivates one specific ability, which will be his greatest asset. Although he will continue to gain abilities in other areas, this will always be his strongest ability.

The legendary ranger may choose one of the natural gifts listed in the natural gifts section. Once chosen, the gift cannot be changed.

QUARRY (Ex)

A legendary ranger's most well-known ability is tracking creatures: detecting them, locating them, identifying them, and observing important details about them. These abilities come with the limitation that the legendary ranger must concentrate his attention on the target in order to do these things properly. So, the legendary ranger learns to focus his concentration and attention on one creature: his quarry.

To make a creature his quarry, the legendary ranger must take a moment to gather his thoughts and visualize the creature in his mind. This means the legendary ranger must



know enough about the creature to identify and describe them. Once per round as a free action, the legendary ranger can make anyone he remembers encountering and interacting with in for at least 10 minutes in the past 24 hours his quarry. If a legendary ranger is extremely familiar with someone, he can make them his quarry up to 1 year after encountering them. This includes anyone he has spent an extended period of time interacting with (at least 2 hours total). Even if the creature is not present, the legendary ranger can make them his quarry.

If the legendary ranger meets a creature, he can study it so that he makes it his quarry immediately. A legendary ranger can make any creature his quarry if he can see them (or sense in a unique way, such as by using a form of blindsense) as a move action.

Finally, a legendary ranger can also make a creature his quarry based on evidence of their presence, without even knowing exactly who they are. If a legendary ranger makes a successful Survival or Perception skill check to find tracks or other signs of a creature's passage, he may make that creature



his quarry as a standard action. If the legendary ranger fails, he may not try to quarry that creature again for 24 hours, unless he discovers tracks or other signs of passage at a different, unrelated location.

A legendary ranger has several special abilities that relate to his quarry:

- A legendary ranger is skilled in finding his quarry. When making Survival skill checks made to follow his quarry's tracks, the legendary ranger adds half his class level (minimum 1) to his check and can move at his normal speed while using following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.
- When making Perception skill checks to locate his quarry (such as if the quarry is invisible or hiding), to confirm their identity (such as if the quarry is disguised), or to determine if something belongs to the quarry or was left behind by them, the legendary ranger adds 1/2 his level (minimum 1) to his check.
- A legendary ranger may attempt to use a Knowledge check to identify the creature type of his quarry based on its tracks or evidence of their passage.
- A legendary ranger may make a Perception skill check against his quarry's Disguise or Bluff check (whichever is higher) to gain some information about its condition at the time they were present, just by looking at the quarry's tracks. They may learn the following: whether the creature was badly injured (has less than half of its hit points), whether it had any conditions that affect its movement (such as blindness or a missing leg), or whether it was encumbered. The legendary ranger can also tell whether the quarry was running or walking.

A quarry lasts until the legendary ranger chooses a different quarry. For the purpose of this ability, a troop or swarm is considered a single creature.

PREDATION (Ex)

When a legendary ranger attacks his quarry, his increased focus makes him even deadlier. The legendary ranger gains a +1 insight bonus to attack rolls against his quarry, and deals an additional 1d6 precision damage against them on all attacks. These bonuses increase by +1 and +1d6 respectively at 5th, 9th, 13th, and 17th level.

WILDSPEAK (Ex)

A legendary ranger is skilled in speaking with creatures that are close to nature. He can speak with any creature with the animal or magical beast type or communicate with them as if he spoke their language if they don't have one. In addition, he gains a bonus equal to half his class level (minimum 1)

to his Diplomacy checks against such creatures when he attempts to influence their attitude.

As a legendary ranger grows more experienced, he learns to do this with more exotic creatures. At 5th level, he may use this ability with any creature of the monstrous humanoid or fey types, at 9th level, he may use this ability with vermin and plants, at 13th level, he may use this ability with elementals and oozes.

At 17th level, he may speak with the earth itself, communicating with rocks, rivers, and soil as if it were intelligent. For this purpose, treat each 30-foot by 30-foot section of earth as a separate intelligent creature, unless an obvious physical landmark is larger than that, with an alignment and temperament befitting that sort of terrain. The earth is aware of what has happened to it and has some understanding of events that have occurred in its presence (though it doesn't speak common languages).

RANGER TALENTS (Ex)

Beginning at 2nd level, the legendary ranger may gain ranger talents. He gains one at 2nd level and additional talent every even level thereafter. Some talents require the legendary ranger to have a minimum class level, while others interact with specific class features. If the does not have a specific class feature (either by being of insufficient level or by trading that feature away by an archetype) he cannot gain that talent. Some natural gifts add additional choices to the list of talents a legendary ranger may choose from, and some archetypes do so as well.

Ranger talents are described in their own section.

RELENTLESS STRIDE (Ex)

At 3rd level, the legendary ranger learns to move more effectively in different environments. When he succeeds on a Climb check, he may move his full speed without penalty, or he may move half his speed while continuing to use a shield.

He may also move his full speed when he succeeds on a Swim check, and he may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment, and is not affected by tripping effects caused by slick or icy surfaces, magical or otherwise.

At 7th level, the legendary ranger has an incredible lightness to his step. Provided he starts his turn on normal ground, he can move on any surface as if it were the ground, like walls and ceilings. He falls if his movement ends or he falls prone. As a swift action, he may make a Climb skill check to use a hand to cling to the surface he has walked on this way.

He can also walk across water without sinking or taking damage but sinks normally if he stops his movement or falls prone. He cannot begin his movement on water.



IMPROVED QUARRY (Ex)

As a legendary ranger becomes more skilled at hunting, he learns to make creatures his quarry with greater efficiency.

Charging Focus: At 3rd level, the legendary ranger may quarry a creature as a move action and move towards that creature (or direct his mount to move towards that creature) as part of the same move action. He may quarry as part of a charge.

Sudden Focus: At 7th level, the legendary ranger may quarry a creature he can see as a swift action.

Perceptive Focus: At 11th level, the legendary ranger may make creatures his quarry even if he cannot see them, provided he knows they are present by making a Perception skill check vs the creature's Stealth, Disguise or Bluff check (as appropriate). This is a move action and can be part of the same action used to find the creature.

Instant Focus: At 15th level, the legendary ranger may make any creature that attacks him his quarry as an immediate action.

Close Focus: At 19th level, the legendary ranger may make an adjacent creature he can see his quarry as a free action.

SPELLS

Beginning at 4th level, a legendary ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A legendary ranger must choose and prepare his spells in advance.

To prepare or cast a spell, a legendary ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a legendary ranger's spell is 10 + the spell level + the legendary ranger's Wisdom modifier.

Like other spellcasters, a legendary ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Legendary Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Legendary Ranger indicates that the legendary ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A legendary ranger must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A legendary ranger may prepare and cast any spell on the ranger spell list, provided he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a legendary ranger has no caster level. At 4th level and higher, his caster level is equal to his legendary ranger level.

HUNTER'S EDGE (Ex)

At 5th level, a legendary ranger has mastered a single skill beyond that skill's normal boundaries, gaining a level

of ability few can match. He may choose a skill from the legendary ranger's list of class skills. He gains the skill unlock^{PU} powers for that skill as appropriate for his number of ranks in that skill. At 10th, 15th, and 20th level, he chooses an additional skill from the legendary ranger's list of class skills and gains skill unlock powers for that skill as well.

COVERT NATURE (Ex)

A legendary ranger of 7th level or higher can use the Stealth skill even while being observed and without needing cover or concealment. The legendary ranger normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 11th level, the legendary ranger learns to apply common materials to his clothing to remove odors while remaining downwind of enemies. He can apply his Stealth skill to avoid being detected by scent (though he still can be tracked by it). He also learns special techniques to disguise himself from blindsight and blindsense, as well as any other senses, so that he may always make a Stealth skill to avoid being detected. He cannot do this while talking or using spells with verbal components.

EVASION (Ex)

At 11th level, a legendary ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the legendary ranger is not wearing heavy armor. A helpless legendary ranger does not gain the benefit of evasion.

At 15th level, the legendary ranger gains improved evasion and takes half damage even if he fails his Reflex saving throw.

STILLSENSE (Ex)

At 15th level, a legendary ranger becomes skilled in noticing tiny vibrations, shifts in air currents (or water currents, if underwater), and tiny movements across surfaces from changes in pressure. This works as a form of blindsight with a range of 30 feet that only detects creatures and objects that have moved (such as by attacking, changing location, casting a spell with somatic components, or making a skill check using Strength or Dexterity) within the past round. A creature that stops moving does not instantly become invisible to this sense; they are still noticeable until the air around them has stopped moving, which doesn't happen until the end of their next turn. Creatures that are completely intangible are naturally invisible to this sense. This ability is not impeded if the legendary ranger is deafened in any way but does stop functioning if there is no air. Winds greater than 30mph can create blind spots downwind of the legendary ranger.

This sense works continuously, and the legendary ranger may spend his move action to concentrate on the ability,



doubling the range until the beginning of his next turn. This draws attacks of opportunity from adjacent enemies.

At 19th level, the range on this sense doubles to 60 feet.

PERFECT SURVIVOR (Ex)

At 19th level, a legendary ranger becomes able to survive almost anywhere. The legendary ranger becomes immune to nonlethal damage as well as all forms of poison and disease. In addition, he may spend a swift action to focus his force of will, granting himself 20 temporary hit points. The temporary hit points last for 24 hours. These temporary hit points do not stack with themselves or other temporary hit points.

APEX PREDATOR (Ex)

A legendary ranger of 20th level reaches the top of the food chain. Whenever he attacks his quarry and misses with a roll that is not a natural 1, he hits his quarry, but the damage is halved.

FAVORED CLASS BONUSES

The following favored class bonuses are open to all characters, regardless of race:

Any: Gain 1/6 of a new legendary ranger talent.

Any: Reduce secondary natural weapon attack penalties on your natural weapons by 1/4

Any: Gain 1/3 of a new class skill.

Any: Add +1/5 to the legendary ranger's predation attack bonus.

Any: Add +1/2 to the legendary ranger's predation bonus damage.

Any: Gain +1/2 bonus on Intimidate skill checks to demoralize.

Any: Gain +1/2 bonus on Diplomacy checks made to influence animals, magical beasts and fey.

Any: Add +1 hit point and +1 skill rank to the legendary ranger's animal companion. If the legendary ranger ever replaces his animal companion, the new companion gains these bonus hit points and skill ranks.

NATURAL GIFTS

A legendary ranger gains his natural gift at first level. Once chosen, this decision cannot be changed. Each gift adds one or more additional talents to the list of ranger talents the legendary ranger may select from when he starts gaining ranger talents at second level.

ANIMAL COMPANION (Ex)

The legendary ranger forms a bond with an animal companion. A legendary ranger may begin play with any of the animals available to a druid. This ability functions as the animal companion available through the druid's Nature Bond class feature. The legendary ranger's effective druid level is equal to his legendary ranger level. If a character receives an animal companion from





more than one source, his effective druid levels stack for the purposes of determining the companion's statistics and abilities.

If a legendary ranger releases his companion from service or if his animal companion perishes, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of searching in the environment where the new companion typically lives. The following talents are available to legendary rangers with this natural gift, though many require a minimum level to be selected:

Directed Hunger (Ex): The animal companion benefits from the legendary ranger's quarry and predation abilities, if any. The animal companion cannot choose their own quarry, they have the same quarry as the legendary ranger.

Empathic Link (Su, 6th level): The legendary ranger gains an empathic link with his animal companion. The legendary ranger can share emotions with his companion and perceive his companion's emotions as well. In addition, the legendary ranger can also see through a companion's eyes, hear through its ears, and make use of all its natural senses. Doing so requires the legendary ranger to begin concentrating as a swift action, and he may maintain this connection for as

long as desired, while the companion stays within 1 mile him. Ending concentration is a free action.

While maintaining concentration on his empathic link, the legendary ranger is unable to attack or spellcast.

At 13th level, the legendary ranger can communicate telepathically with his companion by touching it. At 17th level, the range of the legendary ranger's empathic link with his animal companion increases to 10 miles. If the animal companion is within 1 mile, the legendary ranger can communicate with it telepathically. At 20th level, these abilities function while the animal companion is on the same plane of existence.

Prepared for Battle (Ex): Choose a teamwork feat. Both the legendary ranger and the animal companion possess this feat. The legendary ranger may change the feat chosen by training for 1 hour with his animal companion.

Raise Animal Companion (Sp, 10th level): The legendary ranger gains *raise animal companion* as a spell-like ability; usable only on his animal companion. Using this spell-like ability gives the legendary ranger a permanent negative level. This negative level cannot be overcome in any way (including



by *restoration*), but automatically ends after 24 hours. At 16th level, this functions as *resurrection* instead, but otherwise operates as normal.

ANIMAL SUMMONING (Sp)

At 1st level, a legendary ranger can cast *summon nature's ally I* (or *summon minor ally*^{UM}) as a spell-like ability a number of times per day equal to 3 + his Wisdom modifier. He can use this spell-like ability as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by 1 spell level, allowing him to summon more powerful creatures (to a maximum of *summon nature's ally IX* at 17th level). The legendary ranger can still summon creatures as if using a lower version of *summon nature's ally*; if he does, he may apply the advanced simple template to any creature he summons. At 19th level, he may cast *summon nature's ally IX* and apply the advanced simple template to any creature he summons.

All creatures the legendary ranger summons this way treat their natural weapons as magic for the purpose of overcoming DR.

A legendary ranger cannot have more than one *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* from this spell-like ability immediately ends. These summon spells are considered part of the legendary ranger's spell list for the purposes of spell trigger and spell completion items.

The legendary ranger can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

The following talents are available to legendary rangers with this natural gift:

Augmented Creatures (Su, 10th level): Each animal the legendary ranger conjures with his animal summoning ability gains a permanent +4 enhancement bonus to Strength and Constitution.

Planar Summons (Su, 8th level): When you summon one or more animals, humanoids, or vermin using your animal summoning ability, you can apply one of the following templates to them: Aerial Creature (CR +1)^{MSH}, Aqueous Creature (CR +1)^{MSH}, Chthonic Creature (CR +1)^{MSH}, Fiery Creature (CR +1)^{MSH}, or Primordial Creature (CR +1)^{MSH}. If you summon multiple creatures with one casting, they must all have the same template. This stacks with your ability to apply the Advanced (CR +1) template.

Stampede (Su, 6th level): Each time the legendary ranger uses his animal summoning ability to conjure more than one creature, he may add one to the total number of creatures summoned.

HERBALISM (Ex)

The legendary ranger is skilled in using common plants to create effective herbal medicines. The legendary ranger can prepare a number of restorative extracts per day equal to 1/2 his class level + his Wisdom modifier, minimum 1. Each extract remains potent for 24 hours and can be imbibed as a potion or administered to fallen comrades. When imbibed by a living creature, the extract heals hit points equal to 1d6 + the legendary ranger's Wisdom modifier, plus an additional 1d6 hit points for every odd numbered class level the legendary ranger possesses. The legendary ranger does not need to be the one to administer the extract, and they can be shared with other party members.

The following talents are available to legendary rangers with this natural gift:

Bountiful Extract (Ex): The number of extracts a legendary ranger can harvest in a day increases by 4. This talent may be taken multiple times.

Infused Extract (Ex, 4th level): The legendary ranger may target an extract with a harmless spell that would normally target a willing creature, a group of willing creatures, or all willing creatures in an area. When the extract is imbibed, the spell takes effect on the imbiber as if it were just cast. A spell that can affect multiple creatures only produces a single infused extract.

Invigorating Extract (Ex, 4th level): When a creature imbibes the legendary ranger's restorative extract, it gains temporary hit points equal to the legendary ranger's class level. These last for 24 hours or until lost.

Mutagenic Extract (Su, 4th level): When preparing extracts, the legendary ranger may choose to mutate some of them. This decision is made when the extracts are harvested. The resulting mutagenic extracts have no restorative properties but can enhance the legendary ranger's physical abilities at the cost of some mental clarity. When he takes it, he gains a +2 alchemical bonus to Strength and a -2 penalty to both Intelligence and Charisma that lasts 1 minute per class level. This increases to +4 at 8th level, +6 at 12th level, and +8 at 16th level. Only the legendary ranger may benefit from his mutagenic extracts, having no effect on other creatures.

Nourishing Extract (Ex, 4th level): When a creature imbibes the legendary ranger's extract, they are cured of the fatigued and sickened conditions. At 10th level, they are also cured of the exhausted and nauseated conditions.

Poisonous Extract (Ex): When preparing extracts, the legendary ranger may designate some extracts as poisonous. Poisonous extracts don't heal, but instead acts as an injury poison. When prepared, the legendary ranger chooses an ability. Those who are injured with this point immediately receive a penalty to that ability equal to 1d6 + 1/2 the legendary ranger's class level unless they make a successful Fortitude save vs a DC equal to 10 + 1/2 the legendary ranger's class

level + his Wisdom modifier. A successful save halves this penalty. This penalty cannot reduce a creature to below 1 in their ability score, does not stack with itself, and diminishes by 1 point every minute after exposure until it is gone.

The legendary ranger does not risk accidentally poisoning himself when applying his own poisonous extract to a weapon.

Potent Extract (Ex): The legendary ranger's extract uses d8's to determine how many hit points are healed. This talent may be taken up to 3 times. The second time it is taken, the dice become d10's, and the third time they become d12's.

Purifying Extract (Ex, 6th level): The legendary ranger's extract also has the effect of both a *remove disease* and a *neutralize poison* spell, using his class level as his caster level.

SHAPESHIFTER (Su)

The legendary ranger can take on the aspects of a wild creature as a swift action. At 1st level, he chooses one of the forms listed below. He can remain in this form for up to 1 minute or end it as a free action, and may do this a number of times per day equal to his 1/2 his class level + his Wisdom modifier (minimum 1). While in one of his shapeshifter forms, the legendary ranger gains the shapeshifter subtype, and has proficiency with any natural weapons the form provides. Natural weapons provided by forms are considered magical for the purpose of overcoming damage reduction.

This is not a polymorph effect; a legendary ranger with shifter's blessing in one of his shifted forms can be affected by a polymorph effect and retain his bonus and Traits gained by the class feature.

For every 4 levels after the 1st, the legendary ranger may choose an additional form, for a total of 5 forms at 17th level.

Form of the Bear: The legendary ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the legendary ranger gains a +4 enhancement bonus to Strength, but his base speed decreases by 10 feet to a minimum of 20 feet. He also gains 2 claw natural attacks that do 1d4 damage each (1d3 if the legendary ranger is Small) and a bite primary natural attack that does 1d6 damage (1d4 if the legendary ranger is Small).

At 11th level, the legendary ranger gains a +6 enhancement bonus to Strength and he does not suffer any reduction of speed. He also gains the Grab ability with his bite.

Form of the Cat: The legendary ranger's muscles become lean and defined, and his gait more deliberate and graceful. While in this form, the legendary ranger increases his base speed by 10 feet, and he gains a +4 enhancement bonus to Dexterity. He also gains 2 claw natural attacks that do 1d4 damage each (1d3 if the legendary ranger is Small) and a

bite primary natural attack that does 1d6 damage (1d4 if the legendary ranger is Small).

At 11th level, the legendary ranger increases his base speed by 20 feet and he gains a +6 enhancement bonus to Dexterity. He also gains the rake special ability with his claws.

Form of the Eagle: The legendary ranger's skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the legendary ranger gains a +4 bonus on Perception skill checks and a fly speed of 30 feet with average maneuverability.

At 11th level, the legendary ranger gains a +8 bonus on Perception skill checks and a fly speed of 60 feet with good maneuverability.

Form of the Jackal: The legendary ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in this form, the legendary ranger can spend a swift action to move 10 feet. This draws attacks of opportunity normally if he leaves a threatened square and reduces any movement he has if he takes a move action.

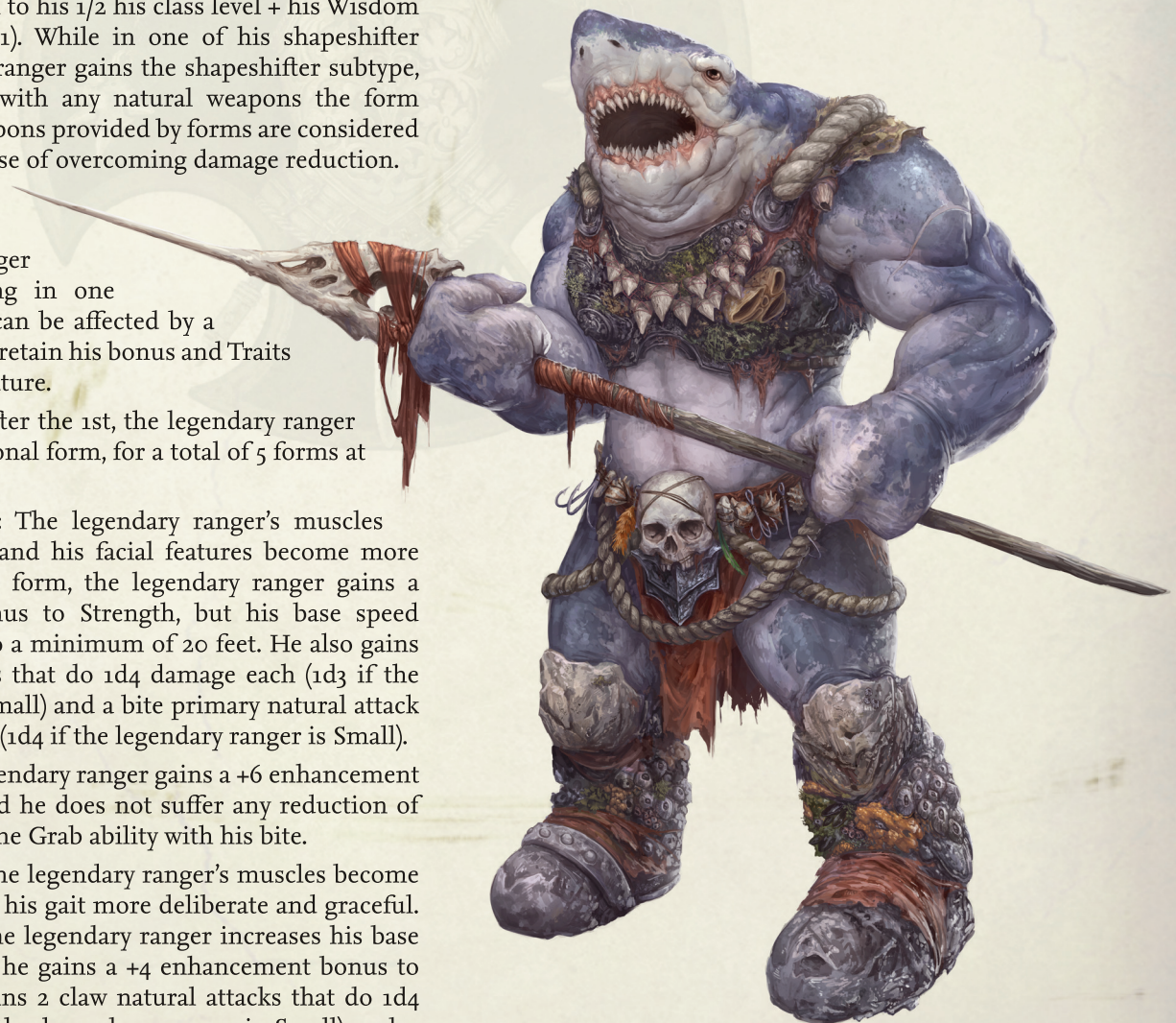




Table 2: Size Effects

Size	Size Modifier	Fly Modifier	Stealth Modifier	Strength Modifier	Dexterity Modifier	Reach
Fine	+8	+8	+16	-6	+6	0 ft
Diminutive	+4	+6	+12	-4	+4	0 ft
Tiny	+2	+4	+8	-2	+2	0 ft
Small	+1	+2	+4	0	0	5 ft
Medium	0	0	0	0	0	5 ft
Large	-1	-2	-4	+2	-2	10 ft
Huge	-2	-4	-8	+4	-4	15 ft
Gargantuan	-4	-6	-12	+6	-6	20 ft

In addition, the legendary ranger receives a +4 bonus to his AC against attacks of opportunity.

At 11th level, the legendary ranger can gain a +10 foot bonus to his speed (the distance he can move as a swift does not change), and he no longer provokes attacks of opportunity by leaving threatened squares.

Form of the Ram: The legendary ranger's face and forehead thicken, and he grows horns. He gains a primary natural gore attack that does 1d6 damage (or 1d4 damage if the legendary ranger is small). He gains the powerful charge ability and does an additional 1d6 damage when charging with his horns. He does not provoke an attack of opportunity when performing a bull rush combat maneuver.

At 11th level, the legendary ranger gains the pounce ability, and gains +4 bonus on checks made to bull rush an enemy.

Form of the Shark: The legendary ranger's teeth sharpen, and his skin grows sleeker and water resistant. While in this form, the legendary ranger gains a swim speed equal to his ground speed with +15-foot enhancement bonus. He also gains the scent ability, though it only works in water, he can breathe normally underwater, and he gains a bite primary natural attack that does 1d6 damage (or 1d4 damage if the legendary ranger is small).

At 11th level, the legendary ranger gains a +30 foot bonus to his swim speed.

Form of the Snake: The legendary ranger's skin forms into scales, and his spine lengthens. He gains a +2 dodge bonus to his AC, and a climb speed equal to his ground speed. He can move at his normal speed while prone. He gains a bite primary natural attack that does 1d6 damage (or 1d4 damage if the legendary ranger is Small); on a successful hit, the legendary ranger injects a poison into the creature, and it must make a Fortitude check against a DC equal to 10 + 1/2 the legendary ranger's level + his Constitution modifier, or be sickened for 1 minute.

At 11th level, the dodge bonus to AC from this form increases to +4, and he can spit his poison up to 60 feet,

allowing him to poison one creature with exposed flesh by making a ranged touch attack. His poisonous bite causes a target to be nauseated for 1 round if they fail and sickened for 1 minute after if they pass or fail.

Form of the Wolf: The legendary ranger's noise lengthens, and his stances stoops slightly. He gains low-light vision (if he doesn't have it already), the scent ability and he gains a bite primary natural attack does 1d6 damage (1d4 if the legendary ranger is Small).

At 11th level, the legendary ranger's bite attack gains the trip special ability.

The following talents are available to legendary rangers with this natural gift:

Dual Form (Su, 12th level): The legendary ranger may have two forms active simultaneously. He may activate both forms as a single swift action. This uses two uses of his shapeshifter ability. Once activated, another use of this ability ends both forms.

Preferred Form (Su, 6th level): The legendary ranger may choose one form as his preferred form. Using this form does not count against his daily limit of minutes, and he can maintain it indefinitely, even while asleep or unconscious.

Master of Forms (Su, 18th level): The legendary ranger gains all the forms available to this gift.

SIZESHIFTER (Su)

The legendary ranger can alter his physical size without changing his actual shape. He can grow (if he has room) or shrink, and his equipment changes size with him. Melee weapons do more damage or less damage if grown or shrunk respectively, but any item that leaves the legendary ranger's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, but other ranged weapons still deal damage based on the size of the weapon that fired them. Being



rendered unconscious or asleep causes the legendary ranger to regain their normal size.

The legendary ranger may become Tiny, Small, Medium, or Large, and may remain that way for as long as he wishes. At 9th level, he may also become Diminutive or Huge, and at 17th level he may also become Fine or Gargantuan.

The benefits and penalties of a size change are outlined on the Size Effects table. The legendary ranger's Size Modifier applies to his attack rolls and AC, the Fly and Stealth Modifiers modify checks with those skills, and the Strength and Dexterity modifiers modify those attributes. The reach specified is their natural reach at that size, not including reach weapons. If the legendary ranger's default size isn't medium, then subtract the modifiers for his normal size from the size he has become.

The legendary ranger may shift sizes as a full-round action. At 5th level, shifting sizes becomes a standard action, at 9th level it is a move action, at 13th level the legendary ranger may shift sizes as a swift action, and at 17th level it is a free action.

While using this ability, the legendary ranger cannot benefit from (or be burdened by) size changes from other sources. If the legendary ranger is polymorphed into another creature, they are still limited to the sizes they were before, plus whatever size their new form has.

The following talents are available to legendary rangers with this natural gift:

Mega Strike (Su, 12th level): When the legendary ranger uses the attack action, he can make one attack while enlarging one or two limbs to their maximum possible size for just long enough to attack, while not increasing the size of the rest of his body. When he attacks this way, he may use the modifiers and reach for the maximum size he can achieve, instead of his current size. Any weapons he is holding increase in size as well.

Resilience (Su, 10th level): While the legendary ranger is Huge or larger, he gains a +4 circumstance bonus to his Fortitude saving throws. While he is diminutive or smaller, he gains a +4 circumstance bonus to his Reflex saving throws.

Skilled Sizing (Su, 6th level): Reduce any Strength or Dexterity penalty the legendary ranger has from his sizersifter ability by 4. This cannot turn a penalty into a bonus.

SPIRIT COMPANION (Su)

The legendary ranger gains a mystical bond with a spirit, chosen from the list of shaman spirits. He may add the spells granted by the spirit to his spell list, but only of spell levels he can cast, and he gains a spirit animal with the same abilities as a shaman of equal level.

The legendary ranger gains the spirit ability granted by his spirit.

At 9th level, the legendary ranger gains the abilities listed in the greater version of his selected spirit. At 17th level, the legendary ranger gains the abilities listed for the true version of his selected spirit.

The following talent is available to legendary rangers with this natural gift:



Spirit Hex (Su, 6th level): Choose a shaman hex from the general list of hexes available to shamans, or from the list of hex available to your spirit. The legendary ranger gains that hex as a shaman of equal level. If the hex alters shaman spells, it alters legendary ranger spells instead, and if it requires a saving throw, the DC is equal to $10 + 1/2$ the legendary ranger's class level + his Wisdom modifier.

This talent may be chosen multiple times. Each time, choose a different shaman hex.

LEGENDARY RANGER TALENTS

Legendary rangers gain a talent at every even level. If a talent is tagged with a class feature (such as quarry or predation), then they must possess that class feature to gain that talent (meaning they must be of sufficient level and they must not have taken an archetype that trades away that feature). Each talent can be taken only once unless otherwise stated.

A LIFETIME OF SCARS (Ex, 20TH LEVEL)

Pain is an old friend, and weakness has long been beaten out of the legendary ranger's body. The legendary ranger gains Damage Reduction $10 +$ his Wisdom modifier. This talent cannot reduce the damage from a hit to less than 1 hit point of damage.

AMBUSH TACTICS (Ex) (PREDATION)

When the legendary ranger attacks his quarry while it is denied its Dexterity bonus to AC (whether the target





actually has a Dexterity bonus or not), the legendary ranger's predation dice deals maximum damage.

ANCIENT WAYS (Ex)

The best rangers rediscover the secrets of their forefathers and learn to rely on their peripheral vision and hearing. The legendary ranger always acts on the surprise round. At 6th level, he gains uncanny dodge as a rogue of equal level, and at 12th level, he gains improved uncanny dodge.

AURA TRACING (Su) (QUARRY)

Even with his limited magical potential, the legendary ranger has long learned to recognize magical auras and their use. The legendary ranger may *detect magic* as the spell at will, using his legendary ranger class level in place of his caster level. When detecting magical auras from spells cast by his quarry, he can detect traces of their aura for an even longer duration than they normally remain, and he treats the power of the aura as if it were one stage stronger, as listed under *detect magic*. If an aura would be considered stronger than Overwhelming strength, he may always detect the lingering aura. The legendary ranger may use his ability to detect magic as a move action, targeting a single object or creature within range. When he does so, he gains information as if he had spent 3 rounds detecting for magic, and if the target is his quarry, he automatically learns the highest level spell slot that the target can prepare (but not which spells are prepared), if they can cast spells at all.

Beginning at 8th level, he treats any auras left by his quarry as if they were two stages stronger, and at 14th this increases to three stages stronger.

CLAIM DOMINION (Ex) (WILDSPEAK) (16TH LEVEL)

The legendary ranger can call upon a region of the earth and demand its fealty. The dominion should have some logical separations from the rest of the world that can be used as borders (rivers, ridges, or the like), not include any settlements greater than 100 people, or be larger than 25 square miles.

Once the call is made, the legendary ranger must fight the champion of the domain — a CR 20 creature of the GM's choice appropriate to the area, such as a native creature or an elemental, although another legendary ranger may arrive. The champion arrives in 1d6 minutes, and at this point it will make its presence known, and then attack. This is single combat fought until one combatant is rendered helpless. The legendary ranger may be assisted by an animal companion or similar ally acquired through class features, but otherwise cannot receive help from others, including help in the form of spells cast before the combat.

If the legendary ranger is rendered helpless, the champion stops attacking and disappears, and the legendary ranger

may not challenge that region again for 1 year. If he succeeds, he gains the fealty of the domain for as long as does not leave the domain for more than 24 hours or gain fealty from another domain.

While a legendary ranger has fealty over a domain, he is its rightful lord. Creatures native to the domain with Intelligence below 3 instinctively obey legendary ranger. He also gains the ability to scry as if using the *scrying* spell as a spell-like ability, and can *teleport* himself (and his animal companion, if any, but only himself) from any location in the region to any other location in the region as a spell-like ability.

Finally, he may order the region to perform tasks for him. What the region can accomplish is left up to the GM, but a good guide is that the region can duplicate the effect of any 6th level or lower spell on the druid spell list that only affects itself or that summons a creature appropriate to the region. Ordering a task is a standard action and the legendary ranger can do this a number of times per day equal to his Wisdom modifier.

COMBAT ADAPTATION (Ex, 4TH LEVEL)

As a swift action, the legendary ranger can gain the benefit of a combat feat that he does not possess for 1 minute. He must otherwise meet the feat's requirements. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit.

The legendary ranger may use this ability a number of times per day equal to 1/4 his legendary ranger level (minimum 1), up to a maximum of 5 times per day at 20th level. The legendary ranger cannot use this ability again before the duration of a previous use expires.

DECEPTIVE HUNTER (Ex) (QUARRY)

The legendary ranger's mental focus and insight allows him to better deceive his prey. He receives a bonus to Stealth skill checks equal to half his legendary ranger level (minimum 1), but only against Perception checks made by his quarry. He may also apply the same bonus to Bluff skill checks made to feint his quarry or to resist their Sense Motive skill checks.

DEEP MAGIC (Su) (QUARRY) (18TH LEVEL)

The legendary ranger rallies incredible magical power to defend himself against his quarry. Against spells and spell-like abilities used by his quarry, he gains Spell Resistance of 30.

DEFENSIVE HUNTING (Ex) (QUARRY)

As long as the legendary ranger is focused on his quarry, their every move is predictable. He gains a +1 bonus to his CMD, and as a dodge bonus to AC attacked by his quarry. This bonus increases by +1 at 5th level, and every 4 levels thereafter, to a maximum of +5 at 17th level.



DEVIOUS STRIKE (PREDATION)

The legendary ranger may choose a rogue talent that has no requirements and is triggered by a rogue's sneak attack ability; whenever he does damage with his predation ability, he may spend a swift action to trigger the rogue talent. For this purpose, his class level counts as rogue levels and the dice from his predation ability count as dice from his sneak attack ability.

This talent may be chosen multiple times: each time, the legendary ranger must choose a different rogue talent. Multiple rogue talents cannot be triggered by a single attack. At 10th level, he may choose advanced rogue talents that alter sneak attack.

ENDLESS VIGOR (Ex)

The legendary ranger has trained himself for expeditions and journeys that last months at a time. The legendary ranger only needs to sleep for 2 hours in order to be considered as if he had a full night's rest, and only needs to rest for 10 minutes to reduce the exhausted condition to fatigued. If the legendary ranger gets a full 8 hours of rest, he does

not need to rest for 72 hours, although abilities that require rest to recharge still require him to do so. He also halves all penalties from the fatigued or exhausted conditions.

ETERNAL SPRING (Su, 20th Level)

The power of nature literally flows through the legendary ranger's veins, restoring them whenever they are injured. The legendary ranger gains fast healing 5 and can no longer be killed by taking hit point damage (although he still falls unconscious if below 1 hit point). The legendary ranger can be permanently killed if his body is burned, melted with acid, disintegrated, or completely destroyed.

FAVORED DOMAIN (Ex, 8th Level)

Although they wander far, some legendary rangers consider one area home. The legendary ranger may select one of the following terrain types: underground, urban, or wilderness. The legendary ranger gains a +4 competence bonus on initiative checks, Perception, Stealth, and Survival skill checks when he is in this terrain, and to Knowledge (geography) checks about his terrain.





A legendary ranger traveling through his preferred terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

FAVORED FOE (Ex) (PREDATION)

Years of fighting a small group of creatures have honed the legendary ranger's skills in fighting to them to the point where he is death itself. Choose a creature type from the list of choices available to ranger as favored enemies, the legendary ranger's predation bonuses always apply to creatures of this type, without him having to quarry them. In addition, the legendary ranger gains a bonus equal to 1/2 his class level (minimum 1) to all Intimidate skill checks against creatures of that type.

FIST OF RESOLVE (Ex, 6TH LEVEL)

The legendary ranger has learned that weakness can be banished from the flesh with a simple punch in the face. The resulting flash of pain clears the mind and makes him able to function normally despite physical ailments. As a swift action, the ranger does 2d6 damage to himself. This damage cannot be reduced in any way. Afterward, any confused, fascinated, frightened, nauseated, panicked, shaken, or sickened condition that is afflicting the legendary ranger ceases to have any effect, though he still has the condition for all other purposes, includes conditions that stack with each other to create new conditions.

The legendary ranger may use this ability, even if nauseated or confused, but not if he is unable to move.

FOCUSED HASTE (PREDATION) (10TH LEVEL)

Whenever the legendary ranger makes a full attack against his quarry, he may make an additional attack at his full Base Attack Bonus. All attacks made during the full attack must be directed against the quarry until it is reduced to 0 or fewer hit points. This does not stack with other effects that grant an extra attack, such as the *haste* spell.

FULL MOON INVOCATION (Sp) (12TH LEVEL)

Once per day, the legendary ranger may perform a ceremony to invoke the powers of nature in a way far more powerful than he normally can. At the end of the ceremony, the legendary ranger chooses a druid spell with a level no greater than half his legendary ranger level. At the end of the ceremony, he may cast that spell as a spell-like ability, using his legendary ranger level as his druid level.

The ceremony takes as long as the casting time of the spell to perform, with a minimum of 1 minute. The legendary ranger must also provide any special components required by the ceremony. The ceremony can be interrupted as spellcasting can, but the ceremony can be restarted by adding one additional minute to the time involved.

GUARDED RANGER (Ex)

The legendary ranger is skilled in the use of shields. He treats any shield he wears as if it had an enhancement bonus to its armor class equal to the enhancement bonus of any weapon he holds in his primary hand, if any. Additionally, he applies his shield's enhancement bonus to AC to all attack and damage rolls made with the shield as part of a shield bash.

HARSH BOUNTY (Ex)

The legendary ranger has learned how to make do with what he has at hand, or what he can easily find. Anything else he must make himself. Whenever the legendary ranger wants to use his Craft skill to craft tools, survival gear, simple arms or armor, made primarily of materials commonly found in nature, he does not need to spend gold to acquire materials, and may add half his level (minimum 1) to his Craft check and may make such checks untrained.

Many legendary rangers have found that even with better options available, there is an advantage to making your own weapons. When the legendary ranger makes a weapon made from the bones of a freshly dead (within 24 hours) creature, it does an extra 2d6 damage to creatures of the same race.

HIDEOUT (Ex)

Occasionally, a legendary ranger requires an immediate safe location he can stow away goods, rest in, or hide away from the world. He learns how to establish a location known as a hideout. A hideout takes one hour to create or change to from an old hideout, and the legendary ranger may only possess a single hideout at a time. At 1st level, a hideout is generally a small union center such as a small campsite, a room in a building, or a small grove in the woods. At 5th level, the hideout may be larger, such as a small building (a hut for a small family), a hidden sewage pathway, or a large section of a cave. At 10th level, the hideout may be as large as a building complex (such as an inn), or buildings of similar size. At 15th level, he may consider a large swath of land to be his hideout, such as a small town or an entire district of a large city. At 20th level, the hideout can include an entire metropolis as his hideout, or regions of land just as large. Specific details regarding the region and shape of the hideout are up to the Game Master's discretion.

Being in his hideout allows the legendary ranger to hide from potential threats, and act in secrecy. Any objects stored in this hideout cannot be located by any effect less powerful than a *discern location* spell, and all attempts to locate or otherwise track down the legendary ranger or his allies who are within the hideout suffer a -10 penalty. At 7th level, this divination protection also applies to every creature in the hideout. At 13th level, the entire area is protected from all scrying effects much like a *mage's private sanctum*.



INESCAPABLE GAZE (Ex) (QUARRY)

Honing his mastery over his senses, the legendary ranger has learned never to allow his prey to escape. As a swift action, while within line of sight of his quarry, he may focus all his focus and attention on locating his quarry. Until the beginning of his next turn, he always pinpoints the exact location of his quarry and ignores all concealment bonuses his quarry benefits from, as well as any miss chance provided by abilities such as those provided by spells like *displacement* or *mirror image*. Additionally, he does not suffer a penalty for making ranged attacks against his quarry if it is engaged in melee combat.

Enacting such focus heavily limits the legendary ranger's capability to attack others while maintaining it. The legendary ranger cannot attack any creature other than his quarry without ending his gaze (a free action he may take outside his turn). This talent allows the legendary ranger to qualify for feats as if he possessed the Precise Shot feat.

MARAUDER'S STEP (Ex, 8TH LEVEL)

Whenever the legendary ranger uses a full-round action to attack, he may move up to half his speed as a free action before the first attack is made. This can provoke attacks of opportunity normally.

MECHANICAL EXPERTISE (Ex, 12TH LEVEL)

The legendary ranger gains the Rapid Reload feat and may use it with all crossbows and firearms. Additionally, he increases the critical threat range of all crossbows and firearms he wields by one. This effect does not stack with other effects that increase the critical threat range of a crossbow or firearm.

MONSTER LORE (Ex)

The legendary ranger adds his Wisdom modifier in addition to his Intelligence modifier when making Knowledge skill checks to identify the abilities and weaknesses of creatures.

The legendary ranger may make Knowledge skill checks untrained when attempting to identify creatures.

NATURAL GRACE (Ex)

The legendary ranger may add his Dexterity modifier in place of his Strength modifier on damage rolls when making attacks using a weapon that benefits from the Weapon Finesse feat, and when making attacks with throwing weapons.

PACK TACTICS (Ex)

Any animal companion or familiar you possess gains the same teamwork feats you do, if they did not possess them already.

SECONDARY TARGET (Ex) (QUARRY) (14TH LEVEL)

The legendary ranger's incredible skill with ranged weapons means that even failure is success. Whenever the legendary ranger misses his quarry with a ranged or thrown weapon attack, he may redirect the attack to an enemy within 20 feet of his quarry. He makes an attack roll against the new target, and if successful, hits as if he had targeted them in the first place. He does not benefit from his predation ability for this attack, unless he would anyone for some other reason, such as the Favored Foe talent.

The legendary ranger may use this ability as often as he misses, but once he hits a creature with a redirected attack, he cannot target it again this way until the beginning of his next turn.

SEE AS THE PREY (Ex, 4TH LEVEL)

Even the greatest hunter can be hunted. The legendary ranger gains the trapfinding and danger sense abilities of an unchained rogue of equal level. This stacks with any he possesses in a class with the danger sense ability. In addition, Disable Device (Dex) becomes a class skill for the legendary ranger.

SHADOW BOND (Su) (Ex, 18TH LEVEL)

Self-reliance may be a core aspect of most rangers, but sometimes a legendary ranger will acquire a very powerful ally. Shadowmates are mysterious fey creatures with (initially) limited intelligence who lack form or identity on their own. When the legendary ranger willingly bonds with one, the shadowmate transforms into a companion suitable to them. The relationship that develops can be that of a parent and child, of siblings, or even that of lovers.

A shadowmate is designed as if they were a player character, with a race similar or complementary to the legendary ranger, a character level equal to his, and with at least as many legendary ranger levels (though it is missing a ranger talent of at least 18th level). The GM is encouraged to design and treat the shadowmate as a recurring NPC. The shadowmate is always completely devoted to the legendary ranger, though they probably won't care for any other PCs, and may even exhibit jealousy.

The legendary ranger can call upon the company of his shadowmate whenever he wishes, and they will usually appear (especially if the legendary ranger is alone) within a few minutes. They will often appear unbeckoned as well.

Once per day, the legendary ranger can ask the shadowmate for assistance in combat. This is a free action and occurs automatically if the legendary ranger is rendered unconscious or helpless, or if he is killed. The shadowmate will fight along the legendary ranger and his allies. After combat is finished, if the legendary ranger is dead, the shadowmate will willingly lay down its own life



to heal the ranger (treat this as a *raise dead* spell) if there is no other means of immediately raising him — if the ranger remains dead for more than 10 minutes, the shadowmate dies as well.

If a shadowmate dies, the legendary ranger must spend 1 week in seclusion, mourning his friend, at which time he may bond with a new shadowmate. A *miracle* or *wish* spell can raise a shadowmate from the dead.

SIXTH SENSE (Sp) (10TH LEVEL)

The legendary ranger knows to never let his quarry escape and can always find them once he knows their shape. As a full-round action, the legendary ranger can study his quarry provided his quarry is up close and visible (within 30 feet). Doing so allows him to constantly be aware of his quarry's location, as if under a continuous *locate creature* spell, out to a distance of 400 feet, + 40 per legendary ranger level. The duration of this spell lasts until the quarry is killed (which immediately alerts the legendary ranger, even if he is not nearby) or when the legendary ranger marks another creature as his quarry.

SOLITARY TACTICS (Ex)

The legendary ranger gains a teamwork feat of his choice. All the legendary ranger's allies are treated as if they possessed this feat for the purpose of determining whether the legendary ranger receives the bonus granted by the feat. His allies do not receive any bonuses from these feats unless they possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the legendary ranger to receive the listed bonus.

SPELLCASTER HUNTING (Su, 12TH LEVEL)

The legendary ranger has become adept at protecting himself from spells and magic. Whenever his quarry casts a spell, he may use an immediate action to attempt to disrupt his quarry's spell if he has a ranged weapon ready to use, either with ammunition drawn and loaded or a thrown weapon in hand. The ranger needs to make a Spellcraft check to identify the spell, with a bonus equal to one-half his ranger level. If he successfully identifies the spell and the spell level is equal to or less than the ranger's Wisdom modifier, he can make a ranged attack at the caster, dealing no damage but distracting them enough to force a concentration check with a DC equal to the result of your attack roll.

If the ranger sacrifices a prepared spell when making this check and the spell being cast is that level or lower, the target's concentration check automatically fails and the spell is lost. If it is of a higher level, the ranger adds the spell's level as a bonus on his attack roll.

The legendary ranger may use this ability a number of times per day equal to $\frac{1}{4}$ his class level + his Wisdom modifier.

The legendary ranger also adds *dispel magic* to his spell list as a 3rd level spell.

SUBTLE SENSES (Ex)

The legendary ranger has gained skill using the lesser-used senses of smell and taste. He gains the scent special ability and gains a bonus equal to $\frac{1}{2}$ his level (minimum 1) to all Perception checks to identify things by smell or taste (such as a potion or poison). The legendary ranger may make a creature his quarry if he catches their scent as if he were tracking them, and when tracking his quarry, the legendary ranger may note the direction of his quarry with only a swift





action, and ignores any penalty for other scents masking the scent of his quarry.

SURVIVALIST (Ex)

The legendary ranger gains the Endurance feat as a bonus feat. In addition, the legendary ranger suffers no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. This doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Finally, the legendary ranger can hold his breath an additional number of rounds equal to twice his level.

TOUCHED BY THE FEY (Sp)

The legendary ranger has learned some minor magical abilities. He chooses 4 0-Level spells from any combination of spell lists and may use them at will as spell-like abilities. For this purpose, his caster level is equal to his class level, and Wisdom is his casting ability. Whenever he rests for 8 hours, he may change which cantrips he chose.

Use Magic Device is a class skill for the legendary ranger.

TRAPPER (Ex)

The legendary ranger gains the Learn Ranger Trap feat as a bonus feat, even if he does not meet the prerequisites. In addition to the trap he learns from this feat, he learns an additional trap for every two class levels he possesses. He is still limited to setting a maximum number of traps per day equal to 1/2 his legendary ranger level + his Wisdom modifier.

USE ALL WEAPONS (Ex) (QUARRY) (14TH LEVEL)

When the legendary ranger attacks his quarry with a melee weapon, he gains an additional advantage based on the type of weapon he uses.

If he uses a weapon that does bludgeoning damage, his swings make it easier to hit a concealed target, and he ignores all concealment.

If he uses a weapon that does piercing damage, his thrusts become more precise and crippling, and he ignores all Damage Reduction.

If he uses a weapon that does slashing damage, he learns to twist his weapon with the impact, causing horrible trauma. He can automatically confirm all critical threats he makes against his quarry with slashing weapons.

If the legendary ranger is using a weapon that can be used either way, he must decide at the beginning of each turn which damage type he is inflicting.

VANTAGE POINT (Ex)

The legendary ranger uses higher ground to his advantage on his projectile attacks. Whenever the legendary ranger has his entire body completely above the body of his enemy, he can ignore all penalties for attacking beyond the first range increment. In addition, he may ignore cover or partial cover that does not extend upward to his position.

VICIOUS HUNTER (Ex) (PREDATION) (16TH LEVEL)

Whenever the legendary ranger strikes a creature which his predation ability applies to, he can add an additional injury that will reduce its ability to escape. Until the beginning of the legendary ranger's next turn, the creature's speed is halved, and it draws attacks of opportunity for entering threatened squares as if they had left that square, or for taking a 5-foot step.

WILDSPELL (Ex) (SPELLS) (6TH LEVEL)

Through exposure to other forms of magic, the legendary ranger has learned another way of doing things. When he gains this talent, he chooses a spellcasting class he does not possess. Once chosen, this choice cannot be changed. He may choose 1 spell of each legendary ranger spell level he knows that are not on his spell list from the spell list of the class he chose and add them to his spell list. He may prepare these spells as legendary ranger spells and cast them normally. Whenever he gains a level, he may change what spells he chose, and if he gains a new spellcasting level, he gains a spell from the chosen class' spell list to add to his own spell list.

LEGENDARY RANGER ARCHETYPES

Archetypes allow a legendary ranger to alter some of the fundamental elements of the class to specialize in one or more areas by modifying or replacing some of their standard class features. Unless otherwise stated, these archetypes follow the rules established in the *Pathfinder Roleplaying Game Advanced Class Guide*.

CHASSEUR

The chasseur is a skilled rider who forms a special bond with their mount, whether that be a mule, horse, or griffon.

Companion Mount (Ex): At 1st level, the chasseur must choose an animal companion as his natural gift and must choose an animal companion that can serve as a mount.

The chasseur adds 1/2 his level (minimum 1) to Handle Animal and Ride checks involving his animal companion mount, and may push his mount as a free action rather



than a move action. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. The mount does not gain the share spells special ability.

The legendary ranger's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should the mount die, the legendary ranger may find another mount to serve him after 1 week of mourning.

This ability modifies natural gift. Ranger talents that modify an animal companion modify the mount instead.

Predation (Ex): A mount benefits from the legendary ranger's predation ability when attacking the legendary ranger's quarry. Whenever the legendary charges while riding his mount, the mount gains the benefit of the legendary ranger's predation feature, even if the creature charged is not their quarry.

This modifies predation.

Skilled Rider (Ex): At 3rd level, the chasseur gains Mounted Combat as a bonus feat if he does not possess it already.

At 7th level, while the chasseur is mounted, the mount receives a +2 shield bonus to AC.

This replaces relentless stride.

Master Skirmisher (Ex): At 11th level, when your mount moves its speed or less, you can still take a full-round action. This replaces evasion.

CHASSEUR'S TALENTS

The chasseur adds the following to the list of talents he may choose his ranger talents from:

Shared Spirit (Sp) (12th level)

As a full-round action, the chasseur can grant his companion mount temporary hit points equal to his class level. These temporary hit points last for 24 hours, and while they last, and when his mount is within 30 feet of him, the chasseur can choose to reduce the damage from any attack (including special abilities) by up to half (rounded down) by taking the damage upon himself instead. This damage cannot be reduced by damage resistance.

CHRYSANTH CALLER

Most men and women fear the fey; creatures of deceit, chaotic whimsy that have senses of humor that borderline on cruelty. Others, however, seek to either empower themselves, research the phenomena, or are simply lured in by the tricks of the creatures that lurk the woods. Those that stray too far into their journeys glimpse into the depths of the First World and return forever changed.

Base Attack Bonus: The chrysanth caller has a base attack bonus equal to a cleric of his level. This modifies base attack bonus.

Class Skills: The chrysanth caller adds the following skills to his class skill list: Bluff (Cha), Diplomacy (Cha) and Disguise (Cha). This alters the ranger's class skills.

Cantrips: Chrysanth callers can prepare a number of cantrips, or o-level spells, each day, as noted on Table 4: Chrysanth Caller Spells Prepared under "Spells prepared." These spells are cast like any other spell, but they do not consume spell slots. As with other spells, these spells are not expended when cast.



Depth of Spirit (Ex): The chrysanth caller adds his Charisma modifier instead of his Wisdom modifier to his Will saves, if his Charisma modifier is higher than his Wisdom modifier.

Expansive Imagination (Ex): A chrysanth caller's mind wanders far and wide, and often they stumble upon exotic spells and magic thanks to the influence of the First World.

A chrysanth caller requires neither spellbook nor familiar to know spells; they are stored in his deep subconscious mind, addled by the chaos and trickery of seelie-kind. When he performs his daily meditation, he taps into his subconscious and brings out his knowledge of spells, allowing him to prepare them for the day and memorize them.

A chrysanth caller begins play knowing all 0-level bard spells, plus five 1st level bard spells of his choice. At each new chrysanth caller level, he gains one new spell of any spell level or levels that he can cast and adds it to his list of spells known.

Additionally, the chrysanth caller may select a number of spells equal to his Charisma modifier from the wizard/sorcerer spell list to add to his own list of spells known. These spells must be either of the illusion, enchantment, or transmutation schools (if the chosen spell would appear on different spell lists, they can add it to his list at the lowest level). At 4th, 7th and every three levels thereafter (until 16th level), they may select one additional spell to add to their spell list with the same limitations.

A chrysanth caller may not learn spells from other spellcasters in the traditional way. Instead, he may only learn spells by communing with another chrysanth caller, spending ten minutes in a mental trance, where they each exchange their subconscious knowledge and learn all the spells the other knows. Under the GM's discretion, the chrysanth caller may also perform this with creatures of the fey or plant type that know spells or may cast spell-like abilities, or even creatures capable of casting spells closely tied to nature, or that specialize in magic meant to deceive or trick other creatures, such as rangers, druids, bards and any spellcaster that specializes in the illusion, enchantment or transmutation schools. Performing this with a fey or plant type creature that may cast spells allows them to learn all spells they know and add them to his list of spells known, but spells gained from other creatures only add spells that are on the bard spell list, or illusion, enchantment and transmutation spells. The mental union is often a personal matter that invites both creatures into the private domains of their mind, as such generally only friendly creatures will agree to it, and unwilling creatures can never share their spells with the chrysanth caller.

This replaces nature's gift.

First World Spellcasting: A chrysanth caller casts arcane spells drawn from the ranger or bard spell lists. He must prepare his spells ahead of time, but unlike other legendary

rangers, his spells are not expended when they are cast. Instead, he can cast any spell that he has prepared consuming a spell slot of the appropriate level, assuming he hasn't yet used up his spell slots per day for that level.

The chrysanth caller uses Charisma in place of his Wisdom modifier for all class abilities and ranger talents that use Wisdom, and in order to learn, prepare or cast spells, he must possess a Charisma modifier equal to 10 + the spell's level. The saving throw DC against all of the chrysanth caller's spells are 10 + the spell's level + the chrysanth caller's Charisma modifier.

A chrysanth caller can only cast a certain number of spells of each level per day. His base daily allotment is given on the **Table 3: Chrysanth Caller Speller Per Day**, under "Spells per day." In addition, he receives bonus spells per day if he has a high Charisma score.

Table 3: Chrysanth Caller Spells per Day

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	2	—	—	—	—
6th	4	3	—	—	—	—
7th	4	3	1	—	—	—
8th	4	4	2	—	—	—
9th	5	4	3	—	—	—
10th	5	4	3	1	—	—
11th	5	4	4	2	—	—
12th	5	4	4	3	—	—
13th	5	5	4	3	1	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	—
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

A chrysanth caller may know any number of spells, but the number he can prepare each day is limited. At 1st level, he can prepare four 0-level spells and two 1st-level spells each day. Each new level, the number of spells he can prepare each day increases, as indicated on **Table 4: Chrysanth Caller Spells Prepared**. Unlike the number of spells he can cast per day, the number of spells he can prepare are not affected by his Charisma score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a chrysanth caller can prepare.

**Table 4: Chrysanth Caller Spells Prepared**

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

A chrysanth caller must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour in meditation attuning to nature. While meditating, the chrysanth caller decides what spells to prepare and refreshes his available spell slots for the day, similar to an arcanist^{ACG}.

Like a sorcerer, a chrysanth caller can choose to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time. He may also prepare a spell with any metamagic feat he knows and cast it without increasing casting time like a wizard. He cannot combine these options — a spell prepared with a metamagic feat cannot be further modified with another metamagic feat at the time of casting.

This modifies spellcasting.

Intertwine (Su): Once per round, as a swift action, the chrysanth caller can attempt to merge his thoughts with the mind of his quarry by making a melee touch attack. If this touch attack is successful, the target must make a Will saving throw vs a DC equal to 10 + 1/2 the chrysanth caller's level + his Charisma modifier. If the target fails, the mental bond is established. The creature may make a new saving throw against this mental bond once every 24 hours. This mental

bond lasts indefinitely, until the chrysanth caller changes his quarry or until a saving throw is succeeded against it but may be ended as a free action by the chrysanth caller.

The chrysanth caller can communicate mentally with his quarry and vice versa, with the quarry being unable to silence his voice within their head. He may use this mental bond to demoralize the quarry by using the Intimidate skill or may feint them by using their Bluff skill. Doing either requires only a swift action.

The chrysanth caller's thoughts gain greater influence over the mind of his quarry as they increase in level. At 5th level, the chrysanth caller always knows exactly where his quarry is, provided they are on the same plane of existence. In addition, he can see through his quarry's eyes, and hear through their ears, though they cannot make use of extra senses the target possesses, even if they possess the same sense themselves.

At 9th level, the chrysanth caller can target his quarry with any mind-affecting spell or spell-like ability he uses without needing to be present or within range, and he automatically succeeds on any touch attacks required to deliver such abilities.

At 13th level, the chrysanth caller can become invisible to his quarry as a swift action. This lasts as long as the creature remains his quarry and persists even if he attacks them. While invisible, the chrysanth caller is also inaudible to the target, and gains a +20 bonus to Stealth checks against his quarry, as well as total concealment. Although the quarry cannot locate him using simple senses, any other creature may still alert them as to the whereabouts of the chrysanth caller.

At 17th level, the chrysanth caller's chaotic mental state degrades those who he bonds with, causing them to glimpse into a vision of the First World. As a standard action, the chrysanth caller may create an illusion which fools all senses and even magic used to identify them; such an illusion is only apparent to his quarry. The chrysanth caller may give the illusion simple commands which it will follow or may use his standard action to directly control the illusion. The DC to resist this illusion is 20 + the chrysanth caller's Charisma modifier, before factoring in the bonuses of the playmate ability.

This replaces predation.

Playmate (Su): A chrysanth caller does not see the individuals he targets as prey, but rather as toythings and friends he has focused his pranks upon in the moment. In addition to the normal methods to mark a creature as a quarry, a chrysanth caller may make someone his quarry as a free action after successfully deceiving them with a Disguise or Bluff skill check up to one hour after deceiving them. A chrysanth caller knows how to embody themselves in almost any shape, face and form. He suffers no penalty for disguising as a different race, gender or age category and suffers no penalty for disguising as one size category smaller than they



normally are. The chrysanth caller may disguise themselves as a full round action, and gains a bonus to Disguise skill checks equal to half their level.

When using illusion, enchantment or transmutation spells or spell-like abilities, or any of his Intertwine abilities against his quarry, the spell's DC is increased by 1, plus an additional 1 per 5 class levels.

This modifies quarry.

Willful and Wily (Ex): A chrysanth caller has good Reflex and Will saving throw bonuses, and a poor Fortitude saving throw bonus.

Truevision (Su): At 15th level, the seelie influences on the chrysanth caller's mind have opened his eyes to witness the world for how it truly is. He gains *true seeing* as a constant ability, which they may turn off or on as a free action. Their ability to perceive through magic is not fully accurate, however; They see the world as if it were filled with rainbows, sunshine, and flowers; even in lands that are desolate and dry. All creatures they see and hear speak with overflowing joy and have faces with wide stretching smiles — even creatures who normally do not have mouths. This bestows no disadvantage on the chrysanth caller.

This replaces stillsense.

Blooming Chrysanthemum (Ex): At 20th level, the chrysanth caller achieves a perfected mental state that allows them to truly understand the experiences they witnessed of the First World. Their type permanently changes to fey, they gain low light vision, immunity to poison and DR 10/cold iron (Weapons that are not made of cold-iron cannot bypass this damage reduction, even if their enhancement bonus is high enough). Additionally, they may now spontaneously cast any illusion, enchantment or transmutation spell they know by using a spell slot of the appropriate level without having prepared that spell.

This replaces apex predator.

CHRYSANTH CALLER'S TALENTS

A chrysanth caller adds the following to the list of talents he may choose his ranger talents from:

Fancy Little Tricks (Sp)

A chrysanth caller's dreams bestow upon them oddities that drive normal folk mad, but to them — it only brings inspiration. A chrysanth caller gains a single hex from the witch's list of hexes, using their chrysanth caller level in place of their witch level when determining its effects. They use their Charisma modifier in place of Intelligence for all purposes regarding this hex. The chrysanth caller may change this hex for another they normally qualify when they regain their spell slots for the day. The chrysanth caller may not select a major or grand hex with this talent. Hexes that

are mind-affecting may be used in concert with the chrysanth caller's 9th level intertwine ability.

Follykiss (Sp)

The signature sign of any chrysanth caller is their everburning desire to play about with other creatures. As a move action, he may cause a small and annoying, yet disruptive magical effect (such as causing them to stumble, sneeze, flatulate or become covered in sparkles) on a creature within 60 feet, giving them a -1 penalty to the next d20 roll they make within 1 round per class level. If a creature fails an attack roll, skill check or saving throw while under the effects of a follykiss, the chrysanth caller may quarry them as an immediate action.

The penalty increases by -1 at 4th, 8th, 12th and 16th level. At 8th level, a chrysanth caller may follykiss a creature as a swift action.

Mind Trick (Sp) (6th level)

As a standard action, the chrysanth caller can affect one creature within 30 feet as *confusion* for 1d4 rounds (Will negates). The save DC is equal to 10 + 1/2 the chrysanth caller's class level + his Charisma modifier to negate the effect. This ability may be used in concert with a chrysanth caller's intertwine ability.

Share Words (Sp) (4th level)

A chrysanth caller can share a special bond with a creature that unites their communicative processes together and allows him to glean knowledge of a language they understand. As a full-round action, the chrysanth caller may hug, kiss or otherwise touch another willing humanoid in order to create a temporary mental link between them. This allows him to select a single language that creature knows and allow him to understand and speak that language for 24 hours. He can also use this ability to grant another humanoid a language he knows for the same amount of time, but it may not be a language he gained through this ability. Only one language can be learned at a time, but he may share his languages to as many creatures as he desires.

When speaking in a language borrowed through this ability, the chrysanth caller gains a bonus to all Diplomacy skill checks equal to 1/3 his class level. This bonus is not granted to creatures he bestows a language to.

Unity of Thoughts (Sp) (10th level)

A merging of mind often leaves the chrysanth caller's prey insane, but occasionally it bestows to him the gift of knowledge. When the target of a chrysanth caller's 9th level intertwine ability fails a saving throw against a mind-affecting spell, the chrysanth caller can use an immediate action to force them to make another saving throw against



the same DC of the spell they just failed at. If they fail again, they suffer from the effects of the *modify memory* spell.

If the target is a spellcaster capable of casting spells that are on the chrysanth caller's spell lists, or are illusion, enchantment or transmutation spells of spell levels that he may cast, he may forfeit the effect of *modify memory* to instead copy that spell from the creature's known spells, and add it to his own list of known spells. A creature can only have a single spell stolen from its mind once in its lifetime, although it may suffer from *modify memory* as many times as the chrysanth caller uses it upon them.

EARTHSHAKER

The fury of nature is as easy to access as its mystical abilities. Some rangers prefer to use these powers over learning the precision techniques most rangers employ against their quarries. They become vessels for the lust for destruction nature possesses, and crush everything in their path.

Rage (Ex): An earthshaker can call upon inner reserves of strength and ferocity, granting him additional combat prowess. At 1st level, an earthshaker can rage for a number of rounds per day equal to twice his level + his Constitution

modifier. Temporary increases to Constitution, such as that gained from *bear's endurance*, do not increase the total number of rounds that an earthshaker can rage per day. An earthshaker can enter a rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rage, an earthshaker gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, he takes a -2 penalty to Armor Class.

An earthshaker can end his rage as a free action and is fatigued for 1 minute after a rage ends. An earthshaker can't enter a rage while fatigued or exhausted but can otherwise enter a rage multiple times per day. If an earthshaker falls unconscious, his rage immediately ends. At 11th level, an earthshaker's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +3. At 17th level, an earthshaker is no longer fatigued at the end of his rage. At 20th level, an earthshaker's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +4.

This functions as a barbarian's rage, and barbarian levels stack with the earthshaker's ranger level to determine rage effects. This replaces predation and apex predator.



EARTHSHAKER'S TALENTS

The earthshaker adds the following to the list of talents he may choose his ranger talents from:

Brutal Thrower (Ex)

The earthshaker has learned to apply his Strength to hurling rocks, spears, allies, or whatever is handy. He uses his Strength for attack roll with thrown weapons, and his rage bonuses apply to thrown weapons. In addition, he may draw a thrown weapon as a free action, and he may use an improvised thrown weapon without taking a penalty to his attack roll.

Enchanted Rage (Su, 10th level)

Upon entering a rage, the earthshaker may cast a legendary ranger spell that targets herself or his equipment as a free action. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the rage.

Extra Rage (Ex)

The earthshaker may rage for an additional 6 rounds per day. This talent may be taken multiple times. Its effects stack.

Indomitable (Su, 6th level)

The earthshaker's fury has hardened his body. He gains 1/2 his Constitution bonus as an enhancement bonus to his natural armor bonus. At 11th level, this increases to his full Constitution modifier.

Rage Power (4th level)

The earthshaker may gain a rage power as an unchained barbarian^{PU} of equal level. This talent may be chosen once for every four earthshaker levels achieved.

Summoned Fury (Su, 14th level)

If the earthshaker summons creatures using spells or a legendary ranger class feature (such as animal companion), they can also rage. They gain the benefits of the rage ability, as well as any rage powers possessed by the earthshaker. Each creature raging using a round of rage each round.

FERAL SCAVENGER

Some rangers are merely survivors who have learned the right lessons quickly enough to thrive. Alone, under-equipped, and desperately clinging to survival, the feral scavenger has learned the first ranger rule: adapt or die.

Weapon and Armor Proficiencies: The feral scavenger gains proficiency with simple weapons only. He is not proficient with any armor or with shields. This modifies weapon and armor proficiencies.

AC Bonus (Ex): When unarmored and unencumbered, the feral scavenger adds his Wisdom bonus (if any) to his AC and his CMD, and he gains a +1 bonus to AC and CMD for every four class levels he possesses.

These bonuses to AC apply even against touch attacks or when the feral scavenger is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Tooth and Nail (Ex): The feral scavenger is used to fighting with simple weapons, and with his bare hands. At 1st level, he gains the unchained monk's^{PU} unarmed strike class feature, dealing damage as an unchained monk^{PU} of his feral scavenger level. This replaces predation.

Use of Weapons (Ex): The feral scavenger is has learned to use whatever is at hand to defend himself. He gains the feats Catch Off-Guard and Nature's Weapons as bonus feats, even if he does not qualify for them. The feral scavenger may do damage with improvised weapons equal to his unarmed damage.

Whenever the feral scavenger gains a combat feat that requires that he choose a specific weapon or weapon group, he may choose all simple and improved weapons and unarmed as a single entity. At 1st level, he gains the Weapon Focus feat for all simple and improved weapons and unarmed strikes as a bonus feat.





FERAL SCAVENGER TALENTS

The feral scavenger adds the following to the list of talents he may choose his ranger talents from:

Bone Blades (Su)

The feral scavenger can cause hardened blades of bone to extend from his hands, forearms, and possibly his feet as well. His unarmed attacks threaten a critical hit on a roll of 19 or 20 (this may be modified by effects such as the Improved Critical feat), and he may do bludgeoning, slashing and piercing damage with them.

Feral Strike (Su, 4th level)

As a swift action, the feral scavenger can imbue his weapons (natural, improvised, or otherwise) and his unarmed attacks with a fraction of his feral power. For 1 minute, his weapons have a +1 enhancement bonus to attack and damage rolls. For every five class levels he possesses, this bonus increases by +1, to a maximum of +5 at 20th level.

HAND OF NATURE'S MIGHT

Many rangers supplement their abilities with formal martial schooling, using their natural abilities like a well-honed blade, with a well-honed blade.

Skills: The hand of nature's might receives only 4 + his Intelligence modifier skill points per level. This modifies skills.

Weapon and Armor Proficiencies: Hands of nature's might are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, he may select a martial tradition^{SoM} of his choice.

This modifies weapon and armor proficiencies.

Combat Training (Ex): A hand of nature's might is considered a Proficient practitioner^{SoM}, gaining spheres^{SoM} and talents as appropriate. He may choose Intelligence, Wisdom, or Charisma as his practitioner modifier^{SoM}.

This ability replaces the relentless stride, evasion, and perfect survivor.

Gifted Practitioner (Ex): The hand of nature's might may choose this option for his natural gift class feature. If he does, he chooses one of the following combat spheres^{SoM}: Alchemy^{SoM}, Athletics^{SoM}, Beastmastery^{SoM}, Dual Wielding^{SoM}, Scout^{SoM}, Sniper^{SoM}, or Trap^{SoM}. He gains that sphere or one additional talent from that combat sphere^{SoM} as a bonus talent, and an additional talent from that combat sphere^{SoM} every odd level thereafter.

This modifies natural gift but does not prevent the archetype from being compatible with other archetypes that modify this class feature.

HAND OF NATURE'S MIGHT'S TALENTS

The hand of nature's might adds the following to the list of talents he may choose his ranger talents from:

One Shot, One Kill (Ex, 6th level) (Predation)

As a special attack action, the hand of nature's might may attack his quarry, and increase the number of dice of damage his predation ability does to 1/2 his level, rounded up. In addition, your quarry takes a -1 penalty to their attack rolls, damage rolls, saving throws, AC and Strength-based or Dexterity-based skill checks for 1 minute. This penalty can stack with itself up to a maximum of -5, and each time the hand of nature's might increases the penalty, the duration of the total penalty is extended by another minute.

Predatory Focus (Ex) (Predation)

While the hand of nature's might has martial focus^{SoM}, the size of his predation dice become d8's.

HAND OF NATURE'S POWER

The magic of rangers is as varied as nature itself.

Casting: At 1st level, the hand of nature's power may combine spheres^{SoP} and talents to create magical effects. He is considered a Low-Caster and uses Wisdom as his casting ability modifier^{SoP}.

This replaces the spells class feature. If a class feature would add spells to the legendary ranger's spell list, he does not receive that bonus, but still may receive that class feature.

Spell Pool (Su): The hand of nature's power gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool^{SoP}. This pool contains a number of spell points^{SoP} equal to his class level + his Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: The hand of nature's power gains one magic talent^{SoP} at every even level.

Gifted Caster (Ex): The hand of nature's power may choose this option for his natural gift class feature. If he does, he may choose one of the following magic spheres^{SoP}: Alteration^{SoP}, Conjunction^{SoP}, Divination^{SoP}, Enhancement^{SoP}, Life^{SoP}, Nature^{SoP}, or Weather^{SoP}. He gains that sphere or one additional talent from that sphere^{SoP} as a bonus talent and gains an additional talent from that sphere^{SoP} at 9th and 17th levels. In addition, he uses his class level as his caster level with that sphere. This stacks with other caster level sources normally.

This modifies natural gift but does not prevent the archetype from being compatible with other archetypes that modify this class feature.





HAND OF NATURE'S POWER'S TALENTS

The hand of nature's power adds the following to the list of talents he may choose his ranger talents from:

Powerful Talent

The hand of nature's might gains one magical talent of his choice. He may choose this talent multiple times.

HARRIER SCOUT

Rangers are often employed by larger militaries to act as advanced scouts, entering enemy territory and gathering intelligence, sabotaging supplies, and outright killing enemies. With more emphasis on speed and aggression than other rangers, harrier scouts can strike hard and then disappear.

Weapon and Armor Proficiencies: The harrier scout does not gain medium armor or shield proficiency. This modifies weapon and armor proficiency.

Harrier Storm Techniques: The harrier scout may choose this option for his natural gift class feature. The harrier scout has trained for a specialized combat style, one which prioritizes the mastery of how thrown weapons fly through the sky, utilizing them as melee weapons, and swiftly delivering death to his foes. This grants the harrier scout a wide array of abilities known as storm techniques. These techniques are split into three categories: Primers, which are special methods in which the harrier scout can debilitate his foe. Follow-ups, which allow the harrier scout to move swiftly and defend themselves in situations that demand it, and Executions, which are powerful blows and techniques meant to swiftly end his enemies.

These techniques can be used as part of any of the harrier scout's attacks during his turn, but only one technique of each category can be used in any given round, and an attack can only have one technique applied to it at a time. Certain techniques entirely replace the attack roll, although this does not stop him from making more attacks in that round. Any technique that replaces or uses an attack roll still uses the same modifier and penalties that attack roll would have had from penalties from Two-Weapon fighting, iterative attacks or even feats and abilities such as Rapid Shot.

If a technique calls for a DC, the DC is $10 + \frac{1}{2}$ the harrier scout's level + his Wisdom modifier.

At 1st level, the harrier scout learns three basic techniques, one of each category.

Pummeling Primer: The harrier scout may apply this primer to any ranged attack made with a throwing weapon during his turn. If the attack hits, the target suffers a -1 penalty to their armor class for 1 round. This penalty increases by -1 at 5th level, and every four levels thereafter.

Dashing Follow-Up: The harrier scout prepares himself to dash, applying this follow-up to any attack he makes during his turn. Instead of making this attack, he can move half his movement speed as a free action, but only in a straight line. This movement still provokes attacks of opportunity. At 5th level, he may move his full movement speed. At 9th level, the movement no longer provokes attacks of opportunity.

Puncturing Execution: The harrier scout may apply this to any melee attack made with a slashing or piercing throwing weapon. If the attack hits, the target must make a Reflex saving throw. If they fail, the weapon embeds itself into the target's body, causing them to take bleed damage equal to the harrier scout's level. The weapon can be pulled out as a standard action by the target or any other adjacent creature, or as a swift action by the harrier scout. If they do so, the bleeding ends, but the target suffers damage equal to three times the bleed damage applied by this ability. A Heal skill check against the technique's DC + 5 can be made to stop the bleed damage and pull out the weapon safely.

At 5th level, the harrier scout may choose one of the following techniques to learn:

Boomerang Primer: The harrier scout throws their weapon in such a way that it seems to miss, only to return and strike his foe. As part of the attack they turn into a primer, they may attempt a Bluff check to feint against the target as a free action.

Confounding Follow-Up: Mixing up their attack style, the harrier scout can confuse his enemy and stop them from reacting properly to his actions. In order to use this follow-up, he must use it as part of a melee attack. If the harrier scout successfully deals damage with the melee attack, the creature must make a Will save. If they fail, they cannot make any attacks of opportunity against the harrier scout until the beginning of the harrier scout's next turn.

Critical Execution: With great focus, the harrier scout ensures a deadly attack. He can turn any attack into this execution; however, he may not make any additional attacks for the end of his turn after using this execution. The critical threat range for the attack is doubled (which does not stack with improved critical, or similar effects), and if this attack threatens a critical hit, the harrier scout gains a bonus to their critical confirmation roll equal to his level.

At 9th level, the harrier scout may choose one of the following techniques to learn:

Stopping Primer: This primer may be used in place of any melee or ranged attack with a thrown weapon. If the attack successfully strikes a creature, it deals no damage. Instead, the weapon punctures the creature's body and pins them to a floor, wall, or other solid object larger than the creature being pinned. The creature doesn't suffer from any penalties but cannot move from their square unless they succeed at a



Strength check against the harrier scout's technique DC to remove the weapon, or successfully destroys it (such as with a sunder attempt). The harrier scout can always remove the weapon as a free action, if they are adjacent to the creature.

Cyclone Follow-Up: This follow-up must be used in place of the first attack a harrier scout makes on his turn. By throwing his weapon in such a method that causes the winds nearby to change, the harrier scout halts all wind effects caused by the weather in a radius equal to their throwing weapon's first range increment, and grants himself a +2 bonus on all attack rolls made within this area. The weapon stays mid-air until the beginning of the harrier scout's next turn, pausing the winds. Alternatively, instead of causing the wind to halt, he can instead create an area of strong wind in the same radius for the same duration. Using this follow-up also allows thrown weapon attacks to be made underwater without penalty.

Crowd Execution: This execution can be used in place of a ranged attack made with a throwing weapon. If the attack successfully strikes a creature, it quickly bounces around nearby creatures, dealing damage to them as well. The harrier scout chooses a number of other creatures within 30 feet of the original creature equal to his Wisdom modifier. Such creatures suffer damage equal to the weapon's base damage dice + the harrier scout's Dexterity or Strength modifier (whichever he uses on damage rolls with throwing weapons).

At 13th level, the harrier scout may choose one of the following techniques to learn:

Bloodied Primer: This primer can be used as a swift action after successfully dealing damage with an attack. The attack injures the target in such a way that causes their blood to spray in a 15-foot cone in any direction, centered on the target. Creatures in this cone must make a successful Reflex saving throw or be blinded for 1 round. A successful saving throw means they are dazzled rather than blinded.

Switcheroo Follow-up: The harrier scout prepares to save themselves from potential danger by cleverly positioning around a foe. This follow-up must be used with a melee attack. After successfully striking an enemy with a melee attack, the enemy must make a Reflex save, or have the harrier scout dangerously intermix his footing with theirs. The enemy cannot use any of their movement speeds to walk more than 5 feet away from the harrier scout (but may walk around him, as long as they remain within 5 feet) until the beginning of the harrier scout's next turn, and if the harrier scout is targeted by a ranged attack before the start of their next turn, they may immediately switch positions with their target, exchanging the squares they stand upon, and forcing the ranged attack to resolve against the victim of this ability.

Sawing Execution: The harrier scout winds up their attack, sending their weapon slicing through several enemies. This execution can be used in place of a ranged attack made with

a throwing weapon. The attack is made in a line, attacking all creatures in that line. This line starts from any corner of your space and extends to the limit of the weapon's first range increment, or until it strikes a barrier it cannot penetrate. When using this execution, make a single attack roll and compare it to the armor class of each creature in the line. Resolve the attacks in order of which creatures are closest to you, with the furthest being resolved last. Should any target of this ability fail to take damage, all further targets are automatically missed, and the execution ends.

At 17th level, the harrier scout may choose one of the following techniques to learn:

Mind-Shattering Primer: In order to use this primer, the harrier scout must replace one attack. Make a single ranged or melee attack roll; if it hits, the attack deals no damage, but the creature must make a Will saving throw or otherwise be stunned for 1 round.

Flying Follow-up: This follow-up must be either the first or last attack the harrier scout takes on their turn. Rather than attacking a creature, they may attack a solid surface within 5 range increments of their weapon, and do not suffer penalties for attacking beyond their weapon's first range increment. If they do so, they lunge the attack in such a way that their weapon carries them through the air, moving them to the location they struck. If the attack hits a location with no floor, the harrier scout may have their weapon puncture the wall, allowing them to use it as a piton for climbing.

Final Execution: As an ultimate display of his hunting prowess, the harrier scout can unleash single attack meant to completely and fully end a creature's life. This execution must be made as the first attack in the harrier scout's turn, and the harrier scout may not make any more attacks afterwards. The harrier scout adds his base attack bonus as additional damage on the attack, and the creature must make a Fortitude saving throw, with a penalty to it equal to the harrier scout's Dexterity modifier. On failure, the creature dies. On success, the creature is staggered for 1 round.

This modifies natural gift but does not prevent the archetype from being compatible with other archetypes that modify this class feature.

Twice as Dangerous (Ex): At 1st level, the harrier scout automatically gains Two-Weapon Fighting and Weapon Finesse as bonus feats. At 3rd level, he automatically gains the Quick Draw feat. At 7th level, he automatically gains Improved Two-Weapon Fighting. At 11th level, he automatically gains Greater Two-Weapon Fighting.

The harrier scout gains these feats even if he does not need to meet the normal prerequisites.

Predation: The harrier scout uses d4's for predation instead of d6's. This modifies predation.



HARRIER TALENTS

The harrier scout adds the following to the list of talents he may choose his ranger talents from:

Aerodynamic Mastery (Ex)

The harrier scout becomes a master of all thrown weapons. He increases the range increment of any thrown weapon he uses by 20 feet. Additionally, as a free action when attacking a creature with a thrown weapon within its first range increment, he can cause the weapon to immediately bounce back into his hands after the attack resolves. If he has one hand free, he can automatically catch the weapon after it rebounds in this manner, otherwise the weapon lands in his square (or nearest legal square beneath him, if he is not standing on the ground).

Double Throw (Ex, 6th level)

When the harrier scout makes a full attack with a thrown weapon, he may throw two thrown weapons with his first attack. Only one attack roll is made, but if successful, both thrown weapons hit.

Thrown Weapon Technique (Ex)

When the harrier scout uses a thrown weapon, he can fire into melee without receiving a -4 penalty and does not provoke attacks of opportunity for making a ranged attack with a thrown weapon.

Two-Weapon Parry (Ex)

The harrier scout gains the Two-Weapon Defense feat as a bonus feat. When the harrier scout's quarry makes a melee attack against the harrier scout, he can expend an immediate action to attempt to parry that attack. The harrier scout makes an attack roll as if he was attacking with the weapon in his main hand; for each size category the quarry is larger than the harrier scout, he takes a -2 penalty on this roll. If his result is greater than the quarry's result, the quarry's attack automatically misses. The harrier scout must declare the use of this ability after the creature's attack is announced, but before its attack roll is made.

HEAD HUNTER

Not all believe in the power of careful preparation, nor the benefit of analysis and strategy. Some men, perhaps blades for hire or bounty hunters, completely throw themselves into the thrill of a hunt, obsessed with the adrenaline and pleasure derived from conquering a foe, and scribing the experiences upon themselves. These hunters are rowdy, uncoordinated — but they are undoubtedly dangerous, and

savage, stopping at nothing less than their own death to chase down their prey, and never forgetting the name of those that escape them.

Nemesis Hunting (Ex): The patient planning and strategic mind of most rangers is lost in the head hunter, who focuses his entire wrath on the subject of his hunt. A head hunter may not make another creature his quarry while in active pursuit or combat with his current quarry, and must either kill or incapacitate his quarry before he is permitted to make another creature his quarry.

Whenever the head hunter's quarry escapes from a combat encounter that includes them, or the head hunter loses a trail leading to a quarry they were in the process of tracking, the head hunter may choose to give up his hunt, and declare his quarry as a nemesis quarry, removing them as his current quarry. If 24 hours pass and the head hunter cannot relocate his quarry or find a new lead to them, they are automatically declared a nemesis quarry, and are no longer quarried.

A nemesis quarry is a special type of quarry that the head hunter has declared an escaped prey. The head hunter may have any amount of nemesis quarries, although he does not gain the benefits of any of his ranger talents against them. Whenever the nemesis quarry is within 100 feet, + 10 feet per head hunter level, the head hunter senses the heartbeat of such a creature (if they have one), and always knows the general direction leading to them.

Due to the focused and primal nature of how the head hunter hunts for his quarry, an instinctual level of fear is created within those that have been targeted. Creatures that are quarried by the head hunter lose their fear immunity, but only when targeted by fear effects created by the head hunter. At 9th level, the head hunter's quarry loses their fear immunity entirely, even when targeted by other creatures, so long as they are his quarry.

Memento Mori (Ex): Though he may slay many, the head hunter never forgets the thrill of a kill. He may dedicate an item, create art or simply keep the heads of his prey as symbols to remember a successful hunt. After delivering the final blow to his quarry, he may spend 1 minute either crafting a trophy out of the creature's corpse, creating a piece of art, engraving a weapon or item that belonged to his prey or other similar acts in order to create a trophy of that creature.

The head hunter may keep any number of trophies, but he may only wear a single trophy on his body at a time. Swapping a trophy for another is a standard action. These trophies act as a grim reminder of his bloody conquests, granting him a +1 bonus to Intimidate checks per trophy he wears. Additionally, each trophy grants a +2 bonus to attack and damage rolls made against creatures of the same type (or subtype, if they are an outsider or humanoid) as the creature the trophy was made from.



At 5th level, the head hunter may wear 2 trophies at the same time, increasing by 1 at 9th, 13th, and 17th level. These trophies need not be made of the same creature type and apply their bonuses separately. Bonuses for multiple trophies of the same creature type stack.

This replaces predation.

Will of the Brazen (Ex): The head hunter's trophies inspire him with a measure of confidence against his foes that none can penetrate. Beginning 7th level, the head hunter gains immunity to all fear and pain effects, but only against creatures that he is currently wearing a trophy type of.

At 11th level, the head hunter's will overpowers the influence of others. He becomes immune to all compulsion, charm, and emotional effects created by creatures he has a worn trophy of. Additionally, he becomes immune to all fear effects, even from creatures he does not have a worn trophy of.

This replaces covert nature.

HEAD HUNTER'S TALENTS

The head hunter adds the following to the list of talents he may choose his ranger talents from:

No Escape (Ex, 8th level)

The head hunter has perfected his ability to close the gap between himself and his quarry. As a move action, he may move up to 4 times his base land speed in a single direction without provoking any attacks of opportunity, if he ends adjacent to his quarry by the end of the movement. He may make a jump check as part of this movement, reducing the DC to $10 + 1$ for every 10 feet he jumps as part of the check, up to a maximum of 4 times his speed in distance. If he fails this check, he still lands adjacent to his quarry, but he falls prone next to them and provokes an attack of opportunity.

Using this ability is straining, and he may only perform it once per minute safely, although he may choose to use the ability twice within this timespan, becoming exhausted after completing his movement. The head hunter may not use this ability while exhausted.

Terror Incarnate (Ex)

The head hunter progressively masters his control of fear over others. He gains the Intimidating Prowess feat as a bonus feat, and may use Dexterity instead of his Strength modifier with it. Starting 4th level, he may intimidate as a move action, rather than a standard action. At 7th level, he may escalate fear conditions when demoralizing his quarry if they already suffer from a fear condition, although attempting to do so raises the DC of the Intimidate skill check by 5.

PACK LEADER

Some hunters learn the value in teamwork, preferring to hunt in large groups rather than alone. The most valorous and knowledgeable of which are heralded as Pack Leaders; strong, brave men and women who organize their tribes and lead them into wars, hunts and battles with tactical expertise. Although they give up the proficiency a lone hunter has in killing their prey- they know better than most on how to lead their allies into battle and ensure the death of their target.

Class Skills: The pack leader adds Diplomacy, Sense Motive and Linguistics to his list of class skills. This modifies class skills.

Pack Hunting (Ex): The pack leader's signature ability comes from his experience in battle, and his natural skill in guiding and instructing their allies into fighting alongside them. At first level, he may select a number of creatures up to their Wisdom bonus (minimum 1) to become his tribesmen at the start of each day by spending an hour training with them. Tribesmen can each be assigned a special role that grants them bonuses, special abilities and new ways of tackling most situations, as well as abilities that interact with other tribesmen. Roles last for 1 day per pack leader level, and must be assigned when the pack leader selects his tribesmen. The pack leader can spend ten minutes at the start of each day to refresh the duration by giving his tribesmen instructions or training them for battle. A pack leader may only have a number of tribesmen at a time equal to his Wisdom bonus (minimum 1).

The pack leader is always considered a tribesman, and he may grant himself any role, even if another ally already has that role.

Each specific role can only be assigned to a single tribesman at a time, and no tribesmen can have more than one role. Beginning at 10th level, a pack leader can assign up to two roles to a single tribesman, although they only gain the 1st level benefit of the second role they are assigned. This secondary role does not count as a tribesman already possessing the role for the purpose of multiple tribesman having it.

The pack leader gains access to all the following roles, and can assign them to himself or his allies:

Ambusher: At 1st level, the ambusher can never be caught surprised in a surprise round, and always participates in them. At 3rd level, If a combat would begin without a surprise round, the ambusher can make a Stealth check against all enemies that can see him. On success, the ambusher surprises the enemies with a quick and sudden movement, granting him a single standard action prior to initiative being rolled that cannot be used to cast spells or make attacks. Alternatively, they can add a +4 bonus to their Initiative check. Beginning at 5th level, the ambusher cripples the first foe he strikes in combat. The first melee attack roll he makes against a flatfooted enemy as part of an attack action deals extra



damage equal to 2d6, plus 1d6 damage at 9th level and every 4 levels thereafter. Additionally, it reduces their initiative score by 4 for that combat encounter, increasing by 1 at 7th level and every 2 levels thereafter. If the creature's initiative score would place them as having the lowest initiative score (even if they already have the lowest), they are staggered for 1 round. Beginning at 9th level, the ambusher may take a full set of actions in a surprise round, rather than just a single standard or move action.

Blitzer: Starting at 1st level, the blitzer doubles all of their movement speeds in the first round of combat, and increases their movement speed by 10 feet for all rounds after the first while in combat, increasing by 10 feet at 6th level, and every 5 levels thereafter. Starting at 5th level, If the blitzer deals damage to any creature in the first round of combat (other than the surprise round) with a melee attack, they gain a bonus to all attack rolls and damage rolls equal to $\frac{1}{3}$ the pack leader's level against that creature for the rest of the encounter.

Escapist: At 1st level, the escapist may move through squares another ally threatens without provoking attacks of opportunity, and any ally may move through the escapist's threatened squares without provoking attacks of opportunity. Beginning at 9th level, when the escapist

successfully deals damage with a melee attack, they may spend an immediate action to cause their target is unable to make any attacks of opportunity until the end of their next turn.

Guardian: At 1st level, the guardian has their reach extended by 5 feet, increasing to 10 feet at 13th level. Beginning at 5th level, when an ally within reach is targeted by an attack, the guardian may take an immediate action to move up to half their speed, but only as long as they end their movement adjacent to another tribesman. Beginning at 9th level, they may use this ability in response to a charge attack, or an attack made with reach against that ally, forcing the attack to resolve against the guardian as long as the guardian places himself in the path of the attack.

Housecarl: The housecarl is empowered by the legendary ranger's success. When the pack leader successfully damages their quarry, the housecarl gains a stacking +1 competence bonus to attack rolls against the quarry, up to a maximum of $\frac{1}{2}$ the legendary ranger's level. This bonus lasts until the quarry is slain. If a tribesman slays the quarry, the housecarl is empowered, gaining his current bonus as an untyped bonus on all attack and damage rolls made against any creature during his next turn. The pack leader may not grant himself this role.





Phalanx: An ally with this role gains a stacking +1 dodge bonus to their AC for each adjacent ally. Allies with less than half the hit dice of the ally with this role do not grant them a bonus to AC. If the phalanx takes damage from a single-target attack or spell, any tribesman within reach of the phalanx may take an immediate action to redirect half the damage to themselves, although such damage bypasses resistances, immunities, damage reduction and any form of damage redirection. If two allies use this ability on the same attack, they split the damage across themselves accordingly and the phalanx takes no damage. Only up to 2 allies may split the damage at a time from a single attack.

Prowler: At 1st level, the prowler increases the flank bonus he provides and receives by 1 and he applies his full flanking bonus to his damage rolls. At 5th level, The pack leader may make a command to the prowler as an immediate action to begin his hunt, allowing the prowler to make a jump check as a free action, moving the full distance as part of check, however they must move closer to pack leader's quarry. The prowler is always treated as if they had a running start when making acrobatics checks to jump this way.

Shieldbreaker: Starting at 1st level, enemies within reach of the shieldbreaker have their armor class penalized by -1, increasing by another -1 at 10th level and every 10 levels thereafter. Starting at 5th level, when the shieldbreaker deals damage to the pack leader's quarry using a melee weapon, they may choose to shatter the creature's defenses. The creature suffers a -2 penalty to their AC for 1 minute and is flat-footed until the beginning of their next turn. This ability can only function once per creature per minute.

Spotter: An ally with this role gains a bonus to all Perception checks made against stealthed creatures equal to 1/2 the pack leader's level, and a +1 bonus to Initiative checks that increases by 1 at 5th level and every 4 levels thereafter. Starting at 3rd level, when initiative is rolled, the spotter may swap their initiative check result with the result of one willing ally in line of sight. At 5th level, once per combat the spotter may warn all tribesman within 30 feet of nearby creatures they see as a move action. Warned allies are no longer flat-footed against those creatures and may retain their dexterity bonus to AC, even if they have not acted yet or cannot see the creature. This effect continues for as long as the spotter may see any such spotted creature.

Volley Brigade: At 1st level, the volley brigade reduces the miss chance granted by concealment or total concealment by 10% when making ranged attacks against the pack leader's quarry and ignore all tribesman when considering whether enemies have soft cover. This reduction increases by 5% at 5th level, and every 5 levels thereafter. Starting at 9th level, once per turn when a tribesman damages their quarry with a ranged attack, the volley brigade may take an attack of opportunity to make a ranged attack against them as well.

This replaces natural gift.

Tactics (Ex): At the heart of every pack leader is an ingenious mind filled with an uncanny understanding for potential combat situations, both offensively and defensively. His skill manifests as the ability to command his tribesman to follow Tactics. Tactics can only be activated in the heat of real danger, and thus cannot be used outside of combat.

At 1st level, the pack leader knows one Tactic. At 5th level and every 4 levels thereafter, he learns one additional tactic. Certain tactics require a minimum level to learn, which is listed next to their entries.

Tactics are a set of shouted, organized directions that benefit all tribesman who can see or hear the pack leader, which are started as a standard action and must be maintained every round as a free action. The process of maintaining them includes becoming very perceptively 'large', either by making large, visible gestures or by shouting out loud commands, thus a pack leader cannot stealth while maintaining a tactic. Only a single tactic can be active at a time.

The pack leader can select from the following tactics whenever he learns a new tactic:

Ambush (5th level): This tactic can only be activated in the surprise round. Any tribesman that acts while this tactic is in effect treat all enemies as if they were flatfooted, even if they have already acted. Any tribesman with the Ambusher role can ignore the effects of uncanny dodge when considering whether or not enemies are flatfooted. This tactic can only be maintained for 1 round, plus an additional round at 9th level and every 8 levels thereafter.

Anvil Strike (5th level): While this tactic is in effect, all tribesmen gain a +3 morale bonus on attempts made to grapple, increasing by 1 at 9th level and every 4 levels thereafter. Any tribesman with the Ambusher, Blitzer, Prowler or Housecarl roles who make a charge attack against a grappled enemy gain a +6 circumstance bonus to damage rolls made as part of the charge, increasing by 2 at 9th level and every 4 levels thereafter.

Charge: While this tactic is in effect, all tribesmen gain a +10 foot enhancement bonus to their movement speed as long as they move closer to a hostile enemy. At 5th level and every 4 levels thereafter, this increases by 5 feet. Any tribesman with the Blitzer role doubles the bonuses they gain to attack and damage rolls from their role.

Endure: While this tactic is in effect, all tribesmen gain a number of temporary hit points at the start of their turn equal to half the pack leader's level + his Wisdom modifier for 1 round. If a tribesman successfully kills a creature with hit dice equal to at least half the pack leader's level, they may take an immediate action to 'consume' their temporary hit points gained from this ability, removing them and instead healing them for an amount equal to the number of temporary hit points they had. Temporary hit points from this tactic do not stack with themselves or other sources of temporary hit points.



Fire: While this tactic is in effect, the pack leader's quarry suffers a -2 penalty to their armor class against all ranged attacks. This penalty increases by 1 at 5th level, and every 4 levels thereafter. Any tribesman with the Volley Brigade role treats any cover less than total cover that the quarry might have against them as one step lower (Improved cover is treated as regular cover, and regular cover is treated as partial cover, and partial cover is treated as if they did not have cover at all).

Muster (13th level): While this tactic is in effect, any tribesman that suffers from a frightened, panicked or cowering effect instead reduces that effect to only shaken. Any tribesman that would become nauseated is sickened instead, any tribesman that would be dazed or stunned is staggered instead, and any tribesman that suffers from the exhausted condition reduces it to fatigued. This tactic does not reduce the duration of or negate effects, and if the tactic is deactivated while actively reducing effects, the effects return to their original condition.

Pike and Shot (9th level): While this tactic is in effect, once per turn any tribesman that deals damage with a melee weapon to a creature can choose one other tribesman who is within range to attack that creature as well. The second tribesman can expend an immediate action to make a ranged attack against that creature. Any tribesman with the Volley Brigade role may make this attack as an attack of opportunity and gains a bonus to damage equal to the pack leader's level if it is made within the first range increment of their weapon.

Retreat (9th level): While this tactic is in effect, all tribesman do not provoke for moving within threatened spaces on the first 5 feet they move on their turns. At 5th level and every 4 levels thereafter, they do not provoke for the next 5 additional feet they move. Any tribesman with the Escapist role gains an additional move action every turn, but they may only spend that move action to move their speed towards other tribesman.

Swarm: While this tactic is in effect, any tribesman is treated as if they were flanking the pack leader's quarry if at least one other tribesman threatens them. For every tribesman beyond the second that is adjacent to the pack leader's quarry, the quarry suffers a -1 penalty to their armor class.

Turtle: While this tactic is in effect, any tribesman adjacent to at least 2 other allies gain a +2 morale bonus to their saving throws, increasing by 1 at 5th level and every 4 levels



thereafter. Any tribesman with the Phalanx role gains the Evasion and Stalwart abilities as long as they stand next to at least one other ally.

This replaces predation, and the ranger talents gained at 4th, 10th and 16th levels.

Tongue of the Ealdorman (Ex): A pack leader knows the best words to pick when communicating with foreign faces and tongues, and always welcomes potential allies under the umbrella of his tribe. He gains a bonus on all Linguistics checks equal to half his level (minimum 1), and can attempt a Linguistics check with a DC of 20 to communicate in a language he does not know. On success, he can share general ideas, locations or emotions such as anger, a request to hunt animals, or to ask directions to a nearby town. On failure, he fails to understand how to imitate that language and cannot



try again for 24 hours. Failing by 5 or more denotes that the pack leader fumbles his words, and potentially embarrasses himself while attempting to speak.

By visiting new lands and seeing new faces, the pack leader expands his vocabulary even more. At 5th level, he learns a number of additional languages equal to his Wisdom modifier.

At 9th, the pack leader perfects his use of language. He adds his Wisdom modifier on all Diplomacy, Intimidate and Perform checks as an insight bonus.

At 13th level, he becomes a master of languages, and learns all languages (even secret languages, such as Druidic).

At 17th level, his mastery over language becomes so prolific that he learns how to communicate entire stories to people in the smallest of gestures. By spending a full-round action focusing on one willing creature within sight, him and the creature are treated as if they spent a full hour conversing with each other telepathically about any conversation they may wish to speak about, although they may only use this ability once per creature per 24 hours. The pack leader additionally gains the ability to speak with creatures in an extraordinary fashion, communicating nonverbally and with only minor physical gestures. Treat this communication as a non-magical telepathy between the pack leader and any creature within line of sight.

This replaces wildspeak.

PACK LEADER TALENTS

The pack leader adds the following to the list of talents he may choose his ranger talents from:

Greater Tactician (Ex)

The pack leader learns 2 additional tactics. He must still qualify for the tactics chosen. This talent may be selected multiple times.

Ploys (Ex, 5th level)

The pack leader learns to enact a pair of special strategies known as Ploys. Each ploy can be enacted as an action and condition as described under the individual ploy. Enacting a ploy ends any active tactic, however if the ploy is considered a success, another tactic may immediately be started as a free action that can be taken outside of the pack leader's turn.

Front and Back: This ploy can be activated as an immediate action whenever a tribesman with the Escapist, Phalanx or Guardian roles is attacked with a melee attack. The tribesman gains a +1 bonus to their armor class against that attack, increasing by 1 at 5th level and every 4 levels thereafter. If the attack misses, the tribesman can immediately attempt a reposition combat maneuver with a +2 bonus as a free action that does not provoke attacks of opportunity. On success, the tribesman and the enemy swap positions. Beginning at

9th level, the enemy provokes attacks of opportunity from the movement imposed by the reposition. This ploy is considered a success if the reposition attempt succeeds.

Pincer Strike: This ploy can be activated as a move action, but only if two tribesman are adjacent to a creature, and on opposite sides of that creature (similar to normal flanking rules) and threaten the creature. Both tribesmen must make a melee touch attack as a free action that can be taken outside of their turns. If both tribesmen succeed, the enemy is entangled and reduces all of their movement speeds to 0 feet for as long as they are adjacent to at least one of the tribesmen, and both tribesmen threaten him. If only one ally succeeds, the enemy is entangled for 1 round. This ploy is only considered a success if both tribesmen succeed on their touch attacks.

Right Hand Man (Ex, 8th level)

Sometimes, the leader of a squad needs to divert his authority and request the assistance of another ally when managing his men. The pack leader can select one ally to become his second-in-command. That ally can assign or change roles as if they were you, and always have a role themselves that does not count against your usual limit of roles assigned. They may also spend actions to try and enact tactics or ploys, as if they were the pack leader. If the right-hand man is maintaining a ploy or tactic, the pack leader cannot start a ploy or tactic himself and vice versa, and they both share the same limit of only enacting a single ploy each round.

Additionally, if the pack leader possesses the Leadership feat, he may use his Wisdom modifier in place of his Charisma modifier for its purposes.

Spellborn Roles (Su, 6th level) (Spellcasting)

By selecting this talent, the pack leader gains access to the following roles:

Bombardier: The bombardier is an expert at excluding allies from his dangerous spells or excluding enemies from his helpful spells. Whenever using a spell, spell-like ability or supernatural ability that affects multiple creatures in an area, the bombardier may choose an number of creatures equal to the pack leader's Wisdom modifier to exclude from the effect. Starting at 13th level, the bombardier can allow a hostile or beneficial spell, spell-like ability or supernatural ability he uses with a variable numerical component that normally affects several creatures, or creatures in an area to only affect a single creature. If he does, treat the spell as if it had been enhanced by the Empower Spell metamagic feat, except it uses a spell slot of the same level and does not increase the casting time of the spell.

Spellblader: A spellblader is taught how to cast his magic without attracting attention. At 1st level, as long as the spellblader is adjacent to one other tribesman, none of his spells cast provoke attacks of opportunity. Beginning at 3rd



level, if the spellblader casts a spell that targets an enemy in melee range, they do not provoke attacks of opportunity from that enemy for casting that spell. Beginning at 9th level, as part of making any touch attack to deliver a spell, spell-like ability or supernatural ability, the spellblader may take a free action to teleport up to 10 feet closer to his target, although he must have line of sight. This distance increases by 5 feet at 13th level and every 4 levels thereafter.

Additionally, the pack leader learns the following tactic:

Destroy: The pack leader can command his men to unleash a destructive onslaught of magical power on his quarry. All spells, spell-like abilities and supernatural abilities that deal damage to his quarry increase the damage dealt by 1 per pack leader level, although this bonus can only apply once per spell per target. Tribesmen with the Spellblader role can treat their caster level as 1 higher when casting any spell they cast that have a range of touch, increasing by 1 at 5th level and every 4 levels thereafter.

Warleader (Ex, 8th level)

A small tribe is no longer enough. You may assign roles to a number of allies up to twice your legendary ranger level, plus your Wisdom modifier, and may assign the same role to multiple allies.

PLANAR EXPLORER

Planar explorers are experts in the stranger places of the multiverse. With bound outsiders at their sides, they act as guides, treasure hunters, or even researchers into planes where others dare not tread.

Class Skills: The planar explorer adds Knowledge (planes) (Int) to his class skill list and removes Knowledge (local). The planar explorer receives 4 + his Intelligence modifier skill points per class level. This modifies skills.

Eidolon (Ex): A planar explorer begins play with the ability to summon to his side a powerful outsider called an eidolon. The eidolon forms a link with the planar explorer, who, forever after, summons an aspect of the same creature.

This ability functions like the unchained summoner's^{PU} eidolon^{PU} ability. It advances at the same rate and uses the planar explorer's level as its unchained summoner^{PU} level. This stacks with any levels in unchained summoner^{PU} the planar explorer might possess. Planar explorers do not gain unchained summoner^{PU} class abilities such as life link, bond senses, and shield ally.

Eidolon replaces natural gift.

Planar Compass (Sp): A planar explorer always knows what plane he is on. By performing a short ritual that takes one minute, he can identify the approximate location of all planar portals (any object or creature which links one plane with another) within one mile.

A planar explorer adds half his level to Knowledge (planes) skill checks when trying to learn information about the planes or a specific plane itself, but not when identifying creatures from other planes or discovering their weaknesses.

Planar Spellcasting (Ex): The planar explorer adds the following spells to his spell list:

1st Level: *Bestow Planar Infusion I*^{PA}, *Life Conduit*^{UC}, *Protection from Chaos/Evil/Good/Law*, *Rejuvenate Eidolon (Lesser)*^{PU}

2nd Level: *Evolution Surge (Lesser)*^{PU}, *Protection from Chaos (Communal)*^{UC}, *Protection from Evil (Communal)*^{UC}, *Protection from Good (Communal)*^{UC}, *Protection from Law (Communal)*^{UC}, *Restore Eidolon (Lesser)*^{UM}, *Summon Eidolon*^{APG}, *Twisted Space*^{UC}

3rd Level: *Control Summoned Creature*^{UM}, *Devolution*^{APG}, *Evolution Surge*^{APG}, *Life Conduit (Improved)*^{UC}, *Magic Circle against Chaos/Evil/Good/Law*, *Rejuvenate Eidolon*^{APG}, *Restore Eidolon*^{UM}

4th Level: *Bestow Planar Infusion II*^{PA}, *Dimension Door*, *Dimensional Anchor*, *Dismissal*, *Evolution Surge (Greater)*^{APG}, *Fly*, *Planar Adaptation*^{APG}, *Plane Shift*, *Summoner Conduit*^{UC}, *Transmogrify*^{APG}

Planar Portal (Sp): At 11th level, a planar explorer has gained the skill to open portals to other realms. Once per day, by performing a short ritual that takes one minute, the planar explorer can create an interdimensional connection between his plane of existence and a plane he specifies, allowing travel between those two planes in either direction.

The portal opens precisely at the point the planar explorer desires. Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Anyone who chooses to step through the portal is transported, but creatures cannot be forced through unless unconscious. A portal cannot be opened to another point on the same plane; the portal works only for interplanar travel.

The planar explorer may hold the gate open for a number of minutes equal to his class level. He does not need to concentrate to maintain it and may close it as a free action.

At 15th level, he may open a portal twice per day, but cannot open a new portal while another portal he opened remains open. At 19th level, he may open a portal three times per day.

This replaces evasion.

PLANAR EXPLORER TALENTS

The planar explorer adds the following to the list of talents he may choose his ranger talents from:

Favored Planes (Ex)

When this talent is gained, the planar explorer chooses two planes other than the Material Plane. Once this choice is made, it cannot be changed. The planar explorer gains a +4 bonus on initiative checks and Perception, Stealth, and Survival skill



checks when he is in these planes. A planar explorer traveling through this plane normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

Planar Hunter (Ex, 8th level)

A planar explorer fully understands the strengths and weaknesses of the creatures around him. The planar explorer's predation bonuses always apply to creatures with the elemental or outsider type, without him having to make them his quarry, and those creatures always take the planar explorer's full predation damage, even if they would normally be immune to precision damage.

SKIRMISHER

Rangers often develop a healthy level of distrust in things they don't understand. Some extend this distrust to magic and don't develop the normal spell abilities common to rangers. Instead, they concentrate on other tactics, drawing inspiration from many styles of combat.

Skirmisher's Tricks (Ex): At 5th level, a skirmisher learns to use three tricks, which typically grant a boon or bonus to the skirmisher or a nearby ally. He learns another trick at each odd-numbered level thereafter, for a total of 10 at 19th level. A skirmisher can use these tricks a total number of times per day equal to his skirmisher level + his Wisdom modifier.

Tricks are usually swift actions, but sometimes move or free actions that modify a standard action. Once a trick is chosen, it can't be retrained until the skirmisher gains a new level in this class. A skirmisher cannot select an individual trick more than once.

The following is a list of skirmisher tricks and their effects.

Aiding Attack (Ex): The skirmisher can use this trick as a free action when he hits a creature with an attack. Each of the skirmisher's allies other than himself gain a +2 circumstance bonus on their attack rolls against that creature until the beginning of the skirmisher's next turn.

Bolster Companion (Ex): The skirmisher can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the skirmisher to benefit from this trick.

Chameleon Step (Ex): The skirmisher can move up to twice his speed as a move action. The skirmisher does not take any penalty on Stealth skill checks for movement during this move. This move provokes attacks of opportunity as normal (assuming enemies know he's there).

Coordinated Attack (Ex): As a swift action, the skirmisher can grant the use of one of his teamwork feats to an ally within 30 feet. The ally must qualify for the feat and retains the feat for 1 minute. Feats gained this way cannot be used to qualify for other feats.

Defensive Bow Stance (Ex): The skirmisher can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

Deft Stand (Ex): The skirmisher can spend a swift action to stand up without provoking attacks of opportunity.

Distracting Attack (Ex): The skirmisher can use this trick as a free action when he hits with an attack. The target of the attack takes a -2 penalty on all attack and CMB rolls for 1 round.

Hateful Attack (Ex): As a free action, when the skirmisher rolls a critical threat, he may automatically confirm it.

Heel (Ex): The skirmisher can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the skirmisher. The animal companion must be able to see and hear the skirmisher to take this movement.

Hobbling Attack (Ex): The skirmisher can use this trick as a free action when he hits with an attack. The land speed of the target of the attack is reduced by 1/2 for 1 minute.

Listen to the Earth (Ex): As an immediate action, the skirmisher gains tremorsense with a 30 foot range for 1 round.



Quick Healing (Ex): As a swift action, the skirmisher can make a Heal skill check to administer first aid on an adjacent ally. If successful, the ally heals additional hit points equal to the skirmisher's class level. Alternatively, the skirmisher can administer a potion to an unconscious character as a move action.

Ranger's Counsel (Ex): As a swift action, the skirmisher can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The skirmisher does not need to have ranks in the chosen skill. This bonus lasts for 1 round.

Ranger's Parry (Ex): When an opponent makes a melee attack against the skirmisher, he can use an immediate action to attempt to parry that attack. He makes an attack roll as if he were making an attack of opportunity; for each size category the attacking creature is larger than the skirmisher, the skirmisher takes a -2 penalty on this roll. If his result is greater than the attacking creature's result, the creature's attack automatically misses.

Rattling Strike (Ex): The skirmisher can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Strike (Ex): When he misses with a melee attack, the skirmisher may reroll his attack at a -5 penalty. Using this ability is an immediate action.

Shake It Off (Ex): The skirmisher may spend a swift action to do one of the following: regain 2d4 hit points, heal 1d4 ability damage or ability drain to one ability, or remove either the fatigued or sickened condition from himself.

Sic 'Em (Ex): The skirmisher can use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the skirmisher to make this attack.

Skill Sage (Ex): As a free action, the skirmisher can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Surprise Shift (Ex): The skirmisher can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Attack (Ex): The skirmisher can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

Trick Shot (Ex): As a swift action, the skirmisher can make ranged attacks that ignore concealment (but not total concealment), soft cover, and partial cover. In addition, the skirmisher may ignore penalties for firing into melee combat. This lasts until the end of their current turn.

Twist the Knife (Ex): The skirmisher can use this trick as a free action when he hits with an attack. The creature takes bleed damage equal to the skirmisher's Dexterity modifier.

Upending Strike (Ex): The skirmisher can use this trick as a free action just before he makes a melee attack. If the

attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike (Ex): The skirmisher can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The skirmisher can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

This ability replaces the legendary ranger's spells class feature. Skirmishers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

SKIRMISHER TALENTS

The skirmisher adds the following to the list of talents he may choose his ranger talents from:

Foresight and Preparation

The skirmisher gains an additional skirmisher's trick. Whenever he rests, he may change the trick he chose.

Plans within Plans

The skirmisher gains 5 additional uses of his skirmisher's tricks per day.

WILD PLAINS DRIFTER

As modern times develop, rangers from all around the world move to adopt the newly forged weapons of the future. The wild plains drifter is an expert in the use of advanced firearms but is also capable of turning antiques into weapons of deadly destruction. They specialize in singular, powerful attacks and never tire from hunting their prey, capable of holding out in an overwatch position for days at a time, waiting for the perfect shot against their target.

Ace (Ex): The wild plains drifter's training has given him all the experience he needs to handle a favored firearm. He gains the Gunsmithing^{UC} feat as a bonus feat, and he also gains a battered gun identical to the one gained by a gunslinger.

At 1st level, he gains proficiency with a type of firearm of his choice.

Pinpoint Targeting (Ex): A wild plains drifter has learned to steady his shots, focusing on them in order to deliver a precise, deadly wound. He gains the ability to hold a pool of focus, up to a maximum of 1/2 his class level, or his Dexterity modifier (minimum 1), whichever is lower. As a move action, he can adjust his aim against his quarry, if they are within view, gaining a single point of focus. Additionally, once per round, when the wild plains drifter successfully deals damage to his quarry with a firearm, he gains 1 point of focus. When using the attack action to make a single ranged attack with



a firearm against his target, he may expend any amount of focus to gain a +1 to attack for each point expended and deal additional damage equal to 1d10 per point expended. This damage is considered precision damage and is not multiplied on a critical hit.

If the wild plains drifter does not gain focus points for 2 rounds, he loses all his focus points at the end of the 2nd turn. He also loses all of his focus points when marking a new creature to be his quarry. There is no limit to the number of focus points that can be gained each round.

Beginning at 5th level, whenever the wild plains drifter selects a new quarry, or begins a combat encounter where his quarry is a participant, he automatically gains 1 point of focus. At 10th level, he instead gains 2 points and an additional point every 5 levels thereafter.

Beginning at 10th level, the wild plains drifter may gain a focus point by aiming as a swift action, as well as a move action.

This replaces predation.

Grit (Ex): A wild plains drifter's deadly focus with his firearm allows him to accomplish unnatural feats of power, often seen as mystical or impossible. This grants the wild plains drifter a pool of grit, a fluctuating measure of the wild plains drifter's ability to perform amazing actions in combat. At the start of each day, a wild plains drifter gains a number of grit points equal to his Wisdom modifier. A wild plains drifter's grit may go up and down throughout the day, but usually cannot go higher than his Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A wild plains drifter spends grit to accomplish deeds (see below) and regains grit in the following ways:

Critical Hit with a Firearm: Each time the wild plains drifter confirms a critical hit with a firearm attack while in the heat of combat, he regains 1 grit point. Confirming a critical hit on a helpless or unaware creature, or on a creature that has fewer hit dice than half the wild plains drifter's character level does not restore grit.

Killing Blow with a Firearm: When the wild plains drifter reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, he regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer hit dice than half the wild plains drifter's character level to 0 or fewer hit points does not restore any grit.

Witness Evidence of Death: When the wild plains drifter personally witnesses convincing evidence of his quarry's





death, they regain 1 grit point. Witnessing evidence of a death the wild plains drifter did not contribute to does not restore grit, nor does witnessing evidence of the death of a creature with less hit dice than 1/2 his character level. The wild plains drifter does not gain a grit point using this method if he landed a killing blow on his quarry, but may if the quarry died after due to wounds from the attack, and does not qualify for this method if he changed his quarry before witnessing evidence.

This replaces natural gift.

Deeds: A wild plains drifter spends grit points to accomplish deeds. Most deeds grant the wild plains drifter some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect if the wild plains drifter has at least 1 grit point. The following is a list of the base wild plains drifter deeds. A wild plains drifter can only perform deeds of his level or lower. Unless

otherwise noted, a deed can be performed multiple successive times, if the appropriate amount of grit is spent to perform the deed.

Deadeye (Ex): At 1st level, the wild plains drifter can resolve an attack against touch AC instead of normal AC when firing beyond his firearm's first range increment. Performing this deed costs 1 grit point. The wild plains drifter only suffers a -1 penalty on attack rolls for each range increment beyond the first when he performs this deed. This reduction does not stack with the reduction granted by the Far Shot feat, however the wild plains drifter is treated as if they possessed that feat for the purpose of prerequisites.

Quick Dodge (Ex): At 1st level, the wild plains drifter gains an uncanny knack for getting out of the range of ranged attacks. When a ranged attack is made against the wild plains drifter, he can spend 1 grit point to move 5 feet as an immediate action; doing so grants him a +2 bonus to AC against the triggering attack. This movement provokes attacks of opportunity normally, but he may spend an additional grit point to avoid provoking attacks of opportunity. Alternatively, the wild plains drifter can drop prone to gain a +4 bonus to AC against the triggering this attack. The wild plains drifter can only perform this deed while wearing light armor, and while carrying no more than a light load.

Sentry (Ex): At 1st level, the wild plains drifter becomes an expert at performing watch duty and staying aware of potential enemies. As long as he has at least 1 grit point, the wild plains drifter only requires 2 hours of sleep per night to gain the benefit of 8 hours of sleep and suffers no penalty to Perception skill checks while sleeping. When making a Perception skill check, the wild plains drifter may spend a grit point to roll twice and take the most favorable result.

Countershot (Ex): At 5th level, the wild plains drifter becomes an expert at opposing enemy snipers and ranged attackers. When he or an ally within his first ranged increment is targeted by a ranged weapon attack from the wild plains drifter's quarry, he may spend a grit point to make a countershot as an immediate action. He makes an attack roll at a -2 penalty. If his attack roll result is higher than the quarry's attack result, that attack automatically misses. A wild plains drifter must be aware of the attack in order to countershot it and may not countershot unusually massive weapon attacks such as those from a siege weapon.

Ever Ready (Ex): The wild plains drifter is always prepared for an enemy attack. Beginning at 5th level, as long as he has 2 grit points, he always acts in a surprise round. Additionally, as part of rolling an initiative check, he may



spend one grit point to roll twice and take whichever result he desires.

Steady Hands (Ex): At 5th level, as long as the wild plains drifter has 1 grit point, he can reload any two-handed firearm as if it were a one-handed firearm.

Emergency Calibration (Ex): At 9th level, the wild plains drifter gains the ability to concentrate in times of duress, expending their willpower to land a perfect shot. As a swift or move action, he may spend any amount of grit to gain twice that amount in focus points. If he spends at least 2 grit points using this deed, his next attack before the end of their next turn has its critical threat range doubled. When this deed is used, the misfire chance of the weapon is reduced to 1 (if it was higher than 1) until the end of the wild plains drifter's turn. This deed cannot be chosen as the deed for the Signature Deed feat.

Targeting (Ex): At 9th level, as a standard action, the wild plains drifter can make a single firearm attack and choose a part of the body to the target. He gains the following effects depending on the part of the body in addition to dealing damage as normal. If the creature targeted does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform normally, however some body parts may cost differently.

Arms: On a hit, the target suffers a -4 to all attacks made with melee weapons for 1 round.

Head: Targeting the head increases the critical threat range by 1, stacking with other effects that increase the critical threat range, but is always applied last and never multiplied.

Legs: On a hit, the target's legs are swiped out from underneath, knocking it prone.

Body: On a hit, the target's center of balance is destabilized, and the creature is nauseated for 1 round.

Wings: On a hit, the target is damaged normally and must make a Fly check with a DC equal to the damage dealt + 5, or they begin falling and cannot fly until the end of their next turn.

Hands: On a hit, the target is subject to a free disarm attempt, using the result of the attack roll as the disarm check.

Feet: On a hit, all of the target's movement speed except their flight speed is reduced by 10 feet until they receive magical healing, or a creature succeeds on a DC 15 Heal check on them. This penalty stacks with itself, down to a minimum of 5 feet. A creature that only has 5 feet of movement can only move 5 feet using that mode of movement as a full round action that provokes attacks of opportunities.

Warning Shot (Ex): Starting at 13th level, if the wild plains drifter has at least 3 grit points, he may spend a move action to purposefully miss a creature that he could normally attack with a firearm attack. When he does, he may make an intimidate check against that creature to demoralize them and gains a bonus equal to 1/2 his class level. If he spends 1

grit point, he frightens the creature for the first round it is shaken if he succeeds on the check.

Grievous Wounds (Ex): With one shot, a wild plains drifter can cripple even magic's regenerative properties. At 19th level, he may spend one grit point after successfully damaging a creature to cause the wound to warp and cripple the target. The creature reduces all healing they benefit from by an amount equal to the wild plains drifter's class level for 1 hour. Additionally, they suffer bleed damage equal to 1d6 + 1 for every 2 wild plains drifter level. This bleeding may only be stopped by a DC 30 Heal check, and may not be stopped by healing.

Blazing Hellfire (Ex): At 20th level, the wild plains drifter learns to utilize his willpower in a legendary display of marksmanship. He may take a full-round action to expend all his grit points. For every 2 grit points spent this way, he may make a line attack with a range equal to his weapon's first range increment. He makes a single attack roll per line and compares it against the AC of each creature within the line, dealing damage as normal. Each attack is treated as if the wild plains drifter spent the maximum amount of focus points possible on the attacks, gaining extra attack bonuses and damage bonuses according to the feature. Creatures are permitted a DC 10 + 1/2 the wild plains drifter's level + his Wisdom modifier Reflex save for half damage if struck by these line attacks.

After using this ability, the wild plains drifter becomes exhausted, and cannot regain grit points until he is no longer exhausted or fatigued.

DRIFTER TALENTS

The wild plains drifter adds the following to the list of talents he may choose his ranger talents from:

Ace in the Hole (Ex, 8th level)

When one goes down, the swap to the next target only gets easier. Gain the following deed:

Ace in the Hole (Ex): The wild plains drifter increases their maximum focus pool amount by 4 points, but he may only spend an amount of focus points up to his wild plains drifter level on any single attack. When the wild plains drifter slays his quarry while using the pinpoint targeting ability, he may take an immediate action to select a new quarry. If he does so, he may spend a grit point to regain half the focus points they spent on the killing blow on their previous target. This includes any focus points spent on other abilities such as Magical Accuracy, if it contributed to the killing blow.

Gun Training (Ex)

The wild plains drifter gains a bonus equal to his Dexterity modifier on damage rolls made with firearms. Furthermore, he is proficient with all firearms, and he reduces the misfire value by 1 when using any firearm. When he misfires using any firearm, the misfire value increases by 2 instead of 4.



Magical Accuracy (Su, 6th level)

With a spark of magic, intense skill can take on unnatural characteristics. The wild plains drifter can expend 2 points of focus to enhance their next attack with a firearm with magical properties. The next attack they make before the end of their turn gains an enhancement bonus of +1, and the wild plains drifter may choose to apply one of the following enchantments to the attack: *cunning*, *distance*, *reliable*, or *seeking*.

They may instead spend 4 focus, causing the enhancement bonus to increase to +2, and the ability to select two of the enchantments from above, or one from the following list: *corrosive burst*, *lesser designating*, *flaming burst*, *holy*, *igniting*, *icy burst*, *shocking burst* or *unholy*.

Focus spent using this talent does not trigger the effects of pinpoint targeting, but both abilities may be combined on the same attack. This talent may be used multiple times on the same attack, granting multiple enchantments, but the enhancement bonus does not stack with itself.

Unnatural Bullets (Sp) (4th level)

The wild plains drifter learns how to utilize a special magical technique. He selects one primeval spell (see page 43). When casting this spell, he may spend 1 grit point per spell level instead of expending the spell slot used to cast the spell. When he regains his grit points for the day, he may reselect the spell used with this deed.

FEATS

The following feats are available to any character that can meet its prerequisites. Primeval spells are described on page 43.

Clever Ranger

Prerequisite: Legendary Ranger level 1st

Benefit: You may use your Intelligence score instead of your Wisdom score for any legendary ranger ability you gain, such as the Herbalism gift or the spellcasting class feature. This also applies to abilities gained from archetypes. In addition, select 1 Intelligence based skill; you gain a +2 bonus to skill checks made with that skill.

Special: This feat must be selected at 1st level, or at the same level you gain your 1st level of legendary ranger and may not be combined with the Compelling Ranger feat.

Compelling Ranger

Prerequisite: Legendary Ranger level 1st

Benefit: You may use your Charisma score instead of your Wisdom score for any legendary ranger ability you gain, such as the Herbalism gift or the spellcasting class feature. This also applies to abilities gained from archetypes. In addition, select 1 Charisma based skill; you gain a +2 bonus to skill checks made with that skill.

Special: This feat must be selected at 1st level, or at the same level you gain your 1st level of legendary ranger and may not be combined with the Clever Ranger feat.

Dual Primeval Spell (Metamagic)

Benefit: When you cast a primeval spell, you may cause the attack to double in mid-air, allowing you to attack two different targets with one attack. Roll separately for each attack. Both targets can take damage from the initial attack and can be affected by the primeval spell.

Level Increase: +2 (a dual primeval spell uses up a slot two levels higher than the spell's actual level.)

Ensorcelled Quiver

Prerequisite: Access to Primeval spells

Benefit: Whenever you roll initiative, you may regain the use of a primeval spell you have expended.

Extra Ranger Talent

Prerequisite: Legendary Ranger level 5th

Benefit: You gain an additional ranger talent for which you qualify.

Special: This feat may be taken a second time starting at 11th level and a third time starting at 17th level.

Mass Herbal Spell (Metamagic)

Benefit: When you cast a herbal spell that targets an ally, you can affect multiple allies. For every 5 points you beat the DC of the check, you may affect an additional ally. Only up to 5 additional allies may be affected. You may choose the allies affected after the roll is made.

Level Increase: +0 (a mass herbal spell uses the same spell slot as it did before.)

Mass Trap Spell (Metamagic)

Benefit: When you cast a trap spell, you may set 5 identical traps. Each trap must be within 30 feet of another trap, and you must visit each location where a trap is to be set as part of the casting.

Level Increase: +1 (a mass trap spell uses up a slot one level higher than the spell's actual level.)

Two-Weapon Quickness (Combat)

Prerequisite: Two-Weapon Fighting

Benefit: When you use a double weapon or a light weapon in each hand, you may reduce the penalty for two-weapon fighting by 2 with each weapon.



Two-Weapon Symmetry (Combat)

Prerequisite: Two-Weapon Fighting

Benefit: When using two-weapon fighting with two weapons of different types, you may apply the feats you have that apply to only one of the two weapons to both weapons (such as Weapon Focus), provided it is possible for the other weapon to have that feat applied to it. This does not apply to class abilities.

SPELLS

This section outlines new spells available to the Legendary Ranger. These spells can be made available to other rangers as well, and other classes that have access to the ranger's spell list.

TRAP SPELLS

Trap spells are a type of spell that allows a ranger to create a trap magically. This trap may be magical or non-magical but is otherwise permanent until triggered. A trap occupies a 5-foot square at minimum and cannot be placed where it will be immediately triggered. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to $15 + \text{the spell level} + \text{the caster's casting ability modifier}$.

Trap spells are triggered by a creature entering the square they occupy. They can sense any creature as if using tremorsense. Once triggered, the trap is destroyed and cannot be reset.

PRIMEVAL SPELLS

Primeval spells are a type of spell that can enchant a single piece of ammunition the ranger is wielding with raw, elemental power. It can then be used by the ranger as part of an attack any time during the next round, even on their current turn. If the attack misses, the spell is lost.

HERBAL SPELLS

Herbal spells use raw components from the environment to enhance their potency. Herbs, plants, mineral water, and occasionally common animal components can be harvested in many locations, at the GM's discretion. Foraging for the

necessary materials takes 1 minute and requires a survival check with a DC equal to $10 + \text{twice the level of the spell}$. Such materials need to be used within 1 minute to remain potent. If successful, the spell may then be cast. The GM may apply a +5 or -5 modifier for especially fertile or sterile areas. If the spellcaster can beat the DC by 20, he finds sufficient materials to cast the spell without using a spell slot.

Using herbal spells without raw components is possible by substituting large amounts of rare herbs. For every level of the spell, an herbal spell will cost 10 gp to cast.





SPELL DESCRIPTIONS

BILE TRAP

School: conjuration [trap]; **Level:** ranger 1

Casting Time: 1 minute

Components: V, S, M

Range: touch

Target: one trap

Duration: permanent until discharged

Saving Throw: Fortitude partial; **Spell Resistance:** no

You create a trap that occupies one square. When a creature other than yourself enters the square, a foul smell is released. Any creature within 15 feet of the trap must make a Fortitude save or be nauseated for 1 round. Even if successful, the creature is still sickened for 1 round.

BLESSED LANDS OF COMPASSION AND HATE, LESSER

School: necromancy; **Level:** ranger 1

Casting Time: 1 standard action

Components: V, S, M (portrait of a close friend)

Range: Medium (100 ft + 10 ft/level)

Area: 6 contiguous 5-foot squares plus two 5-foot squares/level

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** no

You bless the land with your own feelings of compassions for your allies, and hatred against your enemies. Select four 5-foot squares, plus an additional 2 squares for every caster level. These squares must be adjacent to at least one other square and may form lines or circles or any sort of shape but must be continuous. For the duration of the spell, these selected squares are considered blessed. Anything touching the surface of the squares is affected by this spell (meaning that this spell does not work against flying creatures, creatures that are swimming above the floor, or creatures that can hover above the floor.)

Allies that begin their turn on one of these squares heal for 1 + 1 per 3 caster levels, as if targeted by a cure or inflict spell (whichever would heal them). Enemies that begin their turn on these squares instead suffer that much damage as if targeted by a similar effect, only whichever one would damage them.

You decide who is considered an enemy or ally at the time the spell is cast. You may not change this choice once the spell is cast. Any new creature that enters the spell's effect area must be decided to be an ally or enemy as soon as you realize they are present and are immune to its effects until then.

BLESSED LANDS OF COMPASSION AND HATE, GREATER

School: necromancy; **Level:** ranger 3

Casting Time: 1 standard action

Components: V, S, M (portrait of a close friend)

Range: Long (400 ft + 40 ft/level)

Area: 10 contiguous 5-foot squares plus four 5-foot squares/level

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** no

This spell functions as Lesser Blessed Lands of Compassion and Hate, except that you mark 10 squares, plus an additional 4 per caster level. Additionally, the healing is increased to 1d8 + 1 per 2 caster levels, and the damage is increased to the same amount.

This spell may be made permanent through *permanency*. To do so, you must be at least caster level 11th and expend 7,500 gold as part of the casting of *permanency*.

BRUTAL BLOW

School: evocation [force, primeval]; **Level:** ranger 4

Casting Time: 1 swift action

Components: V

Range: touch

Target: one projectile or piece of ammunition

Duration: 1 round or until discharged

Saving Throw: Fortitude partial; **Spell Resistance:** yes

The creature successful struck by the enchanted missile is slammed with telekinetic force, dealing 1d4 force damage per caster level (maximum 12d4). In addition, the target is pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage. The targeted projectile loses its potency if not used within 1 round.

DETOXIFY

School: conjuration (healing) [herbal]; **Level:** ranger 3

Casting Time: 1 standard action

Components: S, H

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

You can cure all poison and disease afflicting the creature touched. You must make a separate caster level check (1d20



+ caster level) against the DC of each poison and disease affecting the target. Success means that the poison or disease is cured.

A cured creature suffers no additional effects from the poison or disease cured, and any temporary effects are ended, but this spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. Being cured of a poison or disease does not prevent the character from being poisoned or infected again.

ELEMENTAL TRAP

School: conjuration [trap]; **Level:** ranger 2

Casting Time: 1 minute

Components: V, S, M

Range: touch

Target: one trap

Duration: permanent until discharged

Saving Throw: Reflex half; **Spell Resistance:** no

You create a trap that occupies one square. When a creature other than the yourself enters the square, there is an explosion of elemental energy. The type of energy is chosen by you when the trap is set, either acid, cold, electricity, fire, or sonic. The trap does 1d6 damage per caster level up to a maximum of 10d6 to the creature that triggered the trap and to any creature in a square adjacent to the trap. A successful Reflex save halves the damage.

FESTERING WOUND

School: necromancy [primeval]; **Level:** ranger 3

Casting Time: 1 swift action

Components: V

Range: touch

Target: one projectile or piece of ammunition

Duration: 1 round or until discharged

Saving Throw: none; **Spell Resistance:** yes

A blow from the touched missile can cause a wound from which black ooze and insects spontaneously pour. The creature gains one negative level, which lasts 24 hours but cannot become permanent. Creatures immune to disease are unaffected by a *festering weapon*. The targeted projectile loses its potency if not used within 1 round.

FEY DELIGHT

School: enchantment [mind-affecting, primeval]; **Level:** ranger 4

Casting Time: 1 swift action

Components: V

Range: by weapon

Target: one projectile or piece of ammunition

Duration: 1 round

Saving Throw: Will negates; **Spell Resistance:** yes

A successful strike with the missile causes the target to feel the enchantment of fey love, including their sick love of pain. For 1 round, the target experiences pain as pleasure, lowering their ability to resist injury. During this time, the creature takes maximum damage from all magical effects with the pain descriptor, as if they were affected by the Maximize Spell feat. In addition, they take 50% more damage than normal from bludgeoning, piercing, and slashing attacks, as if they were spells affected by the Empower Spell feat.

FRAGMENTATION SHOT

School: evocation [fire, primeval]; **Level:** ranger 1

Casting Time: 1 swift action

Components: V

Range: touch

Target: one projectile or piece of ammunition

Duration: 1 round or until discharged

Saving Throw: none or Reflex half; **Spell Resistance:** yes

By infusing a projectile or piece of ammunition with explosive energies, the you cause it to react violently upon striking its target. It explodes in a 5-foot-radius burst dealing 1d6 points of fire damage per 2 caster levels (maximum 5d6). If the projectile misses, treat it as a grenade-like missile to see where it lands, as it explodes at that location. Creatures in the burst can attempt a Reflex save for half damage, and spell resistance applies against the effect. A creature directly struck by the *fragmentation shot* missile gets no saving throw but can apply spell resistance. The targeted projectile loses its potency if not used within 1 round.

HERBAL RESTORATION

School: conjuration (healing) [herbal]; **Level:** ranger 1

Casting Time: 3 rounds

Components: S, H

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

Herbal restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character and improves an exhausted condition to fatigued. It does not restore permanent ability drain.



LIFE ROBBER

School: necromancy [primeval]; **Level:** ranger 2

Casting Time: 1 swift action

Components: V

Range: by weapon

Target: one projectile or piece of ammunition

Duration: 1 round or until discharged

Saving Throw: none; **Spell Resistance:** yes (harmless)

You link your own soul to a projectile or piece of ammunition, transferring the vitality of a creature you strike with that missile. If your *life robber* hits, you heal a number of hit points equal to one-half the damage dealt by the attack. If this brings you above your maximum hit points, you gain the excess as temporary hit points that last for up to 1 hour or until expended. You cannot gain more than the target's current hit points + the target's Constitution score (which is enough to kill the target). The targeted projectile loses its potency if not used within 1 round.

MANTRA OF UNITY

School: divination; **Level:** ranger 1

Casting Time: 1 swift action

Components: V

Range: personal

Target: you

Duration: 1 minute

Upon uttering the mantra, you may choose a teamwork feat you qualify for. For the duration of the spell, you possess that teamwork feat. You may use the feat in concert with other abilities and class features that affect teamwork feats but may not use the feat as a prerequisite for other feats.

MANTRA OF UNITY, GREATER

School: divination; **Level:** ranger 3

Targets: one creature/level, no two of which can be more than 30 feet apart

As *mantra of unity*, but this spell can affect allies.

MASTER OF SWIFT STRIKES

School: transmutation; **Level:** ranger 4

Casting Time: 1 standard action

Components: V, S, M (a single hair from a young rabbit)

Range: personal

Target: you

Duration: 1 hour/level

You move and fight with greater alacrity. When making a full-attack action, you may make one extra attack with one

natural or manufactured weapon. The attack is made using your full base attack bonus, plus any modifiers appropriate to the situation.

During any round in which you do not use the full-attack action, you gain an enhancement bonus to your speed equal to +30 feet, up to a maximum of twice your normal speed. All your modes of movement (including land movement, burrow, climb, fly, and swim) are affected, and it affects your jumping distance as normal for increased speed. In addition, until the beginning of your next turn you gain a +2 bonus on attack rolls and on Reflex saves and a +2 dodge bonus to AC.

This effect is not cumulative with similar effects like *haste*, *blessing of fervor*, or a monk's ability to expend ki to gain an additional attack when making a full attack.

QUICK TRAP

School: conjuration (creation) [trap]; **Level:** ranger 1

Casting Time: 1 minute

Components: V, S, M

Range: touch

Target: one trap

Duration: permanent until discharged

Saving Throw: Reflex partial; **Spell Resistance:** no

You create a trap that occupies one square. When a creature other than the yourself enters the square, the ground momentarily liquefies, and the creature sinks to the bottom of a 5 foot pit which partially fills with material. Digging out of the pit requires a DC 20 Strength check, and once free, the creature is prone. When the trap is initially triggered, the creature may make a reflex save to fall prone into an adjacent square, instead of into the pit.

RAISE BLIND

School: conjuration (creation); **Level:** ranger 2

Casting Time: 1 standard action

Components: V, S, M

Range: 30 feet

Target: an area 5 feet by 30 feet

Duration: permanent

Saving Throw: none; **Spell Resistance:** none

You cause vines and branches to sprout from the earth and weave themselves into a 30-foot-long wall. The resulting wall is permanent, but fragile, with 0 hardness and only 5 hit points per 5-foot section. Wind in excess of 70 miles per hour destroy the wall, and the spell fails if cast in such wind conditions. Creatures can attempt to pass through the wall by making a Strength check against a DC equal to 10 + one-half the ranger's caster level + her Wisdom modifier. A successful check destroys a section of the wall as wide as the creature's



space. Ranged attacks can pass through the wall unhindered, unless especially large (such as a thrown boulder).

The wall provides full concealment to any creature from any other creature on the opposite side of the wall. Any creature adjacent to the wall, however, can see through its small gaps and is not hindered by it.

RESTORATIVE ARMS

School: conjuration (healing); **Level:** ranger 1

Casting Time: 1 swift action

Components: V, S, M (a rose)

Range: weapon touched

Duration: 1 round/level

Saving Throw: Reflex negates (harmless); **Spell Resistance:** no

You infuse a weapon with a holy vigor and restorative properties. Any time that the weapon successfully lands an attack, the wielder is healed for 1d4 damage. This can be applied to ranged weaponry.

Additionally, if used in tandem with the Vital Strike feat, the wielder instead is healed of 2d4 points of healing, increased

to 3d4 if using Improved Vital Strike or 4d4 if using Greater Vital Strike. This healing takes the form of either negative or positive energy, whichever would heal the creature wielding the weapon.

SHOCKING STRIKE

School: evocation [electricity, primeval]; **Level:** ranger 1

Casting Time: 1 swift action

Components: V

Range: touch

Target: one projectile or piece of ammunition

Duration: 1 round or until discharge

Saving Throw: none; **Spell Resistance:** yes

The target weapon is infused with electrical energy, dealing 1d6 points of electricity damage per caster level (maximum 5d6) to a creature struck. The wielder gains a +3 bonus on attack rolls with the affected missile if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal). The targeted projectile loses its potency if not used within 1 round.





SMOKE TRAP

School: conjuration [trap]; **Level:** ranger 1

Casting Time: 1 minute

Components: V, S, M

Range: touch

Target: one trap

Duration: permanent until discharged

Saving Throw: Fortitude negates; **Spell Resistance:** no

When a creature steps into the square this trap occupies, a blast of smoke envelops the creature and all squares within a 15-foot radius. Any movement the creature that triggered the trap stops, and all creatures in the blast radius must make a successful Fortitude save or they take a -5 to their AC and all d20 rolls for 1 round, as they cough uncontrollably. Creatures who are not breathing or otherwise protected from gas attacks are unhindered. Once the smoke is released, it dissipates in 1d4+1 rounds, or in 1 round if there is a wind of at least 30 mph. The smoke limits all vision to 5 feet.

TAKE LIFE FROM THE LAND

School: conjuration (healing); **Level:** ranger 4

Casting Time: 1 round

Components: V, S

Range: personal

Target: you

Duration: instantaneous

You draw energy from the land beneath your feet and from the sky above, channeling that primal power into yourself as healing. You immediately end any of the following adverse conditions affecting you: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, insanity, poisoned, or sickened. You also cure all ability damage and 1d6 hit points of damage per caster level (maximum 20d6). Because of the connection the spell creates between you and your home plane of existence, if you cast this spell on another plane there is a 50% chance you will be immediately teleported back to a random location on your home plane of existence, as *plane shift*.



TORNADO TRAP

School: conjuration (creation) [air, trap]; **Level:** ranger 3

Casting Time: 1 minute

Components: V, S, M

Range: touch

Target: one trap

Duration: permanent until discharged

Saving Throw: none; **Spell Resistance:** no

You create a trap that occupies one square. When a creature other than you enters the square, a small tornado erupts and picks up the creature. Treat this as a grapple attempt. When determining the tornado's CMB, use your caster level as its base attack bonus with a +10 bonus due to Strength. Roll



only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tornado succeeds in grappling the creature, it gains the grappled condition, and cannot move or attack without first breaking the grapple. The tornado then moves 1d4 squares in a random direction. If this would cause the tornado to move off a ledge or into a wall, it stops moving. The tornado cannot pin creatures.

Each round, the tornado must make another attempt to grapple the creature. If at any time it is not grappling a creature, it dissipates. The tornado is instantly destroyed by winds greater than 70 mph.

TREAT BLINDNESS OR DEAFNESS

School: conjuration (healing) [herbal]; **Level:** ranger 2

Casting Time: 3 rounds

Components: S, H

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

You can cure blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

TREAT CRITICAL WOUNDS

School: conjuration (healing) [herbal]; **Level:** druid 4, ranger 4

Casting Time: 3 rounds

Components: S, H

Range: touch

Target: creature touched

Duration: instantaneous

Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

You administer an herbal salve that heals 4d12 points of damage +1 point per caster level (maximum +20) to any living creature. Non-living creatures are not affected by this spell. If it has been less than 8 hours since the last time a creature received healing from this spell, it heals only half the normal amount.

TREAT LIGHT WOUNDS

School: conjuration (healing) [herbal]; **Level:** druid 1, ranger 1

As *treat critical wounds*, but it heals 1d12 points of damage +1 point per caster level (maximum +5).

TREAT MODERATE WOUNDS

School: conjuration (healing) [herbal]; **Level:** druid 2, ranger 2

As *treat critical wounds*, but it heals 2d12 points of damage +1 point per caster level (maximum +10).

TREAT SERIOUS WOUNDS

School: conjuration (healing) [herbal]; **Level:** druid 3, ranger 3

As *treat critical wounds*, but it heals 3d12 points of damage +1 point per caster level (maximum +15).

TRICKSTER'S DISDAIN

School: evocation [primeval]; **Level:** ranger 2

Casting Time: 1 swift action

Components: V

Range: touch

Target: one projectile or piece of ammunition

Duration: 1 round

Saving Throw: none; **Spell Resistance:** yes

You infuse a projectile with the power of misfortune for a creature struck by it. Until the beginning of your next turn, creatures attacking that target gain a +4 bonus on attack and damage rolls. The bonus to damage (but not the attack roll) also applies to the attack made with the affected projectile. The targeted projectile loses its potency if not used within 1 round.

WINTER'S GREETING

School: evocation [cold, primeval]; **Level:** ranger 3

Casting Time: 1 swift action

Components: V

Range: touch

Target: one projectile or piece of ammunition

Duration: see text

Saving Throw: none; **Spell Resistance:** yes

You infuse a projectile with the chill of ancient winters. A creature struck by it takes 1d6 points of cold damage per caster level (maximum 10d6) and must attempt a Reflex save against the spell's DC or become entangled by clinging ice. The target can end the entangled condition with a successful Escape Artist or Strength check against the spell's save DC. The ice also can be broken by the trapped creature or by allies. The ice has 2 hit points per caster level and hardness 5, but attacks with bludgeoning weapons and fire bypass this hardness and deal full damage to the ice. The targeted projectile loses its potency if not used within 1 round.



SAMPLE CHARACTER: RAQIR THE “STALKING WIND”

“Everything can die; Humans, beasts, monsters and even gods. Some just take a bit of patience to work with.”

Raqir, slayer of the Two-Tongued Maneater

RAQIR	CR 4
XP 1,200 Male elf legendary ranger 5 Neutral Medium humanoid (elf) Init +7; Perception +11	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) hp 30 (5d10+) Fort +4, Ref +7, Will +4	
OFFENSE	
Speed 30 ft. Melee masterwork rapier +9 (1d6/18-20) Ranged +1 longbow +9 (1d8+1, 20/x3) Special Attacks Predation (+2, +2d6 damage against quarry) Legendary Ranger Spells Prepared (CL 5th; Concentration +8) 1st— <i>fragmentation shot</i> (DC 14), <i>longstrider</i>	
TACTICS	

Before Combat Raqir rarely is caught by surprise; when tracking his prey, he will mark the foe he can identify as the most dangerous as his quarry, usually considering spellcasters as potentially more dangerous than other foes.

During Combat Raqir takes a low profile in combat; he tries to maintain a 60-foot distance from most enemies and will prioritize attacking from a distance until pushed until melee range.

Morale If reduced to half of his hit points or lower, Raqir will utilize his smokesticks to create an angle for escape, and has no qualms abandoning others to preserve his life if a combat looks particularly lethal. If reduced to 10 hit points or lower, he will quaff his potion of invisibility and make every

effort to escape a combat situation as quickly as possible. He will then find a safe place to recover and heal his injuries before stalking his foes again, either for a second attack, or to study them and their habits.

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 14, **Wis** 16, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 18

Feats Ensorcelled Quiver, Improved Initiative, Weapon Finesse

Skills Climb +5, Knowledge (Local) +8, Knowledge (Nature) +8, Sense Motive +8, Stealth +11, Survival +11, Swim +5

Languages Common, Elven, Aklo, Dwarven; wildspeak

SQ adaptive Learning, herbalism (3d6+3, 5 per day), hunter's edge (Survival), quarry, predation (+2, +2d6), ranger talents (endless vigor, harsh bounty), relentless stride

Combat Gear *potion of invisibility*, *potion of owl's wisdom*, **Other Gear** masterwork chain shirt, +1 longbow with 20 arrows, smokestick (2), 164 gp

In every corner of the world, there are terrors that most civilians are incapable of dealing with on their own. Monsters that rampage through villages; dragons that terrorize cities, and corruption from other worlds that taint every fabric of reality. Raqir is a man who has been wronged by these creations and has dedicated himself to eliminating all of them — one head at a time. An aloof and distant sort, Raqir is a tall, somewhat menacing man who spends most of his days awake researching dangerous creatures, tracking them down, and eliminating them in any way he can.

This limitless dedication stems from his experiences as a child; belonging to a small village of tribal hunters who found pride in hunting beasts of various sorts. His mother was the chieftess of the village, and his father a spokesman with other nearby tribes; together, they sought to teach him the value of both their skills, although when his father succumbed to an early death at the hands of a particular beast that proved too strong to kill, Raqir immediately turned to methods that abandoned talks- and focused on honing his own skills. Until his coming of age, he spent each day training to become stronger- by the side of his mother, until he finally left for his first trial in the world — eliminating the beast known as the Two-tongued Maneater, the same creature that had killed his father.

Although the hunt took several weeks, Raqir eventually returned home with the head of the beast as a trophy, stuffing it and carrying it as a decoration for his backpack. Since



then, he has focused his life's goals to tracking down similar legendary beasts and slaying them before they can cause further harm — particularly to gentle and smaller villages who otherwise have nobody to rely on. He's a vagabond at heart and prefers not to spend much time in the same location, unless his skills are otherwise required.

Using Raqir in your games: Although he can seem distant and occasionally unkind, Raqir is ultimately a person who works for the greater good — albeit with misplaced motivations and compassion. He's willing to sell his services to most people, acting as a valiant bodyguard, tracker or even assassin — but he will provide these services for free if they are needed to slay particular large beasts, or perhaps even men and women who are closer to beasts than their true nature. He is best placed as a guide for the party, able to watch over them while advising them about the wild and dangerous aspects of the world, although he could easily be found opposed to them if the party has particularly monstrous (and known to be evil or dangerous) party members. In this situation, small clues leading the party to believe they are being tracked or stalked should be evident over time, leading to a final confrontation where Raqir (and possibly others, although he prefers to work alone) confronts the party in a surprise attack, or a demand for them to cease their activities.

Raqir doesn't view evil men to be much lesser than others, and he is generally a calm person, although evil party members who actively pose a threat to communities may find themselves targeted by him.

Boon: Raqir is inherently an independent person and will never stay too long near a party. However, he believes strongly in the notion of teaching people to rely on themselves, and will gladly tutor any party members who show skill in martial prowess (Characters with the base attack

bonus progression of a rogue or higher, or who single handedly slay a creature of equal CR in front of him). He teaches skills of self-preservation, scavenging and survival by spending at least a week with the party member(s). At the end of this week, any party members he trained can choose to either gain the Harsh Bounty legendary ranger talent as if they were a 1st level legendary ranger, or they may create a single extract similar to the ones granted by the Herbalism natural gift every day, treating their character level as ranger levels for its purposes.





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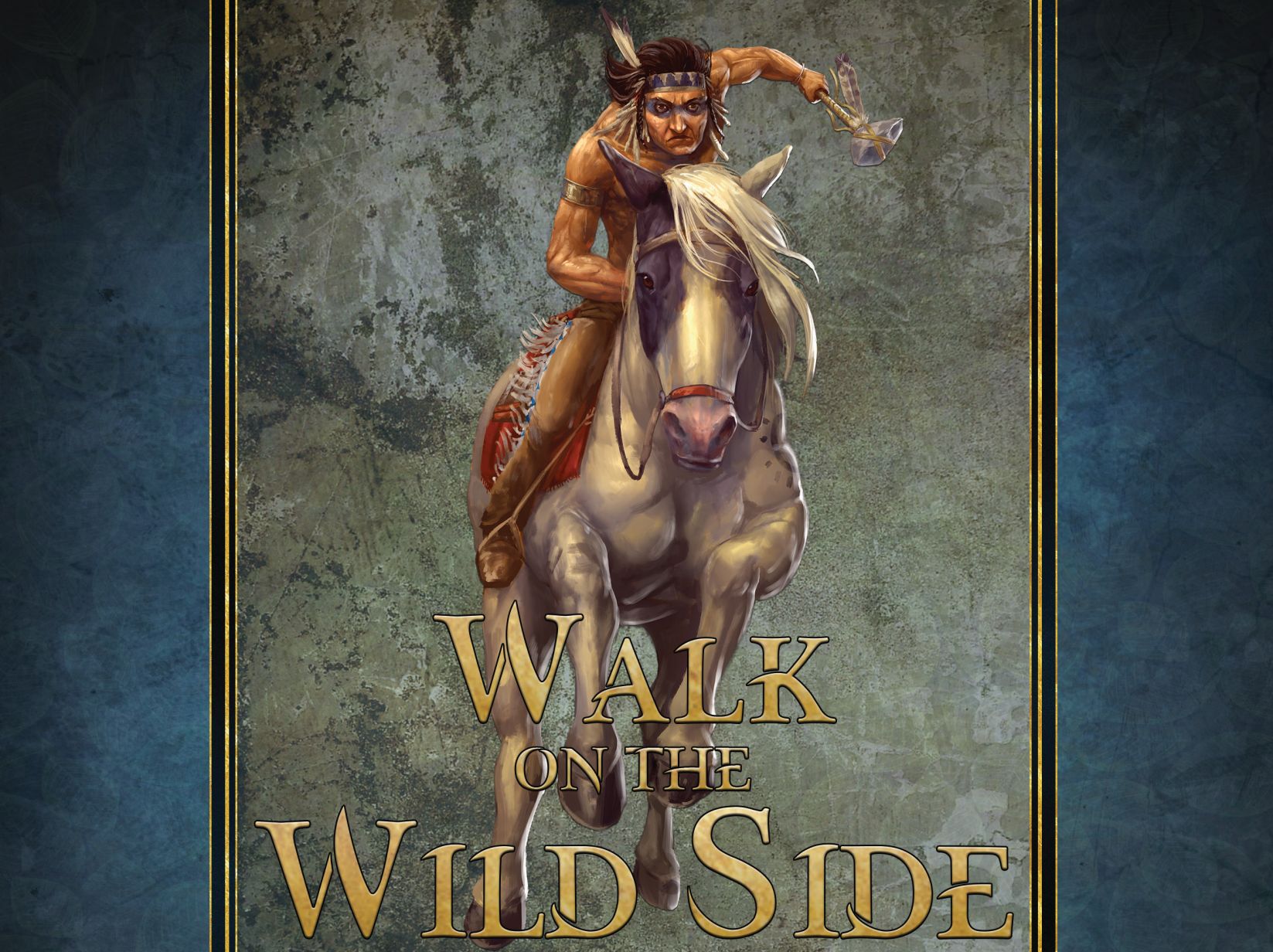
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