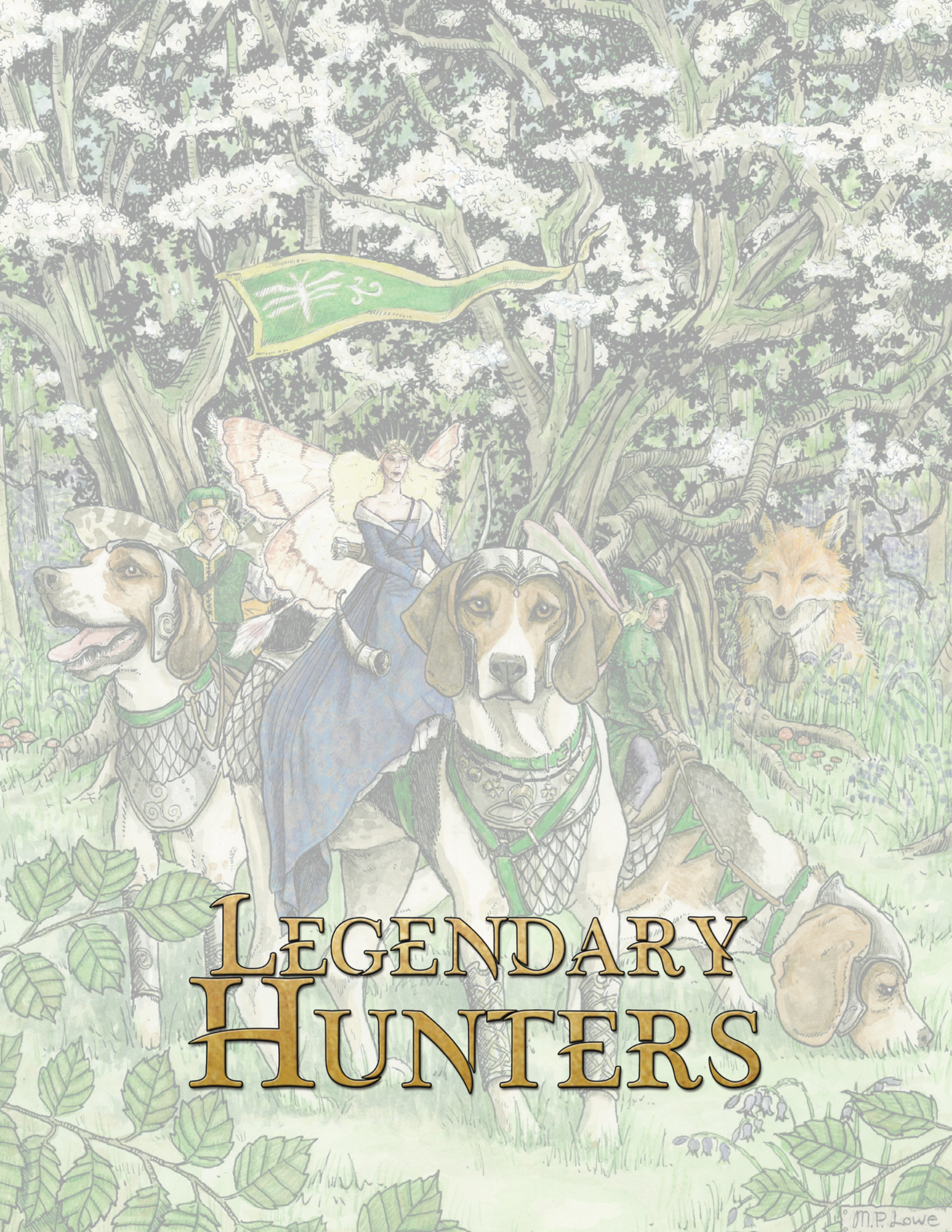




LEGENDARY HUNTERS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY CONNOR BATES, CERISE HERNDON AND W. HERVAY



LEGENDARY HUNTERS



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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.

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WHAT YOU WILL FIND INSIDE *LEGENDARY HUNTERS*

Legendary Hunters is the latest volume in our new series of class-focused player supplements, this time focused on the intertwined souls who use their connection to overcome challenges and hunt down threats, the hunter and their companion. These two use their skills in the wilderness, tandem tactics and training, and primal magic to protect their domains. *Legendary Hunters* completely redesigns the hunter class granting it more unique, diverse and iconic class abilities centered around their animal companion. The Legendary Hunter and their companion will stand up to any challenge and be a great addition to any adventuring party. Along with the redesigned base class are five new archetypes like the **Outer Hunter** with their arcane magic and evolved companion or the **Phantasmal Hunter** with a connection to beasts both alive and dead, 2 archetypes compatible with Spheres, and 6 redesigned and updated archetypes from the original hunter like the urbane **Courtly Hunter** and the **Packmaster** with their coterie of companions. Hunters, rangers and druids, both legendary and core, can benefit from new feats, for them and their companions, new companion options, and new spells that set magical traps, herbal spells and spells infused into ammunition. Finally, there is a sample character and their companion to show off the capabilities and features the class has to offer. Grab this amazing supplement for the Pathfinder Role-Playing Game today and **Make Your Game Legendary!**

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PAP:TLO = Adventure path book for the first part of a delve into ancient ruins

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PPC:ISM = Softcover campaign setting book for magic

PPC:ACO = Softcover companion for origins of advanced characters

PPC:AA = Softcover companion anthology of the arcane

PPC:C&C = Softcover companion for companions and other followers

PPC:DH = Softcover companion handbook for dungeoneers

PPC:F&P = Softcover companion handbook for faiths and other philosophies

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PPC:RTT = Softcover companion toolbox of ranged tactics

PPC:SMH = Softcover companion handbook for spymasters

PRG:ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

PRG:APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

PRG:ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

PRG:B6 = *Pathfinder Roleplaying Game Bestiary 6*

PRG:MC = *Pathfinder Roleplaying Game Monster Codex*

PRG:PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

PRG:OA = *Pathfinder Roleplaying Game Occult Adventures*

PRG:UC = *Pathfinder Roleplaying Game Ultimate Combat*

PRG:UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

PRG:UM = *Pathfinder Roleplaying Game Ultimate Magic*

PRG:UW = *Pathfinder Roleplaying Game Ultimate Wilderness*

PRG:VC = *Pathfinder Roleplaying Game Villain Codex*

LR = *Legendary Rangers*



INTRODUCTION

"It is heartening but distressing to see the closeness of the woodsman Kavoren and the wolf he calls Shade. They have a deeper bond than should arise from those not of circle. What does this mean for the balance?" -Archdruid Gerugia of the Circle of the Wolf

Two souls, intertwined, an alliance of person and animal. The legendary hunter is a survivor, capable in skill and user of primal magic, but they do not do it alone. Their preternatural bond with their animal companion creates a team that survives, hunts and fights as one, efficient unit.

Why the Legendary Hunter compared to druids or rangers: Hunters as a class, core or legendary, have a difficult role to fill. They straddle a middle ground between the impressive spellcasting and interesting abilities of the druid and the capable fighting and skill of the ranger, two classes with too little difference between them for a discrete class. The hunter needs to have something that helps them stand out. That thing is the animal companion. The power of the animal companion, the hunter's bond with them, and the teamwork between the two makes the hunter its own unique class. The Legendary hunter leans harder into this concept than

the original to further define what makes the legendary hunter unique.

Role: The legendary hunter is not one character but two. They have magic that is more often useful to improving themselves and their animal companion. They have very helpful skills for surviving in the wilds and for tracking targets. In combat they use tactics and positioning to gain the advantage over their adversaries. They are adaptable and self-sufficient making them great scouts, explorers and seekers.

THE LEGENDARY HUNTER

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

TABLE 1-1: LEGENDARY HUNTER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+2	+0	Animal companion, companion training, beast-friend
2nd	+1	+3	+3	+0	Companion training, track
3rd	+2	+3	+3	+1	Tandem action
4th	+3	+4	+4	+1	Improved empathic link
5th	+3	+4	+4	+1	Natural stride, beast-friend (charm animal)
6th	+4	+5	+5	+2	Tandem action
7th	+5	+5	+5	+2	Superior animal companion
8th	+6/+1	+6	+6	+2	Companion training, swift tracker
9th	+6/+1	+6	+6	+3	Tandem action, beast-friend (charm magical beast)
10th	+7/+2	+7	+7	+3	Raise animal companion
11th	+8/+3	+7	+7	+3	Superior animal companion
12th	+9/+4	+8	+8	+4	Tandem Action
13th	+9/+4	+8	+8	+4	Beast-friend (dominate animal)
14th	+10/+5	+9	+9	+4	Greater empathic link
15th	+11/+6/+1	+9	+9	+5	Superior animal companion, tandem action
16th	+12/+7/+2	+10	+10	+5	Companion training
17th	+12/+7/+2	+10	+10	+5	One with the wild, beast-friend (dominate magical beast)
18th	+13/+8/+3	+11	+11	+6	Tandem action
19th	+14/+9/+4	+11	+11	+6	Superior animal companion
20th	+15/+10/+5	+12	+12	+6	Master of the hunt



CLASS SKILLS

The legendary hunter's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), 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 + Int modifier.

TABLE 1-2: HUNTER 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	5	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

Weapon and Armor Proficiencies: A hunter is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Spellcasting: A hunter casts divine spells drawn from the hunter spell list. The hunter can cast any spell they knows without preparing it ahead of time. To learn or cast a spell, a hunter must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a hunter's spell is 10 + the spell's level + the hunter's Wisdom modifier.

A hunter may use any spell completion or spell trigger items of spells on the druid spell list without requiring a Use Magic Device check.

Like other spellcasters, a hunter can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table





1-1: Hunter. In addition, they receive bonus spells per day if they have a high Wisdom score.

Unlike druids and rangers, a hunter's selection of spells is extremely limited. A hunter begins play knowing four 0-level spells and two 1st-level spells of their choice. At each new hunter level, they gain one or more new spells, as indicated on **Table 1-3: Hunter Spells Known**. Unlike spells per day, the number of spells a hunter knows is not affected by their Wisdom score; the numbers on **Table 1-3: Hunter Spells Known** are fixed.

In addition to the spells gained by hunters as they gain levels, each hunter also automatically adds all *summon nature's ally* spells to their list of spells known, including *summon minor ally* as a 0-level spell. These spells are added as soon as the hunter is capable of casting them.

At 3rd level and at every level thereafter, a hunter can choose to learn a new spell in place of one they already know. In effect, the hunter loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A hunter must choose whether or not to swap the spell at the same time that they gain new spells known for the level. They cannot swap any *summon nature's ally* spells.

Unlike a druid or ranger, a hunter need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level.

TABLE 1-3: HUNTER SPELLS KNOWN

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

Orisons: Hunters learn a number of orisons, or 0-level spells, as noted on **Table 1-3: Hunter Spells Known**. These spells are cast like any other spell, but they do not consume any slots and may be used again.





Animal Companion (Ex): At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on their adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The hunter's effective druid level is equal to their hunter level. If a character receives an animal companion from more than one source, their effective druid levels stack for the purposes of determining the companion's statistics and abilities. A hunter need not teach their animal companion tricks to perform actions in combat.

If a hunter releases their companion from service or their animal companion perishes, they may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. While the hunter's animal companion is dead, any animal they summon with a summon nature's ally spell remains for 1 minute per level instead of 1 round per level. A hunter 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 immediately ends.

Companion Training (Ex): At 1st level, a hunter spends a great deal of time training with their animal companion. The hunter gains a bonus to their Handle Animal checks with their animal companion equal to the hunter's level.

Additionally, the hunter learns a Companion Training. The hunter learns an additional Companion Training at 2nd, 8th and 16th levels.

To activate a companion training, the hunter makes a Handle Animal check as a swift action. The result of the Handle Animal check determines the magnitude of the bonus provided by the training. The hunter may use a companion training they do not know but they take a -10 penalty to the Handle Animal check. The companion training lasts for a number of rounds equal to the hunter's class level + the hunter's Wisdom modifier.

Once activated, the chosen bonuses or companion training cannot be changed until the hunter uses a swift action to make another Handle Animal check.

Beast-Friend (Su): A legendary hunter is skilled in speaking with creatures that are close to nature. They 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. This innate connection allows the hunter to use their Wisdom modifier instead

of their Charisma modifier when making Diplomacy or Handle Animal checks with animals or magical beasts. Additionally, they gain a bonus equal to half their class level (minimum 1) to their Diplomacy checks against such creatures when they attempt to influence the creature's attitude.

At 5th level, the hunter may make a Diplomacy check on an animal, DC 10 + the HD of the target creature. If the creature is currently in combat with the hunter or their allies, the DC increases by 5. If the Diplomacy check succeeds, the animal is charmed per the charm animal spell. At 9th level, the hunter may now affect magical beasts per the charm monster spell. In both cases, the duration for the effect is 1 day. When the spell expires, the target has their disposition lowered by one step, as they innately feel the manipulation.

At 13th level, when charming an animal with a successful Diplomacy check, the Hunter may elect to instead dominate the animal as per the dominate animal spell. At 17th level, the hunter may elect to dominate magical beasts per the dominate monster spell. In both cases, the duration of the effect is 1 day, and when the spell expires, the disposition of the target is reduced by two steps as they know on some level that they were dominated.

Track (Ex): At 2nd level, a hunter adds 1/2 their level to Survival skill checks made to follow tracks.

Tandem Actions: At 3rd level, and every three levels thereafter, the hunter may select a tandem action ability. The hunter must meet the prerequisites of the ability and may not select an ability more than once.

Improved Empathic Link (Su): At 4th level, the hunter gains an empathic link with their animal companion. This functions like an empathic link with a familiar, except the hunter can also see through a companion's eyes as a swift action, maintaining this connection as long as they like (as long as the companion is within 1 mile) and ending it as a free action. The hunter is blinded while maintaining this connection.

Natural Stride (Ex): At 5th level, a hunter and their animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain), or difficult terrain caused by sand, snow or rocks at their normal speed and without taking damage or suffering any other impairment.

Natural areas that are enchanted or magically manipulated to impede motion will still affect the hunter and their animal companion.



Superior Animal Companion (Ex): At 7th level and every 4 levels thereafter, a hunter's animal companion gains 2 of the following bonuses:

- 4 + Constitution to their maximum hit points
- +1 to their base attack bonus
- +1 to their saves
- 3 skill points.

A choice may be selected multiple times but only once at any one level.

These are in addition to the benefits of normal animal companion progression.

Swift Tracker (Ex): At 8th level, a hunter can move at their normal speed while using Survival to follow tracks without taking the normal -5 penalty. They take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Raise Animal Companion (Sp): At 10th level, a hunter gains [raise animal companion](#)^{PRG:UM} as a spell-like ability; this is not restricted to raising only their own animal companion. Using this spell-like ability gives the hunter a permanent negative level. This negative level cannot be overcome in any way (including by restoration), but is automatically removed after 24 hours. At 16th level, this functions as *resurrection* instead of *raise dead*, but otherwise operates as normal.

Greater Empathic Link (Su): At 14th level, the range of the hunter's empathic link with their animal companion increases to 10 miles. If the animal companion is within 1 mile, the hunter can communicate with it telepathically.

One with the Wild (Ex): At 17th level, the hunter and their animal companion are respected or even feared by other animals, so long as the animals are approximately of the same type as the hunter's animal companion; bat for bats, tiger with felines, falcon for birds, snake for reptiles, and so on. No animal in this category (including dire varieties) willingly attacks the hunter or their companion unless magically compelled to or if the hunter or companion attacks it first.

The hunter and their companion can attempt to demoralize animals in the appropriate category as a swift action, rolling 1d20 and adding the hunter's level and their Charisma modifier to

determine the Intimidate check result

Master of the Hunt (Ex): At 20th level, the hunter is the epitome of the hunt. They may always move at full speed while using the Survival skill to follow tracks, even while mounted. Also, the hunter gains a second animal companion, the second companion may be of any kind available to them but their level is considered 4 lower for the purpose of the progression of that second companion. The hunter may also have separate companion trainings active for the second animal companion, but this requires a separate activation of the ability to use. Both may benefit from the same companion training using only one activation of the ability.

COMPANION TRAINING

The large, dark-furred wolf, Shade, finished an arduous course over the fallen trees, gullies and dense foliage of the surrounding forest. Now he stood panting, his breath making clouds in the cold autumn air. Kavoren reached up and scratched behind the wolf's ear. "Good, now let's do it again, this time faster."





Composure Training: The hunter has trained for their companion to be more focused. The companion gains a bonus equal to the Handle Animal check result divided by 8 (rounded down, minimum 1). See **Table 2-1: Composure Training** below for examples. The bonus may be allocated between Wisdom or Charisma when the ability is activated.

TABLE 2-1: COMPOSURE TRAINING

HANDLE ANIMAL RESULT	BONUS
1-15	+1
16-23	+2
24-31	+3
32-39	+4
Etc	...

Movement Training: The hunter has trained for their companion to move quickly. The companion gains a movement equal to the Handle Animal check result (rounded down to the nearest multiple of five). This bonus is applied to movement speeds chosen when the ability is activated (in multiples of 5). The hunter may not apply the bonus to a fly speed if the animal companion does not already have a flight speed. If the animal does not have the movement speed already, the bonus applied becomes the base speed.

Physical Training: The hunter trains for their companion to be physically tougher. The companion gains a bonus equal to the Handle Animal check result divided by 8 (rounded down, minimum 1). See **Table 2-2: Physical Training** below for examples. The bonus may be allocated between Strength, Dexterity or Constitution when the ability is activated.

TABLE 2-2: PHYSICAL TRAINING

HANDLE ANIMAL RESULT	BONUS
1-15	+1
16-23	+2
24-31	+3
32-39	+4
Etc	...

Resiliency Training: The hunter trains for their companion to break from attempts to control or affect it mentally or push through debilitating effects with a command. If the animal companion is subject to an ongoing mind-affecting effect, the hunter may use their Handle Animal check against the DC of the effect + 10. If the Handle Animal check succeeds, the effect ends. This ability may only end one mind-affecting effect on the animal companion per use.

Sensory Training: The hunter trains for their companion go above and beyond their keen senses. The companion automatically gains low-light vision if they do not already. Additionally, the hunter may choose between the following:

- Darkvision equal to the Handle Animal check result (rounded down to the nearest multiple of 5, minimum 5). If the animal companion does not already have darkvision, the result is instead multiplied by 2.
- Blindsight equal to the Handle Animal check result divided by 2 (rounded down to the nearest multiple of 5, minimum 5).
- Scent equal to the Handle Animal check result divided by 2 (rounded down to the nearest multiple of 5, minimum 5). If the animal companion does not already have Scent, the undivided Handle Animal result is used. The range/bonus for scent is doubled when upwind from the target and halves when downwind.
- Blindsight equal to the Handle Animal check result divided by 5 (rounded down to the nearest multiple of 5, minimum 0)

Skill Training: The hunter trains their companion in skills the hunter uses to survive. The hunter may select a number of skills equal to the Handle Animal check result divided by 6 (minimum 1). See **Table 2-3: Skill Training** below for examples. The hunter grants their total ranks in the chosen skills to their companion in place of the companion's own, including skills not normally available to them. The hunter may not choose any Intelligence-based skill and any skill check that requires them to manipulate tools or mechanisms, like Open Lock, or Use Magic Device are made at a -10 penalty.

TABLE 2-3: SKILL TRAINING

HANDLE ANIMAL RESULT	BONUS
1-11	1
12-17	2
18-23	3
24-29	4
Etc	...

Tactics Training: The hunter trains their companion in tactics fighting specific kinds of creatures. The animal companion gains a bonus equal to the Handle Animal check result divided by 6 (minimum 1) on attack



rolls, damage rolls, AC, and Bluff, Perception, Sense Motive and Survival checks against a specific creature type. See the ranger favored enemy ability for a list of creature types. See Table 2-4: **Tactics Training** below for examples of bonus results. Creatures immune to precision damage are immune to the damage bonus provided by this training.

TABLE 2-4: TACTICS TRAINING

HANDLE ANIMAL RESULT	BONUS
1-11	+1
12-17	+2
18-23	+3
24-29	+4
Etc	...

TANDEM ACTIONS

With a low growl, Shade circled around the bandit.

“Ere doggie, doggie. I’ve got a treat for you...” The bandit drew a wicked looking axe from a ring on her belt.

Shade lunged, sinking his teeth through the thick leather armor of the bandit into her leg. The bandit cursed, lifting her axe high over Shade’s head. Before the axe fell, there was a twang, a short whistling and a thud. The bandit gurgled, an arrowhead protruding from her chest.

Kavoren stepped out from the nearby foliage as the bandit collapsed and giving Shade a nod of approval.

Bonus Teamwork Feat: The hunter can choose instead to gain a teamwork feat in lieu of a tandem action. The hunter must meet the prerequisites for the feat chosen. The hunter’s companion also gains the selected feat even if they do not meet the prerequisites.

COMPANION RIDING

Prerequisite(s) Ride 1 rank.

The hunter is able to ride their companion if they are the same size category as the hunter or larger even though they normally would not be able to. The hunter also does not require a saddle. When riding their companion, the hunter may make a Ride check (as an immediate action) to negate an attack against the ridden companion if the result is higher than the attack roll against the companion. Additionally, the hunter gains a bonus to Ride with their animal companion equal to half their

hunter class levels (minimum +1).

This ability counts as the Mounted Combat feat for purposes of prerequisites. This ability and any mounted feats acquired with the prerequisite only apply to the companion unless the Mounted Combat feat is also taken.

COMPANION RIDING OPPORTUNIST

Prerequisite(s) Companion riding.

If the hunter moves past a creature while mounted on





the companion and within the companion's normal attack range, the companion may make an attack of opportunity against the creature. The hunter must move more than 5 feet for the ability to trigger. The companion is also considered charging for the attack until their next turn. This does not allow the companion to make more attacks of opportunity than they normally would.

COMPANION RIDE MANEUVERING

Prerequisite(s) Ride 1 rank

The hunter may make a Ride check to ignore difficult terrain while mounted on their animal companion. If the Hunter succeeds at a DC 15 ride check, they may ignore a number of difficult terrain squares equal to their class level.

At 8th level, the animal companion is considered one size category smaller for movement and squeezing purposes. This cannot reduce the size of the companion to size smaller than the hunter and does not apply any of the bonuses or penalties of the new size.

CRIPPLE

Prerequisite(s) Debilitate, Hunter 18th

If the target is staggered by the debilitate ability, they must also make a Reflex save at the same DC or have one of their wings or limbs severed (the hunter's choice) and have take 1 bleed damage per round until healed if applicable. If the target succeeds, they instead are sickened for 1d4 rounds in addition to the 1 round of staggered.

DEBILITATE

Prerequisite(s) Hunter 12th

If the hunter and animal companion both hit a creature with an attack in the same round, the target creature must make a Fortitude save (DC equal to 10 + 1/2 the hunter's class level + their Wisdom modifier) or be staggered for 1 round.

DIRECTED ATTACK

Prerequisite(s) Hunter 15th

The hunter, as a swift action, may direct their animal companion to make an attack on a target. The hunter must succeed at a Handle Animal check equal to the CMD of the target. If the hunter's Handle Animal

check succeeds, the animal companion gets an attack of opportunity on the target. This ability does not give the animal companion additional attacks of opportunity.

DIRECTED HEEL

Prerequisite(s) Hunter 12th

The hunter, as a swift action, may direct their animal companion to come to them. The hunter must succeed at a Handle Animal check equal 15 + 5 per enemy threatening the animal companion. If the hunter's Handle Animal check succeeds, the animal companion moves at its movement speed (in whatever movement type it normally moves) toward the hunter. This movement does not trigger attacks of opportunity from the creatures threatening the companion but will trigger attacks of opportunity from any other enemies threatening the route the animal companion takes. This movement does not take away from the animal companion's movement on their turn.

DIRECT POSITIONING

Prerequisite(s) Hunter 12th

The hunter, as a swift action, may direct their companion into a more advantageous position. The hunter must succeed at a DC 15 Handle Animal check. If the hunter's Handle Animal check succeeds, the animal companion can move up to its speed to a directed position, using its typical movement mode. This movement provokes attacks of opportunities as normal but does not take away from the animal companion's move on its turn.

DRAW ATTENTION

Prerequisite(s) Pack stalking.

When using the Stealth skill and the pack stalking ability, if the hunter and/or the companion are noticed by an opposed Perception check, that creature gets a -10 penalty to their Perception check to notice the other, either the hunter or companion. If the Perception check is higher than the Stealth check of both hunter and companion, the one with the lower Stealth check result total is the one noticed before the penalty is applied for noticing the other. If both Stealth results are the same, the hunter chooses which of the two is noticed before the penalty is applied to the observer.



HARRY ATTACK

Prerequisite(s) Harrying.

When attacking a target using the harrying ability, the target suffers a -2 penalty to attack rolls against the other, hunter or companion, while under the effect of the harrying ability. The bonus does not stack due to iterative attacks. At 8th level, the penalty increases to -3 and at 15th level, the penalty increases to -4.

HARRYING

If the hunter or companion targets a creature with an attack or effect with an attack roll, the target is considered flanked for hunter and companion, until the end of the attacker's next turn. If the targeted creature has improved uncanny dodge and the hunter's class levels are 4 more than the levels that qualify for improved uncanny dodge, the target is affected by this ability and is considered flanked even though they normally would not.

HARRYING, IMPROVED

Prerequisite(s) Harrying.

This ability modifies harrying to also deny the target their Dexterity bonus to AC and is considered flat-footed for the other, hunter or companion. For targets with uncanny dodge, if the hunter's class levels are 4 more than the levels that qualify for uncanny dodge, the target is affected by this ability and loses their Dexterity bonus to AC and are considered flat-footed even though they normally would not.

HARRYING MANEUVERS

Prerequisite(s) Harrying.

Any enemy affected by the harrying ability no longer provokes attacks of opportunity for the trip, bull rush, overrun or dirty trick combat maneuvers. Additionally, the hunter and companion gain a +2 Circumstance bonus to those combat maneuvers. This bonus increases to +4 at 8th level and +6 at 15th level.

IMPEDE SPELLCASTING

If the hunter and companion are within attacking range, with their currently equipped weapon, of a spellcaster and the spellcaster casts a spell defensively. The DC of the concentration check increases by 2. This heightened DC increases to +4 at 8th level and +6 at 15th level.



MASTER TRACKING

Prerequisite(s) Animal companion with the scent ability, pack tracking.

On a failed Survival check using the pack tracking ability, the check may be attempted again, without waiting the normal 1 hour or 10 minutes, using the higher of the hunter's or the companion's Survival skill bonus. Also, the bonus from aid another is applied to the total. Any ability or spell that improves the bonus to aid another, improves the bonus to this ability.

OPPORTUNISTIC MANEUVER

Prerequisite(s) Hunter 12th.

If the hunter successfully trips or bull-rushes a target that the companion is adjacent to, the companion gets an attack of opportunity even if they would normally not be eligible. This ability does not grant the companion additional attacks of opportunity.



PACK AWARENESS

When the hunter and companion are within 30 feet and are rolling Initiative or Perception checks against the same target, each gets the bonus of aid another to their roll. Any spell effect or ability that provides a bonus to aid another checks also improves the bonus from this ability.

PACK PREPAREDNESS

Prerequisite(s) Pack awareness.

If using the pack awareness ability and the check is to act during the surprise round, if one, hunter or companion, succeeds at the Perception check to act in the surprise round, both may act during the surprise round. Both also gain an additional +1 bonus to the Perception check vs. surprise and to spot traps. This bonus goes up to +2 at 8th level and +3 at 15th level.

PACK STALKING

When the hunter and companion are both using the Stealth skill, roll both the hunter's and the animal companion's Stealth check and use the higher of the two d20 rolls and apply the Stealth bonuses individually to the resulting roll.

PACK STALKING, IMPROVED

Prerequisite(s) Pack stalking.

This ability modifies pack stalking ability to use the higher of the two results for both hunter and companion instead of each having individual total checks. Also, the bonus from aid another is applied to the total. Any ability or spell that improves the bonus to aid another, improves the bonus to this ability.

PACK TRACKING (Ex)

Prerequisite(s) Animal companion with the scent ability.

When using the Survival skill for tracking or following a trail, the hunter and their companion may roll one combined Survival check using a combination of both the hunter's and companion's bonuses. Any spell effects or abilities that affect both Hunter and companion that provide a bonus to Survival checks, like Owl's Wisdom, are not duplicated.

PINPOINTING (Ex)

Prerequisite(s) Animal companion with the scent ability, hunter 6th.

If an invisible or concealed target is pinpointed by the hunter's companion, some or all of the target's concealment is ignored by both hunter and companion. Standard (20%) concealment is ignored and total concealment (50%) is reduced to 25%.

PROTECTED CASTING

If the hunter and companion are adjacent, the hunter does not need to roll concentration to cast defensively. The hunter will still need to roll concentration for distraction, damage or other circumstances.

PUNISH SPELLCASTING

Prerequisite(s) Impede Spellcasting.

When affecting a spellcaster with the impede spellcasting ability, if the spellcaster fails the concentration check they incur an attack of opportunity from the hunter and companion even though they normally would not. This does not allow the hunter or companion to make more attacks of opportunity than normal or in situations not normally allowing attacks of opportunity, like concealment or with a ranged weapon without a requisite feat.

RECIPROCATED CAPABILITIES

Prerequisite(s) Hunter 12th, shared capabilities.

The hunter is considered to have all the feats of their companion. The Hunter gets all the benefits of the feats but are not able to use them to qualify for further feats. Any feats that do not have a measurable effect on the hunter, like Multiattack if applicable. If the hunter and animal companion both possess a feat, the hunter may select a different feat in place of the old one.

SCREENING

Prerequisite(s) Hunter 6th.

If the hunter and companion are adjacent and a targeted attack hits the hunter or companion, the other can take the damage in the place of the original target. This ability does not protect against spells or effects that do not have attack rolls or affect an area.



SCREENING, IMPROVED

Prerequisite(s) Screening.

When the screening ability is triggered the ability is instead compared against the other's AC to determine if the attack is a hit. In this circumstance, the bonus from tandem defense is doubled.

SHARED CAPABILITIES

Prerequisite(s) Hunter 9th.

The companion of the hunter is considered to have all the feats of the hunter. The companion gets all the benefits of those feats but they are not able to be used to qualify for further feats. Any feats that do not have a measurable effect on the companion, like ranged weapon, spellcasting or two-weapon fighting feats are ignored. If the hunter and animal companion both possess a feat, the animal companion may select a different feat in place of the old one.

SPEAK WITH COMPANION

Prerequisite(s) Hunter 6th.

The hunter gains the ability to speak to their companion as if they had a shared language. Other creatures cannot understand the communication without magical aid. At 14th level, this ability extends to speaking to other animals of the same species as the companion.

TANDEM DEFENSE

When the hunter and companion are adjacent, they may share their AC bonuses. As an immediate action, the hunter or companion may share up to 1/2 of their armor, shield, natural, or deflection AC bonuses with the other. The AC bonus given is removed from the user of the ability until their next turn. At 8th level, the hunter or companion may grant up to all of their armor, shield, natural or deflection bonuses instead of only 1/2. At 12th level, the amount of AC subtracted from the user of the ability is reduced to 1/2 the amount given. The AC bonus given may not be shared back.

TRIP SETUP

Prerequisite(s) Harrying, harrying maneuvers.

If the hunter hits a target with a melee attack that the companion is also adjacent to, the hunter gets a free trip attempt against that target. The benefits of harrying maneuvers apply. At 12th level, the hunter may also get an automatic trip attempt with a ranged attack within 30 feet.





HUNTER SPELL LIST

LEVEL 0

Create Water
Daze
Detect Magic
Detect Poison
Enhanced Diplomacy^{PC:TEoG}
Fatigue Trap*
Flare
Guidance
Know Direction
Light
Mending
Read Magic
Resistance
Spark^{PRG:APG}
Stabilize
Summon Minor Ally^{PRG:UM}
Touch of Fatigue
Virtue

LEVEL 1

Abstemiousness^{PCS:ISG}
Abundant Ammunition^{PRG:UC}
Acid Maw^{PPC:ACO}
Air Bubble^{PRG:UC}
Alarm
Alter Winds^{PRG:APG}
Animal Messenger
Ant Haul^{PRG:APG}
Animal Purpose Training^{PRG:ACG}
Anticipate Peril^{PRG:UM}
Aspect of the Falcon^{PRG:APG}
Blend^{PRG:ARG} (No elf requirement)
Bowstaff^{PRG:UC}
Bristle^{PRG:APG}
Call Animal^{PRG:APG}
Calm Animals
Charm Animal
Cheetah's Sprint^{PPC:HotW}
Cloak of Shade^{PRG:APG}

Commune with Birds^{PRG:ARG}
Compel Hostility^{PRG:UC}
Cure Light Wounds
Deadeye's Lore^{PRG:UC}
Detect Animals or Plants
Detect Snares and Pits
Diagnose Disease^{PRG:UM}
Dream Feast^{PCS:ISG}
Echo^{PRG:UW}
Endure Elements
Entangle
Entangling Shot*
Faerie Fire
Feather Step^{PRG:APG}
Flare Burst^{PRG:APG}
Frostbite^{PRG:UM}
Gentle Breeze^{PRG:ACG}
Glitterbomb Trap*
Goodberry
Gravity Bow^{PRG:APG}
Handy Grapnel^{PRG:UI}
Heightened Awareness^{PRG:ACG}
Hide from Animals
Jump
Keen Senses
Keep Watch^{PPC:KotIS}
Know the Enemy^{PRG:UM}
Liberating Command^{PRG:UC}
Linebreaker^{PRG:ARG}
Longshot^{PRG:UC}
Longstrider
Magic Fang
Magic Stone
Mount
Nature's Paths^{PRG:VC}
Nauseating Dart^{PRG:ACG}
Negate Aroma^{PRG:APG}
Obscure Poison^{PRG:UI}
Obscuring Mist
Pass Without Trace
Produce Flame
Ray of Sickening^{PRG:UM}
Read Weather^{PCS:ISG}
Remove Sickness^{PRG:UM}
Residual Tracking^{PRG:APG}
Returning Weapon^{PRG:UC}
Snowball^{PRG:UW}
Speak with Animals (For

archetypes that trade away beast-friend)
Stone Fist^{PRG:APG}
Strong Wings^{PRG:ARG}
Summon Nature's Ally I
Thorn Javelin^{PRG:ACG}
Thunderstomp^{PRG:ACG}
Tireless Pursuit^{PRG:APG}
Touch of Bloodletting^{PCS:ISG}
Tracking Mark^{PCS:ISG}
Underbrush Decoy^{PRG:UI}
Urban Grace^{PRG:ARG}
Whispering Lore^{PRG:ARG} (No elf requirement)

LEVEL 2

Accelerate Poison^{PRG:APG}
Acute Senses^{PRG:UM}
Alpha Instinct^{PRG:UW}
Alter Summoned Monster^{PPC:MSH}
Air Step^{PRG:ACG}
Animal Aspect^{PRG:UC}
Animal Trance
Ant Haul, Communal^{PRG:UC}
Arrow Eruption^{PRG:APG}
Barkskin
Bear's Endurance
Binding Earth^{PRG:ARG}
Bloodhound^{PRG:APG}
Bull's Strength
Burdened Thoughts^{PPC:GHH}
Campfire Wall^{PRG:APG}
Carry Companion^{PPC:KotIS}
Cat's Grace
Certain Grip^{PRG:UC}
Chameleon Stride^{PRG:APG}
Chill Metal
Clear Grove^{PPC:HotW}
Climbing Beanstalk^{PRG:ACG}
Companion Life Link^{PRG:ACG}
Control Vermin^{PRG:MC}
Cure Moderate Wounds
Darkvision
Delay Disease^{PRG:ARG}
Delay Poison
Detect Magic, Greater^{PRG:UI}
Determine Depth^{PPC:DH}
Eagle Eye^{PRG:APG}

Eagle's Splendor
Effortless Armor^{PRG:UC}
Endure Elements, Communal^{PRG:UC}
Escaping Ward^{PRG:ARG}
Fiery Runes^{PPC:MTT}
Find Traps
Fire Trap
Flame Blade
Flaming Sphere
Fog Cloud
Forest Friend^{PRG:UC}
Fox's Cunning
Frigid Touch^{PRG:UM}
Frost Fall^{PRG:UC}
Fury of the Sun^{PRG:ARG}
Gird Ally^{PPC:MSH}
Glide^{PRG:APG}
Greensight^{PRG:UW}
Groundswell^{PRG:ARG}
Guiding Star^{PRG:APG}
Gust of Wind
Gusting Shot*
Gusting Sphere^{PRG:ARG}
Heat Metal
Hidden Presence^{PRG:UI}
Hide Campsite^{PRG:APG}
Hold Animal
Hunter's Eye^{PRG:APG}
Hunter's Lore^{PCS:ISM}
Ice Slick^{PRG:MC}
Insect Scouts^{PPC:SH}
Ironskin^{PRG:MC}
Lay of the Land^{PPC:F&P}
Life Pact^{PRG:APG}
Lockjaw^{PRG:APG}
Masterwork Transformation^{PRG:UM}
Metal Coating*
Mount, Communal^{PRG:UC}
Natural Rhythm^{PRG:APG}
Owl's Wisdom
Pack Empathy^{PRG:UI}
Perceive Cues^{PRG:APG}
Pernicious Poison^{PRG:UM}
Plant Voice^{PPC:CaC}
Pouncing Fury^{PRG:UW}
Pox Pustules^{PRG:APG}



Protective SpiritPRG:APG
Reduce Animal
Reloading HandsPRG:UC
Resist Energy
Restoration, Lesser
Returning Weapon,
CommunalPRG:UC
Ricochet ShotPRG:UC
RopeweavePRG:UW
Savage MawPRG:ARG
ScamperPRG:UW
Scent TrailPRG:APG
Selective AlarmPRG:UI
Sickening EntanglePRG:ACG
Soften Earth and Stone
Snare
Speak with Plants
Spider Climb
Spike Growth
Status
Stone CallPRG:APG
Stone DiscusPRG:ACG
Summon Nature's Ally II
Summon Swarm
Tar BallPRG:UM
Tree Shape
Undetectable TrapPRG:UI
Unshakable ChillPRG:UM
Vine StrikePRG:UW
Warp Wood
Wartrain MountPRG:UM
Winter GraspPRG:UW
Wilderness SoldiersPRG:UC
Wild InstinctPPC:HotW
With the WindPRG:UW
Wood Shape

LEVEL 3

Aerial TracksPRG:UI
Air BreathingPRG:MC
Air GeyserPRG:ACG
Anchored StepPRG:ACG
Animal AmbassadorPRG:UI
Animal Aspect, GreaterPRG:UC
Anthropomorphic
AnimalPRG:UM
Aqueous OrbPRG:APG
Ash StormPRG:UM

Badger's FerocityPRG: UM
Battle TrancePRG:ARG
Bleed for Your MasterPRG:UW
Bloody ArrowsPPC:RTT
Bloody ClawsPRG:APG
BurrowPRG:UM
Burst of NettlesPRG:UM
Burst of SpeedPRG:UC
Call Lightning
Chameleon Stride,
GreaterPRG:ACG
Cloak of WindsPRG:APG
Command Plants
Contagion
Cup of DustPRG:APG
Cure Serious Wounds
Daylight
Delay Poison,
CommunalPRG:UC
Diminish Plants
Dominate Animal
Earth TremorPRG:UW
Feather Step, MassPRG:APG
Fey Form IPRG:UW
Fickle WindsPRG:UM
Forest SensePRG:UW
Find FaultPPC:AA
Fungal InfestationPRG:UM
Hide CampsitePRG:APG
Hydraulic TorrentPRG:APG
Insect SpiesPRG:UI
Life BubblePRG:APG
Longstrider, GreaterPRG:ACG
Magic Fang, Greater
Meld into Stone
MiragePRG:UW
Named BulletPRG:UC
Nature's ExilePRG:APG
Nauseating TrailPRG:ACG
Neutralize Poison
Pack EmpathyPRG:UI
Plant Growth
Poison
Protection from Energy
Quieting WeaponsPRG:UI
Quench
Rage
Raging RubblePRG:ARG

Rain of FrogsPRG:UM
Reinvigorating WindPRG:VC
Remove Blindness/Deafness
Remove Disease
Repel Vermin
Resist Energy,
CommunalPRG:UC
Returning Weapon,
CommunalPRG:UC
Sensory AmplifierPPC:OO
ScreechPRG:APG
Shifting SandPRG:APG
Signs of the LandPRG:UW
Sleet Storm
Soothing MudPRG:UW
Snare
Speak with Plants
Spider Climb,
CommunalPRG:UC
Spike Growth
Spit VenomPRG:UM
Stench of PreyPRG:ACG
Stone Shape
Strong JawPRG:APG
Summon Nature's Ally III
Swarm of FangsPRG:MC
Tail CurrentPRG:UW
TailwindPRG:UW
Thorny EntanglementPRG:ACG
Thunderstomp, GreaterPRG:ACG
Tireless PursuersPRG:APG
Tree Shape
Venomous BoltPRG:APG
Vermin Shape IPRG:UM
Vigilant RestPRG:UW
Ward of the SeasonPRG:ARG
Water Breathing
Water Walk
Wind Wall

LEVEL 4

Absorb ToxicityPRG:UC
Air Walk
Animal Growth
Antiplant Shell
Ball LightningPRG:APG
Blight
Bloody ClawsPRG:APG
Bountiful BanquetPRG:UI

Bow SpiritPRG:APG
Calm AirPPC:RTT
Cloud ShapePRG:ARG
Companion
TranspositionPRG:UW
Commune with Nature
Control Water
Creeping IcePRG:ACG
Cure Critical Wounds
Darkvision, CommunalPRG:UC
Darkvision, GreaterPRG:UM
Daze, MassPRG:UM
Dispel Magic
Earth GlidePRG:ARG
EcholocationPRG:UM
Explosion of RotPRG:UW
Flame Strike
Flaming Sphere,
GreaterPRG:ACG
Fly
Freedom of Movement
GeyserPRG:APG
Giant Vermin
Globe of Tranquil
WaterPPC:HotW
Grove of RespitePRG:APG
Healing WarmthPRG:ARG
Ice Storm
MoonstruckPRG:APG
Named Bullet, GreaterPRG:UC
Nondetection
Obsidian FlowPRG:UC
Plague CarrierPRG:UM
Protection from Energy,
CommunalPRG:UC
Raise Animal
CompanionPRG:UM
Reincarnate
Repel Vermin
Ride the WavesPRG:UM
River of WindPRG:APG
Rusting Grasp
Sea StallionPRG:UW
Slowing MudPRG:ACG
Solid Fog
Spike Stones
Strong JawPRG:APG
Sturdy Tree FortPRG:UW
Summon Nature's Ally IV



Thorn BodyPRG:APG
Tree Stride
True FormPRG:APG
Unerring TrackerPRG:UI
Vermin Shape IIPRG:UM
Volcanic StormPRG:UM
Water Walk, CommunalPRG:UC

LEVEL 5

Air Walk, CommunalPRG:UC
Awaken
Baleful Polymorph
Blood BoilPPC:MM
Call Lightning Storm
Cave FangsPRG:UW
Contagion, GreaterPRG:UM
Cure Light Wounds, Mass
Death Ward
Fey Form IIPRG:UW
Fire SnakePRG:APG
Hungry EarthPRG:MC

Insect Plague
Overwhelming PoisonPRG:UI
Release the HoundsPPC:MaTT
Replay TracksPRG:UW
Rest EternalPRG:APG
Reviving Salve*
Snake StaffPRG:APG
Stoneskin
SuffocationPRG:APG
Summon Nature's Ally V
Summon StampedePCS:CotR
Tidal SurgePRG:UW
Transmute Mud to Rock
Transmute Rock to Mud
VinetrappPCS:CotR
Wall of Fire
Wall of Thorns
Waves of Fatigue

LEVEL 6

Animate Plants

Antilife Shell
Bear's Endurance, Mass
Binding Earth, MassPRG:ARG
Bull's Strength, Mass
Cat's Grace, Mass
Cure Moderate Wounds, Mass
Dispel Magic, Greater
Dust FormPRG:UC
Eagle AeriePRG:UM
Eagle's Splendor, Mass
EpidemicPRG:UM
Fey Form IIIPRG:UW
Find the Path
Fire Seeds
Fox's Cunning, Mass
Heal
Hot Tar Trap*
Insect Spies, GreaterPRG:UI
Ironwood
Liveoak
Lunar VeilPRG:UM

Move Earth
Overland Flight
Owl's Wisdom, Mass
Panacea Salve*
Path of the WindsPRG:ARG
Plague StormPRG:UM
Repel Wood
SiroccoPRG:APG
Spellstaff
Stoneskin, CommunalPRG:UC
Stone Tell
Summon Nature's Ally VI
Swarm SkinPRG:APG
Tar PoolPRG:UC
Transport via Plants
Wall of Stone

*Spells found in this book.



FAVORED CLASS BONUSES

- +1/6 of a Tandem Action (you must meet the prerequisites)
- +1/2 Handle Animal with your animal companion and diplomacy when using beast-friend
- +1/8 of a Superior Animal Companion choice
- +1/2 of a new spell known

NEW ARCHETYPES

The thieves ran through the dark and dirty alleys looking over their shoulders for pursuit. Unseen above them, a dark shape jumped from one building to another. Soon, seeing no pursuit, they stopped, panting.

"I think we lost them."

As if on cue, a coyote loped into the alley in front of them.

"Hey, buzz off!" One of the thieves tossed a nearby piece of masonry at the coyote. It nimbly leapt back out of the way but did not run. In fact, it crept closer its shadow climbing up the wall in an odd and disconcerting fashion. The thieves began to move back from the advancing coyote as strange, tentacular appendages erupting from its back. One of the thieves yelled out in fear as they both turned to run but a dark form dropped into the alley blocking their retreat.

"You weren't fast enough."

BEASTLING

Beastlings are hunters whose magic allows them to coax or force other animals into sharing their minds with them. This direct connection, and the frequent visceral experience of seeing the world from a beast's eyes, can leave a mark on these people, leaving civilization's trappings more distant and alien than they used to. Being of both worlds but truly part of neither, they often position themselves as a bridge through which the two connect, acting as mediators between society and the animal kingdom... or oppressors, treating animals as tools of their will, and people, their victims. But be they speakers for the wilds or iron-fisted overlords, beastlings have a more direct relationship with animals than anyone else.

Special: Magical abilities of the beastling are Wisdom-based. The save DC for these abilities is 10 + 1/2 class level + the beastling's Wisdom modifier. The beastling must have a Wisdom score of at least 11 to use them.

Weapon and Armor Proficiency: A beastling is not proficient with medium armor or shields. This ability

alters armor and weapon proficiency.

Class Skills: A beastling gains Fly as a class skill instead of Handle Animal, Knowledge (Local) and Profession. This ability alters class skills.

Beastling's Companion: A beastling's companion is attuned to the mind of its master, and is always considered a willing target of their mind-affecting spells and abilities. However, the animal does not necessarily respond favorably to what is done to it under these effects: Egregious mistreatment will cause a beastling's thrall to leave their master's side once domination effects the beastling may have placed them under are gone, no longer a companion, nor considered a willing target. Mistreatment will also render the companion unwilling to answer any calls made by the beastling or their allies to bring the animal back from the dead.

While a beastling is without a thrall for any reason, unlike most hunters, they cannot increase the duration of their summon nature's ally spells. Furthermore, the beastling's levels do not stack with other sources to determine the abilities of their companion.

This ability alters animal companion.

Parasocial: The beastling and their companion are treated as having the higher of either's Wisdom score. They both use their Wisdom score in place of Intelligence to qualify for feats.

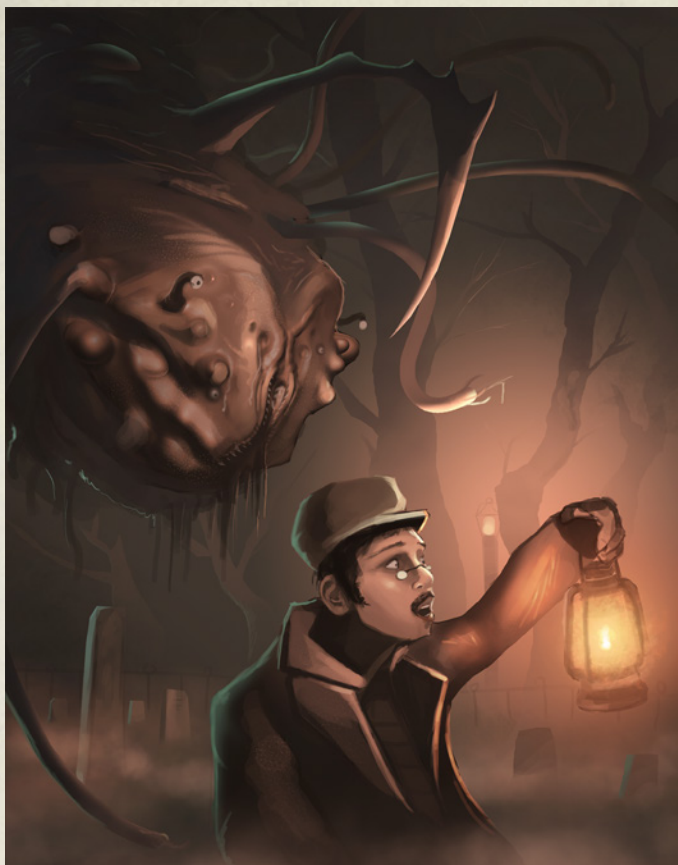
Intertwined Training: At 1st level, the beastling and the animal companion prevent the other from being caught off-guard through their mental connection. Whenever one of them would be surprised or flat-footed but the other would not, neither are surprised nor flat-footed.

At 2nd level, the beastling and their companion act as one. They use the highest Initiative result between them to determine their placement in the initiative order, with the order between the two decided by the beastling.

At 8th level, the beastling and their companion avoid dangers and hazards with shared alacrity. Whenever both would roll a reflex save against the same effect, they use the highest result between the two.

At 16th level, the beastling and their companion use the two sets of senses between them to avoid blows. While in each other's line of effect, they gain a +4 insight bonus to AC.

All benefits of Intertwined Training listed above function only while both the beastling and their companion are conscious participants of the same encounter.



Additionally, at each of these listed levels, the beastling and companion gain a bonus combat or teamwork feat shared between them through their connection. Both must qualify for the selected feats. The beastling can only benefit from these feats while they have a companion, and only while they are within a mile of each other.

This replaces companion training.

Beast-lord (Su/Sp): A beastling can tap into the minds of animals around them. At will as a standard action, they can detect the surface, instinctual thoughts of animals in the vicinity. This is a supernatural ability and divination effect. It functions as the spell *detect thoughts*, except it only works on creatures of the Animal type, does not require concentration to maintain, and its area is a 60 foot radius aura centered on the beastling. This, incidentally, means the beastling is always aware of animals not shielded from divination within the aura while it is active.

A beastling can use Knowledge (Nature) checks to recognize animals who failed their save against this effect based on the thoughts the animals have. When desired, the aura may be dismissed as a swift action, and deactivates whenever the beastling falls asleep or otherwise becomes unconscious.

Once per day at 4th level, and additional times per day for every odd level thereafter, the beastling can use *dominate animal* as a spell-like ability. At level 16, they use *dominate monster* instead, targeting animals and magical beasts only.

This ability replaces Beast-friend.

Beastling's Warp (Su): Unlike most hunters, a beastling gains the benefits of improved empathic link at 1st level rather than 4th level.

Further, at will as a standard action, a beastling may establish the same empathic link with any one animal in addition to their animal companion.

Finally, as a standard action, a beastling may choose to take control of a beast with which they have established an empathic link through this ability, subsuming its will and displacing them with their own. For every hour the beastling's mind is warped into an animal's, they take a point of Intelligence damage until their Intelligence score matches that of the animal. In the event the animal dies while the beastling's mind resides within it, the beastling suffers 1d6 nonlethal damage per Hit Die of the animal. Neither the Intelligence nor the nonlethal damage can be negated, nor healed by any means other than rest. Unwilling targets must pass a will save to resist either use of this ability. Beastling's Warp otherwise functions as *possession*^{PRG:OA}.

This ability alters Improved Empathic Link.

OUTER HUNTER

A connection to the primal magics of the world are innate to the hunter and their connection to their companion. Some hunters however draw power from other sources beyond the natural. Once these outer hunters suffuse themselves with arcane magics, they and their companions are inexorably changed.

Weapon and Armor Proficiency: An outer hunter is no longer proficient with medium armor and shields. However, they are able to cast their arcane spells in light armor without any arcane spell failure chance. This ability alters armor and weapon proficiency.

Skills: An outer hunter gains Knowledge (arcana) and Knowledge (planes) as class skills. This ability alters class skills.

Spellcasting: An outer hunter casts spells as a normal legendary hunter with the following exceptions: An outer hunter casts arcane spells drawn from the *unchained summoner*^{PRG:PU} spell list. The ability score for determining DCs and qualifying for casting or learning spells is Charisma. Orisons are replaced with cantrips.



Additionally, the outer hunter may use any spell-completion or spell-trigger items of spells on the unchained summoner spell list without requiring a Use Magic Device check.

This ability alters hunter spellcasting

Outer Empathy: An outer hunter is skilled in speaking with unnatural creatures. They can speak with any creature with the magical beast, outsider or aberration type with an Intelligence score of 1 or 2 or communicate with them as if he spoke their language if they don't have one. This innate connection allows the outer hunter to use Diplomacy or Handle Animal checks with magical beast, outsider or aberration type with an Intelligence score of 1 or 2. Additionally, they gain a bonus equal to half their class level (minimum 1) to their Diplomacy checks against such creatures when they attempt to influence the creature's attitude.

At 9th level, the outer hunter may make a Diplomacy check on a magical beast, outsider or aberration with an Intelligence score of 1 or 2, DC 10 + the HD of the target creature. If the creature is currently in combat with the outer hunter or their allies, the DC increases by 5. If the Diplomacy check succeeds, the creature is charmed per the *charm monster* spell. The duration for the effect is 1 day. When the spell expires, the target has their disposition lowered by one step because they innately feel the manipulation.

At 17th level, the outer hunter may elect to dominate the target per the *dominate monster* spell. The duration of the effect is 1 day and when the spell expires, the disposition of the target is reduced by two steps as they know on some level that they were dominated.

This ability replaces Beast-Friend.

Outer Companion: An outer hunter's companion is not just set apart from its kin in its training and power, it also bears the marks and changes from an outside influence. The animal companion is still chosen from the list available from druids and progresses as a normal animal companion but gains an evolution pool equal to an eidolon using the unchained summoner PRG:PU eidolon progression table. The animal companion still gains its normal advancement at the level listed in its description. Additionally, the companion's type either changes to aberration or outsider (native), chosen at the time the companion is acquired. The companion qualifies for any evolution that is restricted to a specific type of eidolon as long as the evolution would be compatible with the type chosen at acquisition. Once an evolution is taken with a restriction, the companion

gains the subtypes of the eidolon that would qualify for the evolution, further restricting later evolutions. Finally, outer hunter levels qualify as unchained summoner levels for qualifying for evolutions.

This ability alters Animal Companion.

Superior Animal Companion: In addition to the normal choices available at 7th level and every 4th level thereafter, the outer hunter may also choose to add 1 extra evolution point to their companion.

This ability alters Superior Animal Companion.

One with the Outside (Ex): At 17th level, the hunter and her animal companion are respected or even feared by other creatures, so long as the creatures are magical beasts, or aberrations and outsiders with aspects similar to the animal companion's evolutions, and the creature has an Intelligence score of 1 or 2. No qualifying creature willingly attacks the hunter or their companion unless magically compelled to or if the hunter or companion attacks it first.

The hunter and their companion can attempt to demoralize creatures in the appropriate category as a swift action, rolling 1d20 and adding the hunter's level and her Charisma modifier to determine the Intimidate check result.

This ability replaces One with the Wild

PHANTASMAL HUNTER

Some hunters are attuned to the supernatural, harboring a connection to beasts both alive and dead. Such

Hunters have a Phantom Companion, a spirit of an animal who wanders the living world even after death.

Phantom Companion: The spirit of a noble beast that is bound to the Phantasmal Hunter, manifesting through their spiritual connection. The Phantom Companion has the creature type Outsider (Phantom) instead of the Animal creature type. It otherwise uses the normal statistics of the type of animal that the phantom was in life. A fully manifested phantom companion is treated as a summoned creature from the Ethereal Plane, except it is not sent back to the Ethereal Plane until it is reduced to a negative amount of hit points equal to or greater than its Constitution score. When a phantom companion manifests in incorporeal form, its natural armor bonuses become dodge bonuses to AC instead. In all other fashions, including for the purposes of equipment, feats and abilities, a Phantom Companion is treated as an animal companion. This replaces the animal companion



Etheric Manifestation: The phantasmal hunter may summon their phantom companion by manifesting it in Ectoplasmic or Incorporeal form. Summoning a phantom companion in this fashion is a ritual that takes 1 minute to perform. When the phantom companion is fully manifested, the phantasmal hunter can change the form of the companion's manifestation (either from ectoplasmic to incorporeal or vice versa) as a full-round action that provokes attacks of opportunity.

Summoning a phantom companion follows all of the rules for a spiritualist's phantom, except where it pertains to the statistics of the phantom companion.

Etheric Tether: At 1st level, the phantasmal hunter gains the spiritualist's etheric tether ability. This ability replaces the legendary hunter's improved empathic link and greater empathic link abilities.

Emissary of the Cycle: The phantasmal hunter's connection to the cycle of life and death allows them to communicate with intelligent undead that were animals or magical beasts in life in addition to living animals and magical beasts.

A phantasmal hunter receives the ability to use diplomacy checks to charm or dominate creatures two levels later, however, these abilities extend to undead that were animated from animals (for the purposes of *charm animal* and *dominate animal*) and magical beasts (for the purposes of *charm monster* and *dominate monster*), including mindless undead. When used on undead creatures in this fashion, it requires more effort than with living things, as such this ability can only be used a number of times per day equal to 1 + the phantasmal hunter's wisdom modifier.

This alters beast-friend.

Spirit Lore: At 8th level, the phantasmal hunter chooses a number of spells from the spiritualist spell list equal to their Wisdom modifier and adds them to their spells known. Spells learned in this fashion must be at least one level lower than the highest level known by the phantasmal hunter.

This ability alters swift tracking.

PRIMAL SPIRIT HUNTER

Some hunters not only have a bond with their companion but a bond directly with nature similar to a druid. Their companion is also a guide and their connection to the primal forces of nature.

Primal Companion: A primal companion is a representation and a conduit of the hunter's connection to nature. The animal companion gains abilities, benefits and a slight change to their outward appearance based on the element chosen. The hunter must also have the animal companion present to regain spells as they are their conduit to their magic.

Additionally, the animal companion's type changes to Magical Beast and they get a subtype based on their chosen element. Once a choice is made for an animal companion, it may not be changed until the animal companion is replaced due to a dismissal or death. Otherwise, the animal companion progresses as normal with an option 7th level growth to replace the normal advancement offered. See the primal manifestation choices below.





Levels in other classes that provide animal companions do not stack with this class for purposes of determining growth and abilities. This ability alters animal companion and spellcasting but may be applied along with other archetypes that modify or replace the same abilities as long as the growth options are still available.

Primal Connection: At 7th level, the primal spirit hunter can use their connection to nature through their companion to help guide their actions. Once per day, the hunter may cast *augury* as a spell-like ability with the caster level equal to their hunter level. At 10th level they may also use the connection to cast the spell *forest sense*^{PRG:ÜW} as a spell-like ability with the exception that the spell may also use unworked stone or clay, or animals as sensors. This ability replaces raise animal companion.

PRIMAL MANIFESTATIONS

Primal manifestations are made up of the following: **Appearance** changes, which are suggestions for the hunter to spice up the description of their companion; a **Subtype**; and a **7th-level** growth option.

Acid

Appearance: body gives off acrid smoke, green streaks of coloration, mottled fur or feathers, scarring.

Subtype: Earth

7th-level: AC: +2 Natural; +2 Dex, +4 Con; Resist Acid 5; natural weapons deal an extra 1d4 acid damage

Air

Appearance: fur or feathers seem to move without any wind, streaks of white coloration, white swirling irises, nimble or lithe physique.

Subtype: Air

7th-level: AC: +2 Dodge; +6 Dex; Weapon Finesse; +10 base speed (or fly speed)

Cold

Appearance: their bodies seem to be rimmed with frost regardless of temperature, have all-white coloration, icy blue eyes.

Subtype: Cold

7th-level: AC: +2 Natural; +2 Str, +4 Con; Resist Cold 5;

Natural attacks deal 1d4 extra cold damage

Earth

Appearance: their bodies are caked in mud or dust, their coloration is of a ruddy brown or stone grey, their fur or feathers are stiff and coarse.

Subtype: Earth

7th-level: AC: +4 Natural; +4 Str, +4 Con; Gain or improve climb speed by 20 ft.; DR 2/-

Fire

Appearance: a subtle smoke rises from them, they are very warm to the touch, orange, yellow or red streaks of coloration glowing eyes like coals.

Subtype: Fire

7th-level: AC: +2 Natural; +4 Dex, +2 Con; Resist Fire 5; Natural attacks deal 1d4 extra fire damage

Lightning

Appearance: fur or feathers seem to stand on end, noble and fast physique, eyes glow yellow.

Subtype: Air

7th-level: AC: +2 Dodge; +4 Dex; Resist Electricity 5; natural weapons deal an extra 1d4 electricity damage

Plant

Appearance: a smell of fresh plants or grass, floral scents, green or floral coloration patterns, deep green eyes, a bark like skin.

Subtype: Plant

7th-level: AC: +2 Natural; +2 Str, +4 Con; May move through plants or underbrush (even magically affected) without penalty; DR 2/-

Water

Appearance: Blue streaks of coloration, a slight dampness, eyes are like pools of water.

Subtype: Water

7th-level: AC: +2 Dodge; +2 Strength, +2 Dex, +2 Con; Able to breathe underwater and gain or improve their swim speed by 20 ft.



WHISPERER

Some people build a thorough understanding, or perhaps even cultivate an innate, deep bond with a kind of creature from an early age. These prodigies, often called whisperers, may be obscure, scorning the companionship of sapient races in favor of their bonded kin. Others become famous and coveted for their special touch, able to commune with their choice friends even in times of the highest distress or disdainful scorn. But whatever the case, whisperers and their companions are nothing less than true equals.

Alternate Skills: When using psionics, add Autohypnosis to the list of potential class skills the companion can gain through Wily Companion. When using background skills, add Lore.

Deep Bond Training: Whisperers read and even elevate the cues of their chosen beastkin at large, and their companion most of all. At 1st level, a whisperer gains a deep bond with a type of creature available to them as a companion, as appropriate for their companion class feature, referred to as deepbonded creatures. Once the choice is made, it cannot be changed.

The Intelligence score of this creature type is treated as +2 higher for the purposes of communicating with the whisperer. The bonus increases to +4 at level 6, and +6 at level 12. This allows the deepbonded creature to form the equivalent of more complex sentences and relay more nuanced ideas (see **Table: Intelligence Examples**

and Descriptions in the *Pathfinder Roleplaying Game Core Rulebook* for more details), though the base nature of the creature remains the same.

The whisperer may reduce the bonus by 2 to communicate through a smaller number of channels than usual, such as nonverbally through a mixture of touches, gestures and mimicry. Deepbonded creatures may choose to respond in kind and understands simple reasons given for why they should, regardless of their effective Intelligence score. Permanently blind, deaf, immobile, or mute characters need not take the penalty in order to communicate clearly using this method, but those temporarily suffering from such conditions do.

Additionally, at 1st level, the whisperer and their companion learn a Deep Bond Training. They learn an additional Deep Bond Training at 2nd, 8th and 16th level.

Deep Bond Trainings are functionally similar to Companion Trainings, and they are taken from the same list. Rather than the hunter training its beast, however, the whisperer and the companion achieve this by agreeing on what to do and training together. The whisperer uses the Diplomacy skill in place of the Handle Animal skill for the purposes of granting the benefit of a Deep Bond Training, and any other interaction with their companion.

From 8th level onward, the Whisperer may take 10 on a Diplomacy check to activate a Deep Bond Training even while threatened.



The whisperer may, lacking access to their preferred kind of companion or under duress, gain a different sort of companion as appropriate for their companion class feature after a previous companion had died, but such a companion cannot benefit from deep bond training. The whisperer must replace this companion with their preferred, deepbonded type when the opportunity presents itself, parting with the ill-suited creature at no additional cost.

This ability replaces companion training.

Private Conversations Only whisperers deepbonded to the same creature type, and the deepbonded creatures themselves, can directly and meaningfully contribute to a discussion between the two groups. Others listening in through less specialized means, such as speak with animals, the Beast-friend class feature or similar effects will only understand as much as the effect enables. Truespeech, meanwhile, grants full understanding of what is being said, but doesn't enable its user to be understood by the deepbonded creatures at the level whisperers are.

Finally, those without access to such abilities will strain to decipher the whisperer talking to a deepbonded creature as much as they would trying to understand the creature itself. Even if the whisperer is using coherent phrases in a language the listeners understand, the true meaning of the words will remain obscure.

Charmer's Spellcasting: A whisperer uses their Charisma score in place of their Wisdom score for determining DCs and qualifying for casting or learning spells. This alters the hunter's spellcasting.

Think Alike: From 2nd level onward, the whisperer and their companion both add 1/2 of the whisperer's level to Diplomacy and Sense Motive checks made to interact with each other and aid another each other's checks using these two skills. In addition, the companion can purchase ranks in the Diplomacy skill regardless of its Intelligence score.

At 7th level, the whisperer and their companion may use aid another to benefit each other as a move action, or once per turn as a free action when using the Swift Aid feat. Their companion also gains Diplomacy as a class skill.

This ability replaces track and swift tracker.

Wily Companion: At 7th level and every 4 levels thereafter, a whisperer's animal companion gains 2 of the following bonuses:

- 4 + Constitution to their maximum hit points.
- +1 to all saves.
- 3 skill points.
- 4 skill points, spent only on mental skills.
- Two skills as class skills from the following list: Bluff, Escape Artist, Heal, Intimidate, Knowledge(choice of one), Perform(choice of one), Sense Motive, and Survival.
- +1 to a mental ability score.

This alters Superior Animal Companion.

Side by Side: At 20th level, unlike other legendary hunters, the whisperer does not move at full speed while tracking. While the whisperer and their companions are adjacent to one another in any combination, each of them can aid another, any number of times per turn as a free action. Each of them may benefit any single action in this way only once. When granting the standard bonuses of the aid another action, but not other applications of aid another they may have access to, they automatically succeed without a roll. This alters master of the hunt.

SPHERES ARCHETYPES

MASTER OF BESTIAL MIGHT

Some hunters bond with their companions through a shared warrior spirit: a sense that struggle is the way of life, and skill at battle is what separates predator and prey.

Skills: A master of bestial might receives 4 + Int modifier skill points per level.

This ability alters skills.

Proficiencies: Masters of bestial might are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A master of bestial might is considered a Proficient practitioner, gaining spheres and talents as appropriate.

This replaces track, swift tracker, beast friend, and one with the wild.



Animal Companion (Ex): At 1st level, the master of bestial might may choose to not receive an animal companion, and to instead gain the Beastmastery sphere as a bonus sphere with the (handle animal) package. If they already possess the Beastmastery sphere, but not the (handle animal) package, they gain that package, and if that package is already possessed, they gain a talent from that sphere as a bonus talent. The master of bestial might also gains the animal companion talent twice (or other Beastmastery talents if they possess this already). They may choose a martial beast animal companion if desired, and may use their handle animal skill rank in place of their base attack bonus with this sphere to determine its effects.

This alters animal companion, but does not make the master of bestial might incompatible with other archetypes that alter the animal companion feature.

MASTER OF BESTIAL POWER

Some hunters prefer a more insightful approach to learning magic; studying it and understanding how and why it works. These hunters learn a few areas of magic really well, instead of treating it as a set of unrelated tools they don't truly understand.

Casting: The master of bestial power may combine spheres and talents to create magical effects. The sphere hunter is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This alters the spells class feature.

Spell Pool: The master of bestial power gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A master of bestial power gains 3/4ths of a magic talent every level (the same progression as they gain caster levels).

Conjured Companion (Ex): At 1st level, the master of bestial power may choose to not receive an animal companion, and to instead gain the Conjunction sphere as a free bonus talent. They gain an additional talent from that sphere at 5th, 9th, 13th, and 17th level, and use their class level as their caster level. This stacks with other sources normally. The conjured companion gains all the abilities that would be granted to the legendary hunter's animal companion. If the legendary hunter

gains more than one companion, one must be chosen to be the animal companion.

This alters animal companion, but does not make the master of bestial might incompatible with other archetypes that alter the animal companion feature.

Master's Gift (Ex): As long as their animal companion is within line of sight, the master of bestial power may treat them as being in range of any of their sphere abilities that target one creature. In addition, whenever the master of bestial power uses such an ability on themselves, they may spend a spell point as a free action to have it affect their animal companion as well.

UPDATED ARCHETYPES

BLIGHT SCOUT^{PPC:ACO}

The original Blight Scout was an elven-focused archetype focused on demon-hunting and fighting. This archetype need not be restricted to elves but instead to any hunter dedicated to hunting down and destroying demonic threats to their homelands

Hunter in the Abyss: A hunter gains a +2 bonus in Initiative, Knowledge (geography), Perception, Stealth and Survival checks when in the Abyss or in Abyss tainted terrain. When they travel through such terrain, they leave no trail and cannot be tracked (though they may leave a trail if they so wish).

This bonus increases to +4 at 9th level and +6 at 15th level.

This ability replaces beast-friend.

Abyss Walker: At 5th level, the hunter can move through difficult terrain in the Abyss or in Abyss tainted terrains. Additionally they are unaffected by terrain that has been enchanted, corrupted or magically manipulated by demons divine spellcasters with a demon patron or arcane spellcasters with an abyssal bloodline.

This replaces natural stride.

Demon's End: At 17th level, even powerful demons must respect the number of their kindred the blight scout has slain and lesser demons quake in their presence. The blight scout and their companion can attempt to demoralize a demon as a swift action, rolling a 1d20 and adding their hunter level and their Charisma modifier to determine the Intimidate result.

This replaces one with the wild.

COURTLY HUNTER^{PRG:UI}

While most hunters are masters of the wildlands and frontiers, courtly hunters are at home in cultured urban areas. They and their animal companions are much more refined, using their skills to navigate courtly intrigue rather than trailblazing in the wilderness.

Class Skills: A courtly hunter adds Bluff, Knowledge (nobility), Perform, and Sense Motive to their list of class skills, instead of Knowledge (geography), Knowledge (nature), and Survival.

This ability alters skills.

Courtly Companion: A courtly hunter's animal companion is touched by an outside influence like the fey or the natural forces making up the leshys. They answer to the spell *commune with nature* and is granted their own intelligence. The companion's type changes to Magical Beast (augmented animal), but this doesn't change any of its statistics and it counts as an animal, not a magical beast, for the purposes of determining all effects, prerequisites, and so on.

Additionally, the animal companion has an Intelligence score equal to a wizard's familiar of the hunter's level. Levels in other classes that grant animal companions do not stack with the courtly hunter's levels for determining the abilities of the animal companion.

This ability alters animal companion.

Subtle Companion: The courtly hunter gains the following training.

Subtlety Training (Sp): The courtly hunter and their animal companion have developed a mystic bond that allows the animal companion to take on a smaller more subtle form to more easily operate in urban areas. They can transform their companion into a similar Tiny animal. For example, a tiger could be turned into a Tiny house cat, a wolf into a Tiny dog, etc. This functions as a *polymorph* effect, and the animal companion gains the associated bonuses and penalties for the size change.

To activate this training, the hunter makes a Handle Animal check as a swift action. The animal companion remains as a Tiny animal for a number of hours equal to the Handle Animal check result divided by 4 (minimum 1). The animal companion may resume their normal form at any time before the expiration of the effect with a standard action.

This ability replaces the companion training gained at 1st level.

Information Gatherer: The courtly hunter depends on information. At 2nd level, they add 1/2 their hunter



levels to Diplomacy checks to gather information.

This replaces Track.

Crowd Stride: At 5th level, the courtly hunter and their companion are frequently in areas filled with crowds of people. As such, they have learned to navigate the crowds without issue. The courtly hunter and their animal companion may move through crowds or on stairs without any penalty to their movement.

This replaces natural stride.

Performers: At 8th level, the courtly hunter has to use performance as a way to impress those in court and to cozy up to those who might have information they need. The courtly hunter and companion gain a bonus to Perform checks equal to 1/2 the Hunter's levels.

This ability replaces swift tracker.

Master of the Court: At 20th level, the courtly hunter may activate subtlety training as a free action without a Handle Animal check and it lasts until the animal companion resumes its normal form as a standard action. Also, the hunter gains a second animal companion, the second companion may be of any kind available to them but their level is considered 4 lower for the purpose of the progression of that second companion. The hunter



may also have separate companion trainings active for the second animal companion, but this requires a separate activation of the ability to use. Both may benefit from the same companion training using only one activation of the ability.

PACKMASTER^{PRG:ACG}

Typical hunters form one strong bond with a companion animal, but that is not the rule. Some form whole packs or coteries of animals.

Pack Bond: A packmaster can have multiple animal companions, but they must divide their effective level between the animal companions to determine the abilities of each one. For example, a 4th-level packmaster can have two companions, one with 3 effective levels and the other with 1 effective level, two companions, each with 2 effective levels, or up to 4 animal companions with 1 effective level.

When the packmaster levels up they must decide how to allocate the new level among the existing animal companions or to add a new 1st-level animal companion. Once the decision is made the effective level cannot be redistributed while that animal companion is alive and/or in the service of the packmaster. If that animal companion dies or is released from service, the hunter may reallocate the effective level(s) when they regain their spell slots for the day.

Any ability that affects an animal companion, like share spells, natural stride, etc. can only affect one animal companion at a time. The packmaster may change which animal companion is receiving the benefit of the abilities as a swift action. This does not apply to companion training or tandem actions, see below.

This replaces animal companion but may be combined with other archetypes that modify or replace this ability.

Pack Training: The hunter may apply any companion to their animal companions but must make an individual Handle Animal skill check as a Swift action. As a character may only make one swift action per round, only one companion training can be activated for one animal companion in any one round.

Each animal companion may have a different training applied.

This alters companion training but may be combined with other archetypes that modify or replace this ability.

Tandem Actions: Any tandem training that requires an action to direct an animal companion still only applies to one animal companion. Any other tandem action can only be activated by the packmaster and one animal companion at a time. For example, if the packmaster and their companions are using the Stealth skill and the pack stalking tandem action is triggered, the packmaster and only one of the animal companions are affected by the ability. Which animal companion is affected is chosen at the time the tandem action is triggered.

This alters tandem actions but may be combined with other archetypes that modify or replace this ability.

Master of the Pack: At 20th level, a packmaster and their animal companions can always move at full speed while using Survival to follow tracks without penalty. The packmaster may also activate a single companion training for multiple or all of the animal companions with one swift action. Additionally if any animal companion qualifies for a tandem action, they get the benefit.





PLANT MASTER^{PRG:UW}

While the hunter's connection with nature is through animals and other fauna, the plant master instead develops a bond with flora creating a team with extraordinary capabilities.

Plant Companion: A plant master forms a mystic bond with a plant companion. A plant master can begin play with any plant companion. Except for the companion being a creature of the plant type, this ability otherwise works like the druid's animal companion.

This replaces animal companion.

Flora-Friend: A plant master is skilled in speaking with plant creatures. They can speak with any plant or fungi, plant-type creature, or creature akin to a plant with an intelligence of 2 or lower or communicate with them as if he spoke their language if they don't have one. With non-creature plants, this operates as the spell *speak with plants*. This innate connection allows the plant master to use Diplomacy or Handle Animal checks with plants, fungi or plant creatures. Additionally, they gain a bonus equal to half their class level (minimum 1) to their Diplomacy checks against such creatures when they attempt to influence the target's attitude.

At 5th level, the plant hunter may make a Diplomacy check on a plant creature, DC 10 + the HD of the target creature. If the creature is currently in combat with the plant master or their allies, the DC increases by 5. If the Diplomacy check succeeds, the creature is charmed per the *charm monster* spell. At 9th level, they may also affect creatures of other types that are plant-like in nature with an intelligence of 2 or lower. The duration for the effect is 1 day and affects the creature even if they are normally immune to such an effect. When the spell expires, the target has their disposition lowered by one step because they innately feel the manipulation.

At 13th level, the plant master may elect to dominate the target per the *command plants* spell. At 17th level they may affect creatures of other types that are plant-like in nature with an intelligence of 2 or lower as per the *dominate monster* spell. The duration of the effect is 1 day and affects the creature even if they are normally immune to such an effect. When the spell expires, the

disposition of the target is reduced by two steps as they know on some level that they were dominated.

This ability replaces Beast-Friend.

One with Nature (Ex): At 17th level, the hunter and her animal companion are respected or even feared by the most natural creatures, plants and fungi. No creature with the plant type or is plant-like with an Intelligence of 2 or lower willingly attacks the hunter or their companion unless magically compelled to or if the hunter or companion attacks it first.

The hunter and their companion can attempt to demoralize creatures in the appropriate category as a swift action, rolling 1d20 and adding the hunter's level and her Charisma modifier to determine the Intimidate check result. This ability works even if they are normally immune to the effect.

This ability replaces One with the Wild.





ROOF RUNNER^{PRG:UI}

The typical hunter operates in the wildlands and frontiers of the world. Though some operate in the sprawling cities of the world.

Skilled: A roof runner adds Acrobatics, Escape Artist and Sleight of Hand to their list of class skills.

This alters the hunter's class skills and replaces the hunter's proficiency with medium armor and shields.

Natural Acrobat: At 2nd level, the roof runner adds half their hunter level to their Acrobatics checks to jump or cross narrow or uneven surfaces. This replaces track.

Urban Stride: The roof runner and their animal companion can move at full speed without penalty when using Acrobatics to cross narrow or uneven surfaces, and climb at half speed (instead of one-quarter speed) without taking the -5 penalty. Additionally, they do not take any speed penalty from squeezing or moving up or down stairs, though charging is still prevented. This ability replaces natural stride.

Alley Ghost: At 8th level, a roof runner gains the benefits of the fast stealth rogue talent. This replaces swift tracker.

Master Climber: At 20th level, a roof runner gains a climb speed equal to their base speed, instead of being able to move at full speed when tracking. This alters master hunter.

VERMINOUS HUNTER^{PRG:ACG}

While hunters typically form bonds with somewhat intelligent animals, some form a bond with the mindless insects and other vermin of the world.

Vermin Companion: A verminous hunter forms a mystic bond with a vermin companion. A verminous hunter can begin play with any vermin companion. Except for the companion being a creature of the vermin type, this ability otherwise works like the druid's animal companion.

This replaces animal companion.

Vermin-Friend: A verminous hunter is skilled in speaking with mindless vermin. They can speak with any vermin type creature or creature that is akin to vermin with an intelligence of 2 or lower, or communicate with them as if he spoke their language if they don't have one. This innate connection



allows the verminous hunter to use Diplomacy or Handle Animal checks with those qualifying creatures. Additionally, they gain a bonus equal to half their class level (minimum 1) to their Diplomacy checks against such creatures when they attempt to influence their attitude.

At 5th level, the verminous may make a Diplomacy check on a vermin creature, DC 10 + the HD of the target creature. If the creature is currently in combat with the verminous hunter or their allies, the DC increases by 5. If the Diplomacy check succeeds, the creature is charmed per the *charm monster* spell. At 9th level, they may also affect creatures of other types that are vermin-like in nature with an intelligence of 2 or lower. The duration for the effect is 1 day and affects the creature even if they are normally immune to such an effect. When the spell expires, the target has their disposition lowered by one step because they innately feel the manipulation.

At 13th level, the verminous hunter may elect to dominate the target per the *control vermin*^{PRG:MC} spell. At 17th level they may affect creatures of other types that are vermin-like in nature with an intelligence of 2 or lower as per the *dominate monster* spell. The duration of the effect is 1 day and affects the creature even if they are normally immune to such an effect. When



the spell expires, the disposition of the target is reduced by two steps as they know on some level that they were dominated.

This ability replaces Beast-Friend.

Swarm Stride: At 5th level, the verminous hunter and their companion learns to move through vermin without danger. They can safely pass through swarms of vermin or occupy the same square(s) as a swarm of vermin without taking swarm damage. Additionally, the verminous hunter is immune to the distraction ability of such swarms. If the verminous hunter or companion attack a swarm, they lose their protections against that swarm. At 12th level, the verminous hunter is also protected against swarms of creatures of other types that are vermin-like in nature.

One with Vermin (Ex): At 17th level, the hunter and her animal companion are respected or even feared by vermin. No creature with the vermin type or is vermin-like with an intelligence of 2 or lower willingly attacks the hunter or their companion unless magically compelled to or if the hunter or companion attacks it first.

The hunter and their companion can attempt to demoralize creatures in the appropriate category as a swift action, rolling 1d20 and adding the hunter's level and her Charisma modifier to determine the Intimidate check result. This ability works even if they are normally immune to the effect.

This ability replaces One with the Wild.

You must meet additional prerequisites to select a companion with an Intelligence score of 3 or higher, as described in each creature's entry.

ANIMAL FEATS

The following feats are meant to be taken by animal companions as they increase in HD. They may be taken by any class that provides a companion or familiar that meets the prerequisites.

AERIAL SUPERIORITY

Animal companion may do full attacks after a move while flying.

Prerequisites: Companion level 9th, fly speed

Benefit: You can perform a full attack action while moving up to your total fly speed. Each attack of this full attack must be made against a different target.

NEW FEAT

ELDER VOICE

You may select an aberration companion if you meet certain prerequisites.

Prerequisites: Handle Animal 5 ranks, Knowledge (dungeoneering) 5 ranks, animal companion or combination of animal companions with effective druid level 7.

Benefit: You can select a creature from the list of aberration companions (see New Animal Companions) to serve as your animal companion. You acquire and advance this companion in the same way as an animal companion detailed in the class feature that grants you access to your animal companion. You can dismiss the creature, as dictated by your class feature.





BLOODSENSE

Animal companion can detect bleeding targets as through blindsense.

Prerequisites: Companion level 5th, Superior Scent

Benefit: You can smell bleeding creatures much more easily. You can detect bleeding creatures as though you had blindsight with a range of 15 feet, furthermore, when following the trail of a bleeding creature, you do not need to make a skill check to follow the tracks unless there is an overpowering scent nearby or more than an hour has passed since the traces were left.

BOND OF MAGIC

Animal companion gains a spell as a spell-like ability.

Prerequisites: Wis 13, Companion level 5th

Benefit: Your connection to your master has allowed you to grasp the rudiments of their magical abilities. Choose a single spell from your master's spell list. You gain that spell as a spell-like ability. Your spellcasting ability for this spell-like ability is Wisdom. The spell chosen must be at least one level below the highest level of spell cast by your master, and your Wisdom score must equal 10 + the spell's level. You may use this spell like ability a number of times per day equal to your Wisdom modifier.

Special: You may take this feat multiple times, each time choosing a new spell. Uses per day are shared between all spell-like abilities granted by this feat.

CLASSICALLY CONDITIONED

Train animal companion to take trick commands through a specific means.

Prerequisites: Companion level 3rd

Benefit: By training you to make associations between certain things, your master has gained the ability to use nonverbal signals to issue commands.

By spending 1 hour, your master can teach you to accept a command through means other than verbal speech by using a signal. This signal might be making a hand sign, whistling a certain tune, or waving a certain object. Each signal has a single specific meaning, and you can only remember a number of signals equal to your wisdom score. If your master tries to teach you a new signal when you already know your maximum number, you forget another in its place. Each signal must rely on either sight or sound. A signal that uses smell may be used as well, but only if you have the scent special ability. If you cannot precisely understand the signal

(being unable to see a visual signal, hear an auditory one, or if an overpowering odor masks an olfactory one), you cannot follow the command.

EXCRUCIATING VENOM

The venom of the animal companion is much more potent.

Prerequisites: Companion level 5th, poison special ability

Benefit: The DC of your poison special ability increases by 2. In addition, whenever a creature fails its fortitude saving throw against your venom, choose one of the following effects:

- The creature becomes staggered for the duration of your poison.
- The creature becomes dazed for 1 round.
- Extend the duration of your poison by an additional 2 frequency periods.

FATAL FANGS

Makes the Fierce Fangs feat more potent.

Prerequisites: Companion level 15th, Fierce Fang

Benefit: When you deal a critical hit against a creature, as a free action you may use your Fierce Fang feat without spending one of the uses per day.

Additionally, once per day, as a standard action you may attempt to cause a hemorrhage in a bleeding creature. Make a single attack roll with either your bite or claw natural attack, if it hits, that creature must make a fortitude saving throw with a DC of 10 + 1/2 your companion level + your Strength or Dexterity modifier. If that creature fails the saving throw, they die instantly, otherwise they take the damage of your natural attack + 1d6 per two companion levels you have.

Creatures that are immune to precision damage are immune to the effects of this feat.

FETCH

The companion or familiar can retrieve thrown weapons.

Prerequisites: Dex 13, Companion or familiar level 1st

Benefit: You have the ability to retrieve weapons thrown by your master. As a full-round action, you can move up to your maximum movement speed, retrieve a single weapon that was thrown by your master, and return it to them. If you are tiny sized, you may only return light weapons sized for a medium creature, if you are small sized, you may return one-handed or light



weapons, and if you are medium sized or larger, you may return any thrown weapon appropriately sized for a medium creature. For weapons sized for creatures other than medium, increase the highest weight category retrievable by one for each size smaller than medium, and reduce the highest retrievable category for each size larger than medium.

FIERCE FANGS

The companion can deal additional bleed damage with a natural attack.

Prerequisites: Companion level 11th, Improved Natural Attack, bite or claw natural attack

Benefit: When taking this feat, choose Strength or Dexterity. A number of times per day equal to the modifier of the chosen ability, as a free action you may deal additional bleed damage with your bite or claw natural attack. The amount of bleed damage is equal to the modifier of the chosen ability. Using this feat on a creature that is already bleeding instead causes the creature to take 1 point of Strength, Dexterity, or Constitution bleed damage.

Creatures that are immune to precision damage are immune to the effects of this feat.

IMPROVED FETCH

The companion or familiar can retrieve multiple thrown weapons at once.

Prerequisites: Companion or Familiar level 3rd, Fetch

Benefit: Your ability to retrieve thrown weapons has improved greatly. When using the Fetch feat, you may return up to two thrown weapons at once. The number of thrown weapons that you can retrieve increases by 1 at 8th level, and again at 13th level.

MARTIAL ANIMAL

The animal companion gains +1 attack and is considered to have Int 13 and Combat Expertise for prerequisites.

Prerequisites: Companion level 5th, Wis 13

Benefit: Your master has trained you to be able to fight in many extraordinary ways. You gain a +1 bonus to attack rolls with your natural attacks. Also, for the purposes of learning the feats Improved Bull Rush, Greater Bull Rush, Improved Grapple Greater Grapple, Improved Steal, Greater Steal, Improved Sunder, Greater Sunder, Improved Trip, and Greater Trip, this feat counts as having an Intelligence score of 13 and the feat Combat Expertise.

PRAISE MOTIVATED

The companion can be praised for killing or succeeding at a critical hit for additional bonuses.

Prerequisites: Companion level 3rd

Benefit: When you score a critical hit or land the killing blow on a creature, your master may praise you as an immediate action. If they do, you gain a +2 morale bonus on attack and damage rolls for 2 rounds. This bonus increases by 1 at 12th level and again at 18th.

This feat requires you to be able to hear your master to receive its benefits.

STRAY GAMBIT

The companion or familiar can pretend to be wild or untrained on command.

Prerequisites: Companion or Familiar level 3rd, Wis 13

Benefit: Your master has trained you to be able to behave like a wild, untrained animal on command. When instructed by your master, for a number of hours equal to your wisdom modifier, onlookers must pass a Sense Motive check opposed by a Bluff check to figure out that you aren't a feral animal. For the purpose of this Bluff check you may use your master's skill ranks, Charisma modifier, or both when making this check.

This Sense Motive check gains the following bonuses if any of the below are true:

- Animal species is foreign to the area: +2
- Animal species is rare or exotic: +5
- Onlooker has seen you with your master: +2
- Wearing equipment or magical items: +5

STRAY STRUT

When the companion or familiar can use Stray Gambit without a command.

Prerequisites: Companion or Familiar level 7th, Stray Gambit

Benefit: You are able to exercise a degree of independence when on your own that allows you to pass yourself off as a stray animal. Even when not instructed by your master, you may use the Stray Gambit feat but you take a -5 penalty if you didn't receive a command to use the feat.



STRAY THREATS

When the companion or familiar uses Stray Gambit, use masters Intimidate ranks and Cha modifier.

Prerequisites: Companion level 7th, Stray Gambit

Benefit: You have been trained to appear dangerous to others by your master. When instructed to use Stray Gambit, you can also make Intimidate checks to scare people off. During the duration of your master's command, you may make an Intimidate skill check using their skill ranks, Charisma modifier, or both. The opposed Sense Motive check gains the same bonuses under the same conditions as listed under the Stray Gambit feat.

SUPERIOR SCENT

Able to use scent to pinpoint as a swift action and up to 15 ft.

Prerequisites: Scent special ability, Companion or Familiar level 3rd

Benefit: Your sense of smell is even more acute than others of your species. You can find the direction of a scent or pinpoint creatures using your scent ability as a swift action. The range of pinpointing a creature extends to 15 feet. Additionally, the range of your scent ability is increased to 60 feet. (120 feet for strong scents, 180 for overpowering scents.)

SYLVAN EMPATHY

The animal companion gains familiar-like abilities.

Prerequisites: Companion level 3rd, Wis 13

Benefit: Your intuition paired with your connection to your master has granted you improved communication abilities. You gain the familiar's *empathic link* ability when you take this feat. Furthermore, you gain the abilities *speak with master* and *speak with animals* of its kind at 5th and 7th level respectively. You retain these speech abilities as long as you are within 30 feet of your master, and as long as you are within this range, you gain a +2 morale bonus to Intelligence.

NEW ANIMAL COMPANIONS

This section provides some new animal companion options along with companion options for plant and vermin companions, options for the new Elder Voice feat in this book and the **Beast Speaker**^{PPC:HoG feat.}

ANIMAL COMPANIONS

DOG, COYOTE OR JACKAL

STARTING STATISTICS

Size Small; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** bite (1d4 plus trip); **Ability Scores** Str 11, Dex 17, Con 16, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent, racial skill bonus: Bluff+4, Stealth +4

4TH-LEVEL ADVANCEMENT

Ability Scores Dex +2, Con +2, Wis +2; **Special Qualities** opportunistic bite

Opportunistic Bite (Ex) On a successful bite attack against an opponent it's flanking or that is denied its Dexterity bonus to AC, a jackal deals 1 additional point of damage.

BIRD, HARPY EAGLE

STARTING STATISTICS

Size Small; **Speed** 10 ft., fly 80 ft. (average); **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, +2 on saves vs. disease

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Con +2

PLANT COMPANIONS

BLOOD MAIZE^{PAP:TLO}

STARTING STATISTICS

Size Small; **Speed** 20ft.; **AC** +1 natural armor; **Attack** 3 slams (1d3 plus bleed); **Ability Scores** Str 10, Dex 16, Con 11, Int 2, Wis 11, Cha 15; **Special Qualities** low-light vision, tremorsense 60ft. change foliage (su), root deep; **Special Attacks** Bleed (1d3)

4TH-LEVEL ADVANCEMENT

Size Medium; **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** blinding bloom, bleed (1d6)



JACK-O'-LANTERN

STARTING STATISTICS

Size Small; **Speed** 15ft.; **AC** +2 natural armor; **Attack** bite (1d4), slam (1d3 plus strangling ensnare); **Ability Scores** Str 13, **Dex** 9, **Con** 10, **Int** 2, **Wis** 14, **Cha** 7; **Special Qualities** pumpkin form; **Special Attacks** strangling ensnare, explode

4TH-LEVEL ADVANCEMENT

Size Medium; **AC** +1 natural armor **Attack** bite (1d6), slam (1d4 plus strangling ensnare); **Ability Scores** Str +2, **Dex** -2, **Con** +2; **Special Attacks** fear aura, breath weapon (20 ft.-cone, 1d10 fire, Reflex save, Con-based DC, usable every 1d4 rounds)



VERMIN COMPANIONS

LOCUST, GIANT, WETA

STARTING STATISTICS

Size Small; **Speed** 20 ft., climb 20 ft., fly 20 ft. (poor); **AC** +3 natural armor; **Attack** bite (1d4) or 2 kicks (1d3, bludgeoning and piercing); **Ability Scores** Str 13, **Dex** 16, **Con** 10, **Int** -, **Wis** 10, **Cha** 7; **Special Qualities** +18 Acrobatics when jumping, darkvision 60 ft., leap (can take 10 on Acrobatics checks to jump, even when distracted or threatened); **CMD** +8 vs. trip.; **Special Attacks** spit goo (ranged touch attack, 30-foot range, sickened for 1 round)

4TH-LEVEL ADVANCEMENT

Size Medium; **Speed** 20 ft., climb 20 ft., fly 60 ft. (average); **AC** +2 natural armor **Attack** bite (1d6) or 2 kicks (1d4, bludgeoning and piercing); **Ability Scores** Str +4, **Dex** -2, **Con** +2; **Special Attacks** voracious (bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials).

WASP, GIANT, TARANTULA HAWK

STARTING STATISTICS

Size Medium; **Speed** 20 ft., fly 60 ft. (good); **AC** +2 natural armor; **Attack** sting (1d6 plus painful sting and poison); **Ability Scores** Str 10, **Dex** 14, **Con** 11, **Int** -, **Wis** 13, **Cha** 4; **Special Qualities** darkvision; **CMD** +8 vs. trip.; **Special Attacks** painful sting (sickened, 1d4 rounds, fortitude save, Con-based DC), poison (frequency 1 round [6], effect 1 Dex damage, cure 1 save, Con-based DC)

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor **Attack** sting (1d8 plus painful sting and poison); **Ability Scores** Str +8, **Dex** -2, **Con** +4

MAGICAL BEAST COMPANIONS

These companions are able to be selected when the Beast-Speaker^{PPC:HoG feat is taken.}

GRIFFON

Prerequisite(s): Ride 7 ranks

STARTING STATISTICS

Size Medium; **Speed** 30 ft., fly 80 ft. (average); **AC** +4 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 10, **Dex** 17, **Con** 12, **Int** 5, **Wis** 13, **Cha** 8; **Special Qualities** darkvision 60 ft., low-light vision, Scent; +4 Acrobatics, +4 Perception;

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor **Attack** bite (1d6), 2 talons (1d6); **Ability Scores** Str +6, **Dex** -2, **Con** +4; **Special Attacks** pounce, rake (2 talons, 1d4)



HIPPOGRIFF

STARTING STATISTICS

Size Medium; **Speed** 10 ft., fly 100 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 10, Dex 17, Con 10, Int 2, Wis 12, Cha 9; **Special Qualities** darkvision 60 ft., low-light vision, Scent; +4 Perception;

4TH-LEVEL ADVANCEMENT

Size Large; **AC** +1 natural armor **Attack** bite (1d6), 2 talons (1d4); **Ability Scores** Str +5, Dex -2, Con +4

MANTICORE

Prerequisite(s): Intimidate 4 ranks, Survival 7 ranks

STARTING STATISTICS

Size Medium; **Speed** 30 ft., fly 50 ft. (clumsy); **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d8), or spikes (ranged 1d4, 12 per 24 hours); **Ability Scores** Str 12, Dex 17, Con 14, Int 7, Wis 12, Cha 9; **Special Qualities** darkvision 60 ft., low-light vision, Scent; +4 Perception, +4 Survival when tracking;

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor **Attack** bite (1d8), 2 claws (2d4), or spikes (ranged 1d6, 24 per 24 hours); **Ability Scores** Str +8, Dex -2, Con +4

OWLBEAR

STARTING STATISTICS

Size Medium; **Speed** 30 ft; **AC** +3 natural armor; **Attack** bite (1d4), 2 claws (1d4 plus grab); **Ability Scores** Str 11, Dex 14, Con 14, Int 2, Wis 12, Cha 10; **Special Qualities** darkvision 60 ft., low-light vision, Scent;

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor **Attack** bite (1d5), 2 claws (1d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4

WORG

Prerequisite(s): Intimidate 4 ranks, Ride 4 ranks, Alignment: any evil

STARTING STATISTICS

Size Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus trip); **Ability Scores** Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10; **Special Qualities** darkvision 60 ft., low-light vision, Scent; +2 Perception, +2 tealth, +2 Survival

7TH-LEVEL ADVANCEMENT

Size Large; **AC** +2 natural armor **Attack** bite (1d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4





ABERRATION COMPANIONS

These companions are able to be selected when the Elder Voice feat is taken.

CHOKER

Prerequisite(s): Stealth 4 ranks, Alignment: any evil

STARTING STATISTICS

Size Small; **Speed** 20 ft. climb 10 ft.; **AC** +2 natural armor; **Attack** 2 tentacles (1d4 plus grab); **Ability Scores** Str 14, Dex 14, Con 11, Int 4, Wis 13, Cha 7; **Special Qualities** darkvision 60 ft; **Special Attacks** strangle, constrict (1d4)

7TH-LEVEL ADVANCEMENT

AC +2 natural armor **Attack** bite (1d8 plus trip); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** quickness **Special Attacks** grab (Large)



ETTERCAP

Prerequisite(s): Craft (trapmaking) 4 ranks, Alignment: any evil

STARTING STATISTICS

Size Small; **Speed** 30 ft. climb 30 ft.; **Attack** bite (1d4 plus poison) and 2 claws (1d3); **Ability Scores** Str 12, Dex 19, Con 17, Int 6, Wis 15, Cha 8; **Special Qualities** darkvision 60 ft., low-light vision, +8 Craft (trapmaking); **Special Attacks** poison (frequency 1 round [6], effect 1d2 Dex damage, cure 2 consecutive saves, Con-based DC)

7TH-LEVEL ADVANCEMENT

Size Medium **AC** +2 natural armor **Attack** bite (1d6 plus poison) and 2 claws (1d4); **Ability Scores** Str +2, Dex -2, Con +2; **Special Qualities** spider empathy (HD+4) **Special Attacks** traps, web (ranged, Con-based DC, HP equal to Con)

GIBBERING MOUTHER

Prerequisite(s): Knowledge (dungeoneering) 7 ranks

STARTING STATISTICS

Size Small; **AC** +4 natural armor **Speed** 10 ft., swim 20ft.; **Attack** 6 bites (1d3 plus grab); **Ability Scores** Str 8, Dex 19, Con 22, Int 4, Wis 13, Cha 2; **Special Qualities** all-around vision, darkvision 60 ft., amorphous (Immune: critical hits, precision damage), +4 Perception; **Special Attacks** blood drain

9TH-LEVEL ADVANCEMENT

Size Medium **AC** +2 natural armor **Attack** 6 bites (1d4 plus grab) **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** gibbering (Con-based DC), ground manipulation, spittle (ranged, Con-based DC)

11TH-LEVEL ADVANCEMENT

Special Qualities DR 5/bludgeoning **Special Attacks** Engulf (6d4 damage plus 2 Con damage, AC flat-footed half of natural armor, 4 hp)

GRICK

Prerequisite(s): Stealth 4 ranks

STARTING STATISTICS

Size Small; **AC** +1 natural armor; **Speed** 30 ft. climb 30 ft.; **Attack** bite (1d3) and 4 tentacles (1d3); **Ability Scores** Str 10, Dex 16, Con 11, Int 3, Wis 14, Cha 5; **Special Qualities** darkvision 60 ft., scent, +8 stealth in rocky terrain; **DR** 5/magic; **CMD** can't be tripped

7TH-LEVEL ADVANCEMENT

Size Medium **AC** +2 natural armor **Attack** bite (1d4) and 4 tentacles (1d4); **Ability Scores** Str +2, Dex -2, Con +2; **DR** 10/magic



OTYUGH

Prerequisite(s): Knowledge (dungeoneering) 7 ranks

STARTING STATISTICS

Size Medium; **AC** +6 natural armor; **Speed** 20 ft.; **Attack** bite (1d6 plus disease) and 2 tentacles (1d4 plus grab); **Ability Scores** Str 10, Dex 12, Con 9, Int 5, Wis 14, Cha 5; **Special Qualities** darkvision 60 ft., scent, +8 stealth in lair, +5 ft. range for tentacle; **Immune** disease **Special Attacks** disease *Filth Fever* (onset 1d3 days, frequency 1/ day, effect 1d3 Dex damage, d3 Con damage, cure 2 consecutive saves, Con-based DC)

9TH-LEVEL ADVANCEMENT

Size Large **AC** +2 natural armor **Attack** bite (1d8 plus disease) and 2 tentacles (1d6 plus grab); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** constrict (tentacle, 1d6)

RUST MONSTER

STARTING STATISTICS

Size Small; **AC** +3 natural armor; **Speed** 40 ft., climb 10 ft.; **Attack** bite (1d2) and antennae (rust); **Ability Scores** Str 8, Dex 19, Con 11, Int 2, Wis 13, Cha 8; **Special Qualities** darkvision 60 ft., scent metals 90 ft.; **Special Attacks** rust (1/4 hp in damage, 2nd hit broken, 4th hit destroyed)

9TH-LEVEL ADVANCEMENT

Size Medium **AC** +2 natural armor **Attack** bite (1d3) and antennae (rust); **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** rust (as normal)

TENTAMORT

STARTING STATISTICS

Size Small; **AC** +4 natural armor; **Speed** 20 ft., climb 20 ft.; **Attack** sting (1d4 plus poison) and tentacle (1d4 plus grab); **Ability Scores** Str 13, Dex 15, Con 12, Int 1, Wis 14, Cha 6; **Special Qualities** all-around vision, blindsense 30 ft., darkvision 60 ft.; **Special Attacks** poison (frequency 2 rounds, effect 1d4 Con damage plus nausea, cure 1 save, Con-based DC), constrict (1d4)

7TH-LEVEL ADVANCEMENT

Size Medium **AC** +2 natural armor **Attack** sting (1d6 plus poison) and tentacle (1d6 plus grab); **Ability Scores** Str +2, Dex -2, Con +2; **Special Qualities** Reach +5 ft.; **Special Attacks** constrict (1d6)

NEW SPELLS

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

TRAP SPELLS^{LR}

Trap spells are a type of spell that allows a hunter 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 + the spell level + 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^{LR}

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 hunter 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^{LR}

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 + 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.

For more Trap, Primeval, and Herbal spells, see Legendary Rangers.



ENTANGLING SHOT

School transmutation [primeval]

Level druid 1, hunter 1, ranger 1

Casting Time 1 swift action

Components V

Range touch

Target one projectile or piece of ammunition

Duration 1 round or until discharged, then 1 minute/level.

Saving Throw Reflex partial; **Spell Resistance** Yes

A blow from the touched missile causes an explosion of vines and roots on the target that wrap and wind around the target. If the target fails a reflex save gains the entangled condition. If the target makes the save or break free of the entangle, they may move as normal but the square in which they were hit is considered difficult terrain for the duration of the spell. The entangled creature can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. Any creature entering the affected square during the duration of the spell must save immediately or be entangled and have their movement ended.

FATIGUE TRAP

School conjuration [trap]

Level hunter 0, ranger 1

Casting Time 1 minute

Components V, S, M

Range touch

Target one trap

Duration permanent until discharged, then 1 round per level

Saving Throw Fortitude negates; **Spell Resistance** Yes

You create a trap that occupies one square. When a creature other than you enters the square, there is a burst of negative energy. The triggering creature makes a fortitude save or be fatigued. Unlike normal fatigue, the effect ends as soon as the spell's duration expires.

GLITTERBOMB TRAP

School conjuration [trap]

Level hunter 1, ranger 1

Casting Time 1 minute

Components V, S, M

Range touch

Target one trap

Duration permanent until discharged, then 1 round per level

Saving Throw Will negates (blinding only); **Spell Resistance** No



You create a trap that occupies one square. When a creature other than you enters the square, there is an explosion of multi-colored glitter. The triggering creature must make a will save or be blinded and covered in glitter that visibly outlines them if they are invisible for the duration of the spell. The glitter cannot be removed by any mundane means. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature coated in the glimmering glitter takes a -40 on Stealth checks.

GUSTING SHOT

School transmutation [primeval]

Level druid 2, hunter 2, ranger 2

Casting Time 1 swift action

Components V

Range touch

Target one projectile or piece of ammunition

Duration 1 round or until discharged.

Saving Throw see text; **Spell Resistance** Yes

A blow from the touched missile creates a strong gust of wind. The target is pushed away from you in a straight line up to 5 feet per 2 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. If the target is obstructed by a wall, the target takes 1 damage per 5 feet of movement prevented. Additionally, the target must make a reflex save or be knocked prone.

HOT TAR TRAP

School transmutation [earth, fire, trap]

Level druid 6, hunter 6, ranger 6

Casting Time 1 minute

Components V, S, M

Range touch

Target one trap

Duration permanent until discharged, then 1 round per level

Saving Throw Reflex partial, see text; **Spell Resistance** No

You create a trap that occupies one square. When a creature other than you enters the square, the ground below them turns into boiling tar. The triggering creature takes 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. The entangled creature can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or becomes entangled. A creature that falls prone in the area takes a -4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar.

A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a -4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

METAL COATING

School transmutation [herbal]

Level druid 2, hunter 2, ranger 2

Casting Time 3 rounds

Components S, H

Range touch

Target item or natural weapon touched

Duration 10 min/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** Fortitude (harmless)

You administer a herbal paste that coats a weapon or natural weapon that grants the weapon a particular metallic coating. The spell-paste grants the weapon either the cold-iron or silver property, chosen at the time of casting. The paste may be applied to a set of 50 ammunition. There is no penalty to damage or increased cost to enchanting the weapon while the spell-paste is applied.

PANACEA SALVE

School conjuration (healing) [herbal]

Level druid 6, hunter 6

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 a herbal salve that ends all of the following adverse conditions affecting the target ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, *insanity*, nauseated, poisoned, sickened, and stunned. It also cures 15 hit points of damage per level of the caster, to a maximum of 225 points at 15th level.

Panacea salve does not heal negative levels or restore permanently drained ability score points.

REVIVING SALVE

School conjuration (healing) [herbal]

Level druid 5, hunter 5

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 a herbal salve that cures 5d2 points of damage + 1 per caster level (maximum +25)

Unlike other herbal remedies that heal damage, *reviving salve* can bring recently slain creatures back to life. If cast upon a creature that has died within 5 rounds, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through *reviving salve* gain a temporary negative level that lasts 1 day.

Creatures slain by death effects cannot be revived by *reviving salve*.



SAMPLE LEGENDARY HUNTER: KAVOREN THE GREY AND SHADE

"You are welcome here as long as you do not cause any trouble. Shade does not like troublemakers." – Kavoren the Grey

KAVOREN THE GREY

CR 6

XP 2,400

Male rougarou^{PRG:B6} legendary hunter 7

LN Medium humanoid (rougarou)

Init +2; **Senses** Perception +10, low-light vision, scent

DEFENSE

AC 16 (+3 armor, +2 Dex, +1 dodge), touch 13, flat-footed 13
hp 46 (7d8+14)

Fort +6, **Ref** +7, **Will** +5

OFFENSE

Speed 30 ft.

Melee masterwork cold-iron greatsword +9 (2d6+4/19-20) and bite +3 (1d4+1)

Ranged masterwork heavy crossbow +8 (1d10/19-20)

Legendary Hunter Spells Per Day (CL 7th, Concentration +10)

3rd (2/day) - *greater chameleon stride*^{PRG:ACG}, *strong jaw*^{PRG:APG}, *summon nature's ally III*

2nd (4/day) - *barkskin*, *bull's strength*, *cat's grace*, *resist energy*, *summon nature's ally II*

1st (5/day) - *abundant ammunition*^{PRG:UC}, *cure light wounds*, *detect snares and pits*, *gravity bow*^{PRG:APG}, *summon nature's ally I*, *tireless pursuit*^{PRG:ACG}

TACTICS

Before Combat: If given ample opportunity to prepare, Kavoren will cast spells on himself and Shade depending on how great a threat is coming. On himself, he would use: *greater chameleon stride*, *barkskin* (or *resist energy*), *cat's grace*, *gravity bow*, and *abundant ammunition*. On Shade he would use: *strong jaw*, *barkskin* (or *resist energy*), *bull's strength*, and *acid maw* from the wand.

Kavoren would then set up an ambush point using the camouflage blanket and laying prone with his crossbow. He will direct Shade to get in a good flanking position for when the target advances toward him. When Shade is in position, Kavoren will use the potion of *true strike* and snipe at the target using his *gravity bow* crossbow until he is found.

During Combat: Kavoren will drop the crossbow and use his mobility feat to move around to attack creatures alongside Shade. He will also activate the Physical Companion Training for Shade. He will rarely stay in one position long before shifting out of short range of an enemy, given the Harrying ability, Kavoren need not stay in one flanking position. Shade will attack the directed

target unless Kavoren is in extreme danger.

Morale: Kavoren is brave but intuitive. He will not throw himself away when he can try another day. Shade follows Kavoren's lead and directions. If either are in grave danger, Kavoren and Shade will fight to the death to protect the other. Typically, fights Kavoren has are ones he picks.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 17, **Cha** 8

Base Atk: +5 **CMB:** +8 **CMD:** 19

Feats: Dodge, Power Attack, Mobility, Skill Focus (Stealth)

Skills: Climb +7, Diplomacy +6 (+13 influencing animals/magic beasts), Handle Animal +13 (+20 with Animal Companion), Heal +8, Intimidate +4, Knowledge (geography) +4, Knowledge (nature) +5, Perception +10, Spellcraft +3, Stealth +13, Survival +10 (+13 to follow tracks)

Languages: Common and Rougarou

SQ: Animal Companion (Shade), Change shape 1/day, Improved Empathic Link, Nature Training, Superior Animal Companion (+1 BAB, +3 skill points), Track

Combat Gear: Masterwork studded leather, masterwork heavy crossbow, masterwork cold-iron greatsword, 20 bolts, *potion of cure light wounds* (2), *potion of true strike*, *wand of acid maw* (50 charges), hunter's kit^{PRG:ACG}, Camouflage Blanket (Forest)^{PPC:RTT}, Compass^{PRG:APG}, silver and cold-iron amulet inlaid with moonstone broken off from something larger (150 gp), 36 gp.

SHADE

CR -

XP -

N Large Animal

Init +2; **Senses** Perception +6, low-light vision, scent

DEFENSE

AC 22 (+3 armor, +2 Dex, +8 natural, -1 size), touch 11, flat-footed 20

hp 58 (6d8+30)

Fort +10, **Ref** +7, **Will** +3

OFFENSE

Speed 50 ft.

Melee Bite +10 (2d6+9 plus trip)

Special Attacks Trip

TACTICS

See Above

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk: +5 **CMB:** +11 **CMD:** 22 (26 vs. trip)

Feats: Armor Proficiency (Light), Improved Natural Weapon, Skill Focus (Stealth)



Skills: Perception +6, Stealth +9, Survival +5, Swim +10

SQ: Devotion, Evasion, Link, Share Spells

Combat Gear: *Amulet of Mighty Fists* +1, Masterwork studded leather barding

Kavoren's early days are a blur. All he remembers is being released from the control of a witch when a group of adventurers hunted her down for capturing and killing travelers in her domain. Though the adventurers had released him from the control, he and Shade had slain enough of them among other evil deeds in the witch's service that, despite his protestations, he was forced to fight the rest to the death.

After he and Shade recovered from their wounds in the witch's hut, Kavoren ransacked it for supplies and they set out. Having no idea where his pack of fellow Rougarou might be, they instead travelled far to hide away from the shame of what he had done. Eventually, they took up residence in a forest near a frontier settlement.

Now he quietly protects the nearby settlement and helps them survive tough winters. He is well-known in the settlement but lives outside in a solitary cabin in the woods.

Using Kavoren in your games: Kavoren is mostly a loner, excluding Shade, and given when he has pieced together of his past, he is reluctant to get involved in any adventures. He will protect his home and the nearby settlement from any attackers and if there is some kind of appeal to duty, he may get involved. He is reserved and comes off as abrasive. This distance and abrasiveness is not intentional, it stems from his discomfort and lack of experience relating with other people. but he sees it as a duty to help out as he can.

Boon: Kavoren is unlikely to work with PCs and is not particularly interested in money. His default attitude is indifferent but may be friendly or unfriendly depending on their reputation in the settlement. If his attitude is indifferent or higher he will aid PCs in

locating a place or landmark in the surrounding forest. If the attitude is helpful, he will even guide them there. Additionally, he freely offers food and a place to rest to those not on his bad side. If his disposition is friendly, he will provide 2d4 days worth of trail rations, dried food he hunts or forages himself, per week.

Plot Hooks:

- The hermit and local hunter, Kavoren, has found a local hideout of bandits plaguing the area. He is looking for help taking care of them.
- Kavoren has gone missing from his hut and has not been seen in more than a month. The local sheriff would like you to check in on him and see if you can make sure he is alright
- A pack of Rougarou has made their way into the region. Their leader claims that Kavoren is a member of their pack. Kavoren is unsure and would like your help finding the truth and ensuring he is worthy or rejoining his pack.





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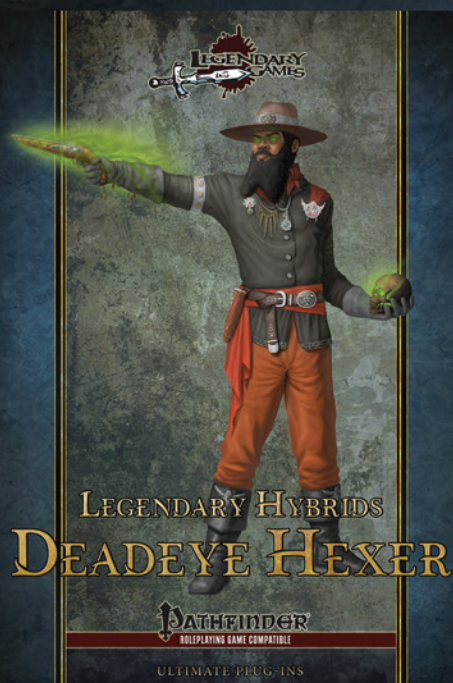
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