A Necromancer's Grimoire: Bounty of the Ranger



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# Introduction

Rangers have been a beloved icon of fantasy ever since *The Lord of the Rings*, though they have always held a somewhat awkward, in-between place in *Pathfinder* and the third edition of *Dungeons and Dragons*. Most easily summed up as "halfway between a fighter and a druid," the ranger class seems to be a strange and eclectic collection of hand-me-down druid class features, coupled with a base attack bonus and extra feats reminiscent of a fighter. The ranger's most iconic class feature, favored enemy, can certainly be devastating in the right circumstances, but in general serves more as a "swingy" version of weapon training that is much better when fighting certain groups of creatures, and worthless the rest of the time, and leaves a bit to be desired in the way of actually evoking any feelings of hunting or woodsman's lore.

A Necromancer's Grimoire – Bounty of the Ranger is our love-letter to rangers, and an attempt to bring a bit more spice and excitement back to the relationship between players and their favorite half-druid-half-fighter class, while still ensuring that there is plenty here, even for players who aren't interested in the ranger class. In order to accomplish this, we have approached the problem from three sides: prestige classes, archetypes, and feats.

This book includes three prestige classes, which make up the bulk of its content. Though these prestige classes are available to members of nearly any class, and are by no means restricted to rangers, they are all thematically tied to different aspects of what the ranger class is meant to represent, and each one provides additional bonuses to characters who also have levels in the ranger class. Included are the ace marksman, which specializes in archery, without relying on the magic tricks of the arcane archer, the inexorable stalker, a prestige class devoted to being the ultimate in tracking, and able to find your prey wherever it may hide, and the landbond shifter, whose members leave humanity behind and transform into animal shapes that are tied to the land. Each prestige class comes with detailed flavorful information along with their mechanics, to help get players and GMs alike excited about using them in a game.

After the prestige classes are nine new archetypes. Four of these archetypes are for the ranger class, ensuring that players have a wide variety of options for customizing their ranger, and deliberately focusing on expanding the class in new and exciting ways. These archetypes are much more in-depth than most archetypes you will find, and make dramatic revisions to the experience of playing the class. After these four archetypes are five more, these each for a separate "ranger-adjacent" class, such as druids, fighters, or rogues. These are designed to help bridge the gap between the class that they modify and ranger, allowing for members of these classes to get a taste of being a ranger while remaining in their current class.

Finally, the book concludes with 25 new feats. These feats, more than anything, are specially-suited for rangers, and many of them modify or improve existing ranger class features. Most of the feats are useful to members of any class, however, and any martially-inclined character should be able to find something useful in this section. One major group of feats are combat feats that tie specifically into different ranger combat styles, and can be taken as a combat style bonus feat, in addition to the ones that are normally available.



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# **Prestige Classes**

The following section presents three new prestige classes. While these prestige classes can be taken by members of a variety of classes, and are not exclusive to rangers, they are all thematically appropriate for ranger characters, and each one grants additional benefits to members of the class that also have levels in the ranger class.

Each prestige class includes an introductory section, which provides the requirements for entering the class, followed by useful guidelines regarding ability scores that are important for members of that class, as well as any information about the interaction between that class and the character's alignment. After this is a detailed listing of the class skills and class features of the prestige class. Following the class itself is another section of flavorful information providing advice for roleplaying a member of that prestige class, including information on race, religion, and interacting with other classes. Finally, each prestige class concludes with a look at how the class fits into a larger game world, including what their daily life might look like, some notable members of the class, any organizations made of class members, how the average NPC is likely to respond a character that belongs to this class, and information on how other characters can learn about the prestige class by making a Knowledge check.

For more information on prestige classes, see the *Pathfinder Roleplaying Game Core Rulebook*.

# Ace Marksman

You know that old story about how that archer hit a bull's-eye twice at 100 paces, splitting his own arrow? I can do that with my eyes closed.

*~Char Cleareye, Grandmaster Archery Champion of the Rose Court* 1121-1133.

Ace marksmen are master archers, plain and simple. They are as one with their bows, and spend almost all of their time perfecting their use of that weapon. This gives the ace marksman an incredibly precise focus on archery, and it is this complete dedication that gives them the discipline and accuracy that makes them such remarkable combatants. In addition, ace marksmen focus on the artistic aspects of archery, learning to make difficult shots seem easy, and how to add showmanship and flare to their technique, as well as how to perform various utilitarian functions of archery more skillfully than those who dabble with the bow and arrow.

Unlike many other classes, the ace marksman's role in society is not dictated by his profession. Many ace marksmen find work as soldiers or mercenaries, employing their skills on the battlefield. Some take up the hunter's mantle, slaying their prey from extraordinary distances. Others make their living as performers, displaying their skill in exchange for coin, and competing in tournaments. For some, however, the call of adventure is irresistible, and job titles like treasure hunter or monster slayer are not at all uncommon among ace marksmen.

#### Making an Ace Marksman

Ace marksmen are ranged combatants who focus on their mastery of the bow to the exclusion of all else. They rely on their weapon skills and advanced training to solve their problems and favor martial action as a means of conflict resolution. Because of their chosen area of expertise, most ace marksmen focus on ending fights while their opponents are still too far away to fight back.

### Requirements

To qualify to become an ace marksman, a character must fulfill all of the following criteria.

#### Base Attack Bonus: +5.

**Feats:** Far Shot, Point-Blank Shot, Weapon Focus (any crossbow, or longbow or shortbow).

**Special:** Must successfully hit a target with a ranged attack from at least 500 feet away.

Ability Scores: An ace marksman is a ranged combatant first and foremost; as such, Dexterity is the most important ability score for the ace marksman, bar none. In addition to determining his ability to hit with his primary weapon, Dexterity enhances the ace marksman's armor, in the unlikely event that his foes are able to get close enough to fight back. A high Dexterity also increases an ace marksman's Stealth, making it easier to remain unseen, even when firing on her foes.

Even though they are ranged combatants, Strength can be invaluable to an ace marksman. In addition to helping low-level ace marksmen out of trouble if they get trapped in a melee, a high Strength score allows the ace marksman to take advantage of composite bows, allowing him to dish out incredible damage. Constitution is considered less important for ace marksmen than for other warriors, as the only time an ace marksman should be getting attacked is when things have already gone horribly wrong. Even so, it can be nice to have those extra hit points for when tough situations do come up, as even the best ace marksman occasionally finds himself in melee.

Intelligence is not usually a priority for ace marksmen, as their abilities do not rely on it, and they tend to resolve their problems with skillful shooting, rather than actual skill checks. Ace marksmen looking to get the most out of their Intelligence should invest in a wide variety of skills in order to help set up truly excellent shooting positions, such as Climb (to get to hard to reach places) and Stealth (to remain unseen while firing on their target). Wisdom is useful to marksmen who routinely do battle with spellcasters, as a high Wisdom will improve their Will saving throws. Charisma is not an ability score which is strictly important to ace marksmen, though many ace marksmen are drawn to showmanship and desire to be the center of

# Table 1-1: The Ace Marksman

|       | <b>Base Attack</b> | Fort | Ref  | Will |                              |
|-------|--------------------|------|------|------|------------------------------|
| Level | Bonus              | Save | Save | Save | Special                      |
| 1St   | +1                 | +1   | +0   | +0   | Bow skill +1, combat style   |
| 2nd   | +2                 | +1   | +1   | +1   | Careful shot                 |
| 3rd   | +3                 | +2   | +1   | +1   | Combat style, keeneye shot   |
| 4th   | +4                 | +2   | +1   | +1   | Distance shot                |
| 5th   | +5                 | +3   | +2   | +2   | Bowskill +2, combat style    |
| 6th   | +6                 | +3   | +2   | +2   | Pot shots                    |
| 7th   | +7                 | +4   | +2   | +2   | Combat style                 |
| 8th   | +8                 | +4   | +3   | +3   | Close shot                   |
| 9th   | +9                 | +5   | +3   | +3   | Bowskill +3, combat style    |
| 10th  | +10                | +5   | +3   | +3   | Devastating shot, extra shot |

attention. Such ace marksmen often find a high Charisma useful in coming off as charming rather than childish. Even so, many ace marksmen prefer to let their shooting do the talking, making Charisma a purely elective option.

Alignment: Ace marksmen can be of any alignment, and tend to be well spread out among all alignments, as skill with a bow is not tied to any specific philosophy. As marksmanship requires intense training and focus, however, chaotically-inclined characters are somewhat less likely to be ace marksmen than non-chaotically inclined characters, though that certainly doesn't mean that there aren't plenty of chaotic ace marksmen who overcome this difficulty. Far more important to the ace marksman than any single philosophical viewpoint is a desire to improve one's skills with a bow. For some, this is a casual desire, but for others it is a driving passion. Still, commitment to the bow is a common personality trait of all ace marksmen, and few ace marksmen will use any other weapon, except in dire circumstances.

Hit Die: d10.

# **Class Skills**

The ace marksman's class skills are Climb (Str), Craft (Int), Perception (Wis), Stealth (Dex), and Swim (Str) Skill Ranks per Level: 4 + Intelligence modifier.

# **Class Features**

All of the following are class features of the ace marksman prestige class.

Weapon and Armor Proficiency: An ace marksman gains no new weapon or armor proficiencies.

**Bowskill** (Ex): Beginning at 1<sup>st</sup> level, the ace marksman's skill with a bow and arrow allows him to deliver more precise and deadly attacks with ranged weapons. The ace marksman adds +1 to all attack and damage rolls made with ranged weapons. This bonus improves to +2 at  $5^{th}$  level, and again to +3 at  $9^{th}$  level.

**Combat Style:** If an ace marksman has the combat style class feature, he continues to gain new combat style bonus feats at each of the indicated levels. His ace marksman level stacks with his ranger level for determining which bonus feats he can take. If there are no feats listed for his combat style which he can take, he instead gains any combat feat for which he meets the prerequisites.

**Careful Shot (Ex):** Beginning at 2<sup>nd</sup> level, the ace marksman learns never to leave a loosed arrow behind. Arrows and bolts he fires are not automatically destroyed upon impact, allowing him to recover 50% of such projectiles that successfully hit their target. Additionally, any arrows or bolts he fires that miss their target are not broken, and are able to be recovered.

**Keeneye Shot (Ex):** Beginning at 3<sup>rd</sup> level, the ace marksman's control over his shooting improves, allowing him to deliver extremely deadly and damaging attacks more often. The critical threat range of any crossbow, shortbow or longbow is increased by +1. This adjustment is applied after any other modifications to a weapon's threat range, such as that provided by the Improved Critical feat (*for example, a* keen shortbow would have a critical threat range of 18-20, and a keen *light crossbow would have a critical threat range of 16-*20). At 7<sup>th</sup> level, he increases the critical threat range of such weapons by 2, instead.

**Distance Shot (Ex):** Beginning at 4<sup>th</sup> level, the ace marksman is able to make an accurate attack with his bow at truly impressive distances. As a full-round action, the ace marksman may make a single ranged attack with a crossbow, shortbow or longbow that ignores any penalties imposed on the attack due to range. He still cannot hit targets beyond the weapon's maximum range. When he makes an attack in this fashion, he treats the attack as the full-attack action for the purposes of applying benefits from feats or abilities that can be used as part of a full-attack action, such as Manyshot. Pot Shots (Ex): Beginning at 6<sup>th</sup> level, the ace marksman can make quick, opportunistic shots against foes who expose themselves. Whenever a creature within 30 feet of the ace marksman is the target of an attack of opportunity, then once that attack is resolved, the ace marksman may make a single ranged attack with a crossbow, shortbow, or longbow against the target of that attack of opportunity. This attack counts as an attack of opportunity for the purposes of how many attacks of opportunity the ace marksman can make in a round. This ability does not cause the ace marksman to be considered to be threatening any squares, nor does it allow him to make attacks of opportunity against creatures that are not already the target of an attack of opportunity.

**Close Shot (Ex):** Beginning at 8<sup>th</sup> level, the ace marksman learns to focus on making attacks against targets at close range. He does not provoke attacks of opportunity for making ranged attacks while threatened. Additionally, as a full-round action, the ace marksman can make a single ranged attack with a crossbow, shortbow or longbow against a target within 30 feet. If the attack hits, the ace marksman deals an additional 2d6 points of precision-based damage against that target. This additional damage is not multiplied in the case of critical hit. When he makes an attack in this fashion, he treats the attack as the full-attack action for the purposes of applying benefits from feats or abilities that can be used as part of a full-attack action, such as the Manyshot feat.

**Devastating Shot (Ex):** Beginning at 10<sup>th</sup> level, the ace marksman learns how to best capitalize on his pinpoint accuracy. The ace marksman treats any crossbow, shortbow or longbow he wields as having a critical multiplier of 1 higher than it actually is. This adjustment is applied after any other modifications to a weapon's critical multiplier, and does not stack with any such adjustments (for example, a shortbow would have a critical multiplier of  $x_4$ , and a light crossbow would have a critical multiplier of  $x_3$ ).

Extra Shot (Ex): Beginning at 10<sup>th</sup> level, the ace marksman becomes a true master of the archer's art, and is capable not only of impressive displays of martial prowess, but also of creating particularly deadly attacks. Whenever the ace marksman makes a full-attack action with a crossbow, shortbow or longbow, he fires an additional arrow or bolt on the first attack made as part of that action. If the attack hits, both projectiles hit, each dealing damage as normal. Apply precision-based damage (such as sneak attack) only once for this attack, and in the event of a critical hit, only the damage from one projectile is multiplied. Damage bonuses from using a composite bow with a high Strength bonus apply separately to each projectile, as do other damage bonuses, such as a ranger's favored enemy bonus, extra damage from *flaming* projectiles, and so on. Damage reduction and resistances apply separately to each projectile. This ability stacks with Manyshot and other similar abilities, and the ace marksman may use this ability in conjunction with his distance shot and close shot class features.



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# Playing an Ace Marksman

Ace marksmen are men and women from all walks of life who have committed themselves to the study of bowmanship. They use their talents with their chosen weapon for their own ends, or in service of others, as accorded by will or fate. Many feel the call to adventure, eager to use their talents for fortune and glory, while others seek only to make the world a better (or worse) place.

**Races:** Ace marksmen can be found among members of nearly any race. Humans are the most prevalent ace marksmen, owing both to their sheer numbers and long history of specialized martial skills. The majority of ace marksmen serve in human militaries of one kind or another, typically as irregulars or members of a city's outer defenses. Human ace marksmen are also known to practice the widest variety of archery styles, with both mounted and infantry ace marksmen being common. Despite the long history of marksmanship in human communities, the practice is becoming less common, as soldiers are turning increasingly to simpler, more efficient, and more powerful weapons. The advent of the easy-to-use crossbow, which any peasant can use after only a few hours of training, and few bother to truly master, and especially the emergence of firearms, has led to true ace marksmen becoming increasingly outmoded in human armies, though the skill is still widely practiced by adventurers and other non-military fighting men.

Elves, unexpectedly, considering their love of archery, make up a fair portion of ace marksmen. Elves that focus this closely on bowmanship are largely confined to those with little to no magical talent, as those with such talents tend to become arcane archers, instead. Still, while it may be seen as a "lesser" alternative to arcane archery by some elvess, elven ace marksmen are some of the finest in the world. Unlike human cultures, marksmanship is becoming increasingly popular among the elves as time carries on. This is largely due to elves' natural superiority in ranged combat, overshadowing their typical frailty as melee combatants, as well as their love of tradition and the patient elven outlook towards mastering disciplines. As a result, newer elven armies contain more ranged fighters and fewer swordsman, and elven archers have a predilection for artistry that makes for fantastic ace marksmen.

While uncommon among dwarves, ace marksmen can be found in their ranks, as even the surliest of dwarven military traditionalists recognizes the need for ranged combatants. Because of their conservative attitudes, many dwarven archers are more typical fighters; however, for a few, it is dwarven perfectionism that leads them to choose the path of the ace marksman. Halflings prefer to fight at a range, and though many choose to utilize their skills as great skirmishers, or to focus on thrown weapons, a handful of halflings aspire to be great ace marksmen. This is particularly true of halflings in more ordered and structured communities with large and well-maintained armies. Gnomes that lack significant magical talent occasionally choose marksmanship as a path to adventure, knowing their small size makes them weak melee combatants. Half-orcs are occasionally drawn to marksmanship, sometimes as a means of differentiating themselves from the sterotype of hulking brutes, and, ironically, other times in order to follow the footsteps of their ancestors, as many orc tribes are known to favor horse archery.

**Religion:** Ace marksmen share little in the way of religious views. Some are religious, worshiping gods of hunting or warfare in the hopes that these gods will help their arrows fly true. Others are religious for reasons completely unrelated to their profession, and as such, worship one or more gods for their own reasons. Still others are entirely unreligious, believing that they are the masters of their own destiny. In general, there is no real common factor in how ace marksmen view religion. In the same fashion, though, it is not uncommon for ace marksmen to become superstitious, keeping a "lucky" bow or "lucky" fletching, or even carving or painting little designs onto his arrows in order to make them more likely to hit. This tends to be a point of division amongst ace marksmen, as for every superstitious ace marksman, there is another who adamantly rejects such things, claiming that archery is pure skill, and that any "bad

luck" is easily overcome with dedication, training, and a steady hand.

Other Classes: The way that ace marksmen interact with other classes varies a little from individual to individual but in general they have similar preferences in companions as many martial characters. Most were fighters or rangers before they joined the elite ranks of the ace marksmen, and generally find that they get along well with members of both of those classes. This is especially true if the fighter or ranger in question shares their interest in ranged combat. It is not at all uncommon to see ace marksmen exchanging notes with archers of other classes, always seeking a way to improve their skills. Even when the other does not employ a similar combat style, ace marksmen often find they share similar philosophical views with fighters and rangers, as the ace marksman can find common ground with such characters through their commitment to training and weapon techniques.

Ace marksmen often value barbarian companions, as these reckless warriors can often keep the ace marksman's foes at bay while he takes them out with well-placed arrows. Paladins offer a lot to be desired in allies for their limited healing abilities, strong melee skills, and powerful enhancing auras. That said, barbarians and paladins do not share the same philosophy of the ace marksman, focusing on selfimprovement through disciplined training, and relationships with these classes can be strained by a barbarian's boisterous and wild nature, or by the paladin's obsession with his faith.

Few ace marksmen would undertake an adventure without the aid of a cleric, druid, or witch. This is a purely practical decision on the part of the ace marksman, as skilled healers are critical to the success of any warrior looking for adventure. Stealthy characters like rogues and bards make exceptional scouts, and as such, ace marksmen are often quick to befriend these characters to help him locate targets, and assess the best way to assault his enemies. Ace marksmen also tend to appreciate the way that rogues approach combat, using careful tactics and ensuring the best possible odds, and many ace marksmen and rogues find that they think very much alike. Ace marksmen generally respect the power of arcane spellcasters, both appreciating the way that their magic can be useful on the battlefield, and understanding that they are very dangerous foes. Most ace marksmen are especially careful to take care when fighting enemy wizards, and ensure that they engage such opponents from as far away as possible, preferably by killing them in one shot, before the wizard even knows that the ace marksman is there.

# Ace Marksmen in the World

"I've never seen anything like it—he shot 10 arrows in the time it took me to draw my sword and shield, killed at least 3 with a single shot, and, after he had taken out the catapult team, somehow still had time to shoot the men charging at the gates."

~Knight Captain Kemma

**Daily Life:** Ace marksmen come from all walks of life and find that life takes them in many different directions. Many ace marksmen join military service of one kind or another. For some, this means a highly regimented life of training and drilling, followed by the horrors of campaign. For those who are considered irregular troops, training can differentiate greatly from the norm, and typically focuses on survival training and other secondary skills. Others will spend the vast majority of their time actually fighting in battles, living through experiences unique to the moment.

Some ace marksmen find that they prefer a civilian's life. Often this means continuing to live their normal lives while finding new ways to use their archery training. This might mean hunting with prodigious skill for some, while for others it means being a grocer with a mounting collection of archery trophies. Some choose to use their skills as performers, making their living in travelling circuses or other entertainments, doing trick shots in exchange for coin. The best make their living entirely on the winnings of various archery tournaments.

A fair number of ace marksmen choose to become adventurers on a freelance level. Life for an adventurer is unpredictable, and ace marksmen who elect this kind of lifestyle can count on little but their bow for consistency. Because their training is so paramount to their livelihood, all ace marksmen, regardless of their profession, tend to make sure they have time for practice each and every day. Those with enough time to do so often craft their own arrows, as their mastery of the art has elevated them to the point where they get the best results only with specially-made arrows not likely to be found in a general store.

Notables: While many ace marksmen are notable for their deeds on the battlefield, or for their accomplishments at a tourney, few ever receive more than a footnote in the pages of history. This still amounts to a good number of ace marksmen who are well known in their local communities, and such individuals tend to be larger-thanlife figures in their home towns and the surrounding region. Many of these local legends are happy to share their stories, and perhaps a few pointers on archery, to anyone who is willing to buy them an ale or two. Above and beyond this class of notable ace marksmen, however, there are some who have achieved enough renown to be known far and wide. Below is information on two of them: Roxena the Red Arrow, and the Grey Wanderer.

Roxena began her career as an apprentice to the legendary archer Quin Straightshot, who, though he himself was not an ace marksman, is widely believed to have known more about how to shoot a bow than anyone born before or since. Quin taught Roxena the art of archery, though he was killed by an assassin before he could complete her training. Roxena completed her training at the Crimson Academy for Archery, and promptly avenged her fallen mentor using an array of professionally-taught techniques and Quin's own signature moves. Following that, Roxena became an adventurer, traveling the world in search of rare and exotic treasures. Eventually, Roxena purchased a small estate near the Crimson Academy and opened a shop, where she sells her magical and exotic treasures to fellow adventurers, and occasionally performs an exhibition or two at the school. Truly, Roxena's fame stems from this shop, which is said by many to be finest of its kind. In addition to serving as an emporium for excellent equipment, Roxena's is a hub for adventurers. Expeditions are regularly organized there, and occasionally even Roxena needs some artifact or another recovered.

The Grey Wanderer is largely an unknown figure. Little is known about his past and his motivations. He occasionally arrives in major kingdoms, usually just before strife breaks out, and always plays a pivotal role in the conflict. His most distinguishing feature is the grey cloak which completely conceals his identity. He is noted for the assassination of Emperor Treanor III, the sacking of Westfield, and the kidnapping of Lady Sherisa. His attitudes and approaches to situations vary so greatly that nothing can be counted on about him, other than his trademark cloak and his supreme skill with a bow. Because of the time at which some of these events occurred, some scholars point out that the grey wanderer, if he were one man, would have to be at least 120 years old, indicating that he is either an elf, or other long-lived humanoid, or that he is not one man at all, but rather that the title (as well as the cloak) is passed on from one ace marksman to another, as each takes up the duties and responsibility of the name.

**Organizations:** While ace marksmen rarely form organizations themselves, they often join other organizations. Most commonly, ace marksmen join a military service of some kind. From town guards to large armies, many martial organizations can boast one or more ace marksmen in their ranks. Others join mercenary bands or adventuring groups, looking to lend out their superior fighting skills where they will earn them the most gold.

When ace marksmen do form organizations of their own, they typically have one aim: education. Ace marksmen, especially in large wealthy communities, are becoming a dying breed, and they will often bind together to ensure their art survives in an age of crossbows and muskets. The most famous of these schools is the Crimson Academy, which teaches an array of combat skills, but focuses on archery training. The renowned master marksman Theodore Keenstroke is the headmaster, and is rumored to personally tutor those students who show the greatest promise.

NPC Reactions: NPCs react to ace marksmen as they would to any other fighting man. Ace marksmen who take up as professional soldiers are welcome in their homeland, and viewed with disdain by members of enemy nations. Ace marksmen who achieve a great deal of accolades are viewed with awe, even above that of other fighting men, due to the difficulty of their art. Most other ace marksmen are viewed simply as dangerous, a force to be respected or feared. Ace Marksman Lore: Characters with ranks in Knowledge (local) can research ace marksmen to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

#### DC Result

- 10 Ace marksmen are true masters of the bow, outclassing all but the most skilled of other classes in the art of archery.
- 15 Ace marksmen focus exclusively on combat with bows and crossbows, all but forsaking other weapons. Their dedication is rewarded with truly deadly aim and precision with their chosen weapon.
- 20 Ace marksmen are not only deadlier and more accurate than other archers, but are also capable of a wide verity of special maneuvers and tricks, enabling them to shoot farther and more effectively.
- 25 The greatest ace marksmen are exceptionally skilled at firing arrows which are sure to cause life threatening injuries.
- 30+ A character who achieves this level of success can learn about a specific ace marksman, the area in which he operates, the activities he undertakes, and some of his more famous exploits, etc.

# Inexorable Stalker

You say he's been missing for 8 months, disappeared without a trace, kidnapped by mages who teleported him away in the dead of night. Could be anywhere, in another kingdom, or even another reality, and you have no leads whatsoever as to his whereabouts. Yeah, I can find him.

~Malcolm Kendal, inexorable stalker

Inexorable stalkers are master hunters who have turned their efforts away from putting food on the table, and put that energy instead into perfecting the art of tracking. They can find anyone or anything anywhere, given enough time, and pride themselves on being inescapable hunters. In addition to being supreme trackers, the inexorable stalker is an enlightened huntsman whose wilderness lore and connection to the wild have granted him insight that makes him a deadly and implacable foe.

Many inexorable stalkers find their fortune as bounty hunters, tracking down individuals (dead or alive) for profit. Others choose to employ their skills as big game hunters, looking only for the most elusive and challenging



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prey. A select few lend their skills towards finding missing people and rescuing them from danger, or reuniting them with their loved ones. Whatever their individual goals, all inexorable stalkers have a passion for tracking down things that are difficult to find, and utilize wild, predatory instincts to accomplish their goals.

#### Making an Inexorable Stalker

Inexorable stalkers are dedicated trackers who pursue their goals like a starving predator pursues its next meal. To serve their passion with dedication, an inexorable stalker seeks spiritual enlightenment, conditions his body, and hones his skills to a razor edge. While on the hunt, an inexorable stalker's entire world is nothing but himself, his quarry, and the path that will lead him to her.

#### Requirements

To qualify to become an inexorable stalker, a character must fulfill all the following criteria.

**Skills:** Perception 5 ranks and Survival 5 ranks. **Feats:** Endurance.

**Special:** Must have successfully tracked down at least 5 creatures of his CR or greater, and at least one creature that was trying to hide its tracks from him.

Ability Scores: An inexorable stalker is dedicated to the pursuit, and as a result he favors those abilities which allow him to accomplish his goals. For the inexorable stalker, no ability score is more important than Wisdom, as it governs his most important skills, determines how accomplished a tracker he can be, and directly influences a number of his class features. Following Wisdom, inexorable stalkers tend to focus on Strength and Dexterity, as these are not only invaluable in actually taking down his prey, but can also help address the sorts of obstacles he encounters during his hunts. Dexterity can help an inexorable stalker keep his balance on shifting sands or while traversing narrow ledges, and is, of course of paramount importance for ranged combat, while a high Strength score is the key to success in climbing and swimming, and allows an inexorable stalker to hit hard enough to ensure his prey stays down.

Constitution can also be important for inexorable stalkers, as long trips overland often require men of a heartier stock than normal, and inexorable stalkers often make forced marches and are sometimes forced to stay on foot for days in order to catch up to faster quarry. Intelligence is of marginal importance to inexorable stalkers, because while inexorable stalkers do rely heavily on skills, they generally have enough skill points to cover those skills that they need without relying on a high Intelligence score, and they tend to have few other uses for a high Intelligence score. Charisma is generally considered the least important ability score for an inexorable stalker, as it governs few of his class abilities and most inexorable stalkers prefer to let their actions speak for them, rather than relying on flowery words. Alignment: Inexorable stalkers can be of any alignment and their outlooks are as diverse as their individual interests. In general, inexorable stalkers who put their energy into tracking down people tend to be of more lawful alignments, driven either by a sense of justice or responsibility, though some just want to help out or are strictly in it for the coin. In a similar fashion, those that prefer to live in the woodlands tend to be chaotic in alignment, spurning the trappings of civilization for a more primal way; however, there are exceptions, such as hunters desperate for notoriety within society, or those whose chief concerns are about maintaining the local ecology.

Hit Die: d10.

#### **Class Skills**

The inexorable stalker's class skills are Acrobatics (Dex), Climb (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 6 + Intelligence modifier.

# **Class Features**

All of the following are class features of the inexorable stalker prestige class.

Weapon and Armor Proficiency: An inexorable stalker is proficient with all simple and martial weapons as well as with light armor.

**Hunter's Insight (Ex):** Beginning at 1<sup>st</sup> level, the inexorable stalker gains an insight bonus equal to his class level on all Survival checks made to find or follow tracks. If the inexorable stalker has the track class feature, his levels in inexorable stalker additionally stack with his ranger level for the purposes of that class feature (*thus, a 10<sup>th</sup>-level inexorable stalker with 6 ranger levels would receive a total bonus of* +18 to all Survival checks made to find tracks: ten from his inexorable stalker level, three from his six ranger levels, and five from the fact that his ten wildbond hunter levels also count as ten more ranger levels for the purposes of track).

In addition, the inexorable stalker can easily find the tracks of creatures attempting to hide their passage, and gains a +5 bonus to Survival checks when tracking creatures using mundane means to hide their path. He can even find the tracks of characters using extraordinary, magical, or supernatural abilities that normally make it impossible to follow them (such as characters with the trackless step class feature, or characters benefiting from *dust of tracelessness*), though doing so is more difficult, and the DC to find the tracks of such creatures is increased either by the caster level of the effect (if it is the result of a spell or magic item), or by the character's level (if it is the result of a class feature). The inexorable stalker does not gain the +5 bonus to track creatures concealing their tracks in these fashions.

# Table 1-2: The Inexorable Stalker

|       | <b>Base Attack</b> | Fort | Ref  | Will |                                   |
|-------|--------------------|------|------|------|-----------------------------------|
| Level | Bonus              | Save | Save | Save | Special                           |
| 1st   | +1                 | +1   | +0   | +0   | Hunters insight, predator's mark  |
| 2nd   | +2                 | +1   | +1   | +1   | Efficient tracker                 |
| 3rd   | +3                 | +2   | +1   | +1   | Wild senses                       |
| 4th   | +4                 | +2   | +1   | +1   | Wilderness lore                   |
| 5th   | +5                 | +3   | +2   | +2   | Tracker's bond                    |
| 6th   | +6                 | +3   | +2   | +2   | Cold trail                        |
| 7th   | +7                 | +4   | +2   | +2   | Magical tracker                   |
| 8th   | +8                 | +4   | +3   | +3   | Wild bond trance, wilderness lore |
| 9th   | +9                 | +5   | +3   | +3   | Perfect tracker                   |
| 10th  | +10                | +5   | +3   | +3   | Inescapable mark                  |

**Predator's Mark (Ex):** Beginning at 1<sup>st</sup> level, the inexorable stalker gains the ability to focus his efforts on a single creature he can see, designating that creature as his mark. The inexorable stalker gains a competence bonus equal to his Wisdom modifier on all attack and damage rolls made against a creature that he has marked in this way, as well as a competence bonus on all Perception checks made to detect such creatures, and all Survival checks made to find tracks left by such creatures.

A character that has been marked in this way remains marked for 24 hours, until he is slain, or until the inexorable stalker selects a new mark, whichever comes first. At 1<sup>st</sup> level, the inexorable stalker can use this ability once per day. At 3<sup>rd</sup> level, and every 2 levels thereafter, he may use this ability an additional time per day. No matter how many times the inexorable stalker can use this ability each day, he may never have more than one predator's mark at any given time. Declaring a character as an inexorable stalker's predator's mark is a free action which can only be performed on his turn.

**Efficient Tracker** (Ex): Beginning at 2<sup>nd</sup> level, the inexorable stalker suffers no penalty for tracking while moving at his full speed, or even while tracking while moving at twice his speed. Additionally, if the inexorable stalker has the swift tracker class feature, he can follow tracks while using the run action, though he suffers a -10 penalty for doing so.

**Wild Senses (Ex):** Beginning at 3<sup>rd</sup> level, the inexorable stalker's predatory drive grants him a nearly supernatural sixth sense when detecting creatures, and he adds his inexorable stalker level as a bonus on all Perception checks made to oppose Stealth checks.

**Wilderness Lore** (Ex): Beginning at 4<sup>th</sup> level, an inexorable stalker chooses a type of terrain with which to become familiar, and learns the secrets of that land. He chooses one of the following types of terrain from the list of ranger favored terrains. While in the chosen terrain, he

may choose to take 10 on all initiative checks and Knowledge (geography), Knowledge (nature), Perception, Stealth, and Survival skill checks. Additionally, while in the selected terrain, he may choose not to leave a trail (though other inexorable stalkers may still track him, and he may still leave a trail if desired).

If he has the favored terrain class feature, and has selected the same terrain type for both this class feature and the favored terrain class feature, then his inexorable stalker level stacks with his ranger level for the purposes of determining the benefits of his favored terrain class feature in that type of terrain, though not for the purposes of learning new favored terrains.

At 8<sup>th</sup> level, the inexorable stalker may select a second type of terrain for this ability.

**Tracker's Bond (Ex):** Beginning at 5<sup>th</sup> level, the inexorable stalker forms a bond with those who accompany him in his pursuit, which can take either of the following two forms. Once the form is chosen, it cannot be changed.

The first is a bond to his companions. This bond allows him to spend a move action to grant his predator's mark bonuses to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the inexorable stalker's class level + his Wisdom modifier. This bonus does not stack with any predator's mark bonuses possessed by his allies; they use whichever bonus is higher. If the inexorable stalker chooses this option, and he also has the hunter's bond class feature and selected the companions version of that class feature as well, he can activate both abilities with the same move action. The inexorable stalker can use this ability once per day per three inexorable stalker levels he possesses.

The second option is to form a close bond with a hunting companion. This grants the inexorable stalker an animal companion, which can be of any type that the druid could select that has the scent special quality. In addition to the ordinary benefits of an animal companion, the animal companion gained by this ability gains the hunting companion special ability.

Hunting Companion (Ex): The animal companion gains the scent special ability, if it does not have it already. Additionally, it can use its scent special ability to note the direction of a scent as a swift action, and gains a bonus equal to 1/2 the inexorable stalker's class level on all attack and damage rolls made against a creature whose direction it has noted with scent (in order to gain the benefits of this ability, the animal companion must actually use the scent ability as a swift action, even if the animal companion could ordinarily see the target).

This ability otherwise functions like the animal companion version of the wild bond class feature. The inexorable stalker's effective druid level for this ability is equal to his class level. If the inexorable stalker already has an animal companion from another source, that animal companion instead gains the hunting companion special ability, and the inexorable stalker's class levels stack with his levels in the class granting him the animal companion for the purposes of determining his animal companion's other abilities.

**Cold Trail (Ex):** Beginning at 6<sup>th</sup> level, the inexorable stalker can find trails that have been cold for a very long time. When an inexorable stalker attempts to follow tracks, the DC increases by +1 for every two weeks since the trail was made, instead of for every 24 hours. Similarly, the DC increases by +1 for every 12 hours of rain since the trail was made, rather than for every hour. Finally, fresh snow only increases the DC by +2, instead of by +10.

The inexorable stalker can also use this ability to find a trail that has truly gone cold, provided he has two pieces of information. First, the inexorable stalker must know that the target was, at some point, in the location where the inexorable stalker begins his search; second, the inexorable stalker must have a very good idea of the target. This idea must be very firm and a mere description will not suffice. This typically requires that the inexorable stalker must have met the target and spent at least 24 hours with him. Extremely attentive descriptions, including the target's mannerisms, eating habits, scent, and ideology, allow the inexorable stalker to attempt to track the target even if he has not met him, though he does so at a -5 penalty.

The DC for finding the target in this way is 40 + 5 for each month that has passed since the trail was made. The weather and the hardness of the ground are not factors when tracking in this way, but any attempts by the tracked party to hide their trail apply to the DC normally. Tracking in this way allows the inexorable stalker to follow the target's path for 24 hours per successful check, and takes the inexorable stalker to wherever the target went. Tracking a target across water in this way is nearly impossible, and unless the inexorable stalker can determine where the target made shore again, water proves sufficient barrier to this ability, as do teleportation and planar travel spells.

Magical Tracker (Ex): Beginning at 7<sup>th</sup> level, even magical transportation proves little barrier against the inexorable stalker's magnificent tracking skills. The inexorable stalker can attempt to track the path of characters that have used magical means to transport themselves. If he encounters the end of his trail, the inexorable stalker can attempt a special Survival check to determine if the target was transported magically. The DC for this check is equal to 15 + twice the level of the spell used to transport the target. If the check is successful, the inexorable stalker can attempt to follow the spell's magical resonance to its destination. This requires another Survival check, and the DC for this check is equal to 15 + the caster's level + the level of the spell. If successful, the inexorable stalker knows the direction and distance of the spell's destination, and can continue to track the target using Survival once he reaches the spell's destination. If the spell transported the tracked creature to another plane, the inexorable stalker is aware of which plane the target was sent to, and can determine the location that the target arrived on that plane to somewhere within a 100mile radius.

Wild Bond Trance (Sp): Beginning at 8<sup>th</sup> level, the inexorable stalker forms a deep connection to the land, which allows him to know perfectly the location of a single creature or object. By conducting a one-hour ritual which places the inexorable stalker in a helpless, trance-like state, he can attempt to locate a single creature or object within a terrain for which he has wilderness lore. This ability functions identically to the spell *discern location*, except that the target must be in an area where the terrain matches the one that the inexorable stalker selected for the wilderness lore class feature, and the inexorable stalker does not need to have touched the target object or seen the target character in order to use this ability (though he must have at least some idea of what he is looking for, such as a name or good description).

**Perfect Tracker** (Ex): An inexorable stalker can track without fail. Beginning at 9<sup>th</sup> level, an inexorable stalker can track without fail. He may choose to take 10 whenever he uses the Survival skill to follow tracks. Additionally, whenever the inexorable stalker is in a terrain that he selected for his wilderness lore class feature, he may choose to take 20 when following tracks.

**Inescapable Mark (Su):** Beginning at 10<sup>th</sup> level, the inexorable stalker ascends to the height of the tracker's art, gaining an even greater insight into his quarry. When he uses his predator's mark class feature, the target can now remain marked for more than 24 hours (though he can still have only one creature marked in this way at a time). Additionally, by concentrating for one full minute, the inexorable stalker can immediately discern the direction and relative distance of the creature that he has marked, as long as they are on the same plane (if the inexorable stalker is not on the same plane as his mark, he instead learns what plane his mark is on).

Finally, the inexorable stalker can now designate a creature as his mark, even when the target is too far away to see. Once per week, the inexorable stalker can attempt to mark a creature with his predator's mark ability regardless of distance (as long as they are on the same plane). The inexorable stalker need not have met the creature before, or have any special connection to her, but must have a good enough description and enough information about her in order to be able to easily identify her. This is a full-round action, and the target may attempt a Will save (DC 20 + the inexorable stalker's Wisdom bonus) to resist the effect. Creatures that successfully resist this ability cannot be marked by the inexorable stalker in this way for a year and a day.

#### Playing an Inexorable Stalker

Inexorable stalkers live for the chase and revel in the hunt, both for the challenge it provides and for the rich rewards to be found at the end. As a result, few inexorable stalkers are united in the specifics of their goals, but all find common ground in the joy of pursuit. As individuals with a wide variety of motivations, inexorable stalkers fit into the world in diverse ways, seeking out their fortunes as they see fit and refusing staunchly to be categorized by society.

Races: Humans make up the majority of inexorable stalkers, both because of their prevalence and because of their natural curiosity and drive to find things. The close bonds humans form with one another make them especially likely to choose a career in tracking people down, and a greater percentage of humans enter the business of finding missing persons, rather than escaped criminals or wild game, than any other race. Gnomes also often choose this path, as it suits their wild love of nature and allows them the chance to hunt down fascinating new experiences and reconnect with gnomes with whom they have lost touch. Half-orcs and halfelves are also occasionally drawn to this path, hoping to track down a sense of belonging or notoriety in a world which has rejected them. It is not uncommon for half-elves and halforcs to develop their tracking skills while searching for family they never knew. Halflings are typically more interested in grand adventure than in sloughing through the woods looking for lost people and elusive beasts, and so tend not to become inexorable stalkers. Most elves, who are commonly aloof to the world, wonder why other races would spend time searching for things that don't enrich their lives. Dwarves, on the other hand, greatly prefer to find lost objects rather than lost beasts or missing persons, and most consider chasing someone that doesn't want to be found to be the height of foolishness.

**Religion:** Though spread out among various political, ethnic, and social groups, many inexorable stalkers find at least a common theme in religion. The majority of inexorable stalkers worship gods of nature, and especially gods of hunting or tracking. Their exact choice of nature deity varies according to their own personal outlook on life, with evil-aligned inexorable stalkers tending towards religions that favor natural disasters, bloody slaughter, and the hunting of innocents, while good-aligned inexorable stalkers might gravitate towards religions that stress the importance of finding those who have lost their way. A few more civilized inexorable stalkers also worship deities of civilization, vigilance, and transparency, hoping to eliminate the need for the services that they themselves provide. A very few choose to worship deities of secrets and deception, in the hope of gaining some insight into the things they most desperately seek. Religion is by no means a prerequisite to being an inexorable stalker, however, and a good many inexorable stalkers spurn the worship of deities altogether, instead worshiping the land, animals, and wild spirits from which they draw their unique powers, or simply taking a pragmatic and faithless view to life.

Other Classes: While preferences are different for each individual, generally inexorable stalkers take a practical approach to their choice of companions, either looking for allies to compensate for their weaknesses or improve their strengths. Specifically, inexorable stalkers like to ally themselves with conjurers, and others who have access to magic that can allow him to cover great distances quickly. This is especially true of powerful inexorable stalkers capable of detecting magical trails, who may find themselves in need of a powerful magical transport in order to get them where they need to go before the trail gets any colder. Because wizards are often finicky about who they work with, and have a bad habit of having their own agendas, most inexorable stalkers choose their spellcasting allies with great care, in order to avoid unnecessary conflicts, and thus often end up working with academic spellcasters, hedge-wizards, and professional mages for hire, while avoiding those spellcasters with more eccentric or egomaniacal tendencies. Like many warriors, the inexorable stalker finds frequent and urgent need for magical healing in his line of work, and thus is quick to make friends with divine casters, typically druids, as these share their sensibilities with regard to the natural world. Since witches are capable of performing both roles, they often make ideal traveling companions for an inexorable stalker; that said, not all inexorable stalkers are willing to overlook the more nefarious aspects of witches—and their shadowy patrons—in the name of convenience.

When looking for fellow warriors, inexorable stalkers cherish rangers for their kindred spirits and combat prowess, fighters for their expertise, barbarians for their wild abandon, and paladins for their steely resolve—in that order. Inexorable stalkers often find working with rogues to be highly useful, as those of the scoundrel profession are good at finding information that can't be found from tracks, such as local rumors and the stories of eyewitnesses. Inexorable stalkers also appreciate a rogue's ability to remain stealthy while closing on prey, and their general aptitude for ambushes. Sometimes, an inexorable stalker will deliberately seek out a bard to join his group in order to provide a charming face and enhance his own abilities (particularly his tracking abilities). For inexorable stalkers who don't have the luxury of choosing their companions, few are particularly concerned with who they get saddled with, as long as they

stay out of his way and defer to his expertise when called for.

# Inexorable Stalkers in the World

You call yourselves wizards? I hired you to hide me, to keep me safe and away from my brother's justice. They said you were the best; that you could make anyone vanish without a trace and hide him so well that the world would forget he ever existed. You cast some spells and moved me to a dark underground room, and then not 2 hours later the blasted captain of the guard comes walking in with a green-cloaked street rat, saying, "well, here he is." I barely escaped with my life, and they're probably closing in on me as we speak. Needless to say, you're all fired.

~Baron Malisk, the Cowardly

Daily Life: While inexorable stalkers come from all walks of life and conduct themselves in wildly different fashions, most inexorable stalkers spend their days in exactly the same way: on the trail of someone or something. Whether through city streets, over mountains, or in far off swamps, most inexorable stalkers are always on the hunt. When idle, the inexorable stalker spends his time thinking about his next great chase, either looking for a client, for financing, or for opportunity. It is for this reason that many choose adventuring as a career, as the dangers that adventurers face often give the inexorable stalker the chance to ply his trade.

Some inexorable stalkers, especially those who have to go for long periods of time between hunts, for whatever reason, keep their skills sharp by setting up "practice hunts," arranging for a friend or colleague to attempt to avoid them, and doing their best to track him or her down.

Notables: While many inexorable stalkers are content to live in obscurity, or even isolation, others use their skills for glory and the acquisition of fortune. Of these, the three most well known are Lord Ingram, Kasli the Swift, and Warren Mark.

Lord Ingram is known, at least locally, for being the governor of Everia, an alluvial and wild land of vast size, and few resources other than lumber, which, in accordance to an agreement with the neighboring elven kingdoms, is sharply restricted. It was in this environment that Lord Ingram discovered a love of hunting—not just the most beautiful or delicious animals, but also the largest, most exotic, and most challenging. After honing his art, Lord Ingram leased his land to the elves and began traveling the world in search of ever greater challenges. Always looking to share his passion, Lord Ingram organizes massive expeditions to hunt exotic and elusive creatures, such as the formerly legendary fairy lion and the terrifying vermillion dragon.

Kasli the Swift never wanted fame; she began her career humbly tracking down the bandits which devastated her caravan. Much to her surprise, after she reached their camp and began her assault, the cowards fled before she could kill them all. Spread to the four winds, she painstakingly tracked them each down and, in so doing, gained her reputation. It wasn't long before the tales of a young halfling who could find even the cleverest bandit hiding in a deep dark hole began to circulate, and Kali found herself being called upon by everyone from wealthy merchants and influential priests to archmages and even kings to track down their enemies and see justice done. Today, Kali has become a mercenary available to the highest bidder, though she is known for being particularly scrupulous and difficult to hire.

Warren Mark's passion was in finding missing children, though for quite some time he gained no fame from his pursuits. Rather, he rose to prominence when the king's only daughter and heir went missing, and the call went out for all able-bodied men to find her. His efforts were quietly undermined by the nobility, however, for the princess had been particularly unpopular amongst the gentry for her fiery attitude, and several of the nobles wanted to see the king without an heir, anticipating ways to use that to their advantage. While Warren never particularly cared for the king or for politics at all, he cared a great deal for missing daughters, having lost his own a few years earlier, and so he proved immune to the meddling of the nobility. It took him nearly a year, and he faced many challenges in the wild lands, and by the time he finally met with the thieves who had been hired to kidnap and hide the princess, it was said he was more beast than man. He killed the thieves and returned the princess to the king, was appointed royal protector, and now it is known throughout the kingdom that nowhere is safe from justice, for the beast knight Warren Mark will find you and see that justice is done.

**Organizations:** As a general rule, inexorable stalkers prefer to work alone and occasionally choose to seek the isolation of wilderness rather than be a part of society. That being said, inexorable stalkers do occasionally find themselves as part of larger organizations. Typically this means that the inexorable stalker is conscripted into the service of the law of the land, tracking down criminals or dangerous beasts in service of a lawful authority. Equally common are inexorable stalkers who join bands of druids or wilderness-inclined rangers, ferreting out dangers to the natural wood in service of their cause. Occasionally, inexorable stalkers find themselves playing quite prominent roles in organizations entirely by chance.

The inexorable stalker Gerude the Keen is the current administrator and leader, for all practical purposes, of the Lady Aswain Society for the Civilized Hunt. The Society of the Civil Hunt, as it is commonly referred to, was founded by Lady Aswain to ensure that skilled trackers could enjoy a challenge without poaching on her lands. When she grew near to death, she passed on leadership and responsibility for the society to the greatest of its huntsman, Gerude. Though initially disinclined towards leadership, Gerude accepted the duty, and in his 30 years of leadership has grown the society immensely, creating additional offices through the realms, and both organizing and, in some cases, orchestrating elaborate hunts which can prove challenging to aspiring trackers of all skill levels. In addition to traditional hunts, the society is now famous for "net hunts" which feature intelligent and often extremely exotic quarry which engage willingly in a nonlethal hunt which ends when the aspiring tracker captures the quarry in a special net, or after a certain amount of time has elapsed.

On a darker note, there are rumors that the transplanar assassination guild known as the White Orchid employs inexorable stalkers to find their targets, though never to kill them. It is unclear if these trackers are kept on retainer by the White Orchid, or if they are recruited locally. When Nazir the Cursed, the only known man to ever have survived an encounter with the assassins, slew the tracker assigned to find him, the corpse was found to be wearing a variation of the Orchid's famous white armor. The White Orchid, of course, refuses to comment, and its members have a penchant for committing suicide rather than be interrogated.

**NPC Reactions:** While most NPCs see inexorable stalkers as dirty and uncouth or unnaturally obsessive, they are often keen to overlook these aspects when they have need of their services. As a result, while inexorable stalkers are rarely made welcome in a given community, they're never really spurned, and enjoy a sort of distant respect from most of the populace. A few inexorable stalkers can rise to positions of great prominence in communities especially where hunting prowess is highly valued.

**Inexorable Stalker Lore:** Characters with ranks in Knowledge (local) or Knowledge (nature) can research inexorable stalkers to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

| DC | Result |
|----|--------|
| 17 | Result |
|    |        |

- 10 Inexorable stalkers are experts at finding and following tracks of all kinds.
- 15 Once an inexorable stalker begins tracking a target, he will hunt them to the death in a predatory fashion.
- 20 An inexorable stalker is adept at finding tracks that are weeks or even years old.
- 25 An inexorable stalker can even track magical resonances, allowing him to locate characters that traveled via teleportation magic.
- 30+ A character who achieves this level of success can learn about a specific inexorable stalker, the area in which he operates, the activities he undertakes, and some of his more famous exploits, etc.

# Landbond Shifter

What, you've never seen a talking stag before? Well, now you have, so what do you say you put down the bow and walk away, before the herd and I show you what we do to would-be poachers around here?.

~Romar, landbond shifter

Landbond shifters are men and women who fully embrace nature to the extent that they completely and utterly shed their humanity, transforming into wild animals and living out their lives among them. These dedicated individuals sacrifice all that it is to be humanoid, and live in harmony with the wilderness, eschewing civilization and its trappings. Simply masquerading in the body of a local animal is rarely enough for a landbond shifter, and many choose to truly embrace the lifestyle of their adopted form, living harmoniously amongst herds or packs of real, genuine animals. The exact form a landbond shifter takes depends more on her surroundings than on some personal, inner quality, and she always adapts the form of those creatures best suited to the region she is in.

Most landbond shifters champion the causes of their adopted homes and families—the wilderness and wild animals—and spend their days keeping poachers and woodcutters away from forests, or slaying dangerous and unnatural predators. Some favor a single herd or pack, ignoring the natural order and spending their efforts protecting this one group of animals, such as keeping one herd of stags safe from the local wolves. A select few choose instead to champion the causes of wilderness as a whole, roaming the land and protecting the wilds from whatever may threaten them.

# Making a Landbond Shifter

Landbond shifters are devoted to the protection of the natural world and, specifically, its many and diverse creatures. In addition to assuming the form of powerful animals to accomplish their ends, landbond shifters rely on magic, as well as on their own skills and their mastery of the land, in order to achieve these lofty goals.

#### Requirements

To qualify to become a landbond shifter, a character must fulfill all the following criteria.

**Skills:** Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Animal Affinity, Endurance.

**Spells:** Ability to cast 1<sup>st</sup>-level spells.

**Special:** Must spend at least 1 week living peacefully among animals with no human assistance (though limited contact is acceptable, provided the candidate does not rely on other humans for any of her needs).

Ability Scores: Landbond shifters are rarely afforded the luxury of being able to focus on a single ability score, and tend to be relatively well-rounded. Generally speaking, a landbond shifter is a melee combatant, and thus values Strength above all other ability scores, as it allows her to land her blows with precision and deliver them with exceptional power. She also values Dexterity, however, as it allows her both to better evade attacks and outmaneuver her foes, and, when she assumes the form of a flying creature, it also impacts her ability to fly. Like all melee combatants, landbond shifters also benefit from the additional hit points afforded by a high Constitution. Since they are shapeshifters, however, the average landbond shifter can expect at least a small boost to her ability scores as a result of changing form, and, as a result, may be able to pay slightly less attention to her physical ability scores than other melee combatants.

A landbond shifter retains a limited ability to cast spells, and will likely find that her primary spellcasting ability score is her most important mental ability score. Above and beyond any spellcasting concerns, landbond shifters tend to value Wisdom most highly, as it allows them to resist harmful mind-affecting effects, and also determines the saving throw DCs of many of their class abilities. After Wisdom, many landbond shifters value Charisma, for even though they spurn civilized company, they still tend to interact frequently with animals, and some landbond shifters prefer to at least try to resolve their conflicts with hunters, loggers, and the like peacefully, rather than jumping straight to fighting with tooth and nail. Intelligence is generally important only to landbond shifters who need a large number of skill points in order to achieve their goals.

Alignment: Landbond shifters can be of any alignment, and their exact outlooks vary greatly from individual to individual. Despite their differences in ideals, though, the majority of landbond shifters are neutral, adopting the simpler attitudes of the animals they emulate. In general, the longer a character has been a landbond shifter, the closer to true neutral her alignment becomes. Since landbond shifters are not truly animals, however, they often have driving ambitions which color their neutrality, such as preserving life and nature or embracing the hunt. Most often, landbond shifters who hold to a particular philosophy are neutral good or neutral evil, as over time lawful characters tend to develop a taste for a wilder lifestyle, while chaotic characters tend to moderate their behavior. Of course, there are always exceptions, and characters with particularly strong morals often cling to them without any desire for moderation.

Hit Die: d12.

#### **Class Skills**

The landbond shifter's class skills are Acrobatics (Dex), Climb (Str), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Perception (Wis), Survival (Wis), and Swim (Str). **Skill Ranks per Level:** 4 + Intelligence modifier per level.

# **Class Features**

All of the following are class features of the landbond shifter prestige class.

Weapon and Armor Proficiency: A landbond shifter is proficient with any natural weapons that she gains as a result of her beast form class feature.

**Spells Per Day:** At the indicated levels, a landbond shifter gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before becoming a landbond shifter. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a landbond shifter, she must decide to which class she adds the new level for purposes of determining spells per day.

Natural Attack Training: If the landbond shifter has the combat style class feature, when she assumes a new form as a result of her beast form class feature, she may choose to lose any feats gained as a result of her combat style and replace them with feats from the following list: Ability Focus, Flyby Attack, Hover, Improved Natural Armor, Improved Natural Attack, Multiattack, Power Attack, Toughness, or Wingover. She may make new choices each time that she gains a new form as a result of her beast form class feature.

**Beast Form (Su):** Beginning at 1<sup>st</sup> level, a landbond shifter leaves her human form behind, taking the shape of an animal, instead. The landbond shifter's body immediately changes to that of an animal native to the type of terrain that she is in when she gains this ability (see below). From this point onwards, the landbond shifter's creature type is that of whichever form she takes (either animal or vermin), and she gains the shapechanger subtype.

When she first gains this ability, and each time thereafter that she enters an area with a different type of terrain, the landbond shifter changes her form to that of an animal native to the terrain that she is currently in. These transformations are immediate, and take no effort on the part of the landbond shifter, nor can the landbond shifter prevent them from occurring. Whenever the landbond shifter changes form in this way, she may choose from a list of animals associated with the terrain that she is currently in. Each form provides a number of different adjustments to her statistics, and grants the landbond shifter specific natural attacks, movement forms and speeds, and special abilities, as described in that form's entry. A list of forms that can be selected, the terrain types with which they are associated, and the mechanical effects that they have, can be found on

# Table 1-3: The Landbond Shifter

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|       | Base   |       |      |                       |                                |   |
|-------|--------|-------|------|-----------------------|--------------------------------|---|
|       | Attack | Fort  | Ref  | Will                  |                                |   |
| Level | Bonus  | Save  | Save | Save                  | Special                        | Spells Per Day                          |
| 100   |        |       |      |                       | Beast form, natural attack     | salation of the second second second    |
| ıst   | +1     | +1    | +0   | +0                    | training, wild speech, wild    | The state of the second second          |
|       |        |       | 1.14 |                       | wanderer                       |   |
| 2nd   | +2     | +1    | +1   | +1                    | Wild bounty                    | +1 level of existing spellcasting class |
| 3rd   | 12     | +2 +1 | +1   | Charm beasts, willful |                                |   |
| 310   | +3     | +2    | Τ1   | TI                    | transformation                 |   |
| 4th   | +4     | +2    | +1   | +1                    | Wild bounty                    | +1 level of existing spellcasting class |
| 5th   | +5     | +3    | +2   | +2                    | Improved beast form            |   |
| 6th   | +6     | +3    | +2   | +2                    | Wild bounty                    | +1 level of existing spellcasting class |
| 7th   | +7     | +4    | +2   | +2                    | Command beasts                 |   |
| 8th   | +8     | +4    | +3   | +3                    | Wild bounty                    | +1 level of existing spellcasting class |
| 9th   | +9     | +5    | +3   | +3                    | Summon beasts                  |   |
| 10th  | +10    | +5    | +3   | +3                    | Master beast form, wild bounty | +1 level of existing spellcasting class |

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In addition to the benefits specific to the form that she takes, the landbond shifter always gains the following benefits, as long as she is transformed with this ability: her natural armor bonus to AC increases by +2, and she gains a +2 competency bonus on Fortitude and Reflex saves. Finally, she gains a +2 enhancement bonus to the ability score associated with the form in question. Regardless of what kind of animal form she is in, the landbond shifter retains the ability to speak in a humanoid fashion, even if animals of that type would not normally be able to speak. Nonetheless, her animal form makes spellcasting more difficult, and she suffers 50% spell failure for any spell she casts with verbal components, unless she has the Natural Spell feat, or a similar ability. Ranger spells are the exception to this, as they are simpler and have a natural affinity for animal form, and there is no spell failure chance to cast ranger spells as a result of this ability.

While transformed as a result of this ability, the landbond shifter cannot use manufactured weapons, even if she is transformed into a creature with hand-like appendages. She cannot wear armor, either, though she can wear barding (she does not gain any additional proficiencies, however). No matter what form she takes, the landbond shifter has the following magic item slots: two ring slots, one neck slot, one shoulder slot, and any one of the head, headband, or eyes slots, even if she takes the shape of a creature that could conceivably accommodate items of another sort. The only exception to this rule is that she can always use items specifically made for her form (such as saddles or horseshoes, for a horse), though for each such item she wears, she loses access to another magic item slot of her choice for as long as the item is worn. The landbond shifter can use and activate rods, staves, scrolls, wands, and other

held items if she is physically capable of doing so, at the GM's discretion. Similarly, with the exception of a few forms that are automatically capable of doing so, the GM is the final arbiter of whether or not the landbond shifter is capable of performing certain tasks requiring manual dexterity, such as using Craft or Disable Device checks, opening doors, flipping switches, and so on.

Wild Speech (Su): If the landbond shifter possesses the wild empathy class feature, she gains the ability to communicate with animals similar to the form that she is currently in. This functions as *speak with animals*, except that it is constantly active, and can only function for animals similar to her current form. Additionally, whenever the landbond shifter uses wild empathy, he adds his landbond shifter levels to the check, in addition to his levels in the class that granted him wild empathy.

Wild Wanderer (Su): If the landbond shifter possesses the favored terrain class feature, her class levels stack with her ranger levels for the purposes of selecting new favored terrains and increasing the bonuses associated with previously selected favored terrains. Additionally, whenever the landbond shifter transforms with her beast shape ability while in one of her favored terrains, the enhancement bonus that she gains to the ability score associated with that form increases by +2.

**Wild Bounty (Su):** Beginning at 2<sup>nd</sup> level, the landbond shifter gains a supernatural ability whenever she changes form, allowing her to improve her natural abilities. Upon reaching 2<sup>nd</sup> level, and every 2 levels thereafter, she may choose an ability from the following list. Once chosen, she retains these abilities even when she changes form again, but does not retain these abilities if she returns to human form with her willful transformation class feature (see below).



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Unless a wild bounty's description indicates to the contrary, each wild bounty can only be selected once.

Hardened Hide: The landbond shifter's hide becomes supernaturally thick, increasing her natural armor bonus to AC by +2.

Magical Claw: The landbond shifter's natural attacks become imbued with magic, granting them a +1 enhancement bonus to attack and damage and allowing them to overcome damage reduction as though they were magical weapons.

Maneuver Specialist: The landbond shifter is exceptional at using her assumed form's special combat maneuvers, and she gains a +4 bonus to CMB and CMD.

Mighty Claw: The landbond shifter's natural attacks do an additional 1d6 points of damage on a successful hit. This extra damage is not multiplied in the event of a critical hit.

*Quick:* The landbond shifter becomes exceptionally fleet of foot, increasing the movement speeds for each of her

modes of movement by 5 feet for every 2 landbond shifter levels she possesses.

*Precise:* The landbond shifter is exceptionally skilled at landing lethal blows, and she increases the critical threat range of her natural attacks by 1. This bonus is applied after any other modifications to a weapon's threat range, such as that provided by the Improved Critical feat.

Beginning at 6<sup>th</sup> level, the landbond shifter may choose one of the following abilities when selecting his wild bounties, instead of the abilities listed above.

*Evasive*: The landbond shifter gains evasion. If she already had evasion, she gains improved evasion, instead.

Improved Magical Claw: The landbond shifter increase the enhancement bonus to attack and damage rolls for her natural attacks by an additional +2. This ability stacks with the magical claw ability, effectively treating her natural attacks as +3 weapons. This ability provides only an enhancement bonus, and cannot be "traded in" for magic weapon special abilities. The landbond shifter must have chosen the magical claw wild bounty before she can select improved magical claw.

*Iron Hide:* The landbond shifter's natural armor bonus increases by an additional +4. The landbond shifter must have chosen the hardened hide wild bounty before she can select improved magical claw.

Overpowering Strike: The landbond shifter increases the critical multiplier of her natural attacks by 1 (for example, her bite or claw attacks would have a critical multiplier of x3).

*Resistant:* The landbond shifter chooses a single type of energy and gains an amount of energy resistance against that energy type equal to her landbond shifter class level. This resistance stacks with energy resistance from other sources.

At 10<sup>th</sup> level, the landbond shifter may choose one of the following abilities when selecting his wild bounty.

*Fury:* The landbond shifter is driven by primal fury, which allows her to attack with blinding speed. For each type of natural attack the landbond shifter possesses, she may make an additional attack of that type (*for example, if she had a bite attack and 2 claw attacks, she could make 2 bite attacks and 3 claw attacks when making a full attack action*).

*Invincible Hide:* The landbond shifter's hide protects her vitals, making her immune to critical hits and precision-based damage.

*Master Magical Claw*: The landbond shifter's claws become imbued with extreme magic, causing them to gain an additional +3 enhancement bonus to attack and damage. This ability stacks with the improved magical claw wild bounty, effectively treating her natural attacks as +6 weapons. This ability provides only an enhancement bonus, and cannot be "traded in" for magic weapon special abilities. The landbond shifter must have chosen the improved magical claw wild bounty before she can select master magical claw.

Spell Resistance: The landbond shifter's hide provides proof against magical spells, granting her spell resistance equal to 10 + her HD.

**Charm Beasts (Sp):** Beginning at 3<sup>rd</sup> level, the landbond shifter can speak magical words which cause beasts to befriend her. As a standard action, the landbond shifter can attempt to cause a single creature of the animal type within 60 feet of her that can see and hear her to become her friend. A successful Will save (DC 10 + the landbond shifter's class level + the landbond shifter's Wisdom modifier) negates the effect, and renders the target immune to this ability for 24 hours. If the target fails its Will save, however, its attitude towards the landbond shifter is increased to helpful for the next 24 hours. The landbond shifter can use this ability a number of times each day equal to her class level. **Willful Transformation (Su):** Beginning at 3<sup>rd</sup> level, the landbond shifter gains greater control over her beast form, and is able to instigate a change on her own. As a standard action, she can change her form to that of any creature that is appropriate for the type of terrain that she is currently in. This change lasts until the next time she enters a new type of terrain, or until she uses this ability again, whichever comes first.

Alternatively, when using this ability, she can choose to return to her human form, in which case she remains that way for 1 hour before reverting back to the form that she was in before using this ability. The landbond shifter can use this ability once per day at 3<sup>rd</sup> level, plus an additional time per day at 6<sup>th</sup> level and every three levels thereafter.

**Improved Beast Form (Su):** Beginning at 5<sup>th</sup> level, whenever the landbond shifter assumes the form of a creature using her beast form class feature, she gains additional benefits. Her natural armor bonus to AC increases by an amount equal to half her landbond shifter level +1, instead of increasing by +2, and the competence bonus to Fortitude and Reflex saves increases to +4. Finally, she now gains a +4 enhancement bonus to the ability score associated with the form that she takes, and a +2 enhancement bonus to either of the other physical ability scores (Strength, Dexterity, or Constitution) that is not associated with the form that she has chosen.

**Command Beasts (Su):** Beginning at 7<sup>th</sup> level, the landbond shifter's control over wild beasts increases, allowing her to influence their attitudes and control their behavior. Whenever the landbond shifter successfully affects an animal with her charm beasts class feature, instead of shifting the target's attitude towards her to friendly, she may instead choose to affect them as the spell *dominate animal* for 24 hours.

**Summon Beasts (Su):** Beginning at 9<sup>th</sup> level, the landbond shifter can summon wild beasts to her aid. This functions as *summon nature's ally IV*, except that the creatures arrive after1d4 rounds, and the effect lasts for 1 hour after they arrive. Creatures summoned in this way arrive and depart through their natural movement, and are not magically transported to the landbond shifter's location.

Additionally, while serving the landbond shifter, any creatures summoned this way gain the benefits of any wild bounties that the landbond shifter has selected.

The landbond shifter can use this ability once per day.

**Master Beast Form (Su):** At 10<sup>th</sup> level, whenever a landbond shifter assumes a form using her beast form class feature, the benefits that she gains improve further. Her natural armor bonus to AC increases to be equal to her landbond shifter level, instead of half her landbond shifter level +1. Additionally, the competence bonuses to her Fortitude and Reflex saves increase to +6. Finally, she now gains a +6 enhancement bonus to the ability score associated with the form she takes, and also gains a +2 enhancement bonus to the two physical ability scores (Strength, Dexterity, or Constitution) not associated with that form.

### Landbond Shifter Animal Forms

The following section details the various animal forms that a landbond shifter can transform into, as well as the mechanical effects and special abilities associated with each such form. They are organized alphabetically by the type of terrain that they are available in. An explanation of the entries is included below.

**Ability:** This lists the ability score associated with the animal form in question. Whenever the landbond shifter chooses this form, she gains a +2 enhancement bonus to this ability score. Certain later class features increase this amount, and a landbond shifter with the favored terrain class feature gains an additional +2 bonus if the animal is associated with a terrain type that she chose as a favored terrain.

**Size:** This is the size that the landbond shifter changes to when she takes this form. This change has no effect on her ability scores, but does apply the normal bonuses or penalties to attack rolls, AC, CMB, CMD, Stealth and Fly. The bonuses and penalties for attack, AC, CMB, and CMD are included in parentheses.

**Speed:** The landbond shifter loses all of her normal modes of movement, and gains the listed movement modes and speeds, instead.

Natural Attacks: The landbond shifter loses all of her normal natural attacks, and gains the listed natural attacks. Unless otherwise noted, the landbond shifter can use each of her natural attacks the listed number of times as part of a full-attack action, regardless of the number of attacks her base attack bonus would normally allow her to make. The damage amount, listed in parentheses, is the base damage dice, without accounting for the landbond shifter's Strength modifier. Primary natural attacks use the landbond shifter's full base attack bonus, and add her full Strength bonus on damage rolls. Secondary attacks use the landbond shifter's natural attack bonus -5, and add only 1/2 her Strength bonus on damage rolls. If the landbond shifter chooses to attack with just a single secondary natural attack, it is treated as a primary attack, instead.

**Senses:** The landbond shifter loses any special senses she might possess, and gains the ones listed in the entry, instead.

**Special:** Any additional abilities or bonuses granted by the form are listed here. Any abilities which require further explanation are explained below, in alphabetical order.

Cold

This type of terrain includes places that are perpetually (or frequently) covered with ice or snow. This frequently includes glaciers and tundras.

# AUROCHS

Ability Constitution; Size Large (+1 CMB/CMD, -1 attack/AC); Speed 40 ft.; Natural Attacks primary gore (1d8); Senses low-light vision, scent; Special +4 CMD vs. trip, cold resistant, stampede, trample.

**Cold Resistant (Ex):** The landbond shifter is resistant to normal cold. She suffers no penalty from being in an area where the temperature is between 40° Fahrenheit and 0° Fahrenheit. Even in areas where the temperature is -1° Fahrenheit or colder, she treats the temperature as though it were 20° warmer than it actually is.

**Stampede** (Ex): A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

**Trample (Ex):** As a full-round action, the landbond shifter can attempt to overrun any creature that is at least one size category smaller than herself. This works just like the overrun combat maneuver, but the landbond shifter does not need to make a check, she merely has to move over opponents in her path. Targets of a trample take an amount of damage equal to 1d8 + 1-1/2 times the landbond shifter's Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the landbond shifter

#### Sidebar: What Terrain?

The landbond shifter's beast form ability causes her to change forms whenever she changes from one type of terrain to another, such that she is always in a form that is appropriate for her current terrain. This can occasionally cause some difficulties, when the landbond shifter enters places that are not easily categorized as one type of terrain or the other. In general, when there is doubt as to what type of terrain is best, the landbond shifter should be allowed to choose from any terrain type that seems appropriate. In this way, a frozen tundra might grant access to both cold and to plains, while the snowcapped peak of a particularly tall mountain might be both cold and mountain, etc.

by making a Reflex save (DC 10 + the landbond shifter's class level + the landbond shifter's Strength modifier). A success indicates they take only half damage. The landbond shifter can only deal trampling damage to each target once per round, no matter how many times her movement takes her over a target creature.

#### PENGUIN

**Ability** Dexterity; **Size** Tiny (-2 CMB/CMD, +2 attack/AC); **Speed** 20 ft., swim 40 ft.; **Natural Attacks** primary bite (1d4); **Senses** low-light vision; **Special** cold resistant.

**Cold Resistant (Ex):** The landbond shifter is resistant to normal cold. She suffers no penalty from being in an area where the temperature is between 40° Fahrenheit and 0° Fahrenheit. Even in areas where the temperature is -1° Fahrenheit or colder, she treats the temperature as though it were 20° warmer than it actually is.

#### TIMBER WOLF

Ability Dexterity; Size Medium; Speed 50 ft.; Natural Attacks primary bite (1d6 plus trip); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Survival when tracking by scent, cold resistant, trip.

**Cold Resistant (Ex):** The landbond shifter is resistant to normal cold. She suffers no penalty from being in an area where the temperature is between 40° Fahrenheit and 0° Fahrenheit. Even in areas where the temperature is -1° Fahrenheit or colder, she treats the temperature as though it were 20° warmer than it actually is.

**Trip** (Ex): The landbond shifter can attempt to trip her opponent as a free action without provoking an attack of opportunity if she hits with her bite attack. If the attempt fails, she is not tripped in return.

#### WOLVERINE

Ability Strength; Size Medium; Speed 30 ft., burrow 10 ft., climb 10 ft.; Natural Attacks 2 primary claws (1d6), secondary bite (1d4); Senses low-light vision, scent; Special +4 CMD vs. trip, rage.

**Rage (Ex):** When the landbond shifter takes damage in combat, on her next turn she can choose to fly into a rage as a free action. If she does, she gains +4 Constitution and +4 Strength, but takes a -2 penalty to her AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. She cannot end its rage voluntarily.

#### Desert

This includes areas of terrain that are hot and dry, such as sand and wastelands.

#### CAMEL

Ability Constitution; Size Large (+1 CMB/CMD, -1 attack/

AC); **Speed** 50 ft.; **Natural Attacks** primary bite (1d4); **Senses** low-light vision, scent; **Special** +4 CMD vs. trip, heat resistant, spit.

Heat Resistant (Ex): The landbond shifter is resistant to normal heat. She suffers no penalty from being in an area where the temperature is between 86° Fahrenheit and 10° Fahrenheit. Even in areas where the temperature is 111° Fahrenheit or warmer, she treats the temperature as though it were 20° colder than it actually is.

**Spit (Ex):** Once per hour, the landbond shifter can regurgitate the contents of her stomach, spitting the foul material at a single target within 10 feet. This requires a successful ranged touch attack. The target must make a Fortitude save (DC 10 + the landbond shifter's class level + the landbond shifter's Constitution modifier) or be sickened for 1d4 rounds.

#### GECKO, GIANT

Ability Dexterity; Size Medium; Speed 40 ft., climb 40 ft.; Natural Attacks primary bite (2d4); Senses low-light vision; Special +4 CMD vs. trip, +8 Climb, expert climber, heat resistant.

**Expert Climber (Ex):** The landbond shifter's sticky feet allow her to climb virtually any surface, no matter how slick or sheer. In effect, the landbond shifter is treated as constantly being under a natural version of the spell *spider climb*.

Heat Resistant (Ex): The landbond shifter is resistant to normal heat. She suffers no penalty from being in an area where the temperature is between 86° Fahrenheit and 10° Fahrenheit. Even in areas where the temperature is 111° Fahrenheit or warmer, she treats the temperature as though it were 20° colder than it actually is.

#### SCORPION

**Ability** Dexterity; **Size** Tiny (-2 CMB/CMD, +2 attack/AC); **Speed** 30 ft.; **Natural Attacks** primary sting (1d2 plus poison); **Senses** darkvision 60 ft.; **Special** +12 CMD vs. trip, +4 Climb, +4 Perception, +4 Stealth, heat resistant, poison.

**Heat Resistant (Ex):** The landbond shifter is resistant to normal heat. She suffers no penalty from being in an area where the temperature is between 86° Fahrenheit and 10° Fahrenheit. Even in areas where the temperature is 111° Fahrenheit or warmer, she treats the temperature as though it were 20° colder than it actually is.

**Poison (Ex):** Sting—injury; *save* Fort DC (10 + the landbond shifter's class level + the landbond shifter's Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save.

#### VULTURE

**Ability** Constitution; **Size** Small (-1 CMB/CMD, +1 attack/AC); **Speed** 10 ft., fly 50 ft (average); **Natural Attacks** primary bite (1d6); **Senses** low-light vision, scent; **Special** +4 saving throws vs. disease, +8 Perception, heat resistant.

**Heat Resistant (Ex):** The landbond shifter is resistant to normal heat. She suffers no penalty from being in an area where the temperature is between 86° Fahrenheit and 10° Fahrenheit. Even in areas where the temperature is 111° Fahrenheit or warmer, she treats the temperature as though it were 20° colder than it actually is.

#### Forest

This includes any temperate area with mostly solid ground and dominated by trees, including both coniferous and deciduous trees.

#### BOAR

Ability Constitution; Size Medium; Speed 40 ft.; Natural Attacks primary gore (1d8); Senses low-light vision, scent; Special ferocity.

**Ferocity (Ex):** The landbond shifter remains conscious and can continue fighting even if her hit point total is below o. She is still staggered and loses 1 hit point each round. She still dies when her hit point total reaches a negative amount equal to her Constitution score.

#### ELK

Ability Constitution; Size Medium; Speed 50 ft.; Natural Attacks primary gore (1d6), 2 secondary hooves (1d3); Senses low-light vision; Special +4 CMD vs. trip.

#### OWL

Ability Dexterity; Size Tiny (-2 CMB/CMD, +2 attack/AC); Speed 10 ft., fly 40 ft (average); Natural Attacks 2 primary talons (1d4); Senses darkvision 60 ft., low-light vision; Special +4 Perception, +4 Stealth.

#### WOLF

Ability Dexterity; Size Medium; Speed 50 ft.; Natural Attacks primary bite (1d6 plus trip); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Survival when tracking by scent, trip.

**Trip (Ex):** The landbond shifter can attempt to trip her opponent as a free action without provoking an attack of opportunity if she hits with her bite attack. If the attempt fails, she is not tripped in return.

# Jungle

This includes warm, wet, tropical forested areas.

#### MONKEY

**Ability** Dexterity; **Size** Tiny (-2 CMB/CMD, +2 attack/AC); **Speed** 30 ft., climb 30 ft.; **Natural Attacks** primary bite (1d4); **Senses** low-light vision, scent; **Special** +8 Acrobatics.

**Improved Steal (Ex):** The landbond shifter gains the Improved Steal feat as a bonus feat while in this form.

Manual Dexterity (Ex): The landbond shifter is able to use part of her body to perform manually dexterous tasks most animals cannot, such as open doors, use the Disable Device skill, wield wands and rods, and so on.

**Ability** Dexterity; **Size** Tiny (-2 CMB/CMD, +2 attack/AC); **Speed** 10 ft., fly 40 ft. (average); **Natural Attacks** primary bite (1d4); **Senses** low-light vision.

**Manual Dexterity (Ex):** The landbond shifter is able to use part of her body to perform manually dexterous tasks most animals cannot, such as open doors, use the Disable Device skill, wield wands and rods, and so on.

#### SNAKE, CONSTRICTOR

Ability Strength; Size Medium; Speed 20 ft., climb 20 ft., swim 20 ft.; Natural Attacks primary bite (1d4 plus grab); Senses scent; Special +4 Perception, +4 Stealth, +8 Acrobatics, constrict (1d4).

**Constrict (Ex):** The landbond shifter can crush an opponent that she is grappling, dealing an amount of bludgeoning damage equal to  $1d_4 + 1 - 1/2$  times her Strength modifier each time she makes a successful grapple check. This damage is in addition to any other effects caused by a successful grapple check, including dealing damage.

**Grab** (Ex): If the landbond shifter hits with her bite attack, she deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. The landbond shifter has the option to conduct the grapple normally, or simply to use her tail to hold the opponent. If she chooses to do the latter, she takes a –20 penalty on her CMB check to make and maintain the grapple, but does not gain the grappled condition herself.

This also grants the landbond shifter a +4 bonus on combat maneuver checks made to start and maintain a grapple. The landbond shifter can only grab creatures of her own size or smaller with this ability.

#### TOAD, GIANT

Ability Constitution; Size Large (+1 CMB/CMD, -1 attack/ AC); Speed 30 ft., swim 15 ft.; Natural Attacks primary bite (1d6 plus grab); Senses low-light vision, scent; Special +4



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Acrobatics (+8 to jump), +4 Stealth, +8 Swim, grab, swallow whole.

**Grab** (Ex): If the landbond shifter hits with her bite attack, she deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. The landbond shifter has the option to conduct the grapple normally, or simply to use her mouth to hold the opponent. If she chooses to do the latter, she takes a –20 penalty on her CMB check to make and maintain the grapple, but does not gain the grappled condition herself.

This also grants the landbond shifter a +4 bonus on combat maneuver checks made to start and maintain a grapple. The landbond shifter can only grab creatures of her own size or smaller with this ability.

**Swallow Whole** (Ex): If the landbond shifter begins her turn with an opponent one or more size categories smaller than herself grappled in her mouth, she can attempt a new combat maneuver check (as though attempting to pin the opponent). If she succeeds, she swallows her prey, and the opponent takes bite damage. Being swallowed causes a creature to take 1d4 points of bludgeoning damage each round. A swallowed creature keeps the grappled condition, while the landbond shifter does not. The swallowed creature can try to cut its way free with any light slashing or piercing weapon. The landbond shifter's AC for this purpose is equal to 10 + 1/2 her class level. If the swallowed creature deals at least 1/10 the landbond shifter's maximum hit points in this way (rounded down), it cuts its way out, and the landbond shifter cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the landbond shifter's mouth, where it may be bitten or swallowed again.

## Mountain

This includes any region of particularly rough or uneven terrain, such as mountains or even hills.

#### BEAR

Ability Constitution; Size Medium; Speed 40 ft.; Natural Attacks 2 primary claws (1d4 plus grab), secondary bite (1d4); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Swim, grab. **Grab** (Ex): If the landbond shifter hits with a claw attack, she deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. The landbond shifter has the option to conduct the grapple normally, or simply to use her claw to hold the opponent. If she chooses to do the latter, she takes a –20 penalty on her CMB check to make and maintain the grapple, but does not gain the grappled condition herself.

This also grants the landbond shifter a +4 bonus on combat maneuver checks made to start and maintain a grapple. The landbond shifter can only grab creatures of her own size or smaller with this ability.

#### EAGLE

Ability Dexterity; Size Small (-1 CMB/CMD, +1 attack/AC); Speed 10 ft., fly 50 ft. (average); Natural Attacks primary bite (1d4), 2 secondary talons (1d4); Senses low-light vision; Special +8 Perception.

#### SHEEP, RAM

Ability Strength; Size Medium; Speed 40 ft.; Natural Attacks primary gore (1d6); Senses low-light vision; Special +4 CMD vs. trip, +4 Acrobatics, powerful charge (gore, 1d8).

**Powerful Charge** (Ex): When the landbond shifter makes a charge with her gore attack, she deals 1d8 + 1-1/2 times her Strength modifier bludgeoning damage, in addition to the normal benefits and hazards of a charge.

#### WEASEL

Ability Dexterity; Size Tiny (-2 CMB/CMD, +2 attack/AC); Speed 20 ft., climb 20 ft.; Natural Attacks primary bite (1d3 plus attach); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Stealth, +8 Acrobatics, attach.

Attach (Ex): When the landbond shifter hits with her bite attack, she may choose to automatically grapple foe. This does not require a grapple check, and does not provoke an attack of opportunity. As long as she remains in control of the grapple, the landbond shifter inflicts her bite damage automatically each round, without needing to spend an action to do so (she must still maintain the grapple if she wants to continue grappling).

# Plains

This includes relatively flat expanses of solid ground that receive at least some grain. They are usually dominated by grass of some sort.

#### СНЕЕТАН

Ability Dexterity; Size Medium; Speed 50 ft.; Natural Attacks primary bite (1d6 plus trip), 2 secondary claws (1d3); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Stealth in tall grass, sprint. **Sprint (Ex):** Once per hour, the landbond shifter can move at 10 times her normal speed (500 feet) when she makes a charge.

#### HAWK

**Ability** Dexterity; **Size** Tiny (-2 CMB/CMD, +2 attack/AC); **Speed** 10 ft., fly 60 ft (average); **Natural Attacks** 2 primary talons (1d4); **Senses** low-light vision; **Special** +8 Perception.

#### HORSE

Ability Constitution; Size Large (+1 CMB/CMD, -1 attack/ AC); Speed 50 ft.; Natural Attacks 2 primary hooves (1d4); Senses low-light vision; Special +4 CMD vs. trip.

#### HYENA

Ability Dexterity; Size Medium; Speed 50 ft.; Natural Attacks primary bite (1d6 plus trip); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Stealth in tall grass, trip.

**Trip** (Ex): The landbond shifter can attempt to trip her opponent as a free action without provoking an attack of opportunity if she hits with her bite attack. If the attempt fails, she is not tripped in return.

#### Swamp

This includes particularly wet, bog-like environments that generally lack firm, solid ground, and typically (but not always) possess an abundance of trees and underbrush.

#### CROCODILE

**Ability** Strength; **Size** Large (+1 CMB/CMD, -1 attack/AC); **Speed** 20 ft., swim 20 ft.; **Natural Attacks** primary bite (1d8 plus grab); **Senses** low-light vision; **Special** +8 Stealth in water, death roll, grab, hold breath, sprint.

**Death Roll** (Ex): When grappling a foe of her size or smaller, the landbond shifter can perform a death roll by making a successful grapple check. As she clings to her foe, she tucks in her legs and rolls rapidly, twisting and wrenching her victim. The landbond shifter deals damage as though she had hit with her bite attack, and knocks the target prone. If successful, she also maintains the grapple.

**Grab** (Ex): If the landbond shifter hits with her bite attack, she deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. The landbond shifter has the option to conduct the grapple normally, or simply to use her mouth to hold the opponent. If she chooses to do the latter, she takes a –20 penalty on her CMB check to make and maintain the grapple, but does not gain the grappled condition herself.

This also grants the landbond shifter a +4 bonus on combat maneuver checks made to start and maintain a grapple. The landbond shifter can only grab creatures of her own size or smaller with this ability.

Hold Breath (Ex): The landbond shifter can hold her breath for a number of rounds equal to 4 times her Constitution score before she risks drowning.

**Sprint (Ex):** Once per minute, the landbond shifter may sprint, increasing her land speed to 40 feet for 1 round.

#### **SNAPPING TURTLE**

Ability Strength; Size Small (-1 CMB/CMD, +1 attack/AC); Speed 15 ft., swim 20 ft.; Natural Attacks primary bite (1d6); Senses low-light vision, scent; Special hold breath, shell.

Hold Breath (Ex): The landbond shifter can hold her breath for a number of minutes equal to 6 times her Constitution score before she risks drowning.

**Shell (Ex):** The landbond shifter's natural armor bonus increases by an additional +2 while in this form. Additionally, as a move action, she can pull her extremities and head into her shell. She cannot move or attack as long as she remains in this state, but her armor bonus from natural armor increases by an additional +4 as long as she does.

#### VIPER

Ability Dexterity; Size Tiny (-2 CMB/CMD, +2 attack/AC); Speed 20 ft., climb 20 ft., swim 20 ft.; Natural Attacks primary bite (1d2 plus poison); Senses low-light vision, scent; Special +4 Perception, +4 Stealth, can't be tripped, poison.

**Poison (Ex):** Bite—injury; *save* Fort DC (10 + the landbond shifter's class level + the landbond shifter's Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

#### WASP, GIANT

**Ability** Dexterity; **Size** Small (-1 CMB/CMD, +1 attack/AC); **Speed** 15 ft., fly 30 ft. (good); **Natural Attacks** primary sting (1d3 plus poison); **Senses** darkvision 60 ft.; **Special** poison.

**Poison (Ex):** Bite—injury; *save* Fort DC (10 + the landbond shifter's class level + the landbond shifter's Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 1 save.

#### Underground

This includes caverns, extensive caves, and other underground places large enough to support a proper ecosystem. Simply being below ground level is not enough to qualify as "below ground," but any extensive underground structure should suffice.

#### ANT, GIANT

Ability Strength; Size Medium; Speed 30 ft., climb 20 ft., burrow 5 ft.; Natural Attacks primary bite (1d6); Senses darkvision 60 ft., scent; Special +8 CMD vs. trip, +4 Perception, +4 Survival.

#### BADGER

Ability Constitution; Size Small (-1 CMB/CMD, +1 attack/ AC); Speed 30 ft., burrow 10 ft.; Natural Attacks primary bite (1d3), 2 secondary claws (1d2); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Escape Artist, blood rage.

**Blood Rage (Ex):** When the landbond shifter takes damage in combat, on her next turn she can choose to fly into a rage as a free action. If she does, she gains +2 Constitution and +2 Strength, but takes a -2 penalty to her AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. She cannot end its rage voluntarily.

#### BAT

Ability Dexterity; Size Diminutive (-4 CMB/CMD, +4 attack/ AC); Speed 5 ft., fly 40 ft. (good); Natural Attacks primary bite (1d3); Senses blindsense 20 ft., low-light vision; Special +4 Perception.

### BEETLE, FIRE

Ability Dexterity; Size Small (-1 CMB/CMD, +1 attack/AC); Speed 30 ft., fly 30 ft. (poor); Natural Attacks primary bite (1d4); Senses low-light vision; Special +8 CMD vs. trip, luminescence.

**Luminescence** (Ex): The landbond shifter's glowing glands provide light in a 10-ft. radius. The landbond shifter can suppress or resume this ability as a swift action.

#### Urban

Any area that is predominantly distinguished by humanoid development (or the development of other intelligent creatures).

# COCKROACH, GIANT

Ability Dexterity; Size Small (-1 CMB/CMD, +1 attack/AC); Speed 30 ft., climb 30 ft., fly 20 ft. (poor); Natural Attacks primary bite (1d4); Senses darkvision 60 ft., tremorsense 60 ft.; Special +8 Climb, +4 Perception, +4 Stealth, hold breath, light sensitivity.

Hold Breath (Ex): The landbond shifter can hold her breath for a number of minutes equal to 6 times her Constitution score before she risks drowning.

**Light Sensitivity** (Ex): The landbond shifter is dazzled in areas of bright sunlight, or within the radius of a *daylight* spell.

#### DOG

Ability Strength; Size Small (-1 CMB/CMD, +1 attack/ AC); Speed 40 ft.; Natural Attacks primary bite (1d4); Senses low-light vision, scent; Special +4 CMD vs. trip, +4 Acrobatics to jump, +4 Survival to track with scent.

#### RAT, DIRE

Ability Dexterity; Size Small (-1 CMB/CMD, +1 attack/AC); Speed 40 ft., climb 20 ft., swim 20 ft.; Natural Attacks primary bite (1d4 plus disease); Senses low-light vision, scent; Special dexterous movement, disease.

**Dexterous Movement (Ex):** The landbond shifter uses her Dexterity, rather than her Strength, to modify her Climb and Swim skill checks.

**Disease (Ex):** If the landbond shifter is suffering from a disease, any creature that she successfully hits with her bite attack is exposed to that disease and must succeed on a Fortitude save or contract it. The saving throw DC is the normal saving throw DC for that disease.

#### RAVEN

**Ability** Dexterity; **Size** Tiny (-2 CMB/CMD, +2 attack/AC); **Speed** 10 ft., fly 40 ft. (average); **Natural Attacks** primary bite (1d4); **Senses** low-light vision.

**Manual Dexterity (Ex):** The landbond shifter is able to use part of her body to perform manually dexterous tasks most animals cannot, such as open doors, use the Disable Device skill, wield wands and rods, and so on.

#### Water

Any area composed primarily of water or another liquid. If the landbond shifter is on a boat, or other manmade device for navigating the water, she may treat the terrain as urban, instead.

#### EEL, ELECTRIC

Ability Dexterity; Size Small (-1 CMB/CMD, +1 attack/AC); Speed 5 ft., swim 30 ft.; Natural Attacks primary bite (1d6) and secondary tail (1d6 electricity); Senses low-light vision; Special aquatic, electricity.

Aquatic (Ex): The landbond shifter gains the aquatic subtype. She can move in the water without making swim checks, and can breathe water, but is unable to breathe air (unless she has the amphibious special quality).

**Electricity** (Ex): The landbond shifter can produce a powerful jolt of electricity from her tail, dealing 1d6 points of electricity damage with a successful touch attack. This is treated as a secondary natural attack, except that the landbond shifter does not add her Strength modifier to the damage. On a critical hit, the target must succeed on a Fortitude save (DC 10 + the landbond shifter's class level + the landbond shifter's Constitution modifier) or be stunned for 1d4 rounds.

#### OCTOPUS

Ability Strength; Size Small (-1 CMB/CMD, +1 attack/ AC); Speed 20 ft., swim 30 ft., jet 200 ft.; Natural Attacks primary bite (1d3 plus poison) and secondary tentacle (grab); Senses low-light vision; Special aquatic, grab, ink cloud, jet, poison.

Aquatic (Ex): The landbond shifter gains the aquatic subtype. She can move in the water without making swim checks, and can breathe water, but is unable to breathe air (unless she has the amphibious special quality).

**Grab** (Ex): If the landbond shifter hits with her tentacle attack, she deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. The landbond shifter has the option to conduct the grapple normally, or simply to use her tentacles to hold the opponent. If she chooses to do the latter, she takes a –20 penalty on her CMB check to make and maintain the grapple, but does not gain the grappled condition herself.

This also grants the landbond shifter a +4 bonus on combat maneuver checks made to start and maintain a grapple. The landbond shifter can only grab creatures of her own size or smaller with this ability.

**Ink Cloud (Ex):** The landbond shifter can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet (Ex): The landbond shifter can jet backward once per round as a full-round action, at a speed of 200 feet. She must move in a straight line while jetting, and does not provoke attacks of opportunity when she does so.

**Poison (Ex):** Bite—injury; *save* Fort DC (10 + the landbond shifter's class level + the landbond shifter's Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1 Str damage; *cure* 1 save.

#### OTTER

Ability Dexterity; Size Tiny (-2 CMB/CMD, +2 attack/AC); Speed 20 ft., swim 30 ft.; Natural Attacks primary bite (1d3); Senses low-light vision; Special +4 CMD vs. trip.

**Manual Dexterity (Ex):** The landbond shifter is able to use part of her body to perform manually dexterous tasks most animals cannot, such as open doors, use the Disable Device skill, wield wands and rods, and so on.

#### SHARK

**Ability** Strength; **Size** Large (+1 CMB/CMD, -1 attack/AC); **Speed** swim 60 ft.; **Natural Attacks** primary bite (1d8);

#### Senses blindsense 30 ft., keen scent; Special aquatic.

Aquatic (Ex): The landbond shifter gains the aquatic subtype. She can move in the water without making swim checks, and can breathe water, but is unable to breathe air (unless she has the amphibious special quality).

Keen Scent (Ex): The landbond shifter can notice other creatures by scent in a 180-foot radius underwater, and can detect blood in the water at ranges of up to a mile.

# Playing a Landbond Shifter

Landbond shifters live as beasts, though they have the minds of men. They are a part of nature, wholly conscious and aware of their surroundings, and devote their lives to championing the causes of natural beasts. Some landbond shifters choose to live among a herd of beasts, becoming one of their number, while others work outside the natural order of things, using their form only as a means to their ends, rather than embracing it as an entire way of life. A few wander the world, seeking to further the causes of a more natural lifestyle wherever they go, or simply wishing to experience life as a wide variety of animals.

Races: Landbond shifters are unusual in that their members retain little racial identity from their former lives. Instead, many landbond shifters choose to associate their cultural and racial identity with a favored animal form. However, while it is far more common for a landbond shifter to identify himself as an elk or wolf than as a human or elf, few can truly shed their old racial biases. This is most often the case with gnomes and elves, who feel a deeper connection to the world of animals than other races. In addition to being predisposed to abandoning the comforts of society to live among the more innocent creatures that elves and gnomes admire, these races are more likely to retain a close bond with their kinsmen. Elves often do this in a public fashion and it is not uncommon for elven communities to maintain ties and bonds of friendship with members who choose to become landbond shifters and inhabit the nearby wilderness. Meanwhile, gnomes take an almost devilish joy in aiding both their kin and the local wildlife in secret, masquerading as a normal animal, or otherwise presenting their intelligence as something other than it is.

Though they maintain far fewer ties with their former communities, humans make up the majority of landbond shifters. While it would be easy to attribute this solely to their overwhelming numbers, in truth humans are more likely than other races to produce individuals with little or no desire to be with their own kind, as well as dreamers eager to see the world, especially from the eyes of a hawk or a wolf. Half-orcs and half-elves also find the path of the landbond shifter to be a welcome one, finding a sense of community among the wild beasts that they could not find at home. Halflings often dream of lives more grand and resplendent than those they live, and a select handful find their fantasies lead them to living in an even simpler and more innocent community. Finally, most dwarves flat-out disdain the concept of leaving behind their bodies to become an animal, and consider such a thing beneath them, and their proud dwarven heritage. Even so, a rare few naturallyinclined dwarves reject this attitude, leaving their homes and families behind in order to answer the call of the wild.

**Religion:** Landbond shifters are a diverse bunch when it comes to religion. For a great number of these mysterious shapeshifters, the experience is primarily a religious one. Driven by a desire to protect the natural world, these individuals serve deities whose sphere of influence include nature or animals, and take up their causes. For these individuals, the transformation into animal form is one of religious transcendence, a blessing granted to them by their deity, and a calling to defend the interests of animals and wilderness everywhere. For others, it is the worship of nature, rather than that of a god, that leads them to their decision. These individuals tend to be naturally close to animals and find a tranquil peace in the wild that they cannot find among their own kind. Embracing the natural world fully, these men and women seek to become a part of that which they hold dear. A few landbond shifters do not seek out the powers of the class so much as a way to become closer to nature, but rather to escape the life that they leave behind, out of a distaste for civilization and all its trappings. While many of these still feel a sort of quasi-religious transcendence as a result of their change, they typically spurn religion and all that it stands for, and feel that such things have no bearing on the life of one ruled by instinct.

Other Classes: Landbond shifters live and dwell with animals for much of their time. Most often these characters spend their time dealing more with wild beasts than with other intelligent creatures, especially humanoids. As such, relating with more "normal" adventurers can be difficult, and landbond shifters tend to get along best with other animals, especially animals whose nature is largely similar to their own. Adventuring landbond shifters find that they share a great kinship with druids, who also have an appreciation for the wilderness and a penchant for shapeshifting. As druids also possess a gift for healing wounds, many landbond shifters will make alliances with druids dwelling in their domain as a matter of survival, even if they do not care for the druid personally. Like druids, rangers share the affinity for nature that characterizes landbond shifters, and the fact that the majority of landbond shifters were rangers prior to their transformation, means that many find that forging relationships with rangers is easier than with members of other classes. This does not mean that all rangers and all landbond shifters see eye to eye, however, and those rangers who seek to conquer the wilds, rather than preserve them, generally become quick enemies of any landbond shifters that they meet.

Landbond shifters often have mixed relations with witches. Sometimes, a landbond shifter finds a witch in the wild who is a great champion of nature, and a good steward of her domain. With such witches, landbond shifters have been known to get along famously well, often joining in their sacraments and defending their homes. Other witches bring dangerous supernatural elements to the land and disturb the balance of nature. These witches quickly earn fierce enemies in the landbond shifters.

Barbarians and landbond shifters often show a mutual respect for one another, each acknowledging the other as a source of primal strength. That said, there is little love lost between the two classes, and they often spend time hunting one another to prove their strength.

Beyond these tendencies, a landbond shifter's attitude towards other classes is generally determined by his or her personal nature, though they tend to be more wary of arcane spellcasters such as sorcerers, wizards, and summoners, as well as alchemists and their unnatural concoctions, than they are of other characters.

# Landbond Shifters in the World

"When a lion speaks, a wise man takes heed, for he who ignores the beast will face its teeth." ~Barma proverb

**Daily Life:** For most landbond shifters, their life before transformation is largely irrelevant. Most live among the wilds as animals do, and many live in packs or herds with animals of a similar sort, according to the typical ways of such beasts. As such, finding food and water, as well as the daily struggles of survival, occupy the majority of time for the average landbond shifter. Of course, landbond shifters enjoy an exceptional number of advantages that the animals they emulate do not, meaning that they become highly successful and rarely need fear for their general survival.

A few landbond shifters, particularly those of the adventuring persuasion, maintain some stronger connections to their previous life. This kind of daily interaction with humanoid creatures is not typical amongst other landbond shifters, and can lead to a number of peculiar and awkward situations. Many adventuring landbond shifters are more than happy to simply pass as a normal animal when their quests take them into more civilized and populated areas, in order to avoid difficulty and confusion. Others make a point of ensuring that every townsperson she passes is keenly aware of the fact that she is not an ordinary animal, in part because landbond shifters know better than anyone else just how little regard humans give animals, and in part in order to bestow at least a small amount of respect and awe, leaving those they meet to wonder if any other dogs they know might secretly be smarter than they seem. When the have time to themselves between adventures, these landbond shifters still live in the woods among the animals, and generally take advantage of any opportunity to bask in the solitude of a wild existence. However, living as an animal does not come as naturally to such guardians, used to human company and human thinking as they are, and they often act in ways that betray their intelligence. It is not uncommon, for example, for such human-minded landbond shifters to lead campaigns of vandalism against loggers and hunters who set up camps

in the wilderness, issuing threats or preaching wilderness conservation, whereas their more wild counterparts would be more likely to approach such problems for a more simple, animalistic bent.

A very rare few travel the world and spend much of their time wandering. These landbond shifters have little sense of identity and act more as living conduits of nature. They shed goals and ambitions as easily as they shed forms, never being tied to a given cause for long but always promoting nature's ideals.

Notables: Few landbond shifters are known by their own name, and many remain unknown altogether. As beings who live among the wilderness, few ever reach true notoriety in the world of men, as animals rarely tell tales or leave records of the great deeds of their companions and forebears. Most often, when a landbond shifter achieves a measure of notability, it is due to their status as a particularly impressive beast. Many are confused for magical beasts or other supernatural spirits. Of these few, the most famous are Shattertusk and the Sewer King.

Shattertusk was born Bettinia Lytinyr, a wealthy noblewoman from a kingdom in the Black Hills. For years, Bettinia would spend her days wandering the gentle hills and rocky plains of her homeland. She daydreamed of a simple life away from the boredom of nobility. During her days, she befriended the local druids and learned to care for the boars that roamed the hills. For much of her early life, Bettinia lived in this fashion, until one day a foreign empire invaded the Black Hills. The Lytinyr family estate was one of the first lands taken by the attacking forces, and Bettinia barely escaped with her life. Finding refuge among the druids, she gathered the wild beasts and kept them far from the struggle. For more than a year, she lived among a makeshift community of druids and wild animals, until eventually the humans became so in tune with the animals that they themselves took on the animals' forms. Bettinia herself became a mighty boar whose tusks could shear stone, and whose hide was strong as steel. Her strength, and the care which she showed for the animals, made her the leader of a mixed hoard of wild beasts. Guided by human intellect, the hoard of animals took to fighting the invaders, who, in the intervening time, had been slowly expanding and overrunning the once-peaceful Black Hills. Soon the sight of wild boars alongside Black Hills forces became common, as did the legend of the mightiest of these beasts, called Shattertusk by those who survived her assaults, named for the ease with which her tusks broke their lines. Even now, in the years following the conquest of the Black Hills, Shattertusk can still be seen leading desperate and violent charges for freedom.

The Sewer King was born Cid Harmpin, a street kid in the independent metropolis of Ristaid. Though renowned for its beautiful golden bridges, soaring temple towers, and wealthy oligarchs, it is common knowledge that Ristaid is home to thousands of homeless, penniless, and unscrupulous street folk. Cid Harmpin was one of these degenerate masses, desperate for any food and a chance for a brighter day. Cid was small and weak, though he was clever and skilled. He found that he could not compete directly with bigger and more thuggish individuals, and so he relied on his superior knowledge of the city and his skill to get by. One day Cid ran afoul of a particularly dangerous gang and was forced to flee down into Ristaid's immense, catacomb-like sewer system. In the depths of the sewer, Cid found only rats for company. He also found that he related well to the clever little survivors. Stranded for years by an earthquake that blocked his entrance behind him, eventually Cid became able to control the rats, and over time became a rat himself, through a process he never entirely understood. Now he controls all the rats in Ristaid, giving him not only supreme rule over the sewers, but also great influence throughout the city. Today, the Sewer King, as he is called in tavern whispers, wants for nothing, as his rats steal food and jewels for him from throughout the city.

**Organizations:** Typically, landbond shifters do not form large organizations and generally keep a pretty wide range. When they do band together, rarely do they form anything so formal it could truly be called an organization. Rather, landbond shifters tend to gather in loose packs after the fashion of animals. Curiously, these packs almost universally resemble those of pack hunters rather than herd animals, regardless of what form the landbond shifters might actually be taking. While these loose pack structures can have complex rules and hierarchies, they are usually simple enough to be intuitively followed by fellow landbond shifters. These kinds of pack structures are often temporary as competing interests, wanderlust, or outside circumstances drive members apart.

Rumors persist also of a lone group of landbond shifters called the Black Murder. This mysterious and dreaded organization plagues urban areas in the guise of wicked ravens. While the exact goals of the Black Murder seem to be driven mostly by opportunity, their ultimate agenda is nothing less than to drive cities to ruin. For some chapters of the Black Murder, this means making city life unbearable by ruining things for the people who live there. For others, it means directly attacking and murdering civilians in order to force people to leave their homes and return to the wilderness. The Black Murder rarely achieves much success, except when driven by exceptional leaders, such as Irenco "Black Beak," who forced the abandonment of the city-state of Rocher by inciting a religious panic.

NPC Reactions: Most NPCs will never encounter a landbond shifter. NPCs who do encounter a landbond shifter rarely see them as something other than the animal they appear to be. Generally this means that NPCs treat the landbond shifter as they would any other animal. When a landbond shifter reveals themselves to NPCs, the most common reaction is surprise. However, most NPCs still treat landbond shifters as they would any talking animal, which usually means fear and awe, and, usually, mistrust or anger. Landbond Shifter Lore: Characters with ranks in Knowledge (geography) or Knowledge (nature) can research landbond shifters to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

#### DC Result

- A landbond shifter leaves behind her humanity in order to live life as an animal.
- 15 A landbond shifter is constantly in an animal state, forever forsaking their human form.
- 20 A landbond shifter can speak as a member of their previous race, and has limited control over animals.
- 25 Landbond shifters, in addition to having the natural skills of animals, also possess a number of magical gifts which make them far superior to their mundane counterparts.
- 30+ A character who achieves this level of success can learn about a specific guardian of the wilderness, the area in which he operates, the activities he undertakes, and some of his more famous exploits, etc.

# Archetypes

The following section presents nine new archetypes designed for rangers and similar classes. The first four archetypes are all for the ranger class, and are presented in alphabetical order by the name of the archetype. The other five archetypes are designed for classes that are similar to the ranger, with the intention of allowing characters of such players a way to get a taste of being a ranger without having to change classes. These five archetypes are presented in alphabetical order by the name of the class that they modify. For more information on archetypes, see the *Advanced Player's Guide*.

#### Pack Hunter (Ranger)

A pack hunter lives in two worlds—the world of men and the world of beasts. Together with his team of canine companions, the pack hunter lives the old way, trusting his fate to man's best friend.

Alpha (Ex): Beginning at 1<sup>st</sup> level, a pack hunter forms a bond with a single dog (typically a riding dog) that serves him faithfully as his animal companion, referred to as his alpha animal companion. This ability functions identically to the animal companion version of the druid's wild bond class feature, except that the pack hunter must select a dog for his alpha animal companion. The pack hunter's effective druid level for the purposes of this ability is equal to his ranger level. Additionally, whenever the pack hunter's alpha animal companion attacks a creature that the pack hunter himself has attacked since the beginning of the pack hunter's last round, the alpha animal companion gains a +2 morale bonus on all attack and damage rolls made as part of that attack. At 5<sup>th</sup> level, and every five levels thereafter, this bonus increases by +2.

This ability replaces the favored enemy class feature.

**Pack Combat** (Ex): Beginning at 2<sup>nd</sup> level, whenever the pack hunter and his alpha animal companion flank an opponent, the pack hunter gains a +4 bonus on attack rolls made against that opponent, instead of the normal +2.

This ability replaces the combat style feat gained at 2<sup>nd</sup> level.

**Leader of the Pack (Ex):** Beginning at 4<sup>th</sup> level, the pack hunter can add additional animals to his pack. This allows him to gain an additional animal companion, referred to as a beta animal companion. For the purposes of the beta animal companion's statistics, the pack hunter's effective druid level is equal to his ranger level -3.

At 7<sup>th</sup> level, the pack hunter gains an additional animal companion, referred to as a delta animal companion. For the purposes of the delta animal companion's statistics, the pack hunter's effective druid level is equal to his ranger level -6.

At 10<sup>th</sup> level, the pack hunter can gain an additional animal companion, referred to as an omega animal companion. For the purposes of what abilities the omega animal companion has, the pack hunter's effective druid level is equal to his ranger level -9.

At 13<sup>th</sup> level, the pack hunter can gain an additional omega animal companion. Like the omega animal companion gained at 10<sup>th</sup> level, the pack hunter's effective druid level is equal to his ranger level -9 for the purposes of this omega animal companion's statistics.

As with the alpha animal companion, all animal companions gained as a result of this ability must be dogs.

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

**Pack Assault** (Ex): Beginning at 4<sup>th</sup> level, whenever one of the pack hunter's beta, delta, or omega animal companions attacks a creature that was attacked by either the pack hunter or by one of the pack hunter's animal companions for which he is treated as having a higher effective druid level since the beginning of the animal companion's last turn, it gains a +1 bonus to attack and damage for the purposes of that attack. This bonus increases to +2 at 5<sup>th</sup> level, and by an additional +1 for every five levels thereafter.

This ability replaces the hunter's bond class feature.

Alpha Advancement (Ex): Beginning at 8<sup>th</sup> level, the pack hunter's alpha animal companion improves its abilities to hunt and track. It adds the pack hunter's class level as a bonus on all Survival checks made to find tracks. Additionally, the alpha animal companion can use scent to find the scent of creatures gone much longer than other animals of its kind. For the purposes of determining the DC for the alpha animal companion to follow tracks, the DC increases by 1 for every 48 hours since the trail was made, instead of by +1 for every 24 hours. This ability replaces the swift tracker class feature.

**Run with the Pack (Ex):** Beginning at 10<sup>th</sup> level, the pack hunter becomes so accustomed to moving at the speed of a pack of wild dogs that he can do so with ease, effectively increasing his base movement speed by 20 ft (so a character with a movement speed of 30 feet would have a movement speed of 20 ft., instead). Note that this adjustment is made before any adjustments due to encumbrance or wearing medium or heavy armor.

This ability replaces the combat style feat gained at 10<sup>th</sup> level.

Quarry (Ex): This functions as the standard ranger's quarry ability, except that target's creature type need not correspond with one of his favored enemy types. Instead, the pack hunter may choose to apply the effect to any creature of the aberration, animal, dragon, fey or magical beast types.

This ability modifies the quarry class feature.

**Silent Pack (Ex):** Beginning at 12<sup>th</sup> level, the pack hunter and his animal companions can move almost silently through natural areas. Each of the pack hunter's animal companions gains a competence bonus equal to 1/2 his ranger level on all Stealth checks made while they are in one of the terrain types that the pack hunter selected as a favored terrain. Additionally, as long as they are in one of the pack hunter's favored terrains, the pack hunter and his animal companions may move at full speed while using the Stealth skill without suffering any penalties.

This ability replaces the camouflage class feature.

**Master Pack Hunter (Ex):** Beginning at 16<sup>th</sup> level, the pack hunter and his pack become masters of hunting in tandem, and whenever the pack hunter designates a target for his quarry class feature, each of his animal companions also gains the benefits of his quarry class feature against that creature.

This ability replaces the improved evasion class feature.

**Fangs of the Pack (Ex):** Beginning at 18<sup>th</sup> level, whenever the pack hunter confirms a critical hit against a creature, each of the pack hunter's animal companions that threaten that creature may make an attack of opportunity against that creature. This counts against the number of attacks of opportunity that the animal companions can make in a round.

This ability replaces the combat style feat gained at 18<sup>th</sup> level.

**Pack Lord (Ex):** Beginning at 20<sup>th</sup> level, the pack hunter and his pack are truly a force to be reckoned with. Whenever the pack hunter attacks a creature that is threatened by one or more of his animal companions, he gains a +2 bonus to attack and damage rolls for the purposes of that attack. Additionally, his beta, delta, and omega animal companions each gain the advanced template, while the alpha animal companion becomes a true paragon, and gains both the advanced and giant creature templates. This ability replaces the master hunter class feature.

Greenstalker Sniper (Ranger)

The word "ranger" is often taken to mean "one who ranges," as an indicator of how far and wide the average ranger travels. In some cases, however, the word takes on a different meaning, instead indicating a greenstalker sniper who can hit targets with amazing accuracy from incredible distances, and who never fights up close, instead dispatching his enemies from a great range.

Expert Marksman (Ex): Beginning at 1st level, the greenstalker sniper can utilize his advanced training with ranged weapons in order to become a more skilled and deadly combatant. He can choose to have this manifest as either a +1 bonus on all attack rolls he makes with ranged weapons, or as a +2 bonus on all damage rolls he makes with ranged weapons. Once this choice is made, it cannot later be changed. At 5<sup>th</sup> level, and every 5 levels thereafter, the greenstalker sniper may choose again. These effects stack (so a character that chose attack rolls at 1<sup>st</sup> level and again at 5<sup>th</sup> would gain a +2 bonus to all attack rolls, while one who chose damage at 1<sup>st</sup> level and attack at 5<sup>th</sup> would get a +1 bonus on all attack rolls and a +2 bonus on all damage rolls).

This ability replaces the favored enemy class feature.

**Combat Style:** Beginning at 2<sup>nd</sup> level, the greenstalker sniper specializes in archery as a combat style. This functions identically to the combat style class feature of the ranger, except that the greenstalker sniper must select archery as his combat style.

This ability modifies the combat style class feature.

Ambush Shot (Ex): Beginning at 3<sup>rd</sup> level, the greenstalker sniper can deliver precise shots against targets that are unaware of him. Whenever the greenstalker sniper makes a ranged attack while successfully hiding using the Stealth skill, he deals an additional 2d6 points of precisionbased damage. At 8<sup>th</sup> level, and every five levels thereafter, this bonus damage is increased by another 2d6 (to a maximum of 8d6 at 18<sup>th</sup> level). This bonus damage only applies to attacks made relatively close to the target, and the bonus damage is halved for attacks made outside the weapon's first range increment, and is negated entirely for attacks made outside the weapon's second range increment.

This ability replaces the favored terrain class feature.

**One with the Bow (Ex):** At 4<sup>th</sup> level, the greenstalker sniper forms a close bond with his weapon, and he is able to imbue it with his own essence in order to grant it magical power. As a swift action, the greenstalker sniper can use this ability to add any one of the following weapon properties to his weapon: conserving<sup>UE</sup>, distance, eagle eye<sup>EV:BoW</sup>, flaming, huntsman<sup>UE</sup>, icy breath<sup>EV:BoW</sup>, lesser shadow shot<sup>EV:BoW</sup>, limning<sup>UE</sup>, merciful, seeking, or skyreaving<sup>EV:BoW</sup>. The chosen property is added to any properties the weapon already has, but duplicate abilities do not stack. The weapon retains this property for one minute, and the greenstalker sniper can use this ability a number of times per day equal to 1/2 his ranger level (rounded down, minimum 1).



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If a weapon that is currently affected by this ability is destroyed, the greenstalker sniper loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the greenstalker sniper loses the use of his expert marksman class feature.

This ability replaces the hunter's bond class feature.

**Precise Aim (Ex):** Beginning at 7<sup>th</sup> level, the greenstalker sniper's ability to hit his target is so great as to overcome many defenses against ranged attacks. The greenstalker sniper's ranged attacks can no longer be negated with the Deflect Arrows feat or similar abilities, though characters with such abilities gain a +4 bonus to their AC against any ranged attacks made by the greenstalker sniper that they would normally negate in this way. Precise aim only

affects abilities that would completely negate the attack, and has no effect on concealment, or cover, or similar factors.

This ability replaces the swift tracker class feature.

**Distance Shot (Ex):** Beginning at 9<sup>th</sup> level, the greenstalker sniper can hit targets at incredible distances, effectively increasing the range increment of any weapon he wields by 20 feet. This ability is applied before the effects of Far Shot or similar abilities.

This ability replaces the evasion class feature.

**Pinpoint Targeting (Ex):** Beginning at 11<sup>th</sup> level, the greenstalker sniper can zero in on a target in order to make a very accurate and deadly attack. The more time he spends studying the target, the more powerful the effect. Studying a target in this way is a standard action.

*i round:* By studying the target for one round, the greenstalker sniper can bypass the target's shield, allowing him to negate the target's shield bonus to AC for the next attack that he makes against the target.

*2 rounds:* By studying the target for two consecutive rounds, the greenstalker sniper can locate the target's most vulnerable spot, allowing him to deal an additional 2d6 points of damage on the next attack that he makes against the target. The greenstalker sniper must still successfully hit the target, or this has no effect.

*3 rounds:* By studying the target for three consecutive rounds, the greenstalker sniper can find a completely unprotected area of the target, allowing him to negate the target's armor and natural armor bonuses to AC (but not other bonuses, such as deflection, dodge, or insight) for the next attack that he makes against the target.

All the effects of pinpoint targeting are cumulative and apply only to the next attack the greenstalker sniper makes against the target with a projectile weapon. If the greenstalker sniper studies a second target, or if he allows a full round to elapse without studying the target, then any benefits of studying the target are lost, and the greenstalker sniper must begin the process again. The greenstalker sniper may choose to study the target for more rounds beyond three, in order to "hold" the benefits he has accrued, but gains no additional benefit from doing so until he gains the improved pinpoint targeting class feature. When used in conjunction with the Manyshot feat, or similar abilities that allow him to fire more than one arrow with a single attack, any bonus damage as a result of studying the target is treated as though it were part of the weapon's normal damage (and multiplied accordingly).

This ability replaces the quarry class feature.

**Long Distance Shot:** Beginning at 16<sup>th</sup> level, the greenstalker sniper can make shots at unbelievably long distances, and he ignores the maximum range of the weapon he wields when making ranged attacks. He still suffers penalties on attack rolls based on how many range increments away the target is, as normal.

This ability replaces improved evasion.

**Improved Pinpoint Targeting:** Beginning at 19<sup>th</sup> level, the greenstalker sniper can further study his target in order to make supremely crippling and deadly attacks. When he uses his pinpoint targeting ability, he may choose to spend even more time studying his target in order to gain further benefits.

*4 rounds:* By studying the target for four consecutive rounds, the greenstalker sniper may choose to automatically treat the next attack that he makes against the target as a critical threat. The greenstalker sniper must still successfully hit the target, or this has no effect.

5 rounds: By studying the target for five consecutive rounds, he can fire a shot with such accuracy that it can cripple the target. The next time he makes an attack against the target, if the attack hits, the target must succeed on a Fortitude save (DC 10 + damage dealt) or be stunned for 1 minute. Even if the target succeeds on its saving throw, it is staggered for 1 round. The greenstalker sniper must still successfully hit the target, or this has no effect.

6+ rounds: By studying the target for six consecutive rounds, the greenstalker sniper can nearly ensure a successful hit. For each consecutive round beyond the five that the greenstalker sniper studies the target, he gains a +1 bonus to attack rolls for the next attack he makes against the target, to a maximum bonus of +5 after 10 rounds.

The greenstalker sniper may choose to study the target for more rounds beyond ten, in order to "hold" the benefits he has accrued, but gains no additional benefit from doing so

This ability replaces improved quarry.

Lethal Shot (Ex): Beginning at  $20^{th}$  level, whenever the greenstalker sniper successfully deals bonus damage due to his ambush shot class feature, the target must succeed on a Fortitude save (DC 10 + 1/2 the greenstalker sniper's ranger level + the greenstalker sniper's Dexterity modifier) or instantly die. If the greenstalker sniper's attack deals nonlethal damage, this attack instead deals nonlethal damage equal to the targets maximum hit points on a failed saving throw. Creatures that succeed their saving throw still suffer damage as normal and are sickened for 1 minute.

This ability replaces the master hunter class feature.

#### Nature's Voice (Ranger)

While many rangers can cast a small array of spells to enhance their stewardship of the wilderness, nature's voices are experts in nature's magic, and are more disciplined spellcasters than the average ranger. They utilize both an improved repertoire of spells and a selection of spell-like abilities in order to keep the woods safe.

**Skills:** A nature's voice adds Knowledge (arcana) (Int) and Use Magic Device (Cha) to his list of class skills.

**Spell-like Abilities (Sp):** Beginning at 1<sup>st</sup> level, a nature's voice gains a number of spell-like abilities. For the purposes of these spell-like abilities, the nature's voice's caster

level is equal to his ranger level, and the saving throw DCs of these spell-like abilities are Wisdom-based. The nature's voice can use each spell-like ability that he gains as a result of this class feature once per day. At 1<sup>st</sup> level, the nature's voice can use *animal messenger*, *entangle*, and *summon nature's ally I*. At 5<sup>th</sup> level, the nature's voice adds *barkskin*, *speak with plants*, and *wind wall* as spell-like abilities. At 10<sup>th</sup> level, the nature's voice gains access to *plant growth*, *remove disease*, and *water walk*. At 15<sup>th</sup> level, he gains access to *animal growth*, *freedom of movement*, and *tree stride*. Finally, at 20<sup>th</sup> level, he gains access to *summon nature's ally IX* and *trueseeing*.

This ability replaces the favored enemy class feature.

**Orisons:** Nature's voices can prepare 3 orisons, or o-level spells, each day. These spells are cast like any other spell, but they are not expended when cast, and may be used again. A nature's voice's orisons are drawn from the druid spell list. His caster level for these orisons is equal to his ranger level.

This ability replaces the track class feature.

**Combat Casting:** At 2<sup>nd</sup> level, the nature's voice gains combat casting as a bonus feat.

This replaces the combat style feat gained at 2<sup>nd</sup> level.

**Terrain Caster:** Beginning at 3<sup>rd</sup> level, the nature's voice may select a type of terrain from the list of ranger favored terrains. Instead of gaining the bonuses provided by the favored terrain class feature, however, as long as the nature's voice is in his favored terrain, his caster level is increased by +2, and the saving throw DCs of his spells and spell-like abilities increase by +1. These bonuses apply to all spell-like abilities granted by this class, his orisons, and his standard ranger spellcasting, but not to spells or spell-like abilities he gains from other classes.

At 8<sup>th</sup> level, and every 5 levels thereafter, the nature's voice may select an additional favored terrain. In addition, at each such interval, the bonuses in any one favored terrain (including the one just selected, if so desired) increase by +2 and +1, respectively (increase the nature's voice's effective caster level by +2, and increase the saving throw DCs of any spell or spell-like ability he uses by +1). This ability otherwise functions like favored terrain.

This ability replaces the favored terrain class feature.

**Spellcasting:** A nature's voice's caster level is equal to his ranger level, rather than his ranger level -3.

**Magical Bond:** Beginning at 4<sup>th</sup> level, the nature's voice forms a bond with the magic of nature, and he draws on this bond for his spells. The nature's voice must choose one of the following domains: air, animal, earth, fire, plant, water, or weather domains. He gains the ability to cast the 1<sup>st</sup>- and 2<sup>nd</sup>-level spells from the chosen domain each once per day as a spell-like ability. At 6<sup>th</sup> level, and every 2 levels thereafter, he gains the ability to cast the next-highest level spell on that list as a spell-like ability (the 3<sup>rd</sup>-level spell at 6<sup>th</sup> level, the 4<sup>th</sup>-level spell at 8<sup>th</sup> level, and so on).

This ability replaces the hunter's bond class feature.

**Enhanced Casting:** At 6<sup>th</sup> level, and every four levels thereafter, the nature's voice gains access to more potent and varied spellcasting. At each of these levels, he may choose a single spell from the druid list whose spell level does not exceed the highest-level ranger spell he can currently cast. He can cast this spell as though it were on the ranger spell list. The spell level for the chosen spell is equal to the spell level at which it appears on the druid spell list (*for example, a 6<sup>th</sup>-level nature's voice could cast the 1<sup>st</sup>-level druid spell* shillelagh *as though it were a 1<sup>st</sup>-level ranger spell*). The nature's voice must still prepare and cast these spells in the normal fashion. Additionally, he may use scrolls, wands, and staves to cast any spell on the druid spell list as though it were on the ranger spell list.

This replaces the combat style feats gained at 6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, and 18<sup>th</sup> levels.

**Magical Expert (Ex):** Beginning at 8<sup>th</sup> level, the nature's voice becomes adept at using magical devices to augment his natural spellcasting. He can take 10 on Use Magic Device checks made to use items which were created using a spell on the druid spell list.

This ability replaces the swift tracker class feature.

**Spell Defense:** Beginning at 9<sup>th</sup> level, the nature's voice's insight into magic grants him some protection against spells. Whenever he succeeds on a saving throw to resist the effects of a spell, if he would normally take half damage or suffer a lesser effect in the result of succeeding on his saving throw, he instead takes no damage and suffers no ill effects.

This ability replaces the evasion class feature.

**Improved Spell Defense:** Beginning at 16<sup>th</sup> level, even if a nature's voice fails his saving throw against a spell which would offer a partial effect or half damage on a successful save, he only suffers the partial effect or suffers half damage, exactly as though he had succeeded on the saving throw. This ability has no effect on spells that are completely negated by a successful saving throw.

This ability replaces the improved evasion class feature.

**Greater Shaman:** Beginning at 20<sup>th</sup> level, the nature's voice gains mastery over his special brand of magic. He can prepare an additional ranger spell of each spell level each day, and can prepare up to 6 orisons in a single day. Additionally, he can use each of the spell-like abilities granted by his spell-like abilities class feature (but not by his magical bond class feature) twice per day, instead of once per day.

#### Twin Blade Marauder (Ranger)

The twin blade marauder is a ranger who specializes in deadly two-weapon fighting techniques. Not only do these exotic warriors master the art of attacking with two weapons simultaneously, but they also practice ways in which to use their offhand weapons strategically, instead of with brute force, and also practice unorthodox methods of two-weapon attack.

**Two-Weapon Fighting:** Beginning at 1<sup>st</sup> level, the twin blade marauder gains Two-Weapon Fighting as a bonus feat, even if he does not meet the prerequisites.

This ability replaces the track class feature.

**Off-Hand Interference (Ex):** Beginning at 2<sup>nd</sup> level, the twin blade marauder can use one blade to distract his opponent, while the other slips past his divided defenses. Whenever the twin blade marauder uses the full-attack action while wielding two weapons, he may choose to reduce the number of off-hand attacks he makes that round by one. If he does, he gains a +2 bonus on all attack and damage rolls made with his primary hand that round (the penalties to attack caused by two-weapon fighting still apply).

Whenever the twin blade marauder gains an additional offhand attack while two-weapon fighting (such as at 7<sup>th</sup> level, when he gains Improved Two-Weapon Fighting as a bonus feat), the number of off-hand attacks that he can choose to give up in this way each round increases by one, up to the maximum number of offhand attacks he can make. For each additional offhand attack that he sacrifices in this way the bonuses to attack and damage increase by an additional +1 (+3 for two sacrificed offhand attacks, +4 for three sacrificed offhand attacks, and so on).

Offhand attacks with higher penalties to base attack bonus are sacrificed first (*thus, an 1t<sup>th</sup> level twin blade marauder who sacrificed one offhand attack would lose the offhand attack made with a -10 penalty, and if the same twin blade marauder chose to sacrifice two offhand attacks, he would lose the offhand attacks made with a -10 and -5 penalty, respectively*).

This ability replaces the combat style feat gained at 2<sup>nd</sup> level.

Two-Weapon Guard (Ex): Beginning at 6<sup>th</sup> level, the twin blade marauder can use his weapons to catch and deflect incoming blows. Whenever the twin blade marauder uses the full-attack action while wielding two weapons, he may choose to forgo the first attack he makes that round with both his main and offhand weapons (the attacks using his full base attack bonus). If he does, then until the beginning of his next turn, whenever he is the target of a melee attack, he may make a combat maneuver check, and use the result in place of his AC for the purposes of that attack. The twin blade marauder adds the combined enhancement bonuses of both of the weapons that he is wielding as an enhancement bonus to his CMB for the purposes of this combat maneuver check (for example, a twin blade marauder with a +2 longsword and a +1 shortsword would make his combat maneuver check with a +3 enhancement bonus).

This ability replaces the combat style feat gained at 6<sup>th</sup> level.

**Improved Two-Weapon Fighting:** At 7<sup>th</sup> level, the twin blade marauder gains Improved Two-Weapon Fighting as a bonus feat, even if he does not meet the prerequisites.

This ability replaces the woodland stride class feature.

**Oversized Weapon Expert (Ex):** Beginning at 8<sup>th</sup> level, the twin blade marauder learns how to effectively fight with two relatively large weapons. He treats one-handed weapons as light weapons for the purposes of calculating penalties to attack when two-weapon fighting.

This ability replaces the swift tracker class feature.

**Offensive Spin (Ex):** Beginning at 10<sup>th</sup> level, the twin blade marauder learns how to perform a devastating spinning attack. Whenever the twin blade marauder uses the full-attack action while wielding two weapons, he may instead choose to make a single attack with his main weapon at his highest base attack bonus against each opponent within reach, and a separate single attack with his offhand weapon at his highest base attack bonus against each opponent within reach. For each weapon, roll a single attack roll and apply the result separately to the AC of each target. Each weapon deals damage as normal on a successful hit. The normal penalties for two-weapon fighting still apply.

This ability replaces the combat style feat gained at 10<sup>th</sup> level.

**Greater Two-Weapon Fighting:** At n<sup>th</sup> level, the twin blade marauder gains Greater Two-Weapon Fighting as a bonus feat, even if he does not meet the prerequisites.

This ability replaces the quarry class feature.

**Off-Hand Flourish (Ex):** Beginning at 14<sup>th</sup> level, the twin blade marauder learns to focus solely on his offhand, forgoing his main hand in favor of a swift succession of offhand strikes. Whenever the twin blade marauder uses the full-attack action while wielding two weapons, he may choose to forgo all attacks made with his main hand. If he does, he may immediately make four additional attacks with his off-hand weapon. These additional attacks are made with -5, -5, -10, and -10 penalties, respectively. These attacks are in addition to the attacks that he would normally make with his offhand. He still applies the appropriate penalties for two-weapon fighting to all attacks that he makes as part of that full-attack action.

At 16<sup>th</sup> level, whenever the twin blade marauder uses this ability, he may make a fifth extra attack with his offhand weapon at a -15 penalty. At 20<sup>th</sup> level, he may make a sixth extra attack with his offhand weapon, also at a -15 penalty.

This ability replaces the combat style feat gained at 14<sup>th</sup> level.

**Sword Dance** (Ex): Beginning at 18<sup>th</sup> level, the twin blade marauder gains the ability to perform a dizzying and intricate dance with his blades, seemingly slashing


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everywhere, leaving no way to avoid his onslaught. As long as he is wielding two weapons, the twin blade marauder can use this ability as a full-round action. This causes each creature that the twin blade marauder threatens with both of the weapons that he is wielding to suffer 10d6 points of damage. A successful Reflex save (DC 10 + the twin blade marauder's ranger level + the twin blade marauder's Strength modifier) halves the damage. Damage reduction applies to this damage normally, and the damage inflicted by this ability is of the same type (bludgeoning, piercing, or slashing) as the weapons that the twin blade marauder is wielding. If either of the weapons that the twin blade marauder is wielding would bypass an affected creature's damage reduction (such as because it is silver, or holy), all of the damage bypasses that damage reduction.

This ability replaces the combat style feat gained at 18<sup>th</sup> level.

**Master Two-Weapon Fighting** (Ex): At 19<sup>th</sup> level, the twin blade marauder gains the ability to make a fourth attack with his offhand weapon, albeit at a -15 penalty.

This ability replaces the improved quarry class feature.

#### Feral Stalker (Barbarian)

Barbarians share the wilderness with rangers, and often feel the call to lend their uncontrollable ferocity to its stewardship. Further, many barbarians see the wilderness, and the beasts that inhabit it, as an excellent test of their own strength, resolve, ferocity, and courage, and so seek to master the wilderness in much the same way that a ranger might, tracking down fierce predators to hunt with their bare hands. **Skills:** A feral stalker adds Acrobatics (Dex), Bluff (Cha), and Stealth (Dex) to her list of class skills.

Weapon and Armor Proficiencies: A feral stalker is not proficient with medium armor.

**Primal Stalker** (Ex): A feral stalker can move at her full speed while using either the Stealth or Survival skill without suffering the normal penalties.

This ability replaces the fast movement class feature.

**Wild Rage (Ex):** Beginning at 2<sup>nd</sup> level, the feral stalker gains a bond to the land which fuels her primal rages and allows her to rage longer. She must choose one of the terrain types from the ranger favored terrains list. As long as she is in the chosen type of terrain, the feral stalker gains a number of additional daily rounds of rage equal to 1/2 her barbarian level. These bonus rounds of rage are used first, before her normal rounds of rage. At 10<sup>th</sup> level, and again at18<sup>th</sup> level, the feral stalker may select an additional type of terrain that this ability applies to.

This ability replaces the rage powers gained at 2<sup>nd</sup>,10<sup>th</sup>, and 18<sup>th</sup> levels.

Animal Cunning (Ex): Beginning at 3<sup>rd</sup> level, the feral stalker learns to use surprise to her advantage, gaining a +1 bonus to all attack and weapon damage rolls made against targets that are denied their Dexterity bonus. At 6<sup>th</sup> level, and every 3 levels thereafter, these bonuses are increased by an additional +1.

This ability replaces the trapsense class feature.

**Primal Camouflage (Ex):** Beginning at 6<sup>th</sup> level, the feral stalker learns to focus her wild mind on the task of remaining unseen, allowing her to stalk her prey with ease. As a swift action, the feral stalker can expend any number of her daily rounds of rage. If she does, she gains a competence bonus on all Acrobatics, Bluff, and Stealth checks equal to twice the number of rounds of rage that she sacrifices in this way. This bonus lasts for 1 minute.

This ability replaces the rage power gained at 6<sup>th</sup> level.

Quiet Rage (Ex): At 12<sup>th</sup> level, the feral stalker learns not to let her rage get in the way of her cunning. She can use the Bluff and Stealth skills while raging.

This ability replaces the rage power gained at 12<sup>th</sup> level.

**Fade into the Forest (Ex):** Beginning at 17<sup>th</sup> level, the feral stalker can focus so hard on disappearing that she seems to simply vanish. As a swift action, she can expend 2 of her daily rounds of rage. If she does, then until the beginning of her next turn, she can use the Stealth skill to hide, even if she doesn't have cover or concealment, and even if she is currently being observed.

This ability replaces the tireless rage class feature.

#### Wildsoul Insurgent (Druid)

Bridging the gap between rangers and druids, these militant druids spend much less time contemplating the harmony of nature than most of their kin, and devote more time to their martial skill, believing that might makes right in the natural world, and ensuring that they always have enough might to never be wrong.

Weapon and Armor Proficiencies: A wildsoul insurgent is proficient with the shortbow, in addition to the other weapons that a druid is normally proficient with.

**Nature's Chosen (Su):** A wildsoul insurgent can sacrifice her magic in order to make more powerful weapon attacks. As a swift action, she can choose to expend one of her prepared spells in order to gain an enhancement bonus equal to the spell level of the expended spell on all weapon damage rolls she makes that round.

This ability replaces the spontaneous casting class feature.

Nature's Soldier (Ex): A wildsoul insurgent is dedicated to fighting the enemies of the natural world, and focuses her combat training on specialized techniques for fighting the unnatural and unwelcome; this has left her less able to combat natural foes, however. The wildsoul insurgent gains a morale bonus or penalty to all attack rolls he makes, based on the creature type of the target. The bonuses and penalties associated with each creature type are included on the table below. In the case of outsiders with the elemental subtype, use the entry for Outsider (elemental), instead of the entry for outsiders in general.

| Creature Type        | Bonus |
|----------------------|-------|
| Aberration           | +3    |
| Animal               | -2    |
| Construct            | +3    |
| Dragon               | -1    |
| Fey                  | -1    |
| Humanoid             | +0    |
| Magical Beast        | -1    |
| Monstrous Humanoid   | +1    |
| Ooze                 | +2    |
| Outsider             | +2    |
| Outsider (elemental) | -1    |
| Plant                | -2    |
| Undead               | +2    |
| Vermin               | -2    |
|                      |       |

This ability replaces the nature sense and wild empathy class features.

**Bonus Feats:** At 4<sup>th</sup> level, and every 2 levels thereafter, the wildsoul insurgent gains a bonus combat feat for which she qualifies. Additionally, she is treated as having a fighter level equal to her druid level – 3 for the purposes of qualifying for combat feats that require a certain fighter level as a prerequisite (such as Weapon Specialization). This ability replaces the wildshape class feature.

Animal Form (Sp): Beginning at 13<sup>th</sup> level, the wildsoul insurgent can cloak herself in an illusion which makes her appear as though she were an animal. This functions like the spell *veil*, except that it can only affect the wildsoul insurgent, and she must choose to assume the form of a creature of the animal type. Beginning at 15<sup>th</sup> level, she can instead use this ability to assume the form of a plant, and at 17<sup>th</sup> level, she can use this ability to assume the form of an elemental. Finally, at 20<sup>th</sup> level, she can use this ability to assume the form of an elemental. Finally, at 20<sup>th</sup> level, she can use this ability to assume the form of an elemental. Finally, at 20<sup>th</sup> level, she can use this ability to assume the form of any animal, dragon, fey, magical beast, elemental, plant, or vermin.

This ability replaces a thousand faces.

**Nature's Champion (Su):** Beginning at 20<sup>th</sup> level, whenever the wildsoul insurgent uses her nature's chosen class feature, the bonus damage is equal to twice the spell level of the sacrificed spell, instead of the normal amount. Further, she gains the bonus to attack rolls, as well as damage rolls.

Daring Nomad (Fighter)

When thinking of "the wilderness," many think of verdant forests and looming mountains, but daring nomads understand that badlands, steppes, and deserts can all be just as wild as any forest. These warriors are used to the hazards of surviving in harsh conditions, and form a special bond with their mount, who serves not only as a means of getting around, but as a close companion and friend on the field of battle.

Weapon and Armor Proficiency: Daring nomads are not proficient with medium or heavy armor, or with tower shields.

**Skills:** A daring nomad adds Bluff, Knowledge (geography), and Stealth to his list of class skills.

Animal Ken: A daring nomad gains a competency bonus equal to his class level on all Handle Animal and Ride checks.

**Nomad's Endurance (Ex):** The daring nomad gains a bonus equal to 1/2 his class level (rounded down, minimum 1) on the following checks and saves: Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to avoid nonlethal damage from starvation or thirst, and Fortitude saves made to avoid nonlethal damage from hot or cold environments.

Additionally, the daring nomad grants these bonuses to any creature that he is currently riding.

**Mounted Combat:** At 1<sup>st</sup> level, a daring nomad gains Mounted Combat as a bonus feat, even if he does not meet the prerequisites.

This ability replaces the bonus feat gained at 1<sup>st</sup> level.

**Befriend Horse (Ex):** A daring nomad shares a special bond with horses of all kinds, and begins play with a light horse, in addition to his other treasure. Additionally, any horse that he meets has its starting attitude towards him increased by one step. Finally, he can use Handle Animal to direct any horse (including ponies, light horses, and heavy horses, as well as some horse-like creatures, such as camels, mules, and riding dogs) as a swift action instead of a move action, and he may push a horse using the Handle Animal skill as a move action, instead of a full-round action.

**Greater Mobility** (Ex): Beginning at 3<sup>rd</sup> level, the daring nomad learns to move about the battlefield more effectively. As long as he wears light armor or no armor, the daring nomad, or any creature that he is riding, has its movement speed increased by 10 feet.

This ability replaces the armor training gained at 3<sup>rd</sup> level.

**Mounted Agility (Ex):** Beginning at 7<sup>th</sup> level, the daring nomad learns how to better direct his mount in difficult circumstances. The daring nomad can squeeze into tight spaces with his mount, allowing both him and his mount to squeeze through areas which a Medium creature could fit through, without the normal penalties associated with squeezing. While squeezing using this ability, both the mount and the daring nomad must use a move action to position themselves.

This ability replaces the armor training gained at 7<sup>th</sup> level.

**Trackless (Ex):** Beginning at 11<sup>th</sup> level, the daring nomad learns to ride his horse without leaving a trail. As long as they are moving at no more than twice their speed, neither the daring nomad nor any creature he is mounted on leave a trail that can be followed by mundane or magical means. They can still be tracked by magical means which do not directly follow a trail (such as *locate person*).

This ability replaces the armor training gained at 11<sup>th</sup> level.

**Mounted Evasiveness (Ex):** Beginning at 15<sup>th</sup> level, the daring nomad learns to move with his mount in order to dodge his opponents' attacks. As long as the daring nomad is mounted, both he and his mount gain the evasion class feature. If either the daring nomad or the mount had evasion already, then that creature gains improved evasion, instead.

This ability replaces the armor training gained at 15<sup>th</sup> level.

**Elusive Rider** (Ex): Beginning at 19<sup>th</sup> level, the daring nomad can ride his horse with such blazing speed as to be all but invisible. As long as the daring nomad is mounted, and his mount moves at least 50 feet in a round, both the daring nomad and his mount gain concealment (20% miss chance). Additionally, if the daring nomad's mount moves at least 200 feet, in a single round, both the mount and the daring nomad gain total concealment (50% miss chance).

This ability does not function if the daring nomad or his mount make any attacks during the round, however, as he must slow down to make the attack.

This ability replaces the armor mastery class feature.

#### Holy Huntsman (Paladin)

Though most paladins are more at home in an abbey or monastery than they are in the wilderness, and focus their efforts on altering and improving civilization, other paladins choose to leave the trappings of the modern world behind them, and take up a more natural lifestyle, devoting themselves to the protection of the wild places, rather than the protection of souls.

**Smite Prey (Su):** Beginning at 1<sup>st</sup> level, the holy huntsman gains the ability to deliver devastating attacks against certain groups of features, which she devotes herself to fighting against. The holy huntsman must choose one creature type from the following list: aberration, construct, dragon, monstrous humanoid, ooze, outsider (chaos), outsider (evil), or undead. Alternatively, she may choose a specific subtype of humanoid (such as elf or human), instead. Creatures of the chosen type (and subtype, if applicable) are considered to be the holy huntsman's dedicated prey.

As a swift action, the holy huntsman may choose one of her dedicated prey within sight to smite. She adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of her smite has an evil alignment, the bonus damage on the first successful attack increases to 2 points of damage per level the holy huntsman possesses. Regardless of the target's alignment, smite prey attacks automatically bypass any DR the creature might possess.

In addition while smite prey is in effect, the holy huntsman gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the holy huntsman targets a creature whose creature type is not one of the ones that she selected for this ability, the smite is wasted with no effect.

The smite prey effect remains until the target of the smite is dead or the next time the holy huntsman rests and regains her uses of this ability. At 4<sup>th</sup> level, and at every three levels thereafter, the holy huntsman may smite prey one additional time per day (to a maximum of seven times per day at 19<sup>th</sup> level). At each such level, she may also select a new creature type to be considered her dedicated prey (to a maximum of seven creature types and/or subtypes at 19<sup>th</sup> level).

This ability replaces the smite evil class feature.

**Wild Companion (Su):** At 5<sup>th</sup> level, the holy huntsman gains an animal companion, which serves her loyally. This functions as the animal companion version of the druid's nature's bond class feature, with a few exceptions. For the purposes of this ability, the holy huntsman's effective druid level is equal to her class level -4. When the animal companion would normally be improved (at effective druid level of 4 or 7, typically), it instead gains the celestial creature template, its Intelligence score is increased to 7, and it gains the ability to speak Celestial. Finally, the holy huntsman's animal companion gains the benefits of her smite prey ability whenever the holy huntsman uses that ability.

This ability replaces the divine bond class feature.

**Wild Aura (Su):** Beginning at 11<sup>th</sup> level, the holy huntsman is surrounded in an aura that resonated with the primal nature of the wilderness. She gains a +4 bonus on all saving throws made to resist the spells and spell-like abilities of her dedicated prey.

Additionally, she can traverse difficult terrain as though it were not difficult terrain, and, when travelling through natural environments, she leaves no trail and cannot be tracked (though she may leave a trail if she so chooses). The holy huntsman also grants the ability to move through difficult terrain and not leave a trail to all allies within 30 feet of her.

This ability replaces the aura of justice class feature.

**Woodland Defender (Su):** Beginning at 17<sup>th</sup> level, whenever the holy huntsman uses her smite prey ability, she gains DR 5/- against attacks made by the target of her smite. Additionally, all of the holy huntsman's allies within 30 feet gain DR 5/- against attacks made by the target of her smite, as well.

This ability replaces the aura of righteousness.

**Woodland Champion (Su):** Beginning at 20<sup>th</sup> level, the holy huntsman becomes a true expert at fighting those creatures she has dedicated herself against. Whenever the holy huntsman uses her smite prey ability, her DR against attacks made by the target of her smite improves to 10/-. Additionally, whenever she confirms a critical hit against the target of her smite prey ability, the target must succeed on a Fortitude save (DC 20 + the holy huntsman's Charisma modifier) or instantly die. If the attack deals nonlethal damage (such as because of the *merciful* magic weapon special ability, or because the holy huntsman is deliberately dealing nonlethal damage), then if the target fails its saving throw, it suffers an amount of nonlethal damage equal to its maximum hit points, instead.

This ability replaces the holy champion class feature.

#### Lurking Outlaw (Rogue)

Not all rogues choose to seek their fortunes in cities or at the bottom of deep, dank dungeons. Some choose to call the wilderness home—or are driven there by those who would punish them for their crimes. The lurking outlaw is one such type of rogue, who develops ways to use the wilderness to his advantage, and flourishes in this decidedly uncivilized life of preying on passing merchants and travelers.

Favored Sneak Attack (Ex): Beginning at 1st level, the lurking outlaw focuses on learning how best to exploit the weaknesses of certain foes, at the expense of her ability to harm others. She must choose a creature type from the list of ranger favored enemies. Against creatures of the chosen type, she deals twice her normal damage on a sneak attack (the lurking outlaw deals 2d6 points of damage at 1st level, 4d6 points of damage at 3<sup>rd</sup> level, etc., to a maximum of 20d6 points of sneak attack damage at 20<sup>th</sup> level). Against creature that are not the selected type, however, her sneak attack is less effective, and she deals half the damage she normally would (1d3 points of damage at 1st level, 2d3 points of damage at 3<sup>rd</sup> level, etc., to a maximum of 10d3 points of sneak attack damage at 20<sup>th</sup> level). At 5<sup>th</sup> level, and every 5 levels thereafter, the lurking outlaw may select an additional creature type that she deals additional sneak attack damage to.

This ability modifies the sneak attack class feature.

Adept Tracker (Ex): The lurking outlaw is adept at finding the tracks of her enemies. Whenever she passes within 5 feet of tracks left by a creature of a type she has selected for her favored sneak attack class feature, the lurking outlaw is automatically entitled to a Perception check to spot those tracks. Additionally, beginning at 2<sup>nd</sup> level, she gains a competence bonus equal to 1/2 her rogue level on all Survival checks made to follow the tracks creatures whose type she has selected for her favored sneak class feature.

This ability replaces the trapfinding class feature and the rogue talent gained at 2<sup>nd</sup> level.

**Natural Camouflage (Ex):** Beginning at 3<sup>rd</sup> level, the lurking outlaw learns how to use terrain to his advantage in remaining unseen and getting the drop on his opponents. She must select a favored terrain from the ranger favored terrains list. As long as she is in the selected terrain, the lurking outlaw gains a +1 bonus on all Stealth skill checks and initiative checks. At 6<sup>th</sup> level, and every 3 levels thereafter, these bonuses increase by +1, and she may select another favored terrain, and can apply these bonuses to that terrain, as well (to a maximum of six types of terrain in which she gains a +6 bonus at 18<sup>th</sup> level).

This ability replaces the trap sense class feature.

**Ambush Master (Ex):** Beginning at 6<sup>th</sup> level, the lurking outlaw becomes an expert of using ambush tactics to disable her foes before they can strike back. Whenever the lurking outlaw gets to act in a surprise round, she can take a full round's worth of actions. Additionally, she gains a +1 circumstance bonus on attack and damage rolls made during a surprise round. At 12<sup>th</sup> level, and again at 18<sup>th</sup> level, this bonus increases by an additional +1. This ability replaces the rogue talent gained at 6<sup>th</sup> level.

#### Feats

The following section presents twenty-five new feats for rangers and non-ranger characters alike. The feats are presented in alphabetical order, and are summarized on Table 3-1: Feats.

Feats with an asterisk (\*) after their name are combat feats. Feats with two asterisks after their name (\*\*) have special rules attached to them that allow them to be selected as part of a ranger's combat style class feature, instead of one of the feats that the ranger would normally be able to select. Note that some of the feats presented in this book require feats from other books. Unless otherwise marked, all prerequisites not found in this book can be found in the *Pathfinder Roleplaying Game Core Rulebook*. Prerequisites marked with APG after their name can be found in the *Advanced Player's Guide*, instead.

#### Acrobatic Attack (Combat)

You move as a blur, your two weapons assaulting in an acrobatic and artistic fashion that allows you to dance past your target's defenses.

**Prerequisites:** Dex 21, Greater Two-Weapon Fighting. **Benefits:** Once per round, while making a full-attack action and two-weapon fighting, if you make an attack with your main hand and it misses, you may make a single attack with your off-hand weapon at the same base attack bonus. You suffer a -2 penalty on this attack (in addition to the normal penalties for two-weapon fighting).

**Special:** A ranger with the *two-weapon fighting* style can gain this feat as a bonus combat style feat beginning at 10th level, even if he does not meet the normal prerequisites.

#### **Bestial Humanoid (Combat)**

You have all but devolved into a primal simian state. **Prerequisites:** Str 17, Primal Humanoid, base attack bonus +6.

**Benefits:** You can make an additional slam attack as part of a full-attack action. This ability only applies when you use the slam attack granted by the Primal Humanoid feat, and deals the same amount of damage as that slam attack. Additionally, you count as an animal in addition to a humanoid for the purposes of feats, special abilities, and spells that reference creature type.

**Special:** A ranger with the *natural weapon* style can gain this feat as a bonus combat style feat beginning at 10<sup>th</sup> level, even if he does not meet the normal prerequisites, though he must still have Primal Humanoid before he can gain this feat.

#### **Cavalry Master (Combat)**

You are especially skilled at attacking footmen from the back of your mighty mount.

**Prerequisites:** Mounted Combat, Ride-by Attack, base attack bonus +14.

**Benefits:** While mounted, you gain a +2 bonus on all attack and damage rolls made against characters that are not mounted.

**Special:** A ranger with the *mounted combat* style can gain

| Prerequisites   | Benefits   |
|---|--|
| Dex 21, Greater Two-Weapon<br>Fighting                    | When you miss with your main weapon, make a free attack with the   |
|   | offhand at a -2 penalty.   |
| Mounted Combat, Ride-by Attack,                           | You gain a +2 bonus to attack and  |
| base attack bonus +14                                     | damage against unmounted foes.   |
| Track, or Survival 5 ranks                                | You reduce the penalties to track due  |
|   | to rain, snow, and time.   |
|   | Apply the benefits of weapon-specific  |
| Base attack bonus +9                                      | feats to all weapons, and take any   |
|   | combat feat for your combat style  |
|   | feats.   |
|   | Your hatred is increased if you also   |
|   | have favored enemy for that creature.  |
| Deep-Seated Hatred, quarry class feature                  | When you denote a creature you hate  |
|   | as your quarry, your hatred bonus  |
|   | doubles.<br>You can give up your attack bonus  |
|   | from favored enemy to gain twice as  |
| feature   | much as a damage bonus.  |
|   | You can see things twice as far away.  |
| Perception 10 ranks, Excellent Vision                     | You can see things four times as far   |
|   | away.<br>You can move at full speed while  |
| Survival 1 rank   | hunting or tracking.   |
|   | When using power attack, take  |
| Power Attack, base attack bonus +8                        | penalties to AC for more bonus   |
|   | damage.  |
| Crossbow Mastery  | You do not suffer penalties for firing a crossbow with one hand.   |
| Str 13, Dex 15, One-Hander, base                          | You can reload a crossbow with one   |
| attack bonus +10  | hand, with a penalty.  |
| Str 13, humanoid  | You gain a slam attack.  |
| Str 17, Primal Humanoid, base attack                      | You can make two slam attacks per  |
| bonus +6  | round.   |
| Improved Critical, Power Attack,<br>base attack bonus +12 | When you confirm a critical hit with a   |
|   | two-handed weapon, it deals more damage.   |
|   | Make an extra attack with your offhand   |
| ·   | weapon when you charge with your   |
| Dase attack Donus +11                                     | shield and hit.  |
|   | Fighting<br>Mounted Combat, Ride-by Attack,<br>base attack bonus +14<br>Track, or Survival 5 ranks<br>Base attack bonus +9<br>Base attack bonus +9<br>Favored enemy class feature, hatred<br>racial trait<br>Deep-Seated Hatred, quarry class<br>feature<br>Power Attack, favored enemy class<br>feature<br>Power Attack, favored enemy class<br>feature<br>Power Attack, favored enemy class<br>feature<br>Power Attack, base attack bonus +8<br>Crossbow Mastery<br>Str 13, Dex 15, One-Hander, base<br>attack bonus +10<br>Str 13, humanoid<br>Str 13, humanoid |

| Shield Tackle**                   | Improved Shield Bash, Power Attack         | When you confirm a critical hit with<br>your shield, your target is knocked<br>prone.                         |
|-----------------------------------|--|---|
| Skirmishing Shot**                | Point-Blank Shot, Shot on the Run          | When you make a ranged attack after moving, you deal an extra 1d6 damage.                                     |
| Charging Shot**                   | Skirmishing Shot, base attack bonus<br>+14 | You can move up to twice your speed<br>and then make a ranged attack, which<br>deals extra damage.            |
| Specialized Defenses*             | Favored enemy class feature                | You can give up bonus damage from<br>favored enemy to gain an AC bonus,<br>instead.                           |
| Improved Specialized<br>Defenses* | Specialized Defenses                       | You gain a bonus equal to 1/2 your favored enemy bonus on saving throws to resist those creatures' abilities. |
| Speeding Gallop**                 | Ride 1 rank                                | You can spur your mount to 10 times its speed for one round.  |
| Two-Weapon Parry**                | Two-Weapon Defense                         | When you use a total defense while<br>two-weapon fighting, you can block<br>incoming attacks.                 |
| Unhindered Step                   | Woodland stride class feature              | You ignore difficult terrain and damage from a variety of sources.  |
| Whispers of the Wilds             | Favored terrain class feature              | You can gather information in your favored terrain.   |

this feat as a bonus combat style feat beginning at 10th level, even if he does not meet the normal prerequisites.

#### **Combat Versatility**

prerequisites, instead.

You know how to utilize a wide variety of combat skills in the pursuit of your training. **Prerequisite:** Base attack bonus +9.

Benefits: You can apply the benefits of feats for which you

could have chosen when you took that feat. Additionally,

if you have the combat style class feature, then whenever

you would gain a bonus combat style feat, you may instead choose to gain any combat feat for which you meet the

choose a specific weapon to gain a bonus to (such as Weapon Focus or Weapon Specialization) to all weapons that you

### Charging Shot (Combat)

You let loose a single arrow as you barrel at top speed towards your target.

**Prerequisites:** Skirmishing Shot, base attack bonus +14. **Benefits:** As a full-round action, you can move up to twice your speed in a straight line and make a single ranged attack against a creature within range. For every 10 feet closer you are to the target at the end of your movement than you were at the beginning of your movement, you gain a +1 bonus on attack and damage rolls for this attack.

**Special:** A ranger with the *archery* style can gain this feat as a bonus combat style feat beginning at 10<sup>th</sup> level, even if he does not meet the normal prerequisites, though he must still have Skirmishing Shot before he can gain this feat.

#### **Cold Trail Specialist**

You are especially adept at finding older trails.

**Prerequisites:** Track or Survival 5 ranks.

**Benefits:** When calculating the DC of a Survival check made to follow tracks, you treat trails as though they were one day fresher than they actually are. Additionally, you ignore up to eight hours of rain and one instance of fresh snow since the trail was made.

**Deep-Seated Hatred (Combat)** Your racial hatred lends its power to your quest to rid the world of your favored enemy's foul influence. **Prerequisites:** Favored enemy class feature, hatred racial trait.

**Benefits:** If your hatred racial trait applies to the same creature type as one of the ones that you have selected for your favored enemy class feature, then the bonus from your hatred racial trait is increased to +2, and also applies to damage rolls made against such creatures, Survival checks made to follow the tracks of such creatures, Bluff and Sense Motive checks made against such creatures, and Knowledge checks made to identify such creatures. These bonuses stack with the bonuses provided by favored enemy.

#### **Enemy Bloodlust (Combat)**

Your hatred for your favored enemies drives you to kill them at all costs.

Prerequisites: Power Attack, favored enemy class feature. Benefits: You may choose to sacrifice your bonus to attack against your favored enemies in order to deal additional damage, instead. Whenever you make an attack against a favored enemy, you may choose not to apply the bonus to attack rolls granted by your favored enemy class feature. If you do, then for the purposes of that attack, the bonus that you gain to damage rolls from favored enemy is increased by an amount equal to twice what your bonus to attack rolls would normally be (for example, a ranger with a +2 bonus to attack and damage vs. animals could choose to forgo the bonus to attack and gain a +6 bonus to damage rolls, instead). This effect applies only to a single attack, and you can even apply it to one attack made as part of a full-attack action without applying it to other attacks made as part of the same full-attack action.

#### **Excellent Vision**

You have trained your eyes to see great distances and discern creatures or objects far away from you.

**Benefits:** The maximum distance at which you can use the Perception skill to spot a creature or object, based on the terrain that you are in, is doubled. Additionally, you suffer only 1/2 the normal penalties imposed by distance on Perception checks you make (rounded up).

#### Finger Loader (Combat)

Through a combination of natural dexterity and untold hours of repetitious practice, you have trained each of your hands to load and fire a crossbow without help from the other. **Prerequisites:** Str 13, Dex 15, One-Hander, base attack bonus +10.

**Benefits:** You can operate a crossbow, regardless of its type, while holding a fistful of bolts between your fingers. Additionally, you can operate both the trigger and the complex loading mechanisms with only your fingers. This allows you to shoot and reload a crossbow one-handed. However, every time you reload a crossbow using this ability, it becomes more difficult to accurately fire, imposing a cumulative -1 penalty on all attack rolls made with the crossbow for each time that it is reloaded in one hand in a single round. This penalty lasts until the beginning of your next turn.

**Special:** A ranger with the *crossbow* style can gain this feat as a bonus combat style feat beginning at 10<sup>th</sup> level, even if he does not meet the normal prerequisites, though he must still have One-Hander before he can gain this feat.

#### **Great Survivalist**

You get along in the wild almost effortlessly. Prerequisites: Survival 1 rank.

**Benefits:** You may move at your full speed while using the Survival skill to hunt and forage for food or to follow tracks without suffering any penalty. You can move at up to twice your speed while doing either of these things by suffering a -5 penalty on the check.

#### Hate-Fueled Hunting (Combat)

Your whole life is ruled by your hatred, and you apply that same deadly philosophy to your hunting.

**Prerequisites:** Deep-Seated Hatred, quarry class feature. **Benefits:** Whenever you denote a creature as your quarry, you gain the benefits of your hatred racial trait against that creature. If you would already gain the benefits of your hatred racial trait against that creature, then those benefits are doubled, instead (if you have both favored enemy and hatred for that creature, you would gain a +4 bonus to attack, damage, Bluff, Knowledge, Sense Motive, and Survival checks made against that creature, in addition to the bonuses from favored enemy and quarry).

#### Heavy Swing (Combat)

You put a lot of power behind your swing, even though it leaves you exposed to your opponent's attacks. **Prerequisites:** Power Attack, base attack bonus +8. **Benefits:** Whenever you make an attack with a two-handed weapon while using the Power Attack feat, you may choose to suffer a penalty to your AC and CMD equal to the penalty that is being imposed on the attack roll by the Power Attack feat. If you do, the damage dealt by your attack is increased by +3. When your base attack reaches +12, and every 4 points thereafter, this bonus damage increases by an additional +1. The penalty to AC and CMD lasts until the beginning of your next turn.

**Special:** A ranger with the *two-handed weapon* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites.

#### **Improved Specialized Defenses (Combat)**

You have trained for fighting the special attacks and abilities of a particular kind of enemy.

Prerequisite: Specialized Defenses.

**Benefits:** Choose one creature type that you have selected for your favored enemy class feature. You gain a bonus on all saving throws made to resist the special attacks and spell-like abilities of creatures of that type equal to 1/2 your favored enemy bonus for that creature type (so a ranger with a +2 bonus to attack and damage rolls made against magical beasts would gain a +1 bonus to saving throws made to resist their special attacks and spell-like abilities, as well). **Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new creature type that you have selected for your favored enemy class feature.

#### **One-Hander** (Combat)

You can fire a crossbow in one hand with exceptional ease. **Prerequisites:** Crossbow Mastery<sup>APG</sup>.

**Benefits:** You do not suffer the normal penalties for firing a crossbow with one hand (you still suffer any penalties from two-weapon fighting, wielding weapons that are made for larger creatures than you, and other things that may impose a penalty).

**Special:** A ranger with the *crossbow* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites.

#### **Primal Humanoid (Combat)**

You are barely evolved, better described as beast man or similar monster than as a true civilized humanoid. **Prerequisites:** Str 13, humanoid.

**Benefits:** You gain a slam natural attack which deals 1d6 + 1-1/2 times your Strength modifier points bludgeoning damage on a successful hit (for a Medium creature). This slam requires both hands in order to use, and is a primary natural attack. If your form changes, you retain use of this slam attack, but cannot use the slam attack if you use any other natural attack which utilizes one or more arms (or the nearest facsimile of arms, including claws, wings, tentacles, and sometimes pincers). If you would gain a slam attack as a result of changing your form, you instead increase the damage of this slam attack by 1d6 (so a slam that would normally deal 2d4 would deal 2d4+1d6, instead). **Special:** You can only take this feat at 1st level.

**Special:** A ranger with the *natural weapon* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites (including the normal requirement that the feat be taken at 1<sup>st</sup> level).

#### **Ruinous Critical (Combat)**

You can make a clumsy but powerful swing with a two-handed weapon that is sure to utterly destroy your foes. **Prerequisites:** Improved Critical, Power Attack, base attack

bonus +12. Benefits: Whenever you successfully confirm a critical hit with a two-handed weapon, treat the weapon's critical

multiplier as though it were 1 higher for the purposes of any bonuses you add to damage. This does not apply to any bonus damage expressed as a die roll (for example, a barbarian with a greataxe, a Strength score of 18, and no other modifiers would normally roll 3d12 +18, because he adds 1.5 times his Strength and that amount is tripled. With this feat, he would still roll 3d12, but add 24, instead. If the barbarian were instead a fighter with Weapon Focus (greataxe) and he was wielding a +2 flaming greataxe, he would roll 3d12+40 plus 1d6 fire, because his normal damage bonus is 10: six from strength, two from enhancement, and two from weapon focus, and the flaming damage is not affected).

**Special:** A ranger with the *two-handed weapon* style can gain this feat as a bonus combat style feat beginning at 10th level, even if he does not meet the normal prerequisites.

#### Shield Charge (Combat)

You charge forward with your shield in front, and when you meet your foe, you explode like a comet upon impact, unleashing your weapon even as he is staggered from your initial charge.

**Prerequisites:** Improved Shield Bash, Power Attack, base attack bonus +11

**Benefits:** Whenever you use the charge action to attack with your shield, if you successfully hit the target, you may make a single attack with a melee weapon that you are wielding, as a free action. This attack uses your highest base attack bonus and gains the benefit from charging, but must be made against the same creature that you attacked with your shield. **Special:** A ranger with the *weapon and shield* style can gain this feat as a bonus combat style feat beginning at 10th level, even if he does not meet the normal prerequisites.

#### Shield Tackle (Combat)

You can throw your opponents to the ground with your shield. **Prerequisites:** Improved Shield Bash, Power Attack. **Benefits:** Whenever you confirm a critical hit with your shield, the creature that you hit is also knocked prone. Additionally, you gain a +2 bonus to CMB for trip attempts made with your shield.

**Special:** A ranger with the *weapon and shield* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites.

#### **Skirmishing Shot (Combat)**

You use your own momentum to grant extra power to projectiles you fire.

**Prerequisites:** Point-Blank Shot, Shot on the Run. **Benefits:** Whenever you make a ranged attack in a round in which you also moved at least 10 feet, you deal an additional 1d6 points of damage on a successful hit.

**Special:** A ranger with the *archery* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites.

#### **Specialized Defenses (Combat)**

Your skill and training against your favored enemies has taught you how to better defend yourself from their attacks. **Prerequisites:** Favored enemy class feature.

**Benefits:** You can trade the damage bonus you receive when fighting your favored enemies for better AC, instead. As a free action once per round, you can choose to sacrifice the damage bonus granted by your favored enemy class feature in order to gain that bonus to AC, instead. This bonus to AC is the same amount that you would normally gain to damage for creatures of that type (so a ranger with a +2 bonus to damage against animals and a +4 bonus to damage against vermin who used this ability would gain +2 AC for attacks made by animals and +4 AC for attacks made by vermin). You cannot use this ability if you have already made an attack this round.

#### **Speeding Gallop**

You can spur your mount to such incredible speeds that your enemies don't have time to react.

Prerequisites: Ride 1 rank.

**Benefits:** As a swift action, you may make a special Ride check (DC 25) in order to allow your mount to move up to 10 times its normal speed as a full-round action. While moving at this speed, it does not provoke attacks of opportunity, except from creatures that have readied a weapon with the brace quality against a charge. At the end of this movement, your mount is fatigued. You cannot use this ability if your mount is exhausted.

**Special:** A ranger with the *mounted combat* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites.

#### **Superior Vision**

You have learned to hone your vision within certain types of terrains to legendary ability, and can identify objects and creatures accurately at extreme range.

**Prerequisites:** Perception 10 ranks, Excellent Vision. **Benefits:** While in your favored terrain, the maximum distance at which you can use the Perception skill to spot



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a creature or object, based on the terrain you are in, is quadrupled. Additionally, you suffer only 1/4 the normal penalties imposed by distance on Perception checks you make (rounded up).

#### **Two-Weapon Parry (Combat)**

You create an impregnable barrier of blades which cannot easily be pierced, even by skilled opponents. **Prerequisites:** Two-Weapon Defense.

**Benefits:** Whenever you take a total defense action while wielding two weapons, until the beginning of your next turn, whenever you would be hit by a melee attack, you may force the attacker to succeed on a combat maneuver check (with a DC equal to your CMD), or have his attack automatically miss. You may apply this ability to a number of attacks equal to the number of off-hand attacks you can make as part of a full-attack action.

**Special:** A ranger with the *two-weapon fighting* style can gain this feat as a bonus combat style feat beginning at 6<sup>th</sup> level, even if he does not meet the normal prerequisites.

#### **Unhindered Step**

You can move even through the most dangerous and magically altered natural terrain.

**Prerequisites:** Woodland stride class feature. **Benefits:** You can pass through thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion at your normal speed and without suffering damage or any other impairment. Additionally, you can move through rubble, sand, and snow at normal speed, and are never hurt or impeded by those features. Magical or enchanted rubble, sand, and snow affect you normally.

#### Whispers of the Wilds

You can observe tracks and the condition of the wilderness in order to ascertain information about certain events and individuals within a limited distance.

**Prerequisites:** Favored terrain class feature.

**Benefits:** While in your favored terrain, you can spend 1 hour doing nothing other than observing the wilderness, speaking with its inhabitants, or otherwise gleaning information to learn about what's been occurring within a 1-mile radius. This ability functions as the gather information use of the Diplomacy skill, except that no check is needed. Instead, you gain information about the surroundings as though you had made a Diplomacy check to gather information and received a result equal to 5 times your favored terrain bonus for the type of terrain that you are in.

As with the gather information use of the Diplomacy skill, obscure or secret information is harder to learn, and you may simply be unable to find the information you want. In general, information that pertains directly to the wilderness, such as where the local beasts live, or information about a prominent druid in the area, is easier to learn about, while information which is less relevant to the wild, such as a thief hiding out in a remote cave, could be harder to come by.

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## Hot on the Trail of Adventure!

It's not easy being green, and, even more than druids, rangers suffer from a split personality in Pathfinder. Somewhere between fighters and druids, with more than a dash of rogue, it can sometimes be hard to say what being a ranger is all about, other than that they're in touch with the wilderness...except, of course, when they happen to be bounty hunters, trappers, or just plain expert archers.

A Necromancer's Grimoire: Bounty of the Ranger is a celebration of the ranger class. From prestige classes, to archetypes, to new feats, there's something in here for everyone, whether you have a ranger character or not (and by the time we're done, you'll certainly want one). Here are just a few things you'll find:

 The ace marksman prestige class, which specializes in archery and produces incredibly accurate, deadly archers.

 The inexorable stalker prestige class, whose members can find anyone, anywhere, even following them through a teleport or planeshift spell.

 The landbond shifter prestige class, whose members leave humanity behind to become an animal permanently, but shifts from one species to the next depending on where he roams.

 The pack lord archetype for rangers, which grants an entire pack of animal companions.

 The greenstalker sniper archetype for rangers, a ranged specialist that focuses on careful aim and well-planned ambushes.

 The nature's voice archetype for rangers, which strikes a closer balance between martial prowess and spellcasting ability.

 The twin blade marauder archetype for rangers, whose members are capable of doing things with two weapons that others can only dream of.

 Five new archetypes for "ranger-adjacent" classes such as fighter, druid, and rogue, which help them get a taste of being a ranger.

 25 new feats for characters of all types, including new feats for a wide variety of ranger combat styles.

