# SATHFINDER PLAYER COMPANION

# Monster Filmters Filandbook

### Monster-Hunting Organizations





#### DUSKWARDENS

Members: Rangers and other explorers with combat and survival skills.

Monsters Hunted: Aberrations, oozes, and undead.

Duskwardens guard the city of Kaer Maga against monsters emerging from the lightless tunnels below by mapping the uncharted Undercity, sealing entrances they find to the deeper levels, and slaying any monsters that threaten the surface. The Duskwardens act as guardians along the Halflight Path, guiding travelers—for a fee—through the underground tunnels to the city. See Pathfinder Campaign Setting: City of Strangers for more information on the Duskwardens.

#### FORT LONGJAW

Members: Desert warriors.

Monsters Hunted: Gnolls, hyenas, and other desert dangers.

Gnoll slavers are a constant threat to the caravans and small settlements of western Katapesh. The people of Fort Longjaw, a wooden stockade located near the Brazen Peaks, are dedicated to fighting these predators. They attack gnoll camps and lure raiders into ambushes with decoy caravans, while also interrogating travelers and gathering information on the gnolls' movements with daily scouting patrols. See Pathfinder Campaign Setting: Dark Markets, A Guide to Katapesh for more information on Fort Longjaw.

#### KNIGHTS OF OZEM

Members: Iomedaean knights and paladins. Monsters Hunted: Demons, orcs, undead,

and the warbeasts of Belkzen.

The Knights of Ozem are famous for their formidable cavalry charges, having risen to prominence during the Shining Crusade. Ever since defeating the Whispering Tyrant and founding Lastwall, the knights have operated out of that nation's capital, Vigil. They destroy undead in the Hungry Mountains, protect settlements against the orc hordes of the Hold of Belkzen, and fight demons emerging from the Worldwound. See Pathfinder Player Companion: Knights of the Inner Sea and Pathfinder Campaign Setting: Paths of Prestige for more information on the Knights of Ozem.





Members: Loose coalition of crusaders from various nations.

Monsters Hunted: Demons and their allies. The Mendevian Crusaders exist solely to fight the demons of the Worldwound. The crusade comprises many organizations, not only from Mendev but also from various other regions of Avistan and Garund. As a consequence, the crusade's composition is incredibly varied. History has seen paladins of Iomedae fighting alongside Hellknights, Pathfinders, and mercenaries of many stripes. See Pathfinder Player Companion: Knights of the Inner Sea and Pathfinder Campaign Setting: Paths of Prestige for more information on the Mendevian Crusaders.

#### ORDER OF THE PIKE

Members: Hellknights.

Monsters Hunted: Animals, dragons, fey,

fiends, giants, goblinoids, plant monsters, and vermin.

This small order of Hellknights operates out of the tower of Citadel Ordeial in northeastern Cheliax, where it organizes expeditions to seek out and slay a variety of monsters. The order was disbanded after the Chelish Civil War, but it was officially reinstated 30 years ago thanks to its members' continued efforts to weed out monsters in the Whisperwood and beyond. See *Pathfinder Campaign Setting: Path of the Hellknight* for more information on the Order of the Pike.

#### PATHFINDER SOCIETY

Members: Adventurers, archaeologists, and scholars with a variety of skills.

#### Monsters Hunted: Varied.

Based in Absalom, the agents of the Pathfinder Society explore unknown lands and forgotten ruins across Golarion, collect lore and historical artifacts, and chronicle their adventures. While their primary goal is the pursuit of knowledge, many field agents are also expert monster slayers. Pathfinders fight not only to protect themselves, but also sometimes to capture live specimens or bring back samples for the Society's biologists to study. See Pathfinder Player Companion: Pathfinder Society Primer for more information on the Pathfinder Society.





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#### ON THE COVER



Others might think of this remorhaz as too hot to handle, but Amiri and Harsk are undaunted in this illustration by Kiki Moch Rizky.



### TABLE OF CONTENTS

INTRODUCTION	2
RULES INDEX	3
HUNTING MONSTERS	4
ABERRATIONS	6
ANIMALS	8
FEY	10
MAGICAL BEASTS	12
MONSTROUS HUMANOIDS	14
OOZES	16
OUTSIDERS	18
OTHER MONSTERS	20
TROPHIES	24
MONSTER~HUNTING GEAR	26
MAGIC ITEMS	28
MONSTER~HUNTING SPELLS	30
NEXT MONTH!	32

#### REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Class Guide	ACG	Ultimate Combat	UC
Advanced Player's Guide	APG	Ultimate Equipment	UE
Advanced Race Guide	ARG	Ultimate Magic	UM
Occult Adventures	0A		

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### INTRODUCTION



Countless creatures call Golarion their home, but among them exist a rare few that are truly enormous, fearsome, and unparalleled threats to everything and everyone around them. Every monster hunter knows that such beasts are not easily slain—yet these creatures are the ultimate quarry. *Monster Hunter's Handbook* presents a number of new options for characters setting out to hunt these vicious creatures.

#### WHAT IS A MONSTER?

Almost any creature can be called a monster, and every monster hunter has her own definition of the term informed by her background. Many monster hunters apply the term to creatures that threaten their communities, whereas other monster hunters give the term to particular types of creatures they regard as having wronged them or those important to them. In truth, there are as many reasons for labeling a creature as a monster as there are monster hunters.

While many highly intelligent threats such as dragons, giants, and vampires can indeed be called monsters (see pages 20–23), this book focuses primarily on creatures of primal dread and devastation, such as black puddings, froghemoths, purple worms, wyverns, or even the terrifying Tarrasque. The monsters discussed in this book cover a wide array of creature types. Aberrations, animals, fey, magical

beasts, oozes, and outsiders are typically defined by their modest intelligence, ferocious strength, powerful abilities, and capacity to inflict harm. Constructs, plants, and vermin can also prove to be challenging to hunt, but skilled monster hunters often consider these to be nuisances more than true monsters due to their mostly mindless natures.

Monsters aren't always the apex of intelligence, but most have the cunning to act beyond fight or flight, using the environment to their advantage to hide from, hinder, and ultimately defeat foes. Many monsters tend toward a solitary existence, which can stunt them socially and lead many humanoids to believe the creatures have no culture, if indeed they do. Those monsters with more developed societies maintain only basic relations with neighboring humanoids, reinforcing a sense of otherness that can spark conflict.

#### PREDATORS AND PREY

The borders of civilization endure the continual threat of monstrous incursions, and monster hunters inevitably rise to the challenge. Each monster hunter has her own reasons for hunting monsters, whether it's for honor, furthering her reputation, or the acquisition of knowledge. Presented below are common backgrounds for monster hunters, and a trait appropriate for each background.

#### CHAĹĹENGER

Many monster hunters hunt to gain a personal trophy or a monetary reward, or simply for the thrill of it. Challengers have a passion for slaying monsters, relying on experience and instinct to bring down their quarries. Many of these monster hunters frequent the wilds of the Lands of the Linnorm Kings, Mendey, Thuvia, and Varisia.

Monster Challenger (Combat): You have made it your mission to bring down a fearsome beast. Choose two of the following: aberrations, animals, dragons, fey, magical beasts, oozes, and vermin. You can move at full speed without penalty while using Survival to follow tracks left by your chosen creature types.

#### SCHOLAR

Rather than hunting for the sake of the kill, a scholar hunts to learn. Some seek to study the world's rarest beasts. Others do so to acquire components, such as poison for the creation of antivenom, or monster parts for a specific spell or ritual. A number of these scholars hail from academically renowned locales like Absalom, Osirion, and Ustalav.

**Monster Scholar (Social)**: Your study of monsters keeps you well informed. Choose either Knowledge (arcana), Knowledge (dungeoneering), or Knowledge (nature). Whenever you succeed at a Knowledge check to identify a creature and its special powers—or vulnerabilities—with the chosen skill, you gain one additional piece of useful information (as if your skill check result had been 5 higher).

#### STAĹKER

For some, a monster is neither a trophy nor a learning experience; it's just a part of everyday life, serving as food for the community or to keep a settlement safe. Most stalkers learn to hunt via tradition, following and learning directly from accomplished monster hunters. These stalkers generally occupy frontiers or untamed lands such as the Mwangi Expanse, Nirmathas, the Realm of the Mammoth Lords, and even the Valashmai Jungle in Tian Xia.

**Monster Stalker (Social)**: You've been raised to hunt certain beasts. Choose either aberrations, animals, dragons, fey, magical beasts, oozes, or vermin. You gain a limited version of the scent ability (15 feet normal, 30 feet upwind, 5 feet downwind) that detects only your chosen creature type.

#### SURVIVOR

Monsters bring death wherever they go. Some survivors move on with their lives, but a few can't while knowing a monster yet lives. These survivors swear revenge on the beast that caused such devastation. Survivors often have no formal training or experience, but what they lack in skill, they make up for in passion. A survivor hails from almost anywhere on Golarion, as no place is truly safe from monstrous beasts.

**Monster Survivor (Combat)**: You've escaped with your life after a terrible monster attack. You gain a +4 dodge bonus to AC against attacks of opportunity made against you by Large or larger opponents when you're making a withdraw action.

#### **RULES INDEX**

Pathfinder Player Companion: Monster Hunter's Handbook introduces a wide range of new rules and options geared toward expanding the role of "monster hunters" beyond classes such as druids, hunters<sup>ACG</sup>, and rangers. After all, monsters often rove beyond the untamed wilderness; those found in city sewers or even invading from beyond the Material Plane need to be dealt with just as effectively!

Archetypes	Class	Page
Abolisher	Inquisitor	7
Banishing warden	Paladin	18
Defender of the true world	Druid	10
Disciple of the pike	Cavalier	13
Green scourge	Druid	7
Luring piper	Bard	11
Oozemaster	Alchemist	17
Psychodermist	Occultist	25
Feats	Туре	Page
Anatomical Savant	Combat	19
Baneful Judgment	Combat	5
Bull-Catcher Style	Combat, Style	8
Bull-Catcher Toss	Combat	8
Bull-Catcher Wrangle	Combat	9
Claw Wrench	Combat	9
Creature Focus	_	22
Dimensional Step Up	—	19
Expanded Hunter Tactics	Combat	5
Focused Expertise (multiple)	Combat	22-23
Focused Target	Combat	5
Grisly Ornament	—	24
Harvest Parts	—	24
Improved Punishing Step	Combat	14
Knowledgeable Spellcaster	_	19
Maze Expert	—	15
Monster Spotter	—	7
Monstrous Crafter	—	24
Monstrous Disguise	—	15
Monstrous Masquerade	—	15
Needle in a Haystack	—	15
Pacify Animal	_	9
Punishing Step	Combat	15
Resisting Grappler	Combat	7
Shared Quarry Stone to Flesh Savant	Combat	5
Stone to Flesh Savant	—	15
Gear		Page
Equipment		26-27
Magic items		28-29
Other Rules Options		Page
Alchemist discoveries		17
Cavalier order		13
Rogue talents		9
Spells		30-31



## HUNTING MONSTERS

As monsters vary in their natures, environments, and activities, it is important for monster hunters to thoroughly prepare before seeking out any quarry. Without sufficient information, a monster hunter might lose the element of surprise—or surrender it to the monster. The information below helps monster hunters properly prepare for a hunt, and is followed by additional feats for monster-hunting classes.

#### RESEARCH

If the monster hunter does her job correctly, she spends more time researching her target than actually hunting it. While the exact nature of the knowledge required can vary from target to target, a monster hunter generally seeks information in three main areas: abilities, habitat, and tactics. Any monster hunter can search for knowledge in a library, but presented here are several additional ways a monster hunter can ascertain such information.

**Abilities:** Monsters have a wide range of abilities, from breath weapons to natural resistances, and knowing these powers can spell the difference between life and death for a monster hunter. Observing the target is often enough to recognize its capabilities, and locals and survivors of a monster's attacks can provide firsthand intelligence. Monster hunters benefit from spells as simple as *know the enemy*<sup>UM</sup> to powerful divinations such as *legend lore*.

Habitat: Finding where a monster lives is as important as knowing the monster itself, as the environment can present dangers such as blizzards, quicksand, or sandstorms that a monster hunter might avoid with proper reconnaissance. Spells such as *speak with animals* or *speak with plants* are invaluable, not only in learning about local dangers, but also about the monster's lair itself.

**Tactics:** A monster might rely on stealth, charge into combat, or favor any one of countless other strategies. Following a target and observing it while camouflaged or hidden is a great way to see precisely how a monster acts and reacts, and can even reveal its fighting tactics. As an intelligent monster knows how to use its abilities and environment together, monster hunters benefit from knowing how it does so—but keeping one's distance while learning these tactics is important. Particularly dangerous monsters are best watched from afar or with spells such as *scrying*.

Any monster hunter can follow the above techniques to learn about a particular monster, but there are some classes and archetypes that excel at researching creatures. Bards generally know about a wide variety of monsters, and a voice of the wild<sup>ACG</sup> bard, more in tune with the natural world, has an unparalleled knowledge of plants and animals. A shaman's connection with spirits generally coincides with a focus on natural threats; a visionary<sup>ACG</sup> shaman, specifically, uses her spirits to learn the secrets of monsters and their worlds. Powerful oracles, particularly a seer<sup>UM</sup> oracle, can discern information on monsters with relative ease.

#### FINDING MONSTERS

All the research in the world is worthless if it cannot be put to use. Just as important as researching a monster is actually tracking it across a variety of terrains. The best methods to locate a monster vary from place to place, but spells such as *find the path* and *locate creature* help track a target or pinpoint its lair. Presented below are additional strategies to find a monster based on its habitat.

Land: Beyond tracks and spoor left by a monster, there are a few other ways to locate a creature on land. The simplest method is to track not the monster, but its prey. Locating cattle, deer, and other off-targeted creatures can be much simpler than locating the monster itself. These weaker quarry can be observed or set out as bait until the monster strikes. Experienced monster hunters know that their quarries might flee once engaged, and that striking a monster with a *wounding* weapon, or causing it to bleed in some other manner, is extremely helpful. Otherwise, use of a *nest revealer* (see page 29) or the *blood scent*<sup>ARG</sup> spell aids with the hunt.

**Sea**: A swimming monster can be challenging to track. To combat their natural deficiencies underwater, monster hunters make use of spells such as *air bubble*<sup>UC</sup> and *water breathing*, and items such as *cloaks of the manta ray* and *helms of underwater action*. Once a monster hunter is underwater, reliable methods to find her quarry might include following the creature's blood or setting a trap for it.

**Air**: A flying creature can prove difficult to hunt, as its mobility allows it to escape more easily. Moving to higher ground lets monster hunters keep sight of flying monsters, and spells such as *eagle eye*<sup>APG</sup> provide the extra vantage point required to spot these beasts. If possible, marking a flying creature in some method, such as with dyes or by tying a rope or ribbon to it, makes the creature more visible from a distance. Tagging a flying creature with a *detecting dart* (see page 28) makes following it much easier if it flees.

#### QUINTESSENTIAL MONSTER HUNTERS

Characters who wish to become expert monster hunters should consider taking levels in one of the following classes.

**Hunter**<sup>ACG</sup>: A hunter's bond with an animal companion allows her to effectively work as two creatures, both masters at stalking prey. Feral hunter<sup>ACG</sup> and packmaster<sup>ACG</sup> are common archetypes for monster hunters.

**Inquisitor**<sup>APG</sup>: An inquisitor's vast knowledge of creatures allows her to hunt monsters with unparalleled strategic planning, whether alone or with allies. An inquisitor hunting monsters can benefit from the sacred huntmaster<sup>ACG</sup> or sanctified slayer<sup>ACG</sup> archetype.

**Ranger**: A ranger works well with allies, sharing his favored enemy bonuses, or bonding with an exceptional animal companion. A ranger hunting monsters might select the beast master<sup>APG</sup> or trapper<sup>UM</sup> archetypes.

**Slayer:** A slayers is unrivaled when hunting a single target, as his study of a target identifies its weaknesses. A monsterhunting slayer might choose the bounty hunter<sup>ACG</sup> or grave warden<sup>ACG</sup> archetype.

#### MONSTER-HUNTING FEATS

These feats are useful for hunters<sup>ACG</sup>, rangers, and slayers<sup>ACG</sup>.

#### BANEFUL JUDGMENT (COMBAT)

You dole out judgment to a particular foe.

**Prerequisites:** Bane<sup>APG</sup> class feature, judgment<sup>APG</sup> class feature, monster lore<sup>APG</sup> class feature.

**Benefit**: You can declare a specialized judgment against a creature as a swift action. When pronouncing this judgment, you attempt a Knowledge check to identify the creature, or refer to your previous result if you've already identified the creature. If you succeed at the check or have already identified the creature, you can spend 1 round of bane and choose one judgment other than the healing judgment. You gain the benefits of this judgment against that creature for only 1 round plus 1 additional round for every 5 by which you exceeded the DC to identify the target. Subsequent uses of this judgment do not stack with this ability. A creature cannot be the target of this ability again for 24 hours.

#### EXPANDED HUNTER TACTICS (COMBAT)

You're able to train your allies as you do your animal companion.

**Prerequisite:** Hunter tactics<sup>ACG</sup> class feature.

**Benefit:** As a move action, you can grant a teamwork feat you know to a single ally within 30 feet who can see and hear you. The selected ally gains the benefits of this bonus feat for 1 round plus 1 additional round for every 2 character levels you have, but only while the ally is adjacent to you or your animal companion. A given ally can benefit from this feat only once per day.

#### FOCUSED TARGET (COMBAT)

You pour your entire focus into slaying your chosen target.

**Prerequisite**: Studied target<sup>ACG</sup> class feature (second studied target).

**Benefit:** When you study a target, you can reduce the number of additional targets you can maintain as a studied target. For each target reduced in this way, you increase your studied target bonus by 1 for either attack rolls, damage rolls, skill checks, or the DCs of your abilities. Each such increase must be applied to a different category (attack rolls, damage rolls, skill checks, or DCs). You can end the effects of this feat as a free action.

#### SHARED QUARRY (COMBAT)

When working together, you and your companions are skilled at taking down particular targets.

**Prerequisites**: Hunter's bond class feature, quarry class feature.

**Benefit**: Allies sharing your favored enemy bonuses from hunter's bond gain an additional benefit against a creature you've denoted as your quarry. Affected allies gain a +1 insight bonus on attack rolls against your quarry; this bonus increases to +4 on attack rolls to confirm critical hits against your quarry.

If your hunter's bond is with an animal companion, your companion gains the full benefits of your quarry class feature. when you denote a quarry.



### ABERRATIONS

Aberrations are the source of nightmares for many people. Imagine being consumed by the horror that is a gibbering mouther or having one's body usurped by a malignant intellect devourer. Few aberrations are harmless, and so aberration hunters are needed wherever these creatures roam.

#### HUNTING ABERRATIONS

Aberrations appear in myriad environments, from arid deserts to the vacuum of space, but the majority live underground. For this reason, a reliable light source, such as an everburning torch, is vital for any aberration hunter. Locks, natural hazards, and traps are common in caverns, dungeons, and underground ruins, which means that thieves' tools, a spelunking kit<sup>UE</sup>, and a few ranks in Climb, Disable Device, Knowledge (dungeoneering), and Perception are useful.

#### FIGHTING ABERRATIONS

Aberrations are as varied as they are strange. Yet seasoned aberration hunters know the following things are true about nearly any aberration.

**Deadly Attacks:** Aberrations are notorious for having tentacles that grab and constrict their victims. This means that the *grease* spell, feats such as Defensive Combat Training and Resisting Grappler (see page 7), and ranks in the Escape Artist skill are all useful when battling these creatures. Bite attacks that cause bleeding or inject poison are also common, so carrying antitoxin, packing a dose of bloodblock<sup>UE</sup>, and preparing *delay poison* or *neutralize poison* is recommended. Lastly, many aberrations deal acid damage, so a *potion of resist energy* is good to keep around.

Hard to Ambush: Besides darkvision, many aberrations have a good Perception skill bonus and have at least one unusual sense, such as all-around vision, blindsense, blindsight, scent, or tremorsense. They're also typically stealthy, and some of them—faceless stalkers and mimics, for instance—are masters of disguise. Finally, nearly all aberrations can burrow, climb, fly, or swim, which makes them difficult to pin down.

Hard to Kill: Aberrations' strange anatomies make them resistant or immune to various attacks. Many aberrations have damage reduction, but fortunately, carrying a magic weapon that deals piercing or slashing damage can bypass most aberrations' defenses. Poison is often ineffective, and

> aberrations have immunities and resistances to various types of energy attacks—particularly acid. Nearly all aberrations have good Will saves, and the minds of some aberrations are too alien for mind-affecting effects to be of any use.

#### SLAYING ABERRATIONS

While the advice above covers the most common hurdles of fighting aberrations, sometimes aberration hunters must adapt for specific foes.

**Common Aberrations:** Chokers are stealthy ambush predators that often strike stragglers, so monster hunters who stay close together can mitigate a choker's chances of snatching up an ally. Mimics are iconic masters of disguise, so when hunting mimics or adventuring in a mimic-infested area, use *detect aberration*<sup>APG</sup>, *detect* 

thoughts, and divinations to sense them first. Rust monsters are largely harmless to people, but they can easily destroy armor, weapons, and other metal objects.
To keep metal equipment safe, leave such objects in a secure place before pursuing a rust monster, apply bladeguard<sup>UE</sup> to a favorite weapon, or ambush the creature

and kill it quickly with ranged attacks before it closes in.

**Deadly Aberrations:** Will-o'-wisps are some of the most treacherous aberrations due to their shocking touch and many ways to avoid attacks, though a *potion of resist energy* and a *potion of see invisibility* can lessen their threat. Intellect devourers are deadly body thieves that are resistant to nearly all kinds of attacks, but *protection from evil* wards a creature against intellect devourers' physical and mental abilities, and +1 adamantine weapons can penetrate their alien, brain-like tissue.

#### ABERRATION-HUNTING OPTIONS

The following options are ideal for aberration hunters.

#### **ABOLISHER (INQUISITOR ARCHETYPE)**

Abolishers are incorruptible inquisitors<sup>APG</sup> who weed out creatures of alien, unnatural origins, finding and exposing aberrations for what they are.

**Sworn to Purity (Ex)**: An abolisher must select one of the following domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. If she ever changes her deity to one that has none of the listed domains, she loses this archetype and becomes a normal inquisitor or ex-inquisitor.

This ability alters domains.

**Revealing Gaze (Ex):** An abolisher receives a morale bonus on opposed Perception checks against other creatures' Disguise and Stealth checks equal to half her inquisitor level (minimum +1). She grants this bonus to all adjacent allies.

This ability replaces stern gaze.

**Expose Aberration (Sp):** At and level, an abolisher can use *detect aberration*<sup>APG</sup> at will. When she hits a creature with a weapon attack, she automatically knows if the creature is an aberration or not. At 5th level, she can activate her bane ability as an immediate action after she hits an aberration but before damage is rolled.

This ability replaces detect alignment and alters bane.

**Escape Corruption's Grasp (Sp):** At 5th level, an abolisher is divinely protected against the grasping tentacles and paralyzing secretions of aberrations. For a number of rounds per day equal to her inquisitor level, she can ignore impediments to movement, as per *freedom of movement*. These rounds don't need to be consecutive. Activating this ability is an immediate action.

This ability replaces discern lies.

#### GREEN SCOURGE (DRUID ARCHETYPE)

Green scourges are militant druids sworn to restore natural order. They're less concerned with nurturing the natural world than most druids, instead focusing their efforts on slaying corrupted creatures.

**Nature's Armaments:** A green scourge can lose a prepared 1st- or 2nd-level spell in order to cast *shillelagh* or *flame blade*, respectively. She can instead choose to lose a higher-level spell in order to increase the enhancement bonus of her shillelagh, or to add any of the following weapon special abilities to her *shillelagh* or *flame blade: bane* (aberrations only), *frost, mighty cleaving, returning, shock, throwing,* or *vicious.* If the target weapon is a quarterstaff, these bonuses apply to only one of its ends. If a flame blade gains the *frost* or *shock* special ability, the base damage of the spell changes to match the energy type; neither a flame blade nor shillelagh can gain both of these special abilities. A green scourge cannot add the *throwing* property to a *flame blade* unless she also adds the *returning* property.

When adding weapon special abilities or increasing the enhancement bonus, the final level of the spell expended is 1 higher than the base spell level (2nd for *shillelagh* and 3rd for *flame blade*), increased by the additional special abilities' total base price modifier (see Table 15–9 on page 469 of the *Core Rulebook*). For example, creating an *aberration-bane vicious flame blade* requires spending a 5th-level spell slot, which also counts as a 5th-level spell for purposes of dispelling.

This ability alters spontaneous casting.

**Aberration Sense (Ex)**: At 1st level, a green scourge adds Knowledge (dungeoneering) to her class skills and gains a +2 bonus on Knowledge (dungeoneering) checks.

This replaces nature sense.

**Scentless (Ex):** At 3rd level, a green scourge cannot be detected or tracked with the scent ability or any other special senses that rely on acute smell. She can choose to exude a scent if desired.

This ability replaces trackless step.

**Resist Unnatural Influence (Ex):** At 4th level, a green scourge gains a +4 bonus on saving throws against aberrations' spelllike abilities, supernatural abilities, and poisons.

This replaces resist nature's lure.

#### **ABERRATION~HUNTER FEATS**

The following new feats assist monster hunters in finding and fighting aberrant horrors.

#### Monster Spotter

Your knowledge of strange life forms makes you adept at piercing their disguises and detecting their hiding places.

**Prerequisites:** Skill Focus (Knowledge [any]), Knowledge (any) 3 ranks.

**Benefit**: You can substitute a Knowledge skill for opposed Perception checks against creatures' Disguise and Stealth checks, and for Survival checks to track creatures. You must have 3 ranks in the Knowledge skill that corresponds to the creature's type (*Pathfinder RPG Core Rulebook* 99–100).

#### **RESISTING GRAPPLER (COMBAT)**

You are especially adept at fighting off the grabbing appendages of aberrations and other tentacled horrors.

#### Prerequisite: Dex 13.

**Benefit**: When a creature hits you with a melee attack and attempts to use the grab ability, it provokes an attack of opportunity from you unless it has the Improved Grapple feat. If you hit the opponent with your attack, treat the damage you deal as 5 higher when calculating the penalty on the attacker's combat maneuver check to grapple you.

**Normal**: Creatures using the grab ability does not provoke attacks of opportunity.



### ANIMALS

There are many different kinds of monsters in the world, but animals—including dinosaurs, megafauna, and enormous sea creatures—are the most common. Animals have a very basic intelligence and limited means of communicating with other species. As such, the threat they pose to settlements and people is rarely malicious, as monstrous animals mostly operate from base instincts such as fear and hunger.

#### HUNTING ANIMALS

Tracking immense animals employs many of the same techniques and considerations as hunting smaller prey. Animals live in natural environments, such as forests, mountains, and bodies of water. Knowing how to traverse these areas can save a monster hunter much hardship. Once in the appropriate habitat, the easiest way to find an animal is to locate its lair. Equipment such as a survival kit<sup>UE</sup> or scrolls of *find the path, locate creature,* and *speak with plants* are helpful in searching for an animal's den.

#### FIGHTING ANIMALS

Animal hunters face these challenges from their quarries.

**Defenses:** Those hunting a monster covered in thick natural armor might need to improve a weapon's accuracy, such as by enchanting the weapon or making use of spells like *bless* and *magic weapon*. Animals with scent can locate a monster hunter before she is even aware of it. This is why clever animal hunters often mask their scents with the odors of other plants and animals or with the use of items such as *dryad sandals*<sup>UE</sup>.

**Movement**: Most monster hunters hunt on land, where many animals can outmaneuver pursuers. Spells such as *haste* and *longstrider* level the playing field somewhat. A *cloak of arachnida* or a casting of *spider climb* helps monster hunters chase climbing creatures. Monster hunters pursuing more elusive animals that fly or swim benefit greatly from spells such as *hold monster* or *slow* to close the gap.

**Natural Attacks**: Animals have a variety of dangerous natural attacks. Not only can their natural attacks be very powerful, but many are poisonous. Packing antitoxin and preparing spells such as *delay poison* help against these venomous attacks. Some animals are able to grab and even swallow other creatures with ease. Spells such as *freedom of movement* and *grease* are great tools to avoid such attacks.

#### SLAYING ANIMALS

Although the above tactics help monster hunters handle most animals, a monster hunter must be ready to improvise against a specific monstrous animal.

**Common Animals:** Large animals are a pervasive threat to animal hunters. A dire animal is usually a lot bigger than its more common kin, and an animal hunter must approach one with caution. Dire apes can rend their targets, so having sturdy armor can prevent the creature from gaining the necessary purchase to tear the pursuer apart. A dire shark can easily swallow a creature, and having a light piercing or slashing weapon allows the animal hunter to cut herself free. Woolly rhinoceroses and mammoths are not dire creatures, but the difference is largely academic. They, and others like them, charge their foes with reckless abandon, so finding a way to place difficult terrain between the monster hunter and her quarry, like with *entangle*, can help put an end to these attacks.

**Deadly Animals:** Some animals are so dangerous that even tried-and-true advice is not sufficient when fighting them. Dinosaurs—tyrannosauruses, in particular—sport incredibly powerful bites, though brave (or foolish) monster hunters might consider taking the Claw Wrench feat (see page 9) to catch a bite before it strikes. A roc can swoop in and grab a foe at any time, so an animal hunter should bring a one-handed weapon to attack a roc while held in its talons, as well as wear a *ring of feather falling* for the subsequent fall. Anacondas crush creatures with their constriction; canny monster hunters can wear a *shirt of immolation*<sup>UE</sup> to discourage such attacks.

#### ANIMAL-HUNTING OPTIONS

The following options help animal hunters deal with the rampages of great beasts and are ideal for characters seeking to hunt monstrous animals.

#### **ANIMAĹ~HUNTER FEATS**

The following feats assist those hunting animals.

#### BULL-CATCHER STYLE (COMBAT, STYLE)

You brace yourself to catch oncoming foes.

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike.

**Benefit**: As a standard action, you can ready yourself against oncoming foes. Until the start of your next turn, if a creature moves at least 10 feet in your direction and enters a square you threaten, you can attempt a grapple combat maneuver against that creature. If the creature is charging, you gain a +2 bonus on the check. A creature you grapple with this style can make only a single natural attack after its movement or charge, even if it has the pounce ability. You can make only one grapple attempt in this manner per round.

#### BULL-CATCHER TOSS (COMBAT)

You can use a charging foe's momentum to throw them aside.

**Prerequisites**: Dex 13, Bull-Catcher Style (see above), Improved Grapple, Improved Unarmed Strike; base attack bonus +8, brawler<sup>ACG</sup> level 4th, or monk level 4th.

**Benefit:** When you successfully grapple a creature with the Bull-Catcher Style feat, you can immediately move that creature into any square you threaten. After it is placed, you can break your grapple as an immediate action to move the creature an additional 5 feet in any direction. You can't use this maneuver to move a foe into a space that is intrinsically dangerous or unstable, such as a pit, *wall of fire*, or midair.

#### BULL\_CATCHER WRANGLE (COMBAT)

You can wrestle a charging foe to the ground.

Prerequisites: Dex 13, Bull-Catcher Style, Bull-Catcher Toss (see page 9), Improved Grapple, Improved Unarmed Strike; base attack bonus +12, brawler<sup>ACG</sup> level 8th, or monk level 8th.

Benefit: When a creature is charging you, and you successfully grapple it with the Bull-Catcher Style feat, you can immediately move it as per the Bull-Catcher Toss feat. Once the creature is moved, you can break your grapple as an immediate action. If you do, select another creature in the repositioned target's threatened area. That creature becomes the new target of the initial charge attack.

#### CLAW WRENCH (COMBAT)

You can pry open a mighty beast's grasp or snapping jaws.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: As a standard action, you can attempt a grapple combat maneuver with a -5 penalty against a creature that is currently grappling another creature via its grab special ability. If you succeed, you pry open the creature's grasp, releasing any creatures it had grappled.

Additionally, you can ready an action to trigger if a creature attempts a bite attack against you. When the readied action triggers, you can attempt a grapple combat maneuver with a +2 bonus. If you succeed, you grapple the creature and cause the bite attack to miss. As long as you maintain the grapple, the creature can't use its bite attack.

#### PACIFY ANIMAL

You are able to calm rampaging animals.

Prerequisite: Wild empathy class feature.

Benefit: As a full-round action, you attempt to mollify an animal or magical beast with an Intelligence score of 1 or 2 and an attitude of hostile toward you or your allies. You attempt a wild empathy check (DC = 10 + the target's Hit Dice + the target's Charisma modifier). If you succeed, the target's attitude toward you and your allies becomes indifferent for 1 minute, and it does not attack during this time. If the target is attacked during this time or if the target can see you or your allies after 1 minute, it becomes hostile again. A creature can be affected by this pacification attempt only once in a 24-hour period.

Special: Animal companions and creatures under magical compulsion are harder to pacify; the DC for such creatures equals 15 + the target's Hit Dice + the target's Charisma modifier. An animal companion also applies its bonus on Will saves from the devotion ability to this DC, and attacking the animal's master also breaks this effect. An animal companion's master can direct the animal to attack again, but the DC of this Handle Animal check is increased by your wild empathy modifier.

#### **ROGUE TALENTS**

The following talents complement rogues seeking to ambush animals. A talent marked with an asterisk (\*) adds effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll.

Ambuscading Grapple (Ex): When a rogue with this talent succeeds at a combat maneuver check to grapple an unaware opponent, she can immediately deal her sneak attack damage to the target. This counts as having hit with a sneak attack for the purpose of other abilities and talents.

Armor Piercer\* (Ex): A rogue with this talent can cause her sneak attacks to pierce through natural armor. When she hits with an attack that deals sneak attack damage, she can forgo one or more of her sneak attack dice to reduce the target's natural armor bonus by that amount (minimum natural armor bonus of +0) until the end of her next turn. A creature cannot be affected by this ability again for 1 minute.



# FEY

The archetypal fey—beautiful folk inhabiting the wilds seem unlikely targets for monster hunters. Some fey are exceptions to this rule, though: bogeymen, gremlins, lurkers in light, redcaps, and tooth fairies pose real threats to the unwary. Fey come in all shapes and sizes, and while they're generally smaller than other monsters of their Challenge Rating, they are quick and canny.

#### HUNTING FEY

Most fey live in the First World, but when they come to the Material Plane, they prefer to make their homes in areas of unbridled wilderness. Even just finding these elusive creatures can take days, if not weeks, so anyone hunting fey best be prepared to survive away from civilization for some time. Certain fey are tied to natural features such as lakes and rivers, so wise fey hunters bring some means of navigating that terrain. Fey often litter their lairs with natural traps, feeding animals and tending dangerous plants to entice them to act as wardens. Some use illusions to make finding their homes more difficult. As a result, having ranks in Knowledge (nature), Perception, and Survival is essential for any would-be fey hunters.

#### FIGHTING FEY

Fey are as different as the elements of nature, but they do share some common abilities.

**Defenses:** Most fey have damage reduction that's overcome only by cold iron weapons, while other fey have powerful spell resistance. Adventurers seeking to slay fey should bring a cold iron weapon or two—but remember that a weapon with at least a +3 enhancement bonus also works. Some fey are naturally invisible, have defensive spell-like abilities such as *blur*, or have other natural defenses, making spells such as *faerie fire* and *glitterdust* highly valuable.

**Spell-like Abilities:** Many fey creatures have a variety of spell-like abilities that are key to the fey's powers but can still be countered. A *potion of owl's wisdom* can boost a fey hunter's Will saves against a rusalka's *charm monster* ability. A vexgit gremlin's *rusting grasp* can devour metal, so a darkwood backup weapon might be necessary.

**Trickiness**: Fey are renowned for their ability to deceive mortals; anyone hunting them needs to be wary of such deception. Some fey use talents such as sneak attack to increase their advantage in otherwise even fights, and pairs or small groups working together become considerably more dangerous. Natural invisibility combined with sneak attacks makes even a single quickling a deadlier foe than it appears.

#### SLAYING FEY

The recommendations above provide a great framework for the average fey hunter, but sometimes specific opponents require narrower tactics. It's important to note that fey are immortal when they are in the First World, so any attempt to permanently slay them must be carried out on the Material Plane.

**Common Fey:** A frequently problematic foe is the quickling; experts take advantage of these speedsters' vulnerability to *slow* spells. Redcaps share the fey's traditional aversion to cold iron, but also have a weakness to a strongly presented holy symbol. Gremlins of each variety bring their own unique challenges, whether it's the unluck aura of pugwampis, the destructive powers of vexgits, or the ability of a group of jinkins to curse a creature or item. A fey hunter would do well to find out which type of gremlin she will be facing before beginning to hunt them.

**Deadly Fey:** Bolstering defenses against mind-affecting effects, especially against fear effects, is wise before confronting a bogeyman. Not only does this creature leave victims shaking in their boots, but it also continues to be healed as long as a creature is affected by its fearful powers. A *cap of the free thinker*<sup>UE</sup> is a highly useful piece of equipment for dealing with bogeymen and other fey reliant on fear or charms. The lurker in light is another deadly foe, all the more so as it twists the light to do its bidding, but a darkness effect can counteract its invisibility in bright light and limit its use of its daylight door ability.

#### FEY-HUNTING OPTIONS

The following archetypes are ideal for fey hunters.

### DEFENDER OF THE TRUE WORLD (DRUID ARCHETYPE)

Some druids specialize in protecting Golarion from the threat of First World inhabitants. They are devoted to tracking down, diverting, and slaying fey threats.

**Class Skills**: A defender of the true world gains Diplomacy as a class skill.

This alters the druid's class skills.

**Bonus Languages:** A defender of the true world can select Aklo, Sylvan, or Undercommon as bonus languages, in addition to the normal list of bonus languages available.

**Enemy of the First World**: A defender of the true world cannot use *summon nature's ally* to summon fey creatures.

This modifies spontaneous casting.

**Fey Empathy (Ex):** A defender of the true world gains a +2 competence bonus on Bluff, Diplomacy, and Intimidate checks when interacting with fey creatures. This bonus increases by 1 for every 4 druid levels she has (maximum +7 at 20th level).

This replaces wild empathy.

**Fey Stalker (Ex):** At 3rd level, the defender of the true world's animal companion and any creatures she summons with *summon nature's ally* gain a +1 morale bonus on attack and damage rolls against fey creatures. This bonus increases to +2 at 8th level, +3 at 13th level, and +4 at 18th level.

This ability replaces trackless step.

### Monster Hunter's Handbook

**Feybane (Ex):** At 4th level, a defender of the true world doesn't gain a bonus on saving throws against spells and effects that utilize or target plants. She instead treats her natural attacks as cold iron for the purpose of overcoming damage reduction, and she gains a +2 bonus on caster level checks to overcome the spell resistance of fey creatures.

This ability alters resist nature's lure.

**Beguiling Immunity (Ex):** At 9th level, a defender of the true world becomes immune to the mind-affecting effects of fey.

This ability replaces venom immunity.

**First World Deceiver (Su)**: At 13th level, a defender of the true world gains the ability to change her appearance as per *alter self*, except she can take the form of a humanoid or fey creature. Her base land speed from this ability cannot exceed 60 feet.

This ability replaces a thousand faces.

#### LURING PIPER (BARD ARCHETYPE)

Some bards have an exceptional ability to use their musical performances to entrance the world's wilder creatures. These performers are so focused that they create melodies capable of leading animals and fey to their unwilling death.

**Class Skills**: A luring piper gains Survival as a class skill. This alters the bard's class skills.

Fey Secrets: A luring piper adds half his class level (minimum 1) on Bluff, Knowledge (nature), Perception, Sense Motive, and Survival checks when interacting with fey.

This ability replaces bardic knowledge.

Luring Presentation (Ex): Creatures that have the animal or fey type take a –2 penalty on saving throws imposed by a luring piper's bardic performances. Creatures with any other type gain a +2 bonus on saving throws against a luring piper's bardic performances.

This ability modifies bardic performance.

**Bardic Performance**: The luring piper gains the following types of bardic performances that can only be made when using Perform (wind instruments) and a when employing a wind instrument.

*Charming Melody (Su)*: While using the fascinate bardic performance, the luring piper can play a song that compels animals and fey to follow him wherever he goes. Instead of sitting peacefully and merely observing the luring piper, creatures with the animal or fey type instead quietly and calmly walk toward the luring piper, stopping once they are adjacent to the luring piper and following him if he moves.

This performance modifies fascinate.

Deadly Lure (Sp): At 8th level, the luring piper can use his suggestion bardic performance on targeted animals and fey to make them take actions that result in their own injury or death, such as leaping off a cliff or into a river. The targeted creature is allowed a second saving throw to shake off the effect before completing any self-harming actions. This performance replaces the bard's dirge of doom.

Fey-Wounding Song (Sp): At 12th level as a full-round action, the luring piper can expend 3 rounds of bardic performance to play a song that causes fey tremendous pain. Treat this as equivalent to mass inflict serious wounds, but affecting only fey targets and using the lurid piper's bard level as his caster level.

This performance replaces soothing performance.

**Piper's Attention (Ex)**: Starting at 2nd level, whenever a luring piper is actively using Perform (wind instruments) as part of a bardic performance, he gains a +4 bonus on saving throws against language-dependent, mind-affecting, and sonic effects. If this effect is caused by a fey creature, the luring piper can also roll the saving throw twice and take the better result.

This ability replaces well-versed.

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# MAGIEAL BEASTS

Though they sometimes resemble common animals, magical beasts often have defensive abilities, such as fast healing or regeneration, and other strange magical powers. They also have qualities such as darkvision, many hit points, and good Fortitude saves.

#### HUNTING MAGICAL BEASTS

The lairs of magical beasts are as different as the monsters themselves, and so embarking on a hunt without researching the monster is a recipe for disaster. Cryohydras and pyrohydras, for example, inhabit completely different areas, favoring locations that play to their elemental strengths.

Magical beasts often leave telltale signs of their passing, especially those such as basilisks or gorgons, which leave the petrified remains of their victims in their wakes. Even creatures such as chimeras have distinct feeding patterns that can be identified with successful Knowledge (arcana) and Survival checks.

#### FIGHTING MAGICAL BEASTS

Because magical beasts are so diverse, it is unwise to engage them in combat before knowing as much as possible about the quarry in question. Such beasts have unique movement methods, dangerous special attacks, or mighty spell-like abilities.

**Movement:** Some magical beasts have natural climb speeds, flight (mundane or magical), swim speeds, or other movement types that grant advantages in their natural environments. Adventurers need to make sure they know the capabilities of their prey before setting out on a hunt. For instance, spells such as *touch of the sea*<sup>APG</sup> and items such as *cloaks of the manta ray* are paramount in pursuing aquatic foes lairing in lakes and swamps.

**Special Attacks**: Legendary magical beasts are often known for their dangerous special attacks. From the petrifying powers of the basilisk and the gorgon to more natural attacks such as the manticore's tail spines, magical beasts have a variety of offensive options. Most of these abilities are physical, and rely on hitting the target's AC or on the opponent failing a Reflex save. A savvy monster hunter should bolster these defenses with a *potion of barkskin* or a *potion of cat's grace* before tackling a magical beast.

**Spell-like Abilities**: Many magical beasts have an array of spell-like abilities. From the trademark *darkness* power of darkmantles to the plethora of powers of araneas, it's well worth it for the slayer of magical beasts to discover her target's powers as quickly as possible. This is especially true for some of the apparently simpler magical beasts—an unwary monster hunter might think he's stalking a manticore only to find his prey is actually an angry sphinx or lammasu.

#### SLAYING MAGICAL BEASTS

The advice detailed above is useful in nearly every battle with magical beasts, but some of these monsters merit special consideration.

**Common Magical Beasts:** The hydra is foremost among monsters that require special tactics. A sunder specialist capable of severing heads makes an effective partner with another character specializing in cauterizing the stumps when dealing with these beasts. Some means of reversing petrification (or preventing it in the first place) is key in battling both basilisks and gorgons—though these two monsters cause this petrification in very different ways. Knowing the color of a chimera's dragon head is essential in minimizing the impact of its breath weapon, and *resist energy* should be a default spell choice. **Deadly Magical Beasts:** Some magical beasts have strange or debilitating powers. Finding and dealing with an aranea means first realizing that the shapeshifter is actually a monster at all before contending with its poison and sorcery. Narrowing down the type of sphinx being hunted is essential to understanding its motivations, as each sphinx tends toward a particular alignment, and each has unique capabilities.

#### MAGICAL BEAST-HUNTING OPTIONS

The following cavalier<sup>APG</sup> archetype and order are ideal for cavaliers seeking to hunt magical beasts.

#### DISCIPLE OF THE PIKE (CAVALIER ARCHETYPE)

The Hellknight Order of the Pike are renowned monster hunters, taking on large game using ancient weapon arts combined with modern equipment.

**Bigger They Are (Ex)**: A disciple of the pike gains a +1 dodge bonus to AC against creatures larger than he is. This bonus increases by 1 if the creature is two size categories larger. At 6th level, the bonus increases to +3 against a creature three size categories larger, and at 12th level, the bonus increases to +4 against creatures four size categories larger.

This ability replaces mount.

**Pike Charge (Ex):** At 3rd level, a disciple of the pike learns to make more accurate charge attacks with weapons from the polearms or spears fighter weapon group (*Pathfinder RPG Core Rulebook* 56). He receives a +4 bonus on melee attacks when charging with a polearm or spear (instead of the normal +2). In addition, the disciple of the pike takes no penalty to his AC after making a charge attack with a polearm or spear.

This ability replaces cavalier's charge.

**Monster Hunter (Ex):** At 4th level, a disciple of the pike has an uncanny ability to identify monsters. He can attempt Knowledge checks untrained to identify monsters and their weaknesses, and gains a bonus equal to half of his cavalier level on Knowledge checks to identify monsters.

This ability replaces expert trainer.

**Weapon Training (Ex):** At 5th level, a disciple of the pike gains weapon training, just like a fighter. He must select polearms or spears as his weapon group, and never gains another weapon group. His bonuses with the selected group otherwise progress as though his fighter level were equal to his cavalier level.

This ability replaces banner and greater banner.

**Agile Charger (Ex):** At 11th level, a disciple of the pike takes no penalties caused by difficult terrain while charging. His movement is still hampered by obstacles, poor visibility, and other conditions. This ability doesn't allow him to move through impassible terrain.

This ability replaces mighty charge.

**Deadly Charge (Ex)**: At 20th level, whenever a disciple of the pike makes a charge attack with a polearm or spear, he

deals double the normal amount of damage. In addition, if he confirms a critical hit on a deadly charge, the target is stunned for 1d4 rounds. If the target succeeds at a Will save (DC = 10 + the cavalier's base attack bonus), it is instead staggered for 1d4 rounds.

This ability replaces supreme charge.

#### ORDER OF THE HERO (CAVALIER ORDER)

A cavalier belonging to this order specializes in hunting down large monsters and protecting communities from them. Cavaliers of this order tend to value bravery, dedication, and single-minded determination.

**Edicts:** The cavalier must choose an area, whether it's a settlement or nation, and vows to slay any monster threatening that area. He must fulfill any pledge he makes to slay a beast, tracking it to its lair if necessary, and forsaking any new quarry until his current target is slain. The cavalier must attempt to ensure that no lasting damage is dealt to his domain in the pursuit of his prey.

**Challenge**: Whenever an order of the hero cavalier issues a challenge, he receives a +1 morale bonus on melee damage rolls against the target of his challenge if it is at least one size category larger than he is. This bonus increases by 1 for every 4 cavalier levels he has.

**Skills:** An order of the hero cavalier adds Knowledge (arcana) (Int) and Knowledge (nature) (Int) to his list of class skills. In addition, whenever an order of the hero cavalier uses a Knowledge check to identify a monster, he gains a bonus on this check equal to half his cavalier level (minimum +1).

**Order Abilities**: A cavalier who belongs to the order of the hero gains the following abilities as he increases in level.

Monster Expert (Ex): At 2nd level, the cavalier learns how to dodge the attacks of his monstrous foes and the traps in their lairs. He gains a bonus equal to his Charisma bonus on Fortitude and Reflex saves against abilities and spells that have an area of effect.

Resist Energy (Su): At 8th level, the cavalier can steel himself against harmful energies. Once per day as a move action, he chooses one of the following: acid, cold, electricity, or fire. He gains energy resistance 5 against the chosen type for 1 minute. At 12th, 16th, and 20th levels, the resistance increases by 5, and the cavalier gains an additional daily use of this ability.

Counterstriking Challenge (Ex): At 15th level, once per day when he challenges a Large or larger creature, the cavalier can also prepare to interrupt the creature's special attacks. The challenged target provokes an attack of opportunity from the cavalier whenever it activates an extraordinary or a supernatural attack (such as a breath weapon or gaze attack). If the cavalier deals damage with this attack, the creature must succeed at a Will save (DC = 10 + half the cavalier's level + his Charisma modifier) or it fails to activate the special attack and loses the action it took to do so. The cavalier can perform three such attacks of opportunity over the course of a counterstriking challenge.



## MONSTROUS HUMANOIDS

Monstrous humanoids combine the most dangerous attributes of monsters with those of monster hunters: intelligence, tool use, and inherent assets such as natural attacks, armored hides, and magical abilities. Larger tribes of monstrous humanoids can threaten entire nations, so the advice below is most relevant to those who hunt lone prey.

#### HUNTING MONSTROUS HUMANOIDS

Monstrous humanoids tend to build or adopt extensive lairs, regardless of terrain. Some prefer abandoned castles, cottages, old ruins, or the remnants of ancient civilizations. These lairs often contain pit traps and similar hazards that hunters of monstrous humanoids would do well to prepare for.

#### FIGHTING MONSTROUS HUMANOIDS

Monstrous humanoids usually have some skill with arms and armor, even if these are often simple creations such as spears and clubs.

**Armor and Weapons**: Monstrous though they may be, monstrous humanoids are still humanoids, and thus are able to use equipment. These implements sometimes lack more advanced techniques, such as refined metalworking, but can still be effective due to the brute force of the monsters wielding them. Coming prepared with a *rusting grasp* or *shatter* spell can mitigate a monster's weapons. Abilities that rely on touch attacks are helpful in countering monstrous humanoids garbed in heavy armor.

**Terrain Advantage:** Most monstrous humanoids have adapted to some type of environment, whether it's resisting cold in arctic mountains, nimbly scrambling up rocky terrain, hiding in ruins, or navigating labyrinthine structures. Canny hunters of monstrous humanoids mitigate these advantages with high Perception bonuses and items that enhance their movement, such as *wings of flying* and *xorn robes*<sup>UE</sup>. Similarly, *eyes of keen sight*<sup>UE</sup> or a *helm of underwater action* are excellent tools for spotting enemies that rely on Stealth and darkness the latter working even in water.

**Variety:** Monstrous humanoids share little more than their humanoid frames. Some have any combination of damage reduction, elemental resistances, gaze attacks, natural attacks, spell-like abilities, and many other esoteric abilities beyond these. This means it's especially important to research these creatures prior to pursuing them. Effective use of Knowledge (nature) coupled with divination magic like *scrying* makes learning about the particulars of a given target a less daunting prospect.

#### SLAYING MONSTROUS HUMANOIDS

With such differing habitats, tactics, and societies, each variety of monstrous humanoid calls for employing a

slightly unique strategy. Even so, there are best practices for handling some of the most common and most dangerous members of this creature type.

**Common Monstrous Humanoids**: Gargoyles' stony hides make them resistant to physical attacks, and their ability to hide among statues makes them perfectly at home among sculptures in an old castle or cathedral. Monster hunters quickly learn caution around statues, and those who are not concerned about preserving architecture may strike every statue they encounter. Yetis are immune to cold and their gazes can paralyze a target with fear, but most monster hunters forget that yetis are not naturally evil, and explorers who can communicate in Aklo can often resolve conflicts with agitated yeti tribes. Minotaurs in their mazes can reduce brave warriors to dinner with a single charging gore from their powerful horns; therefore, it's best to draw these horned warriors out from their mazes or devise a magical counter, such as the *passwall* spell.

**Deadly Monstrous Humanoids:** Medusas are less common foes, but their gaze is sure to create havoc (and new decorations) among interlopers who haven't brought a blindfold or other means of protecting against gaze attacks. A hag is a dangerous threat—all the more so when encountered in a coven—but focusing attacks to bring down one member of a coven can weaken the entire group. The shapeshifting nature of doppelgangers makes them elusive foes. Rather than trying to pierce their disguises, canny monster hunters try to uncover their schemes and motives, which can, in turn, pinpoint the individual pulling the strings. Detection tools, such as a *scroll of true seeing*, are also useful in overcoming a doppelganger's duplicity, while a set of *form-fixing gauntlets*<sup>UE</sup> allows a monster hunter to keep the shapeshifter from using its abilities.

#### MONSTROUS HUMANOID-HUNTING OPTIONS

The following feats are especially useful to those who would hunt monstrous humanoids, though they can help any monster hunter.

#### IMPROVED PUNISHING STEP (COMBAT)

You know how to take advantage of a devastating charge.

**Prerequisites**: Dex 13, Dodge, Punishing Step, base attack bonus +8.

**Benefit**: Your bonus to AC from the Dodge feat increases to +2 against charge attacks. When a creature charges you and misses with its attack, it loses its Dexterity bonus to AC against the next melee attack you make against it before the end of your next turn. If a creature misses with multiple attacks (such as when using the pounce ability), you can make one such attack against the creature's flat-footed AC before the end of your next turn for each of that creature's attacks that missed you.

### Monster Hunter's Handbook

#### MAZE EXPERT

You have a near-perfect sense of direction.

Prerequisites: Skill Focus (Survival), Survival 5 ranks.

**Benefit:** You gain a +4 bonus on Survival checks to avoid becoming lost and to determine whether you are lost. You also gain a +4 bonus on Intelligence checks to navigate mazes, including to escape a *maze* spell. Once per day, you can use your intuition to determine whether traveling a particular direction from a fork in the road (or other junction) might be productive or dangerous. This functions like the *augury* spell, except it provides weal or woe based on traveling in a particular direction.

#### MONSTROUS DISGUISE

You can disguise yourself as a monstrous humanoid.

**Prerequisites:** Disguise 5 ranks, Knowledge (nature) 5 ranks. **Benefit:** You can use the Disguise skill to emulate creatures of the monstrous humanoid type, at a -5 penalty. Creating a monstrous humanoid disguise takes 1d3 hours.

#### Monstrous Masquerade

When you disguise yourself as a monstrous humanoid, you can gain some of its qualities.

**Prerequisites:** Monstrous Disguise, Disguise 9 ranks, Knowledge (nature) 9 ranks.

**Benefit:** When you use the Monstrous Disguise feat to assume the shape of a monstrous humanoid, you can gain a rudimentary version of one of that creature's abilities selected from the following list: climb 10 feet, fly 20 feet (clumsy maneuverability), swim 20 feet, damage reduction 3/magic, or resistance 5 to one energy type.

Preparing a disguise in this way takes 1 additional hour and costs an extra 500 gp. The bonus ability granted by this feat has a 25% chance to cease functioning every hour after you apply the disguise. This disguise automatically falls apart after 8 hours.

#### NEEDLE IN A HAYSTACK

Once you have even the trace of a creature you're tracking, you can't be thrown off the trail.

Prerequisites:SkillFocus(Perception), Perception 3 ranks.

**Benefit:** You can use Perception (rather than Survival) to follow tracks. After you track a creature

using the Perception skill, you gain a +2 insight bonus on Perception checks to avoid being surprised by that creature for 1 hour. If you have 10 or more ranks in Perception, this bonus increases to +4.

#### PUNISHING STEP (COMBAT)

You can hurt a foe that uses a combat maneuver against you. **Prerequisites**: Dex 13, Dodge. **Benefit**: Your bonus to AC from the Dodge feat increases to +2 when calculating your CMD. When a creature attempts a combat maneuver against you and fails, you gain a +2 circumstance bonus on attack rolls against that creature until the end of your next turn.

#### STONE TO FLESH SAVANT

You can use your mercies to transform petrified victims back to flesh.

**Prerequisites:** Paladin level 12th, lay on hands class feature, mercy class feature.

**Benefit**: You gain a unique mercy, which aids victims of petrification. Whenever you use your lay on hands ability to heal damage, you can emulate *stone to flesh* on the target, using your paladin level as your caster level. This functions only on a creature that has been petrified, and it has no effect on other stone.



### OOZES

While oozes aren't the most glamorous of a monster hunter's foes, they're still often dangerous and surprising prey. Their amorphous shape renders them immune to critical hits and sneak attacks, and while blind and mindless, the creatures have other senses that allow them to detect threats. Many oozes have unique defenses, such as the black pudding's ability to split, a gelatinous cube's transparency, or some oozes' innate resistances to energy types. These unusual creatures most commonly threaten others when their hunting grounds are disturbed, whether by accident or via deliberate actions from adventurers.

#### HUNTING OOZES

Most oozes make their homes underground, where they feed on fungi, moss, small creatures, and similarly innocuous prey. Some can be found in marshes or other wet environments, but many oozes lair in old catacombs and ruins full of unstable floors and other hazards. Climbing or spelunking gear, light sources, and other types of dungeoneering equipment are essential when hunting oozes. Antitoxins, magic that allows users to resist acid or overcome paralysis, and anything that grants *freedom of movement* are also incredibly useful against oozes.

#### FIGHTING OOZES

Oozes share a number of common characteristics that make them challenging opponents for unprepared adventurers, and knowledge of these characteristics is as important a preparation for facing them as stocking effective weapons and items.

Amorphous Anatomy: Few oozes have discernible anatomy. This means that they're immune to critical hits, sneak attacks, and other types of precision damage. Rogues and other combatants who rely on precision damage need to find another strategy during combat with these monsters. Most oozes are mindless, so mind-affecting spells and abilities won't work on them. They're almost uniformly blind, so attacks that rely on visual components don't function, and they have blindsight, so does traditional Stealth and *invisibility* are also ineffective. Oozes don't sleep, but they do breathe and eat, perpetually wandering their lairs and looking for prey.

**Resistances:** Most oozes deal acid damage, and many have resistances to one or more forms of energy damage, such as fire. On the other hand, some oozes are vulnerable to cold or other energy types. Skilled monster hunters know their target ooze's particular resistances and vulnerabilities before engaging them. Alkali flasks<sup>UE</sup> react violently to most oozes, dealing extra damage to these often acid-based creatures.

**Grappling:** Many oozes have the grab ability, the engulf ability, or something similar. These can be compounded by additional attacks like the gelatinous cube's paralysis, the black pudding's corrosion, and other hazardous abilities that make them more dangerous grapplers than other foes. Even oozes without these special attacks often have abilities that are easier to apply to targets that they have restrained. The bladeguard<sup>UE</sup> alchemical solution is paramount to protecting equipment against the caustic effects of most oozes.

#### SLAYING OOZES

While the tips above provide solid advice for dealing with oozes, some specimens have special abilities that are well worth examining in greater detail.

Common Oozes: The infamous gelatinous cube has natural transparency that makes it nearly impossible to spot in normal conditions. These creatures have cut short the careers of many would-be heroes who unwittingly stumbled into them, finding themselves frozen in place as the cube engulfs and dissolves them with its powerful acid. The ochre jelly is known for its ability to split into two smaller jellies when struck, and an unwary opponent might soon find himself surrounded. A set of deliquescent gloves<sup>UE</sup> helps brawler<sup>ACG</sup> and monk monster hunters damage these nefarious oozes while also negating the creatures' more deadly special abilities.

Deadly Oozes: There are a few oozes even more deadly than those above. Carnivorous blobs devour flesh with alacrity, leaving their victims drained of Constitution in short order. Slithering trackers share a gelatinous cube's transparency and paralysis abilities, but combine it with a keen

intellect and vicious disposition. The alien colour out of space is one of the most bizarre

and dangerous oozes in existence, with a multitude of powers and immunities, as well as genius-level intelligence. *Dust of acid consumption*<sup>UE</sup> is perhaps the most thorough and decisive solution in ending these viscous threats.

#### **OOZE-HUNTING OPTIONS**

Some alchemists<sup>APG</sup> learn to use the advantages boasted by their favorite prey to make themselves more effective in combat. The following new alchemist archetype and discoveries are especially useful to those who would hunt oozes.

#### **OOZEMASTER (ALCHEMIST ARCHETYPE)**

The oozemaster is a specialized alchemist who fights and ensnares oozes. An oozemaster carefully studies the characteristics of the oozes he hunts to help him create new and more effective mutagens and bombs.

**Class Skills:** An oozemaster gains Knowledge (dungeoneering) as a class skill but does not gain Knowledge (nature) as a class skill.

**Ooze Bomb (Su):** An oozemaster's bombs deal acid damage instead of fire damage, and they deal damage only on a direct hit; they do not splash. A creature damaged by an ooze bomb takes additional acid damage equal to the oozemaster's Intelligence modifier at the start of the oozemaster's next turn. A creature can take this delayed damage only once per round; additional hits extend the duration of the ongoing damage by 1 round each.

An oozemaster cannot select discoveries that change the type of damage dealt by his bombs, nor those that affect the bomb's splash radius.

This ability otherwise functions as and replaces the bomb class feature.

**Ooze Toxin (Ex):** An oozemaster can extract deadly toxins from the bodies of slain oozes and use them against his foes, making him a deadly opponent with unpredictable stratagems. As a full-round action while adjacent to an ooze that died within the past 10 minutes, an oozemaster can attempt a Craft (alchemy) check with a DC equal to 10 + the ooze's Challenge Rating to create a toxin. If successful, the oozemaster can extract a number of doses of toxin from an ooze equal to half its Constitution modifier (minimum 1). These toxins remain potent for 1 hour before becoming inert.

The oozemaster can throw an ooze toxin as a ranged touch attack with a range increment of 10 feet, or he can apply the toxin to a weapon as if it were an injury poison. The toxin deals 1d6 points of acid damage plus an additional 1d6 points of acid damage per 3 Hit Dice the ooze had. If the ooze had any additional effects conveyed by its slam attack other than grab (such as a gelatinous cube's paralysis ability), the oozemaster can also apply these qualities to this attack. The save DC for additional abilities produced by this attack is 10 + half the alchemist's level + the alchemist's Intelligence modifier.

This ability replaces Brew Potion, though an oozemaster can still select Brew Potion without meeting the feat's prerequisites.

**Ooze Resistance:** At and level, an oozemaster becomes especially resistant to the abilities of his chosen foes. He gains a +2 bonus on saving throws against the extraordinary and supernatural abilities of oozes. This bonus increases by +1 at 5th level and every 3 levels thereafter, to a maximum of +8 at 20th level.

This replaces poison resistance and poison immunity.

**Discoveries**: The following discoveries complement the oozemaster archetype: bottled ooze<sup>UM</sup>, ooze blight (see below), and splitting mutagen (see below).

#### ALCHEMIST DISCOVERIES

Any alchemist who meets the prerequisites can take the following discoveries. Discoveries that modify bombs are marked with an asterisk (\*) and do not stack. Only one such discovery can be applied to an individual bomb.

*Flesh-Eating Bomb\**: The alchemist can create bombs that devour living matter. The alchemist's bomb deals damage one die step higher than normal (regular bombs deal d8s, concussive bombs deal 1d6, and so on), but they have no effect on inorganic matter. In addition, a creature with at least a +1 armor bonus to AC is less likely to be harmed; such creatures in the bomb's splash radius take no damage on a successful Reflex save, and the target of a direct hit can attempt a Reflex save against the bomb's save DC to take only half damage.

*Ooze Blight\**: A target hit by the alchemist's bomb loses the split special quality for 1d4 rounds. In addition, against creatures with the ooze type, this bomb deals untyped damage that bypasses all resistances.

Splitting Mutagen: Once per day while under the effects of his mutagen, the alchemist can split into two identical copies of himself as an immediate action after being damaged by a piercing or slashing weapon. Each copy has an ooze-like complexion, most often manifesting as a slimy sheen to his skin. The alchemist splits his current hit points evenly between the copies. The copies use the same statistics, share the same resources, and have identical equipment (except artifacts, which only one copy has). Similarly, if one of the copies expends a charge or daily use from a magic item that a copy has, the charge or daily use is expended from both copies. If one copy drops or gives away an item, the duplicate item disappears from the other copy as well.

The two copies act independently and each one has a full set of actions. At the end of the alchemist's next turn, he selects one of the copies, which loses its ooze-like complexion as it becomes the alchemist; the other copy dissolves into a fine mist and dissipates. If one of the copies is destroyed before this happens, the remaining copy immediately becomes the alchemist, and he gains 1 permanent negative level. If both copies are destroyed simultaneously (such as from a *fireball*), both copies collapse into formless goo; the alchemist can only be restored to life via *resurrection* or similarly powerful magic. An alchemist must be at least 12th level before he can select this discovery.



### DUTSIDERS

While outsider types like angels and devils dominate the imaginations of many monster hunters, the planes are home to myriad monstrous outsiders as well. Barghests, belkers, vargouilles, yeth hounds, and more haunt all corners of the cosmos. Monster hunters with ranks in Knowledge (planes) are best equipped to identify these countless foes, and those who invest ranks in Linguistics can understand the many languages spoken throughout the planes.

#### HUNTING OUTSIDERS

Traveling to another plane to hunt outsiders requires powerful magic—not only to get there, but also to survive the alien environments. Spells like *ethereal jaunt, gate,* and *plane shift* allow travel to the planes, while spells like *elemental body* or *resist energy* grant monster hunters the necessary defenses to survive.

Even visits to "safe" planes like Heaven usually involve considerable preparation. There is unlikely to be much, if anything, on the plane to sustain mortals' lives, so extensive provisions are vital, especially if the travelers are unsure how long they are going to be away from the Material Plane.

Native outsiders often have far more in common with humanoids than their extraplanar kin. Though aasimars, suli, tieflings, and other native outsiders often appear as humanoids, effects like *charm person* or *enlarge person* do not function on them, as they are not actually members of the humanoid creature type.

#### FIGHTING OUTSIDERS

Outsiders are just that—beings existing outside of most people's definition of anything "normal," even when taking Golarion's enormous diversity of life forms and cultures into account. They don't suffer many mortal constraints, especially when summoned to the Material Plane. As such, they have qualities and characteristics that could surprise even the most seasoned monster hunter.

**Defenses:** Most outsiders have some form of damage reduction which can be overcome by aligned weapons. Magic weapons, cold iron, or silver can be useful against certain types of outsiders. Powerful outsiders also possess spell resistance, a variety of energy resistances, or other potent defenses. Flight or other movement types often allow them to keep a distance when threatened or escape when things start to go wrong.

**Immortality**: Outsiders summoned to the Material Plane cannot truly be killed there. A wizard repeatedly summoning outsiders can let them be slain with impunity, knowing that the summoned creatures are merely banished back to their home plane. To actually destroy an outsider, one has to either bring it to the Material Plane with a calling spell, such as *gate* or *planar binding*, or travel to its native plane. An outsider's body and soul are one unit, so effects that steal a soul or try to restore it to the outsider's body do not work on it. **Special Attacks:** Most outsiders have deadly special attacks and spell-like abilities. Many of these are straightforward outsiders from the plane of fire often have fire-based attacks, for example—while others are more esoteric, like the pain ability of a howler's quills. The precautions noted above for surviving on other planes do not always protect against the native creatures' special attacks. For example, protection against electricity does nothing to stop a belker from tearing a monster hunter apart from the inside with its smoke claws.

#### SLAYING OUTSIDERS

The tips above are general rules for dealing with outsiders, but the diverse natures of the planes spawn inhabitants with a wide range of characteristics and abilities.

**Common Outsiders:** Belkers have defenses that make them harder to kill than most outsiders. Their damage reduction cannot be overcome by any material, and they have the ability to assume smoke form (identical to *gaseous form*) each day. Vargouilles, by contrast, have potent offensive abilities, paralyzing foes with their shriek and then transforming the helpless victim into one of their kind with a blasphemous kiss. A *cloak of resistance* works wonders to bolster Fortitude saves before going up against one of these flying menaces. Yeth hounds possess a frightful bay that can send foes fleeing, and their bites only make the fear effects worse. Bolstering Will saves (especially against fear effects) or standing close to a paladin can help when fighting these foes.

**Deadly Outsiders:** Some enormously powerful outsiders must be approached with extreme caution. Wendigos spread madness with their dream haunting and wind walk abilities, driving victims to cannibalism and eventually transforming them into wendigos as well. Chaos beasts possess the ability to warp flesh into truly horrifying masses of churning matter, while resisting attempts to be transformed in turn. Achaierais can exhale a cloud of black smoke that rots the body and mind of any assailants, necessitating some way to reduce or remove the effects of *confusion*.

#### OUTSIDER-HUNTING OPTIONS

The following options are useful for those hunting outsiders.

#### BANISHING WARDEN (PALADIN ARCHETYPE)

The banishing warden is an expert at fighting all types of evil outsiders and sending them back to their native planes.

**Class Skills**: A banishing warden gains Knowledge (planes) as a class skill but does not gain Knowledge (nobility) as a class skill.

**Smite Evil (Su):** A banishing warden's smite evil deals its bonus damage only on the first attack against outsiders (but not dragons or undead). However, it damages any evil outsider, not only those with the evil subtype (including native outsiders).

This modifies smite evil.

**Banishing Smite (Su):** At 3rd level, once per day when the banishing warden confirms a critical hit against a target of her smite evil effect, she can attempt to forcibly banish the target to its home plane. The creature struck must succeed at a Will save (DC = 10 + half the banishing warden's level + the banishing warden's Charisma modifier) or be sent back to its home plane as per *dismissal*. At 10th level, a creature dismissed in this manner takes an amount of damage equal to 2 points per paladin level at the start of its next turn. The banishing warden gains an additional daily use of this ability at 9th and 15th level.

This ability replaces the mercy gained at 3rd level. A banishing warden still receives the benefits of the mercy class ability starting at 6th level and onward.

**Smiting Aura (Su):** At 11th level, when an ally of the banishing warden is affected by her aura of justice, that ally can use banishing smite. This counts toward the banishing warden's number of uses per day and cannot be activated if the banishing warden has no uses of banishing smite remaining.

This ability modifies aura of justice.

#### **OUTSIDER~HUNTER FEATS**

The following feats assist those hunting outsiders.

#### ANATOMICAL SAVANT (COMBAT)

You know how to perform deadly strikes against even the most nebulous of targets.

**Prerequisites**: Weapon Focus, base attack bonus +12.

**Benefit:** Choose one weapon with which you have the Weapon Focus feat. When you strike an opponent that has a chance of negating critical hits or sneak attacks, such as from the *fortification* armor special ability, reduce that chance by 25%. Treat creatures that are normally immune to critical hits and sneak attacks as instead having a 75% chance to negate the critical hit or sneak attack, taking only the attack's normal damage.

**Special:** You can take this feat multiple times. Each time you take the feat, it applies to a different weapon.

#### DIMENSIONAL STEP UP

Even teleportation cannot keep you from confronting your foe.

**Prerequisites:** Dimensional Agility<sup>UC</sup>, Step Up, base attack bonus +12, abundant step class feature or ability to cast *dimension door*.

**Benefit:** Once per day, when an adjacent foe moves using a teleportation spell, spell-like ability, or similar ability (including effects like a shadowdancer's shadow jump ability), you can follow the creature as an immediate action. This ability has no range limit; you simply appear adjacent to the target wherever its destination happens to be. You cannot use this ability to travel to another plane. This feat does not provide you any means of returning, nor does it grant you knowledge of where your foe is going.

#### KNOWLEDGEABLE SPELLCASTER

Your vast knowledge of opponents lets you more effectively cast spells on them.

**Prerequisites:** Knowledge (arcana, dungeoneering, local, nature, planes, or religion) 5 ranks, caster level 7th.

**Benefit**: When you select this feat, choose one Knowledge skill in which you have at least 5 ranks. When you succeed at a check with that Knowledge skill to identify a creature's abilities and weaknesses, you can learn one less piece of information in order to gain a +3 bonus on caster level checks to overcome that

creature's spell resistance (if any). If you have 10 or more ranks in the selected Knowledge skill, you can learn two fewer pieces of information to increase this bonus to +5.

**Special**: You can take this feat multiple times. Each time you take this feat, you must select a different Knowledge skill.



# **OTHER MONSTERS**

While the previously mentioned creatures are among the most common types of hunted monsters, they're not the only ones. Presented here are other creature types sometimes considered to have monstrous natures.

#### CONSTRUCTS

Golems, colossi, robots, and other constructs are artificially created creatures that usually obey their original creators. However, a creator occasionally loses control of a construct or intentionally uses it to harm innocents. A rampaging golem could threaten a village, while a renegade colossus could bring harm to an entire kingdom. Both spellcasters and martial warriors can be effective construct hunters, though spellcasters should be aware that some constructs are immune to magic. Due to the nature of how a construct obeys orders, its complete destruction might be the only way to guarantee that it ceases its mission.

#### HUNTING CONSTRUCTS

Unless its creator takes care to conceal its whereabouts, a construct is generally easy to locate, as few constructs are built with stealth in mind. However, what they lack in covertness, they make up for in powerful attacks. Adventurers planning to face a construct would do well to bring along extra means of healing, such as potions and scrolls. Characters who can reduce or negate damage (such as barbarians), those with damage reduction from adamantine armor, or even those activating a *scroll of stoneskin*, can excel against constructs.

Alongside their powerful offense, most constructs have an equally formidable defense. Constructs often have some form of damage reduction that can be overcome by magic or adamantine weapons, and feats such as Penetrating Strike and Greater Penetrating Strike can be effective against this defense. Paladins, while able to overcome some damage reduction at higher levels, find it difficult to do so against constructs, as most are of neutral alignment. However, constructs are not inherently immune to precision damage, so sneak attacks can be another way to overcome their defenses.

Although many constructs are immune to magic, a number of indirect spells aid in combating constructs. Spells like *obscuring mist* or *fog cloud* work wonders to block line of sight. Due to their general lack of intelligence, most constructs are fooled by illusions such as *invisibility* and *silent image*. Constructs also tend to struggle with obstacles, so spells like *create pit*<sup>APG</sup> and *wall of stone* are effective for keeping them at bay.

#### FIGHTING CONSTRUCTS

Success against constructs usually hinges on avoiding their powerful attacks. Ranged attacks help keep combatants safe, as most constructs fight up close. A number of constructs retaliate when destroyed with violent explosions or worse. Characters who keep their distance can avoid these reprisals.

#### DRAGONS

Dragons come in many varieties, from the fearsome linnorms to wrathful drakes and the unrivaled true dragons. Dragons are intelligent, and they may threaten society because they're searching for wealth, attempting to garner a reputation, or even seeking revenge of some sort. Whatever the cause for the draconic threat, a society must gather its greatest combatants to deal with these terrifying beasts. Only the most experienced characters are capable of even locating a dragon, let alone slaying the beast.

#### HUNTING DRAGONS

Different types of dragons require different sorts of preparation to defeat: a white dragon and a forest drake are not vanquished in the same manner. A *ring of energy resistance* or armors enchanted with the *energy resistance* special ability are indispensable against a dragon's breath weapon. Scrolls and potions of *protection from energy* or *resist energy* also provide protection for characters who can't afford costlier options.

Warriors like barbarians, fighters, and rogues do especially well when equipped with weapons that exploit their target's vulnerabilities, such as using a *flaming* weapon to exploit a white dragon's vulnerability to fire. These characters make great use of the Lightning Reflexes feat and class abilities like evasion to avoid breath weapons, while a *ring of evasion* may prove useful for characters without the class feature. Spellcasters can provide vital supporting spells like *freedom of movement* or *spell resistance* to protect against a dragon's spells, but should consider taking the Spell Penetration feat to overcome dragons' spell resistance. Flight can be helpful for all character types when facing a dragon, so spells like *fly* and items like *wings of flying* are a worthwhile investment.

#### **FIGHTING DRAGONS**

A dragon is rarely surpassed in intellect and is generally as prepared as the monster hunters who come to slay it. Luring a dragon from its lair can spell the difference between triumph and ignominious defeat, as most dragons are more dangerous in their homes. Spreading out during combat minimizes the number of targets available for a breath weapon. But the most important element a prepared adventurer brings to a dragon battle is knowledge of when to run—characters that are outclassed are advised to retreat and recuperate to fight another day.

#### PLANTS

Nature's flora can be just as fierce as its fauna, and terrifying plant-creatures like shambling mounds and treants bring their own ravages upon the civilizations that encroach on their territories. Druids, hunters<sup>ACG</sup>, and rangers commonly hunt plants. Most do so to protect their communities, but a few do so to expand the reach of civilization.

#### 

Since many plants are vulnerable to fire, bringing torches and alchemist's fire can speed up a battle by a considerable margin. Weapons with the *flaming* and *flaming burst* special abilities excel at burning plants, as do spells like *fireball* and *wall of fire*. Slashing weapons help clear overgrowth while searching for monstrous plants, and some animate flora have damage reduction overcome only by the likes of a woodcutter's axe.

Defensive options can prove vital to surviving these encounters. Spells such as freedom of movement and grease can allow characters to escape from the clutches of a plant. Characters who have the woodland stride feature or a ring of sacred mistletoe  $^{\rm UE}$ move through treacherous terrain with ease. Defoliant *polish*<sup>UE</sup> also helps keep overgrowth at bay. As a last resort, an antilife shell offers a haven from virtually all plants (and many other creatures!).

Druids, hunters, shamans<sup>ACG</sup>, and other such nature-focused characters have a number of spells at their disposal to help when fighting plants. *Speak with animals* and *speak with plants* allow the surrounding flora and fauna to help single out the target. *Tree stride* and *transport via plants* allow for easy navigation of jungles and forests. *Diminish plants* helps reduce

obstructing overgrowth. *Command plants* and *control plants* work especially well, as they can put an end to a fight with a plant before it even begins—or conscript the creature to help battle an even greater foe!

#### **FIGHTING PLANTS**

Most plants attempt to ensnare or engulf their targets, so keeping one's distance avoids both their attacks and the inconvenience of traveling trough impeding underbrush or overgrowth. If possible, attacking from above is especially beneficial, as many plants have difficulty climbing or reaching flying opponents.

#### UNDEAD

Undead of all sorts threaten even the farthest reaches of the world. Some of the most horrific of these creatures include those that were monstrous threats in life before being raised as undead, such as raveners and those under the control of powerful necromancers. Undead are predominantly found in locations with ties to negative energy. Clerics, paladins, and warpriests<sup>ACG</sup> typically set out to put an end to these abominations, using their divine influence to put the restless dead to rest.

#### HUNTING UNDEAD

Undead come in a variety of forms, whether corporeal or incorporeal. When facing undead, it's important to know how to fight against both kinds of foes. In general, undead are weak against positive energy effects, making clerics, oracles, and paladins who can channel positive energy or use curative spells that release positive energy incredibly powerful in battles against them. Additionally, holy water is effective against all kinds of undead, and while it's not particularly expensive, clerics and other divine characters can cast *bless water* to create holy water themselves.

The prevalence of undead has inspired those who specialize in fighting such foes to develop numerous options for dealing with the creatures. A *disruption* weapon is extremely potent against undead, but monster hunters may have difficulty using such weapons against incorporeal foes. Spells like *command undead*, *disrupt undead*, and *hide from undead* facilitate battles against them, and the Command Undead or Turn Undead feats assist with keeping undead at bay.

> Those who hunt incorporeal undead should invest in magic weapons or, if possible, *ghost touch* weapons. A magic weapon can harm an incorporeal undead, but lacking a *ghost touch* weapon, the sneak attacks of characters like rogues and slayers are ineffective. Without such items, hunters of undead need to rely on items like holy water or spellcasting. Casters should keep in mind that although spells like *lightning bolt* harm incorporeal

undead, only force spells like *magic missile* deal their full damage against these creatures. When facing these undead, hunters of incorporeal creatures should be aware that they can flee through walls and even attack from within them.

#### **FIGHTING UNDEAD**

Many undead are capable of damaging or draining ability scores with only a touch. Keeping a distance from these undead reduces the chances of such damage. It's also important for a monster hunter to use the terrain to her advantage. Many undead are slow



or physically impaired in some way—making the use of obstacles or high ground very effective against them.

#### VERMIN

Monstrous vermin are generally the enormous kin of ordinary arachnids or insects, with equally simple motivations. Monstrous vermin include giant centipedes, scorpions, and spiders, among others. Most live out their lives in peace, but they can draw the ire of civilization if they intrude on nearby communities—usually in pursuit of prey like livestock. Alternatively, some monster hunters seek out vermin just for the sake of the hunt and glory. These monster hunters usually include hunters<sup>ACG</sup> and rangers in their ranks.

#### HUNTING VERMIN

Vermin are known for their dangerous afflictions such as acids, diseases, and natural poisons. Monster hunters do well to prepare with antiplague<sup>UE</sup> and antitoxin, as well as spells such as *neutralize poison* and *remove disease*. Feats

like Great Fortitude and Improved Great Fortitude can help a character endure these afflictions. If one succumbs to poison, having a healer like a cleric or alchemist on hand may be the only means of having a full recovery rather than a painful death. In order to resist acid, characters should consider spells like *protection from energy* or *resist energy*.

Monster hunters tracking vermin generally have little trouble locating their quarry, but may find it difficult to actually engage the target. Vermin tend to live in less habitable locations, such as deserts or deep within caves. Hunters seeking vermin must take care and prepare themselves to travel through these areas. A vermin's nest can be mazelike and filled with perils like narrow passageways and webbing, or it can also be home to swarms of other vermin, requiring specialized attacks to deal with the creatures. Vials of acid or alchemist's fire and spells like *burning hands* and *fireball* are particularly effective against swarms.

#### FIGHTING VERMIN

Vermin have powerful natural strikes like bites and stings, which are best avoided at range. Keeping one's distance is also a good way to avoid disease, grappling mandibles, and venomous fangs. Surrounding a vermin makes it difficult for the vermin to flee, but also makes the grouped monster hunters a better target for sprays of acid and webs. Remember that vermin are mindless, making them immune to most illusions and enchantment spells.

#### OTHER MONSTER-HUNTING OPTIONS

The following feats help characters engage a variety of related monsters. Those who have the favored enemy class feature can make especially good use of these feats.

#### CREATURE FOCUS

You have deadly experience with a certain type of creature, granting you an edge in fighting its kind.

**Prerequisite:** No levels in a class that grants the favored enemy class feature.

Benefit: Choose a creature type from the ranger favored enemies table (*Pathfinder RPG Core Rulebook* 64) except for humanoid or monstrous humanoid. You gain a +2 bonus on Perception checks, Survival checks, and weapon damage rolls against creatures of the selected type. You can attempt Knowledge skill checks untrained when attempting to identify such creatures.

> Special: This feat counts as the favored enemy class feature for the purpose of meeting feat prerequisites. If another ability references your favored enemy bonus for the creature type selected, you treat your favored enemy bonus as +2. If you later gain the favored enemy class feature, you can replace this feat with a different feat for which you qualify and whose prerequisites include the favored enemy class feature.

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different creature type.

Focused Aberration Expertise (Combat) You hold strong against aberrations.

**Prerequisite:** Favored enemy (aberration) class feature. **Benefit:** Choose either Fortitude saves against transformation effects (including transmutation spells and spell-like abilities) or Will saves against mind-affecting effects. You gain a bonus on the selected saving throw equal to half your favored enemy (aberration) bonus. Against aberrations' spells and abilities, you gain this bonus on Fortitude saves against transmutation effects and on Will saves against mind-affecting effects.

#### FOCUSED ANIMAL EXPERTISE (COMBAT)

You're skilled at patiently hiding from your favored enemies, particularly animals.

Prerequisite: Favored enemy (animal) class feature.

**Benefit:** You gain a bonus on Stealth checks equal to half your favored enemy (animal) bonus. Against animals, this bonus is equal to your full favored enemy bonus.

#### FOCUSED CONSTRUCT EXPERTISE (COMBAT)

You are skilled at breaking the defenses of constructs and other creatures.

Prerequisite: Favored enemy (construct) class feature.

**Benefit**: Your weapon attacks ignore a number of points of damage reduction or hardness equal to half your favored enemy (construct) bonus. This feat allows you to only ignore damage reduction that is normally bypassed by adamantine, bludgeoning, piercing, and slashing weapons. Against constructs, the amount of damage reduction and hardness you ignore is equal to your full favored enemy bonus.

#### FOCUSED DRAGON EXPERTISE (COMBAT)

Your understanding of dragons helps you to easily avoid breath weapons.

Prerequisite: Favored enemy (dragon) class feature.

**Benefit**: You gain a bonus on saving throws against breath weapons and fear effects equal to half your favored enemy (dragon) bonus. Whenever you succeed at a Reflex saving throw against a dragon's extraordinary or supernatural ability that would deal half damage, you instead take no damage. If you already have the evasion class feature, you instead gain an inquisitor's stalwart ability (*Pathfinder RPG Advanced Player's Guide* 41) against dragons' extraordinary and supernatural abilities.

#### FOCUSED FEY EXPERTISE (COMBAT)

Your attacks strike true against capricious targets like fey.

Prerequisite: Favored enemy (fey) class feature.

**Benefit:** You gain a bonus on attack rolls to confirm critical hits equal to half your favored enemy (fey) bonus. You treat your weapon attacks against fey as cold iron for the purpose of overcoming damage reduction and regeneration.

#### FOCUSED MAGICAL BEAST EXPERTISE (COMBAT)

You move in ways that confound creatures that would strike you repeatedly.

Prerequisite: Favored enemy (magical beast) class feature.

**Benefit**: If a creature makes three or more attacks with natural weapons against you during its turn, you gain partial cover against the third and subsequent natural attacks from that creature. If the creature makes five or more attacks against you with natural weapons, you gain cover (instead of partial cover) against the fifth and subsequent natural attacks. If the attacker is a magical beast, reduce by one the number of natural attacks it must make in order for you to gain cover or partial cover.

#### FOCUSED OOZE EXPERTISE (COMBAT)

You've learned to avoid and overcome the engulfing attacks of your studied prey.

Prerequisite: Favored enemy (ooze) class feature.

**Benefit**: You gain a bonus to your CMD equal to half your favored enemy (ooze) bonus. You also gain acid resistance equal to half your favored enemy (ooze) bonus. Against oozes, you instead apply your full favored enemy (ooze) bonus for both benefits.

#### FOCUSED OUTSIDER EXPERTISE (COMBAT)

You've learned to attack in a way that stymies the natural resistances common in outsiders.

Prerequisite: Favored enemy (outsider) class feature.

**Benefit**: Your weapon attacks ignore a number of points of damage reduction equal to half your favored enemy (outsider [any one]) bonus. This feat allows you to ignore only damage reduction that is normally bypassed by chaotic-, evil-, good-, or lawful-aligned weapons. Against outsiders that match your favored enemy subtype, the amount of damage reduction and hardness you ignore is equal to your full favored class bonus.

#### FOCUSED PLANT EXPERTISE (COMBAT)

You are quick to dodge and slash anything that would ensnare you.

Prerequisite: Favored enemy (plant) class feature.

**Benefit**: You gain a bonus equal to half your favored enemy (plant) bonus on Reflex saves to avoid being entangled and to your CMD whenever an opponent attempts to grapple you. Your weapons' critical hit multipliers increase by one against creatures with the plant type.

#### FOCUSED UNDEAD EXPERTISE (COMBAT)

Your knowledge of the undead makes you especially effective when fighting them.

Prerequisite: Favored enemy (undead) class feature.

**Benefit**: You gain a bonus equal to half your favored enemy (undead) bonus on saving throws against ability damage, ability drain, energy drain, and negative energy effects. Once per day, when an undead creature's natural attack against you deals ability damage, deals ability drain, or bestows 1 or more negative levels, you can negate the damage, drain, or negative levels as an immediate action.

#### FOCUSED VERMIN EXPERTISE (COMBAT)

Your experience with vermin resists the attacks of swarms.

Prerequisite: Favored enemy (vermin) class feature.

**Benefit**: You gain DR/— equal to half your favored enemy (vermin) bonus against vermin and creatures with the swarm subtype. When attempting Fortitude saves against a swarm's distraction ability, you gain a bonus on the save equal to the damage prevented by this feat. Against vermin with the swarm subtype, the amount of damage reduction is equal to your full favored enemy (vermin) bonus. This damage reduction does not stack with that from other sources.



### TROPHIES

Many monsters sport poisonous barbs, resilient hides, sharp claws, or unusual body parts tied to their special abilities. Savvy monster hunters see these lethal trappings as prizes to be won, harvesting their quarries' distinctive features as badges of honor and effective tools for their dangerous trade.

#### CRAFTING TROPHIES

Although any character can take trophies from fallen creatures for cosmetic or roleplaying purposes, the following feats allow characters to derive functionality from items they salvage from monstrous corpses. These feats work similarly to item creation feats, except trophies are created using a single Craft or Heal check, they are nonmagical, and the benefits they provide are typically temporary. The DC of such a check is equal to 15 + the creature's CR, and creating a trophy takes a number of minutes equal to the creature's CR.

#### GRISLY ORNAMENT

You adorn your gear with mementos from your foes. **Prerequisite:** Harvest Parts.

Benefit: You can attempt a Craft or Heal check to craft a special type of trophy called an ornament from part of a creature that's been dead for less than an hour. You take a -4 penalty on this check if you or an ally didn't slay the creature. You can craft one ornament per character level per day. Each corpse provides enough material for one ornament plus one additional ornament per size category above Medium. You can wear one ornament in each magic item slot not already occupied by another item. When you craft an ornament, you choose whether it affects Armor Class, attack rolls, CMB, CMD, saving throws, or skill checks. The ornament provides a morale bonus equal to the monster's CR divided by 4 (round down, minimum 1) to the selected statistic against creatures of the same creature type as the source of the ornament. This bonus increases by 1 against creatures of the exact same variety (so a red dragon's

talon provides the increased bonus against red dragons but not all dragons). An ornament

remains effective for 1 day, plus 1 additional day for every 5 by which you exceed the DC to craft it. You can give ornaments to others, but gifted ornaments have a morale bonus equal to the monster's CR divided by 6 (round down, minimum o) and remain effective for only 24 hours.

#### HARVEST PARTS

You can extract the choicest parts from a monster's carcass to use as resources when crafting items.

Prerequisite: Craft (any) 1 rank or Heal 1 rank.

Benefit: You can attempt a Craft or Heal check, as though making a trophy, to gain usable resources from a creature that has been dead for less than an hour. Only creatures with a CR of 1 or higher yield usable parts. The value of the parts you harvest is equal to the creature's CR squared × 10 gp (increases to CR derived from class levels or templates do not contribute to this value). This value can be used only as raw materials for crafting alchemical, masterwork, mundane, or magic items. Items crafted using creature parts must be made of a suitable material-typically bone or hide, with metal only in extraordinary cases. No more than a quarter of a crafted item's cost can be supplied with harvested parts. Harvested parts remain usable for 2 days before they rot (unless used

to craft objects or somehow preserved). Creature parts that are harvested in this manner can't be bought or sold in most settlements.

#### MONSTROUS CRAFTER

You can weave pieces of beasts into your magic items.

Prerequisites: Craft Wondrous Item, Grisly Ornament. Harvest Parts.

**Benefit:** Whenever you use the Grisly Ornament feat, you are able to permanently integrate one ornament you have crafted using the harvested creature parts into a wondrous item. The ornament grants no ongoing benefits, but once per day you can activate an integrated ornament as a free action to gain its full benefits for 1 minute. You can integrate an ornament into a wondrous item (or replace an item's existing ornament) by spending 8 hours of work and 100 gp × the creature's CR.

#### PSYCHODERMIST (OCCULTIST ARCHETYPE)

Rather than tapping the psychic energy residing within esoteric items, psychodermists form supernatural bonds with trophies taken from creatures they have slain. Through these mementos, these occultists<sup>OA</sup> manifest not only their own magic, but also the unique powers of their fallen foes.

**Class Skills**: A psychodermist loses Disable Device, Knowledge (engineering), Knowledge (history), and Sleight of Hand as class skills, and adds Heal, Knowledge (nature), Knowledge (local), and Survival as class skills.

This alters the occultist's class skills.

Trophies (Su): At 1st level, a psychodermist learns how to siphon power from pieces of creatures he has slain. The psychodermist gains Harvest Parts as a bonus feat, and he can select one monster part per implement school he knows to become a permanently preserved trophy so long as it remains in his possession. Each trophy functions as the psychodermist's implement for its associated implement school. A trophy that fits multiple implement categories, such as a hand with clawed fingers, can function for only one implement school at a time. A trophy can be integrated into another item, such as an ornament or a magic item, but otherwise does not take up a magic item slot, even when worn. A psychodermist can replace trophies with new ones harvested from slain foes, although doing so causes the old trophies to rot at their normal rate. In order to craft a trophy, the psychodermist must have been present during the creature's death.

This ability alters implements.

**Monster Hunting Lore (Ex)**: At and level, a psychodermist gains a bonus equal to half his occultist level on skill checks made to craft trophies and Knowledge checks made to identify the abilities and weaknesses of creatures.

This ability replaces magic item skill.

**Discern Death (Su):** At 2nd level, as a full-round action that provokes attacks of opportunity, a psychodermist can glean information from a creature's corpse. The psychodermist must study at least one drop of the creature's blood, a small portion of its flesh, or a fragment of one of its bones as a part of this action. This ability otherwise functions as *blood biography*<sup>APG</sup>, using the psychodermist's occultist level as his caster level. The psychodermist can use this ability once per day at 2nd level, plus one additional time per day for every 3 levels beyond 2nd.

This ability replaces object reading.

**Seek Prey (Su):** At 5th level, a psychodermist can supernaturally detect creatures around him as a standard action. This functions as the spell *aura sight*<sup>ACG</sup>, except the duration is 1 round and the psychodermist learns the locations and power of all auras of a specific creature type, similar to *detect undead* except the psychodermist can choose any creature type represented among the trophies he has selected for that day.

This ability replaces aura sight.

#### TROPHIES

Psychodermists use the following monster parts for each implement school.

Abjuration: Chitin, hides, scales, and other natural armor. Conjuration: Gizzards, glands, hearts, livers, and other internal organs.

**Divination:** Ears, eyes, tongues, and other sensory organs. **Enchantment:** Feathers, fur, hair, spines, and other decorative features.

**Evocation**: Claws, fangs, horns, and other natural weapons. **Illusion**: Fingers, tendrils, toes, and other prehensile digits.

**Necromancy**: Bones, bile, and life-sustaining fluids, such as blood.

**Transmutation**: Feet, hands, paws, wings, and other appendages tied to locomotion.

**Residual Hatred (Su):** At 8th level, a psychodermist can tap into the psychic death throes of the monsters his trophies are derived from, increasing his efficiency at slaying similar beasts. The psychodermist can spend mental focus invested in a trophy to gain the ranger's favored enemy class feature against the kind of creature from which the trophy was crafted. The favored enemy bonus applies against the specific creature variety, not the creature type; a psychodermist could use a red dragon scale trophy to gain favored enemy (red dragon), but not favored enemy (dragon). Each point of mental focus spent grants a cumulative +2 favored enemy bonus, with a maximum bonus equal to +2 for every 5 psychodermist levels he has. This benefit lasts until the psychodermist regains his mental focus.

This replaces outside contact.

**Manifest Abilities (Su):** At 12th level, a psychodermist can use the latent energy within his trophies to replicate his victims' special abilities. As a standard action, he can spend 1 point of mental focus invested in a trophy to gain one of that creature's special abilities that could be granted by the spell *monstrous physique III*<sup>UM</sup>. At 16th level, the psychodermist adds abilities offered by *monstrous physique*  $IV^{UM}$  to the options he can select using this ability. The saving throw DC for these special abilities is equal to 10 + half the psychodermist's level + his Intelligence modifier.

Alternatively, he can spend 1 point of mental focus as a standard action to add any two of the creature's spell-like abilities to his list of spells known. To determine the spell's level for this ability, use the level as it appears on the spell list for an occultist, wizard, or cleric, in that order; if it appears on none of those lists, use the spell's highest spell level. For example, *lesser restoration* would be a 2nd-level spell, despite appearing on the paladin's 1st-level list.

Both uses of this ability last for 1 minute per psychodermist level. He can instead spend 2 points of mental focus to activate this ability as a move action, or 3 points to activate it as a swift action.

This replaces binding circles and fast circles.



### MONSTER-HUNTING GEAR

The following pieces of gear can help monster hunters better prepare for tracking and defeating their quarries.

#### **BEAST-HUNTER WHISTLE**

PRICE 5 GP WEIGHT —

This whistle produces sound at a pitch that can only be heard by aberrations, animals, dragons, fey, and magical beasts. The sound can be detected easily (Perception DC 0) from a quarter-mile away. If the user makes a successful DC 15 Perform (wind instruments) check, all creatures within 30 feet that can hear the

whistle must succeed at a DC 10 Fortitude save or be dazzled for 1 round (the -1 penalty applies to hearing-based, rather than sight-based, Perception checks).

#### **BOTTLED MUSK**

#### **PRICE 25 GP** WEIGHT 1/2 lb.

This glass vial contains alchemically preserved musk from a single variety of creature. Sniffing bottled musk provides a +4 circumstance bonus on Survival checks to track creatures of the same variety by scent. Additionally, bottled musk can be used as an additional spell component for the following spells to modify the spell's effects.

*Detect undead*: Functions as written, but detects creatures of the musk's associated creature type.

*Locate creature*: Detects the same variety of creature as the musk (for example, using bison musk detects only bison, not all herd animals or animals), and provides a +2 bonus on caster level checks to overcome *nondetection*.

#### **CHEMICAL WARD**



This gray paste congeals when spread onto a surface, gradually changing color to match its surroundings. When applied, its reagents bond with chemicals in the environment, exuding a magnified aura that can fool blindsight and blindsense. This affects only blindsight or blindsense based on smell, taste, vibration, and similar senses; it does not affect extraordinary sight, hearing, or tremorsense. Applying a flask of chemical ward to the edge of a 5-foot square takes a full-round action, creating an opaque barrier against blindsense and blindsight that lasts for 1 hour. A creature can sense through the barrier with a successful Perception check (DC 15 for blindsight, 20 for blindsense), although individuals on the opposite side of the barrier can attempt Stealth checks against the creature's blindsight or blindsense as though they had concealment. The barrier does not inhibit movement.

#### **DISPLAY STAND**

#### PRICE 40 GP WEIGHT 16 lbs.

This is a freestanding rack with several hooks for holding decoratively arranged hunting trophies. A creature with the

Grisly Ornament feat (see page 24) can hang one ornament from a display stand, causing it to emanate a fear effect that affects all creatures of that creature's specific variety within 30 feet (DC 15 Will negates). This imposes a -1 penalty (-2 if the trophy creature's CR was 8 or higher) to the same statistic the ornament would otherwise enhance, but the ornament lasts for only 24 hours before decaying. Setting up a stand is a full-round action, while hanging an ornament from one is a move action.

#### HUNTER'S MANUAL

**PRICE 90 GP** WEIGHT 1 lb.

These books detail common behavior patterns and special abilities of a particular creature type. When used as a reference (an action that typically requires 1d4 minutes of searching the text), a hunter's manual grants a +2 circumstance bonus on Knowledge checks to learn about special abilities and weaknesses of the text's associated creature type for 1 hour.



If the reader successfully makes such a Knowledge check using the book, she gains a +1 circumstance bonus on her next saving throw against any of that creature's spell-like, supernatural, or extraordinary abilities she identified.

#### **MONSTER BAIT**

PRICE 60 GP WEIGHT —

This morsel of food contains special spices that make it particularly enticing to a certain creature type. A creature whose type matches the bait's must attempt a DC 12 Will save every minute it remains within 30 feet of the bait; if it fails, it takes a -2 penalty on Wisdom-based skill checks while within the area and for 1d4 minutes afterward. The creature can end this penalty by consuming the bait as a standard action. Additionally, monster bait can be used as an additional spell component for the following spells to modify the spell's effects.

*Beguiling gift*<sup>APG</sup>: Increase the save DC by 2 against targets of the bait's associated creature type.

*Charm monster*: Increase the save DC by 1 against targets of the bait's associated creature type.

*Doze monster*: Increase the maximum HD of the spell by 3 if the target's type matches the bait's associated creature type.

#### **MONSTER DUMMY**

PRICE 10 GP WEIGHT 40 lbs.

This is a straw-stuffed wire frame of a monstrous creature, wrapped in burlap and coated in the musk of that particular creature. When using the Handle Animal skill to teach the attack trick, having a monster dummy present allows the trainer to add whatever creature type the dummy represents to the list of



### Monster Hunter's Handbook

creatures the animal will attack. The dummy also provides a +2 bonus on Handle Animal checks to teach animals to attack all kinds of creatures.

**MONSTER HUNTER'S KIT** 

This kit includes a bear trap<sup>ue</sup>, a footprint book<sup>ue</sup>, a scent cloak<sup>ue</sup>, and monster bait and an odor stalk keyed to a specific creature type. The kit also contains the following additional items if designed to hunt the following creature types.

Aberration: The kit contains a dose of soothe syrup<sup>ue</sup> and a dose of wismuth salix<sup>UE</sup> (+55 gp).

Fey: The kit's bear trap is made of cold iron, and the kit includes one dose of cold iron weapon blanch<sup>UE</sup> (+22 gp).

*Ooze*: The kit contains two alkali flasks<sup>APG</sup> (+30 gp).

#### ODOR STALK

PRICE 70 GP **WEIGHT** 1/10 lb.

These alchemically treated incense sticks contain pheromones that certain creatures find repellent. Each odor stalk is created to irritate a specific creature type. After burning for 1 round, an odor stalk fills a 10-foot square with a clear gas that causes any living creature of the prescribed type to become nauseated for 1 round, then sickened for as long as

it remains in the area. On a successful DC 12 Fortitude save, the creature negates the nauseated condition but not the sickened condition. This is a poison effect. The cloud lasts for 10 minutes, but can be dispersed like obscuring mist. Additionally, odor stalks can be used as an additional spell component for the following spells to modify the spell's effects.

Ghoul touch: The stench only affects creatures of the odor stalk's associated creature type.

Repel vermin: The spell functions as written, but applies to the odor stalk's associated creature type instead of to vermin. The Will save DC is always 12 when using this component.

Stinking cloud: The Fortitude save DC increases by 1 for creatures of the odor stalk's prescribed type, but decreases by 1 for all other creature types.

#### POISON SPONGE

#### **PRICE** 150 GP WEIGHT 1 lb.

This spongy sac has a permeable membrane that can absorb, distill, and store toxins. When harvesting parts (see Harvest Parts on page 24) from a poisonous creature, you can use a poison sponge to harvest and store one dose of the creature's poison instead. The DC to harvest poison is equal to 20 + the creature's CR, and the poison retains its potency for 3 days. A successful check stores a single dose of the creature's poison in the sponge, which you can then apply like any poison. Poison sponges become saturated over time, imposing a cumulative -2 penalty on checks to harvest poison each subsequent time they are used.

#### **STATIC WOOL**

PRICE 100 GP WEIGHT 1/2 lb.

Alchemical compounds in this square of jagged, metallic fibers store and transfer electricity into clothing when rubbed against the fabric for 1 minute. When you are grappled within the next 10 minutes while wearing this electrically charged clothing, as well as light armor or no armor, the electricity discharges. This deals 1 point of nonlethal electricity damage to the grappling creature, and if it takes damage from the effect, it must succeed at a DC 20 combat maneuver check to grapple or immediately release you. The DC increases to 22 against a creature with the grab ability. A single square of static wool can be used five times before expending its alchemical compounds.

#### TAXIDERMY TOOLS

PRICE 80 GP WEIGHT 10 lbs.

This kit consists of hooks, knives, tweezers, and other metal tools, plus various vials of alchemical preservatives, all organized within a sturdy



circumstance bonus on skill checks made to harvest parts or craft trophies (see page 24) and to craft magic items that incorporate such things. Crafted ornaments and parts harvested using taxidermy tools remain potent for twice their usual duration.

#### VENOMBLOCK

PRICE 60 GP WEIGHT -

This light-blue liquid is rich with antibodies and other chemicals that block poison and disease and is usually contained in a tempered glass vial. Venomblock can be applied to a weapon like a injury poison (save Fort DC 14; frequency 1/round for 6 rounds; cure 2 saves), but every time the affected creature fails its Fortitude save, instead of dealing damage, venomblock suppresses the target's ability to transmit one randomly selected poison or disease through its natural attacks until the end of its next turn. This is a poison effect.

#### WRANGLER'S GLOVES

PRICE 20 GP WEIGHT 6 lbs.

Fine plates of articulated steel reinforce these elbow-length leather gloves, which are designed to allow animal handlers and animal hunters alike to confront beasts with natural defenses like spines and guills. While wearing the gloves, you gain DR 2/magic against attacks of opportunity provoked when you attempt a combat maneuver check to grapple a creature. You also gain this damage reduction and a +1 circumstance bonus on Reflex saves against defensive abilities that deal damage when you strike a creature with a nonreach weapon, unarmed strike, or natural attack. The thick gloves restrict your movement, imposing a -2 penalty on precision-based skill checks that involve your hands (such as using Disable Device to pick a lock).



# MAGIE ITEMS

Certain monsters are known to be notoriously elusive or physically overwhelming, making their defeat seem impossible. Monster hunters seek to even the playing field by any means available, including the use of magic armor, weapons, and items. The items presented here can make the difference between a fruitful and a failed hunt.

BONE BEARER'S CUTTER		<b>PRICE</b> 21,802 GP
SLOT none CL 10th		WEIGHT 1 lb.
AURA moderate necromancy and transmutation		

The bone handle of this +1 wounding dagger is engraved with imagery of fierce beasts. Once per day as a standard action, the dagger can be driven into a target's appendage by making a melee attack with a -5 penalty. If this attack hits, the dagger drives itself into the bone of the creature, giving the creature a -2 penalty on attacks, damage rolls, and Reflex saves for 1 minute. The dagger can be removed by the target or another adjacent creature with a successful DC 15 Strength check. The dagger also grants a +4 competence bonus on skill checks attempted in conjunction with the Harvest Parts feat (see page 24).

CONSTRUCTION REQUIREMENTSCOST 11,052 GPCraft Magic Arms and Armor, bleed, crafter's fortune<br/>Apple,<br/>howling agony<br/>UMCost 11,052 GP

DETECTING DART		<b>PRICE</b> 2,000 GP
SLOT none	<b>CL</b> 7th	WEIGHT —
AURA moderate divination		

This tiny dart is made of iron and engraved with runes. The back half of the dart has a colorful tuft of fletching that detaches when the dart is thrown or fired through a blowgun, fluttering to the ground in the user's space. A successful ranged touch attack with the front half of the dart deals 1 point of damage and embeds the needle-like point into the target's flesh. The attack causes little pain, and the target only notices the embedded dart with a successful DC 14 Perception check. Removing the dart takes a standard action and deals 1 additional point of damage.

Once separated, the back half of the dart detects where the front half is as long as both pieces are within 1 mile of each other. Every hour, the back half gives a distinct hum and its fletching flutters in the direction of the front half for 1 minute. This effect continues for up to 24 hours or until the dart is removed, at which point its magic fades forever.

Should a creature eat the flesh of a target with an embedded *detecting dart*, it has a 50% chance of consuming the dart. Should the dart transfer from one creature to another in this way, the dart's back half instead tracks the new creature.

CONSTRUCTION REQUIREMENTS COST 1,000 GP

Craft Magic Arms and Armor, locate creature

MELDING CLOAK		<b>PRICE</b> 25,000 GP
<b>SLOT</b> shoulders	<b>CL</b> 10th	WEIGHT 1 lb.
AURA moderate illusion and transmutation		

This cloak is lined with thin strings of varying colors that shift in color to match surrounding material such as dirt, grass, or stone. This grants the wearer a +2 competence bonus on Stealth checks. As a standard action, the wearer is able to physically meld into material such as wood, plaster, or stone (but not metal or other heavily worked materials), appearing as a dim shadow on the surface. The wearer can move across any

exposed portion of the material at half her normal movement speed, allowing her to travel up walls or across floors. While melded with material in this manner, the wearer gains a +10 circumstance bonus on Stealth checks. The wearer can meld with material for up to 10 minutes per day. This duration need not be consecutive, but it must be spent in 1-minute increments.

Nearby creatures can notice the melded wearer with a successful Perception check. The wearer can be targeted normally while melded with material. If the wearer takes any damage while melded, or if the surface material is manipulated with *stone shape*, *warp wood*, or similar spells, the wearer is immediately shunted out of the material into the nearest open space.

CONSTRUCTION REQUIREMENTS COST 12,500 GP Craft Wondrous Item, invisibility, passwall

MONSTROUS DYE		<b>PRICE</b> 2,250 GP
SLOT none	<b>CL</b> 10th	WEIGHT —
AURA moderate conjuration and necromancy		

This small bone container is filled with a thick dye. Each container holds enough dye to cover one ornament created with the Grisly Ornament feat (see page 24). When applied to an ornament, it aids in the ornament's preservation, allowing it to remain effective for an additional 24 hours. Once per day as a free action, a dyed ornament can be commanded to attack a target adjacent to the wearer. A ghostly image of the creature from which the ornament was harvested appears and makes a natural attack against the target, attacking with the wearer's base attack bonus and dealing 2d6 points of damage. This attack can be made in addition to any actions performed by the wielder. An ornament integrated into a wondrous item with the Monstrous Crafter feat (see page 24) can gain this attack ability, but doing so requires two applications of monstrous dye to function properly.

CONSTRUCTION REQUIREMENTS COST 1,125 GP Craft Wondrous Item, gentle repose, summon nature's ally IV

NECKLACE OF BEAST'S MIGHT		PRICE varies
Bones		12,000 GP
Claws		9,000 GP
Eyes		6,000 GP
Hair		8,000 GP
Horns		8,000 GP
Scales		9,000 GP
Teeth		12,000 GP
SLOT neck	CL varies	WEIGHT —
AURA varies		

A necklace of beast's might is a crude necklace made from a particular part (or close analog) of a creature of a specific type: aberrations, animals, dragons, fey, magical beasts, oozes (often made using hardened leftovers), or vermin. Regardless of the parts used to make the necklace, the necklace quietly rattles when a creature of the specific type is within 100 feet of the wearer. Each necklace also has additional abilities based on its component parts (or analogs), and each requires an additional spell in its construction.

*Bones*: The wearer gains DR 2/— against natural attacks from the associated creature type. Moderate transmutation; CL 7th; *stoneskin*.

*Claws*: The wearer gains a +2 morale bonus on attack rolls against the associated creature type. Moderate transmutation; CL 8th; *magic weapon*.

*Eyes*: The wearer gains a +5 insight bonus on Knowledge checks to identify creatures of the associated type and on Perception checks opposed by such creatures' Disguise checks. Faint divination; CL 5th; *know the enemy*<sup>UM</sup>.

*Hair*: The wearer gains a +2 competence bonus on Survival checks to track the associated creature type, and the scent special ability, but only to notice odors of the associated creature type. Faint transmutation; CL 5th; *beast shape I*.

*Horns*: The wearer gains a +2 bonus on combat maneuvers and to CMD against the associated creature type. Faint transmutation; CL 5th; *bull's strength.* 

*Scales*: The wearer gains a +2 insight bonus to AC against attacks made by the associated creature type. Moderate transmutation; CL 9th; *barkskin*.

*Teeth*: The wearer gains a +2 bonus on damage rolls against creatures of that type. The wearer's critical hits against such creatures deal 1d6 bleed damage. Moderate transmutation; CL 8th; *magic weapon*.

CONSTRUCTION REQUIREMENTS	COST varies
Bones	6,000 GP
Claws	4,500 GP
Eyes	3,000 GP
Hair	4,000 GP
Horns	4,000 GP
Scales	4,500 GP
Teeth	6,000 GP

Craft Wondrous Item, *locate creature*, additional spells (see text)

NEST REVEALER		PRICE 500 GP
SLOT none	<b>CL</b> 3rd	WEIGHT 1 lb.
AURA faint divination		

This small vial is sealed with a fine metal cap engraved with the visage of a noble hound. When a few drops of a creature's blood are placed in the vial, it begins to fill on its own, replicating the creature's blood over the span of 1 minute. After 1 minute, the vial shatters and a small fist-sized orb of crystallized blood falls to the ground. This animate orb rolls in the direction of the last location in which the source creature slept for at least 1 hour. The blood travels at a rate of 20 feet per round and can travel up to 10 miles over the span of 5 hours. If the orb

does not reach the creature's nest within 5 hours, it collapses into a puddle containing enough blood to activate another *nest revealer*.

CONSTRUCTION REQUIREMENTS		<b>COST</b> 250 GP
Craft Wondrous Item, <i>locate creature</i>		

PENETRATING WHETSTONE		<b>PRICE</b> 2,000 GP
SLOT none	<b>CL</b> 8th	WEIGHT 1 lb.
AURA moderate evocation		

This whetstone is made from finely worked obsidian. Sharpening a blade with this whetstone requires 15 minutes of work and grants the weapon the ability to ignore up to 3 points of natural armor for its next five attacks. If the target of the weapon's attack has a natural armor bonus of less than +3, the weapon deals 1 additional point of damage for each point of natural armor below 3 the target has. The process of honing the blade shatters a portion of the whetstone's enchanted obsidian, dispelling its magic and turning it into a mundane whetstone afterward.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, keen edge

POCKET PREY		<b>PRICE</b> 6,000 GP
SLOT none	<b>CL</b> 10th	WEIGHT 3 lbs.
AURA moderate illusion		

This small container features a stone base with a glass cover. The container can hold half a pound of flesh or similar organic matter, preserving it for up to 24 hours. On command, the container emanates the smell



**COST** 1,000 GP

of the contained material out to a 100-foot radius. Additionally, the container lets out a cry every minute, imitating that of an injured member of the variety of the flesh within the container. This cry can be clearly heard up to 150 feet from the container.

CONSTRUCTION REQUIREMENTS COST 3,000 GP

Craft Wondrous Item, gentle repose, major image



# MONSTER-HUNTING SPELLS

The following spells can give monster hunters a vital edge over their quarry. Several of these spells use monster parts (such as those procured by the Harvest Parts feat on page 24) as optional material components.

#### DIMINISH RESISTANCE

School transmutation; Level bard 2, cleric 2, inquisitor 2, magus 2, mesmerist 2, psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF
Range medium (100 ft. + 10 ft./level)

Target one creature

**Duration** 1 round/level (D)

Saving Throw Fortitude negates; Spell Resistance yes

You weaken a creature's resistance against one energy type you select: acid, cold, electricity, fire, or sonic. The creature's resistance to that energy type decreases by 5 (minimum 0). This spell reduces the creature's resistance by an additional 5 for every 5 caster levels beyond 3rd, to a maximum of 20 at 18th level.

#### **GUARDING KNOWLEDGE**

School abjuration; Level alchemist 3, bard 3, cleric 3, inquisitor 2, occultist 3, psychic 3, sorcerer/wizard 3
 Casting Time 1 standard action
 Components V, S, M/DF (see text)

components v, s, m/ DF (see lex

Range personal

Target you

**Duration** 1 minute/level (D)

Upon casting this spell, choose a specific variety of monster (red dragon rather than dragon) and one of its special attacks that you have successfully identified with a Knowledge check or otherwise researched, such as a cockatrice's petrification ability or a spider swarm's poison. You gain a +4 insight bonus on saving throws against the selected special attack. The bonus does not apply to saves against other monsters' abilities of the same name, spell-like abilities, or special attacks derived from class levels or equipment. If you use a trophy from a monster of the exact same variety as an optional material component, the bonus increases to +6.

#### HUNTMASTER'S SPEAR

School transmutation; Level antipaladin 1, bloodrager 2, druid 2, inquisitor 2, magus 2, occultist 2, paladin 1, ranger 1, shaman 2
 Casting Time 10 minutes

**Components** V, S, M/DF (see text)

Range touch

Target nonmagical spear touched

Duration 24 hours or until discharged

Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

Choose one creature type (and subtype, if applicable) from the ranger's favored enemy list. When you cast this spell, the targeted spear hums with destructive energy and functions as a +1 spear against creatures of the selected type. You can discharge this spell in order to make an especially powerful attack with the spear. The spear's critical range becomes 18–20 and its critical multiplier becomes  $\times 3$ . If you make this attack as part of a charge action, you gain an enhancement bonus of +30 feet to your base speed while performing the charge. If you throw the spear as part of this attack, its range increment increases to 80 feet. If you cast this spell on a masterwork spear, it also gains the *bane* special ability against the selected creature type and automatically bypasses any damage reduction (except DR/—) regardless of the creature's type. After resolving the attack, the spear is completely destroyed in a burst of energy.

Any creature other than you treats the spear as a normal weapon of its type. You can have only one huntmaster's spear in effect at a time. If you cast the spell again, any previous instance of the spell immediately ends. If you expend a monster trophy of the type selected as an optional material component for this spell, you reduce the casting time to 1 round.

#### PROTECTION FROM NATURAL ATTACKS

- School abjuration; Level alchemist 3, druid 4, psychic 4, ranger 2, shaman 4, spiritualist 3, summoner 3
  Casting Time 1 standard action
- **Components** V, S, M/DF (a scale from a lizard)

Range touch

Target creature touched

**Duration** 1 minute/level

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

Upon casting this spell, select one type of natural attack from the following: bite, claw, gore, hoof, pincers, slam, sting, swarm, tail slap, talon, tentacle, or wing. For the duration of the spell, the target gains DR 5/— against all attacks from natural weapons of the selected type.

#### **REPUGNANT TASTE**

**School** transmutation [poison]; **Level** alchemist 3, bard 3, druid 4, mesmerist 3, ranger 3, shaman 4, witch 4

**Casting Time** 1 standard action

Components V, S, M/DF (mustard seed)

Range touch

Target creature touched

Duration 10 minute/level

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

The target creature begins sweating a foul liquid that makes it repugnant to most living creatures. When a creature deals damage to the affected creature with a bite attack or the swallow whole ability, it must succeed at a Fortitude saving throw or become nauseated until the end of its next turn. After a creature has become nauseated by this spell, each subsequent failed saving throw against the spell instead gives it the sickened condition until the end of its next turn.

#### **REVEALING LIGHT**

School evocation [light]; Level bard 1, cleric 2, inquisitor 2, medium 1, psychic 2, sorcerer/wizard 2
 Casting Time 1 standard action

**Components** V, M/DF (piece of a mirror)

Range touch

Target object touched

Duration 10 minute/level

#### Saving Throw none; Spell Resistance no

The touched object emits a shimmering light (as per *light*) that causes shadows to shift constantly in a 20-foot radius. Creatures lose any racial bonus on Stealth checks while in the area, and the light suppresses any bonuses on Stealth checks granted by visual camouflage (such as from camouflage netting<sup>UE</sup> or the camouflage rogue talent<sup>APG</sup>). The unpredictable light patterns also interfere with spells and effects of the pattern subschool, granting all creatures in the area a +2 bonus on saves against such effects.

#### SLICK WALLS

School conjuration (creation); Level bard 2, magus 2, sorcerer/wizard 2, summoner 2
 Casting Time 1 standard action

Components V, S, M (drop of oil) Range close (25 ft. + 5 ft./2 levels) Area 30-ft.-radius emanation centered on a point in space Duration 1 minute/level (D)

#### Saving Throw none; Spell Resistance no

You coat all walls and ceilings within the spell's area with a slick substance. The DC of all Climb checks for the affected surfaces increases by twice your caster level (maximum +20). Creatures cannot take 10 on Climb checks while scaling the affected surfaces, even if they have a climb speed or other ability that would normally allow taking 10. This spell has no effect on magical walls or surfaces, such as the sides of a hole created with *create pit*<sup>APG</sup>.

#### **SOLIDIFY EARTH**

School transmutation [earth]; Level cleric 2, druid 2, shaman 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF
Range close (25 ft. + 5 ft./2 levels)
Area up to two 10-foot cubes per level (S)
Duration 1 minute/level

Saving Throw Reflex negates (see text); Spell Resistance no Stone, dirt, and other types of earth within the area become more tightly packed. Burrowing creature (including those using earth glide) treat the area as difficult terrain. Any creature that begins its turn burrowing in the affected area becomes entangled for 1 round (Reflex negates). Tremorsense and similar senses are ineffective within the affected area. Creatures with the earth mastery special ability (such as earth elementals) double their bonus on attack and damage rolls so long as both they and their targets are touching the area affected by this spell.

#### TELEPATHIC SILENCE

**School** illusion (glamer); **Level** medium 4, mesmerist 4, occultist 4, psychic 4, spiritualist 4

Casting Time 1 round

#### Components V, S

**Range** long (400 ft. + 40 ft./level)

Area 60-ft.-radius emanation centered on a point in space

**Duration** 1 round/level (D)

#### Saving Throw none; Spell Resistance no

Creatures within the area cannot send or receive telepathic messages, and anyone in the area casting a spell with a thought component must succeed at a concentration check (DC = 20 + twice the spell's level; this includes the increased concentration DC for casting spells with a thought component) or lose the spell. Furthermore, the thoughts of creatures within the area cannot be detected, located, or read with thoughtsense, *detect thoughts*, or similar effects. *Telepathic silence* does not hinder spells that target a creature's mind or that do not rely on communication, such as *mind thrust*<sup>OA</sup>.



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