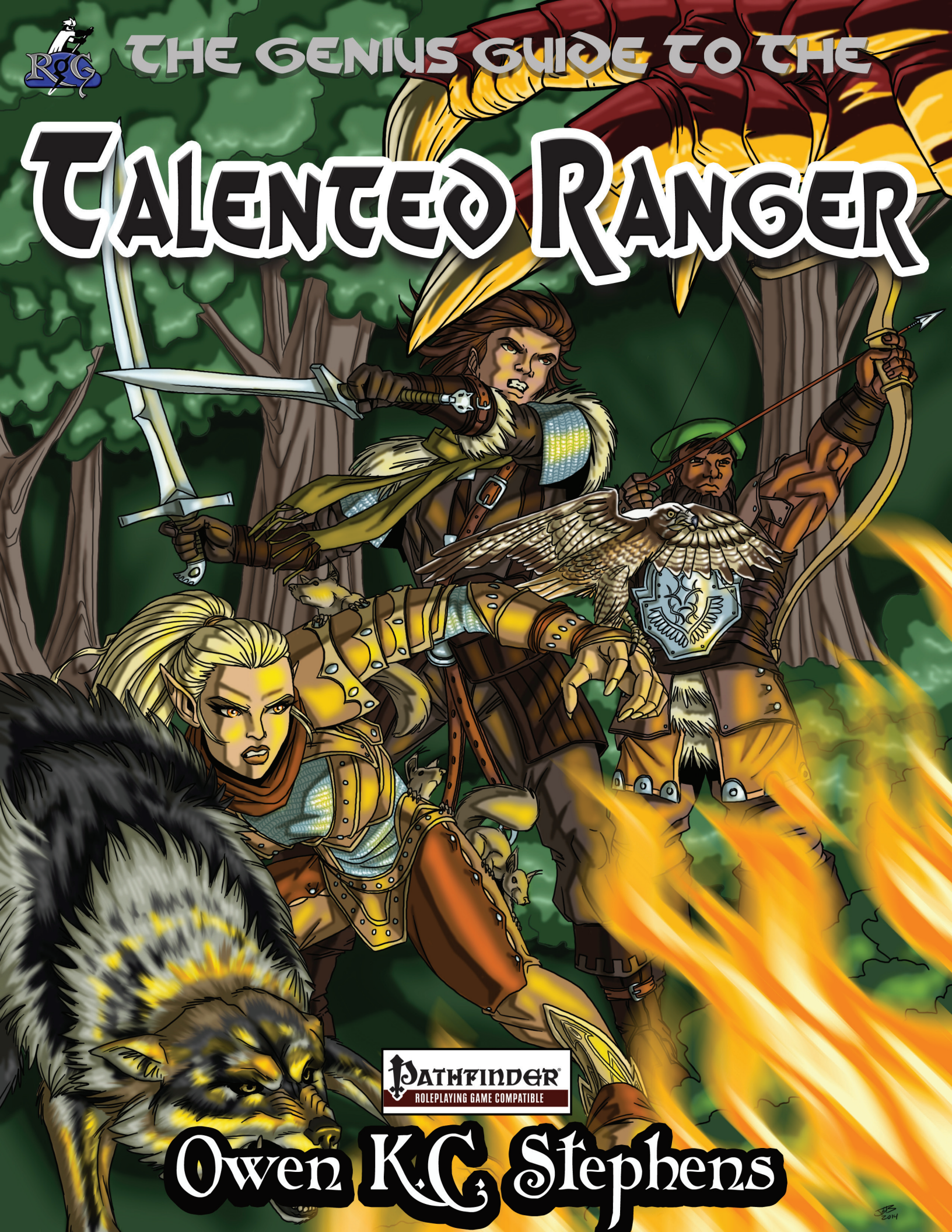




THE GENIUS GUIDE TO THE

TALENTED RANGER



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

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Iconically, rangers are woodsmen who wear green leathers, hunt in the wild places, and likely carry a bow or crossbow. They are clear conceptual descendants of Robin Hood, Jack the Giant Slayer, and William Tell. Of course, there are many other appropriate sources to draw from beyond those of Europe—a ranger can just as easily be based on the Greek myth of Atalanta, China’s Zhou Tong, Persia’s Arash the Archer, and even the biblical story of David slaying Goliath. On the other hand, all those characters could also be exemplars for fighter or barbarian characters, and most fans of the ranger will agree it is (and should be) notably different from either of those classes.

So what is a ranger, if something different from a professional warrior or undaunted savage? The core rules tell us “For those who relish the thrill of

the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries.” So rangers are hunters and masters of arms. But is that all that defines them, or is it just a sign of their true nature?

In addition to hunting and ranged combat, various ranger rules and options have them mastering spellcasting, trap-building, mimicry, trailblazing, riding exotic beasts, and even looking into the realms of the dead. There is a strong trend toward focusing on talents most useful in the wilderness, but rules for “urban rangers” prove that is more a tendency than a requirement.

So then the ranger is, at its core, a specialist able to become a part of something more-than-humanoid.

Sure, many focus on hunting and mastering specific combat techniques, but given that typical fantasy worlds include vast expanses of dangerous, untamed places, it makes sense that anyone with a knack for picking up specialized skills and drawing on inhuman forces will end up with some wilderness proficiency. Rangers take this idea to an extreme, learning so much about how wilds work that they can cast spells drawn from the forces of nature, gain a savage creature as a loyal companion, and eventually blend into their surroundings even when they have no cover. These are more than the tricks of a skilled warrior, they are acts that require the ranger become one with the powerful forces of his world.

As stretches of uncivilized terrain are among the most dangerous places in most campaigns, rangers often look to master techniques that give them an advantage in the wilderness. They use a combination of fighting prowess, secret knowledge, and even the magic of nature itself to become a part of the thing they study. A wilderness ranger isn’t just a skilled fighter or savage at home in various terrains, he has learned to become part of these places. As a force of nature, he can survive where no other humanoid can, focus the primal fury of storms and predators onto those who have drawn his particular ire, and cause other elements of nature to do his bidding.

But there are many forces to draw on in a fantasy campaign, and the wilds of nature are just one of them. In previous editions of the game rangers have been able to draw on arcane magic along with the divine, and archetypes prove rangers can forge this connection with animals, magic beasts, cities, witch covens, and even



TABLE 1: THE TALENTED RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Ranger edge, ranger talent x2
2	+2	+3	+3	+0	Ranger edge
3	+3	+3	+3	+1	Ranger edge, ranger talent
4	+4	+4	+4	+1	Ranger edge x2
5	+5	+4	+4	+1	Ranger talent
6	+6/+1	+5	+5	+2	Ranger talent
7	+7/+2	+5	+5	+2	Ranger edge, ranger talent
8	+8/+3	+6	+6	+2	Ranger talent
9	+9/+4	+6	+6	+3	Ranger edge
10	+10/+5	+7	+7	+3	Advanced talents, ranger edge, ranger talent x2
11	+11/+6/+1	+7	+7	+3	Ranger talent
12	+12/+7/+2	+8	+8	+4	Ranger talent
13	+13/+8/+3	+8	+8	+4	Ranger edge, ranger talent
14	+14/+9/+4	+9	+9	+4	Ranger talent
15	+15/+10/+5	+9	+9	+5	Ranger talent
16	+16/+11/+6/+1	+10	+10	+5	Ranger talent
17	+17/+12/+7/+2	+10	+10	+5	Ranger talent
18	+18/+13/+8/+3	+11	+11	+6	Ranger talent x2
19	+19/+14/+9/+4	+11	+11	+6	Ranger talent
20	+20/+15/+10/+5	+12	+12	+6	Grand talent, ranger edge, ranger talent

the spirit realm. With the system of edges and talents first presented in *The Genius Guide to the Talented Rogue*, we can rebuild the ranger as a supernatural warrior who can adopt the power of whatever forces most appeal to the player, and give the class many more options than green leathers and a bow.

Alignment: A talented ranger may be of any alignment.

Hit Die: d10

Starting Wealth: At 1st level, a talented ranger begins play with 5d6x10 gp.

Class Skills: The ranger's class skills are Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Additionally, at 1st level the ranger selects four of these secondary skills to be class skills:

Disable Device (Dex), Fly (Dex), Handle Animal (Cha), Knowledge (dungeoneering) (Int), Knowledge (local)(Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Spellcraft (Int)

Skill Ranks Per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the talented ranger.

WEAPON AND ARMOR PROFICIENCY

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

RANGER EDGES

Every ranger is drawn to a specific set of primal forces, be those the power of untamed nature, the call of wild beasts, the breathing souls of great cities, or the eldritch forces of other planes of existence. This drive impacts what foes he studies, what powers he masters, and what allies come to him. These abilities, known as edges, help a ranger act as a hunter of man or beast, spellcaster, weapon master, guardian, or some combination of roles that appeals to him in particular. A ranger gains one edge at each of 1st–3rd levels, two at 4th level, one at 7th, 9th,

10th, and 13th levels, and a final edge at 20th level.

Edges are similar to ranger talents, but are more fundamental to his connection to powers beyond his normal humanoid existence. They require regular exploration of those powers (be that exploration physical or metaphysical) and regular practice to keep effective. As a result there's a limit to how many edges a ranger can have, and most edges must be selected early in the ranger's career. While a ranger gains multiple edges over her first few levels, those acquisitions represent the culmination of years (possibly a lifetime) of effort and study. A ranger may not be able to take the ranger spells edge until 4th level, but he has been learning how to manipulate the forces of nature and practicing the necessary state of mind, words, and gestures for long years before his acumen rises to the level of that edge.

A ranger may not take an edge more than once unless it specifies otherwise. Some edges are taken from various ranger archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Adaptation (Ex): [Infiltrator] The ranger learns how to copy the unusual abilities of his prey. He chooses one type of creature he has selected as a favored enemy, such as "aberrations." The ranger selects one ability or feat from the adaptation list for that type (see below). A ranger can activate an adaptation as a free action, and use adaptations for 10 minutes per day per ranger level he possesses. This duration does not need to be consecutive, but it must be used in 10-minute increments. If the adaptation requires the ranger to make a more specific choice (such as what skill to use with Skill Focus), this choice is permanent and cannot be changed. If the ranger has the camouflage and hide in plain sight abilities, he can use them whenever he is using adaptations.

Aberration: amphibious, darkvision 60 ft., Iron Will, natural armor +2.

Animal: climb 15 ft., darkvision 60 ft., Great Fortitude, Lightning Reflexes, low-light vision, natural armor (+2), swim 15 ft.

Construct: darkvision 60 ft., Great Fortitude, Lightning Reflexes, low-light vision.

Dragon: darkvision 60 ft., Great Fortitude, Iron Will, Lightning Reflexes, low-light vision, Lunge.

Fey: Iron Will, Lightning Reflexes, low-light vision.

Humanoid (aquatic): low-light vision, natural armor +2, darkvision, swim 15 ft.

Humanoid (dwarf): darkvision 60 ft., defensive training, greed, hatred, hardy, slow and steady, stability, stonecunning, weapon familiarity.

Humanoid (elf): elf blood, low-light vision, elven immunities, elven magic, keen senses, Skill Focus (choose one skill), weapon familiarity.

Humanoid (giant): low-light vision, Lunge, natural armor +2, resist energy 10 (choose cold, electricity, or fire), Throw Anything.

Humanoid (gnoll): darkvision 60 ft., Exotic Weapon Proficiency (dire flail), natural armor +2.

Humanoid (gnome): defensive training, gnome magic, hatred, illusion resistance, keen senses, low-light vision, obsessive, weapon familiarity.

Humanoid (goblinoid): darkvision 60 ft., goblin fast, Skill Focus (Stealth), natural armor (+2).

Humanoid (halfling): fearless, halfling luck, keen senses, sure-footed, weapon familiarity.

Humanoid (human): Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (choose one skill).

Humanoid (orc): darkvision 60 ft., ferocity, intimidating, orc blood, weapon familiarity.

Humanoid (reptilian): darkvision 60 ft., kobold fast (as goblin fast), lizardfolk hold breath, natural armor +2, Skill Focus (choose Acrobatics, Perception, or Stealth).

Magical Beast: darkvision 60 ft., Great Fortitude, low-light vision, natural armor +2.

Monstrous Humanoid: darkvision 60 ft., Lightning Reflexes, low-light vision, natural armor +2.

Ooze: acid resistance 10, Great Fortitude, Iron Will, Skill Focus (choose Climb, Escape Artist, or Perception).

Outsider: darkvision 60 ft., energy resistance 5 (choose acid, cold, electricity, or fire), Great Fortitude, Iron Will, Lightning Reflexes.

Plant: low-light vision, Great Fortitude, Iron Will.

Undead: darkvision 60 ft., Great Fortitude, Iron Will, natural armor (+2). Skill Focus (Stealth).

Vermin: climb 15 ft., darkvision 60 ft., Great Fortitude, Iron Will, swim 15 ft.

A ranger must be 3rd level and have the favored enemy edge to select this edge.

Combat Style (Ex): The ranger has studied and gained expertise in a specific combat style. The ranger selects a combat style from the list below. The ranger may take a bonus feat from those listed for his combat style, even if he does not have the normal prerequisites. The benefits of the ranger's chosen

style feat apply **only** when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. The potential bonus feats for each fighting style are listed below.

Aquatic Prowess: If the ranger selects *aquatic prowess* style, he can choose a bonus feat from the following base list: Dodge, Mobility, Net Adept, Net and Trident, Net Maneuvering, Precise Shot, Rapid Reload, Sea Hunter, and Two-Weapon Fighting.

If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Improved Two-Weapon Fighting, Net Trickery, or Spring Attack

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Greater Two-Weapon Fighting or Improved Precise Shot.

A ranger must have the deep sentinel talent to take the aquatic prowess combat style.

Bow: If the ranger selects *bow* style, he can choose a bonus feat from the following base list: Far Shot, Focused Shot, Point Blank Shot, Precise Shot, and Rapid Shot.

If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Improved Precise Shot, Parting Shot, Point Blank Master, or Manyshot.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Pinpoint Targeting or Shot on the Run.

Crossbow: If the ranger selects *crossbow* style, he can choose a bonus feat from the following base list: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload.

If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Crossbow Mastery or Improved Precise Shot.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Pinpoint Targeting or Shot on the Run.

Firearm: [Trophy Hunter] If the ranger selects the *firearm* style, he gains the Amateur Gunslinger feat and Exotic Weapon Proficiency (firearms), and can use any 1st-level gunslinger deed. If he later selects the improved combat style talent, he may select either a grit feat or a gunslinger deed of his level or lower.

Mounted Combat: If the ranger selects *mounted combat* style, he can choose a bonus feat from the following base list: Mounted Combat, Mounted Archery, Ride-By Attack, and Trick Riding.

If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Mounted Shield or Spirited Charge.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Mounted Skirmisher or Unseat.

Natural Weapon: If the ranger selects *natural weapon* style, he can choose a bonus feat from the following base list: Aspect of the Beast, Improved Natural Weapon, Rending Claws, and Weapon Focus.



If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Eldritch Claws or Vital Strike.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Multiattack or Improved Vital Strike.

Two-Handed Weapon: If the ranger selects *two-handed weapon* style, he can choose a bonus feat from the following base list: Cleave, Power Attack, Pushing Assault, and Shield of Swings.



If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Furious Focus or Great Cleave.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Dreadful Carnage or Improved Sunder.

Two-Weapon: If the ranger selects *two-weapon* style, he can choose a bonus feat from the following base list: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting.

If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Improved Two-Weapon Fighting or Two-Weapon Defense.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Greater Two-Weapon Fighting or Two-Weapon Rend.

Weapon and Shield: If the ranger selects *weapon and shield* style, he can choose a bonus feat from the following base list: Improved Shield Bash, Shield Focus, Shield Slam and Two-Weapon Fighting.

If the ranger is at least 6th level and has at least one feat from the base list for this combat style, he may instead take Saving Shield or Shield Master.

If the ranger is at least 10th level and has at least one feat from the base list and 6th-level list for this combat style, he may instead take Bashing Finish or Greater Shield Focus.

A ranger may take the combat styles edge a second time if 4th level or higher, a third time if 9th level or higher, and a fourth time if 13th level or higher. Each time, a new combat style is gained. A ranger wishing to gain additional feats within a combat style he already has should take the improved combat style talent.

Druid Spells: The ranger adds druid spells to his spell list. He gains access to 0-level druid spells, as well as druid spells of every level for which he can cast ranger spells. He may prepare as many 0-level druid spells as he is granted 1st-level spells by **Table 2: Ranger Spells**. He may only prepare 1st–4th level druid spells using his allotment of ranger spells per day.

A ranger must be 4th level and have the ranger spells edge to select this edge.

Eldritch Spells: The ranger forges a bond with arcane energies, gaining the ability to cast a small number of arcane spells, drawn from the sorcerer/wizard spell list. He can learn and cast 0-level sorcerer/wizard spells, and

is considered to have all these spells on his spell list (for purposes of things such as spell-completion magic items). A ranger must choose and prepare his spells in advance. To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. The ranger's caster level is equal to his ranger level - 3.

The ranger can cast these spells while wearing light or medium armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a ranger wearing heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass ranger still incurs the normal arcane spell failure chance for arcane spells received from other classes. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day.

The ranger's base daily spell allotment of 0-level spells is equal to the 1st-level spells given on **Table 2: Ranger Spells**. He does not receive bonus 0-level spells for a high Wisdom score (though he does for 1st and 2nd level sorcerer/wizard spells, if he gains access to them).

The ranger begins play with a spellbook containing four 0-level wizard spells. The ranger also selects a number of additional 0-level spells equal to his Wisdom modifier to add to the spellbook. At each new ranger level, he gains one new spell known of any spell level he can cast for his spellbook. The ranger can also add spells found in wizards' spellbooks to his own, using the same rules for wizard's spellbooks.

A ranger may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the ranger decides which spells to prepare.

A ranger must be at least 4th level and have the eldritch calling talent to select this edge. A ranger may select this edge a second time if he is 7th level, and a third time if he is 10th level. Each time, he gains access to sorcerer/wizard spells of one higher level (1st-level spells if taken twice, and 2nd-level spells if taken three times), and adds one spell of that level to his spellbook. The ranger's spells per day for those levels of spell he can cast are always determined by Table 2: Ranger Spells.

Evasion (Ex): The ranger can avoid magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes

SPONTANEOUS MAGIC

The GM may allow a ranger to take spontaneous eldritch magic, or spontaneous ranger magic. A ranger cannot have both prepared and spontaneous versions of the same edges or talents. If the GM allows spontaneous versions of these edges, use the bloodrager's spells per day and spells known to determine the ranger's spells known and spell/day. A spontaneous ranger's bonus spells, spell DCs, and maximum spell level may be based on Charisma, rather than Wisdom, at the option of the GM. If the ranger gains 0-level spells (from taking the spontaneous eldritch spells, or spontaneous ranger spells and druid spells) he gains the same number of 0-level spells known as a bloodrager of the same level gains 1st-level spells known.

no damage. Evasion can be used only if the ranger is wearing light armor, medium armor, or no armor. A helpless ranger does not gain the benefit of evasion.

A ranger must be at least 4th level to select this edge.

Favored Attack (Ex): The ranger knows that survival often means taking advantage of a foe's weaknesses, and trains hard to be able to do so. The ranger gains a +1d6 sneak attack. This functions as the rogue class feature, except the sneak attack dice a ranger gains from this edge can only be used on creatures that count as favored enemies of the ranger, or are in one of the ranger's favored terrains.

A ranger must be 2nd level and have the favored enemy edge or favored terrain edge to select this edge. A ranger may take this edge more than once, but not more often than once per 2 ranger levels. The ranger may never apply more sneak attack dice from favored attack to a target than the total of his favored enemy bonus against that target plus his favored terrain bonus for the terrain that target is in. This otherwise functions exactly as sneak attack.

Favored Enemy (Ex): The ranger selects a creature type from the ranger favored enemies table. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

He gains a +2 favored enemy bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 favored enemy bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

FAVORED TERRAINS

Cold (ice, glaciers, snow, and tundra)

Community (The ranger selects a specific community as favored terrain. For the purposes of this ability, a community is any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are not considered part of a community. If the ranger takes the improved favored terrain talent, he may select a new community as his new terrain.)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)

FAVORED ENEMY BONUS?

Many ranger archetypes replace favored enemy with a thematically-similar ability that gives the ranger some other way to designate a foe he gains bonuses against. Since these are designed to replace favored enemy, it doesn't matter in the original rules if those bonuses stack with favored enemy bonuses or not. When turning those abilities into edges and talents, it becomes possible for a player who wants lots of circumstances in which he gains favored bonuses to pick all of these abilities, so it's important to make sure they don't all stack to grant an inappropriately huge bonus. As a result these abilities all note that they grant "favored enemy" bonuses, so it's clear when the ranger can and can't stack bonuses gained from various abilities.

RANGER FAVORED ENEMIES	
Type (Subtype)	Type (Subtype)
Aberration	Humanoid (other subtype)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Fey	Outsider (air)
Humanoid (aquatic)	Outsider (chaotic)
Humanoid (dwarf)	Outsider (earth)
Humanoid (elf)	Outsider (evil)
Humanoid (giant)	Outsider (fire)
Humanoid (goblinoid)	Outsider (good)
Humanoid (gnoll)	Outsider (lawful)
Humanoid (gnome)	Outsider (native)
Humanoid (halfling)	Outsider (water)
Humanoid (human)	Plant
Humanoid (orc)	Undead
Humanoid (reptilian)	Vermin

Favored Terrain (Ex): The ranger selects a type of terrain from Ranger Favored Terrains table. The ranger gains a +2 bonus on initiative checks, and Perception, Stealth, and Survival skill checks when he is in this terrain. He also gains a +2 bonus to Knowledge (dungeoneering, geography, and nature) checks regarding his favored terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

Favored Weapon (Ex): The ranger can form a bond with his weapons. The ranger selects a specific weapon of a type he is proficient. He gains a +1 bonus to all attack rolls made with this weapon, and to his CMD against maneuvers related to this weapon (such as disarm, steal, and sunder). If his favored weapon is lost or destroyed, he may select a new specific weapon as his favored weapon after using and training with it for 30 days. The new weapon benefits from all the talents the original favored weapon benefited from.

Focused Fury (Ex): [Freebooter] The ranger can, as a move action, indicate an enemy in combat and rally his allies to focus on that target. The ranger and his allies gain a +1 favored enemy bonus on weapon attack and damage rolls against the target. This ability applies only to allies who can see or hear the ranger and who are within 30 feet of the ranger at the

time he activates this ability. The focused fury lasts until the target dies or the ranger selects a new target.

A ranger must be 4th level to select this edge.

Herbal Extracts: The ranger can use rare herbs and natural materials to create extracts, as an alchemist does, drawn from the alchemist extract list. He can learn and prepare 1st-level extracts. To prepare an extract, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's extract is 10 + the spell level + the ranger's Wisdom modifier. The ranger's caster level is equal to his ranger level -3. The ranger can cast only create a certain number of extracts of each level each day. The ranger's base daily spell allotment of 1st-level extracts is equal to the 1st-level spells given on **Table 2: Ranger Spells**. He receives extracts for a high Wisdom modifier. The ranger begins play with an extract book containing four 1st-level alchemist formulas. At each new ranger level, he gains one new extract known of any extract level he can create from his formula book. The ranger can also add extracts found in formula books or spellbooks to his own, using the same rules for alchemist's formula books

A ranger may know any number of extracts. He must choose and prepare his extracts ahead of time by getting 8 hours of sleep and spending 1 hour studying his formula book. While studying, the ranger decides which extracts to prepare.

A ranger must be at least 4th level and have the favored terrain edge and mystic herbalism talent to select this edge. A ranger may select this edge a second time if he is 7th level, a third time if he is 10th level, and a fourth time if he is 13th level. Each time, he gains access to alchemist extracts of one higher level (2nd-level extracts if taken twice, 3rd-level extracts if taken three times, and so on), and adds one extract of that level to his formula book. The ranger's extracts per day for those levels of extracts to which he has access are always determined by **Table 2: Ranger Spells**. A ranger with this edge may take the alchemist "infusion" discovery as a ranger talent.

Hunter's Bond: Animal Companions (Ex): The ranger forms a bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor),



or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level -3.

A ranger must be at least 4th level to select this edge. **Special:** A ranger may take this edge at 1st level, but if he does so he may only select a small animal companion, and it has half its normal hit points.

Hunter's Bond: Divine Warden: The ranger may select one of the following inquisitions; Anger, Illumination, Persistence, Tactics, Valor, or Zeal. See the *Pathfinder Roleplaying Game: Ultimate Magic* on more information on inquisitions.



Hunter's Bond: Hunter's Aim (Ex): [Trophy Hunter] The ranger gains a specific understanding of the weaknesses and vulnerabilities of his favored enemies, and his careful study of these enemies reveals the best way to hurt them. When the ranger makes a firearm attack against a favored enemy, he can target touch AC in the first two range increments of his firearm. This ability stacks with other effects that increase the range increments a firearm can target touch AC, adding one range increment to the effect.

A ranger must be 4th level, proficient with firearms, and have the favored enemy edge to select this edge.

Hunter's Bond: Hunting Companions (Ex): The ranger forms a bond with his hunting companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1).

A ranger must be at least 4th level and have the favored enemy edge to select this edge.

Hunter's Bond: Pack Prowess: [Freebooter] The ranger forms a bond that allows him to direct his allies as an alpha wolf directs his pack. This allows the ranger to spend a move action to grant his allies extra combat prowess when they work as a team. All allies within 30 feet who can see or hear the ranger gain an additional +2 bonus on attack rolls when flanking with the ranger or with another ally affected by this ability.

A ranger must be 4th level to select this edge.

Hunter's Bond: Shadow Bond (Su): [Dusk Stalker] The ranger creates a mystical bond with shadows. The shadows around the ranger weave and swirl, confusing enemies. When the ranger is fighting in dim light or darkness (magical or otherwise), he gains a +4 insight bonus on Acrobatics checks made to move through an enemy's threatened area or through its space. Furthermore, a number of times per day equal to his Wisdom modifier, the ranger can manipulate shadows in a 5-foot square within 30 feet. That square must be in an area of dim light or darkness (magical or otherwise). Enemies with an Intelligence score take a -2 penalty to AC and on Reflex saving throws if they are within or adjacent to that 5-foot square. The harassing shadows last for 1 round. This is a mind-affecting fear effect.

A ranger must be 4th level to select this edge.

Hunter's Bond: Spirit Bond (Ex): [Spirit Ranger] The ranger forms a bond with the spirits of nature themselves. Once each day, as long as he is within one of his favored terrains, the ranger can cast *augury* as a spell-like ability with a caster level equal to his Ranger level. In addition, once per day when within a favored terrain he can call upon these spirits to cast any one spell he gained access to through a ranger's edge, without having to prepare the spell. At 8th level, and every four levels thereafter, he can cast an additional spell in this way.

A ranger must be 4th level and have the favored terrain edge to select this edge.

Hunter's Bond: Terrain Bond (Ex): [Guide, Warden] The ranger forms a bond with the land itself, enabling him to direct others in such terrain. When in his favored terrain, the ranger grants all allies within line of sight and that can hear him a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with him, the ranger's allies leave no trail and can't be tracked. The ranger can choose for the group to leave a trail, or even specific members of the group to leave a trail if he so desires.

A ranger must be 4th level and have the favored terrain edge to select this edge.

Hunter's Bond: Witchguard (Ex): [Witchguard] The ranger forms a bond with the powers of magic itself. Once per day, this bond allows the ranger to spend a move action to grant an adjacent spellcaster a +2 dodge bonus to AC and a +2 circumstance bonus on concentration checks. At 5th level and every 5 levels thereafter, these bonuses increase by +2. The bonuses last for a number of rounds equal to the ranger's Wisdom modifier (minimum 1) plus class level.

At 7th level and every 3 levels thereafter, the ranger can use this ability one additional time per day.

A ranger must be 4th level to select this edge.

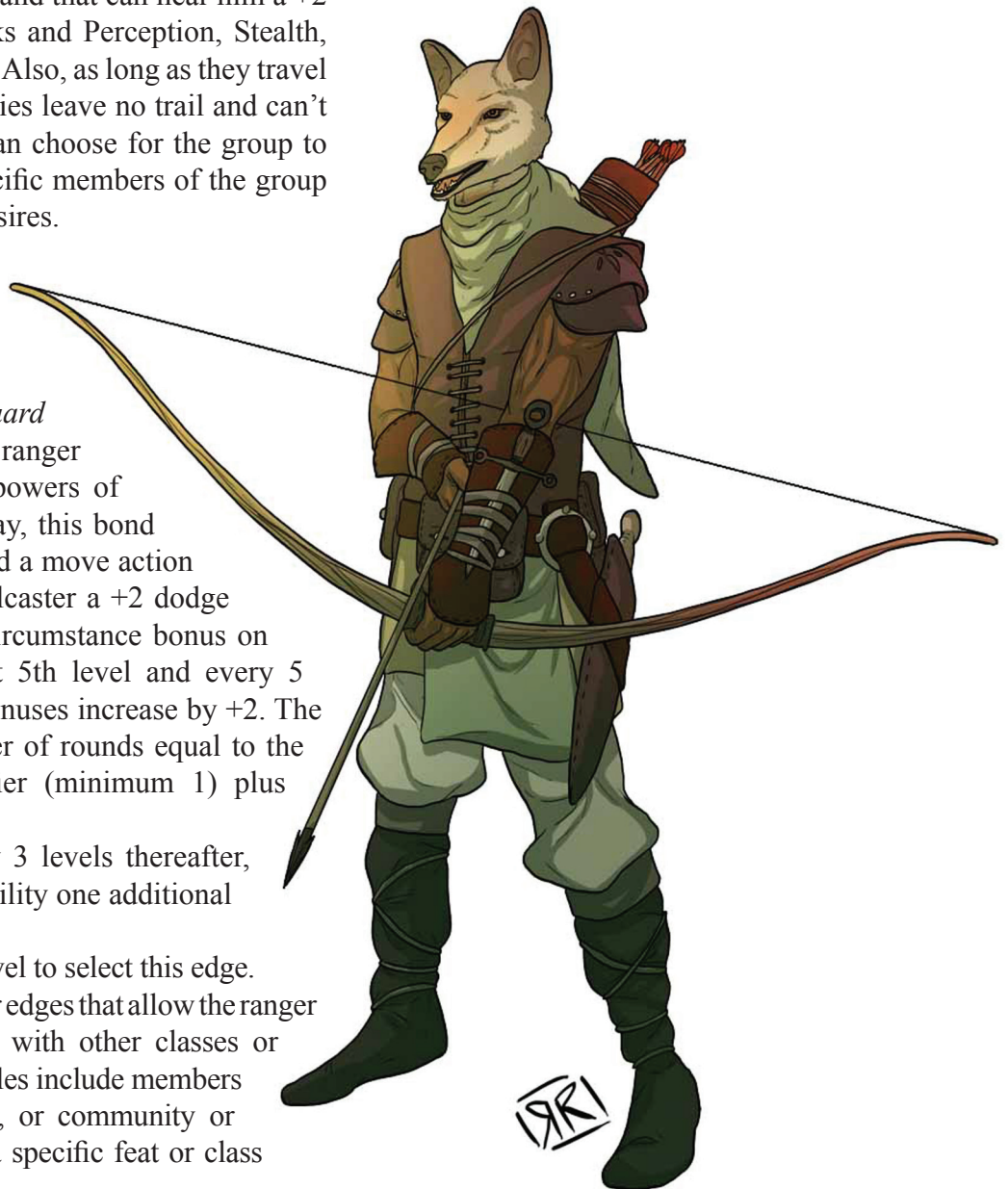
AGM may create similar edges that allow the ranger to form defensive bonds with other classes or creatures. Possible examples include members of a given race, religion, or community or creatures with access to a specific feat or class

feature. If this class of creatures is not able to cast spells, the bonus to concentration checks should be replaced with a bonus to saving throws.

Hunter's Focus (Ex): [Guide] Once per day, the ranger can focus on a single enemy within line of sight as a swift action. That creature remains the ranger's focus until it is reduced to 0 or fewer hit points or surrenders, or until the ranger designates a new focus, whichever occurs first. The ranger gains a +2 favored enemy bonus on attack and damage rolls against the target of his focus. At 4th level, and every 3 levels thereafter, the ranger can use this ability one additional time per day.

The edge counts as the favored enemy edge for purposes of prerequisites.

Hunter's Tricks: [Skirmisher] The ranger learns the use of hunter's tricks, which typically grant a boon or bonus to the ranger or a nearby ally. The



ranger learns one trick when this edge is selected, and a second edge two levels later (e.g. if a ranger selects hunter's tricks at 5th level he gains one trick at 5th, and a second at 7th). A ranger can use these tricks a total number of times per day equal to 1/2 his ranger level + his Wisdom modifier.

Tricks are usually swift actions, but sometimes are move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A ranger cannot select an individual trick more than once.

Aiding Attack (Ex): The ranger can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the ranger's next turn gains a +2 circumstance bonus on that attack roll.



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

A ranger must have the hunter's bond: animal companion edge to select this trick.

Catfall (Ex): The ranger can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the ranger takes no damage from the fall, he does not fall prone.

Chameleon Step (Ex): The ranger can move up to twice his speed as a move action. The ranger does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Cunning Pantomime (Ex): As a standard action, the ranger can communicate with a single creature as if using the *tongues* spell for 10 minutes. Because the communication is slow and lacks subtlety, the ranger suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

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

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

Distracting Attack (Ex): The ranger can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

Hateful Attack (Ex): The ranger can use this trick as a free action when he makes an attack on which he gains a favored enemy bonus. The ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

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

this movement in a square adjacent to the ranger. The animal companion must be able to see and hear the ranger to take this movement.

A ranger must have the hunter's bond: animal companion edge to select this trick.

Hobbling Attack (Ex): The ranger can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Quick Climb (Ex): The ranger can climb at his full speed as a move action without penalty.

Quick Healing (Ex): As a swift action, the ranger can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the ranger can administer a potion to an unconscious character as a move action.

Quick Swim (Ex): The ranger can swim at his full speed as a move action without penalty.

Ranger's Counsel (Ex): As a swift action, the ranger can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The ranger must have at least one rank in the chosen skill. This bonus lasts for 1 round.

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

Second Chance Strike (Ex): When the ranger misses with a melee attack, as an immediate action he may use this trick to reroll his attack at a -5 penalty.

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

A ranger must have the hunter's bond: animal companion edge to select this trick.

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

Stag's Leap (Ex): As a free action, the ranger can attempt a running jump without moving 10 feet before the jump.

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

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

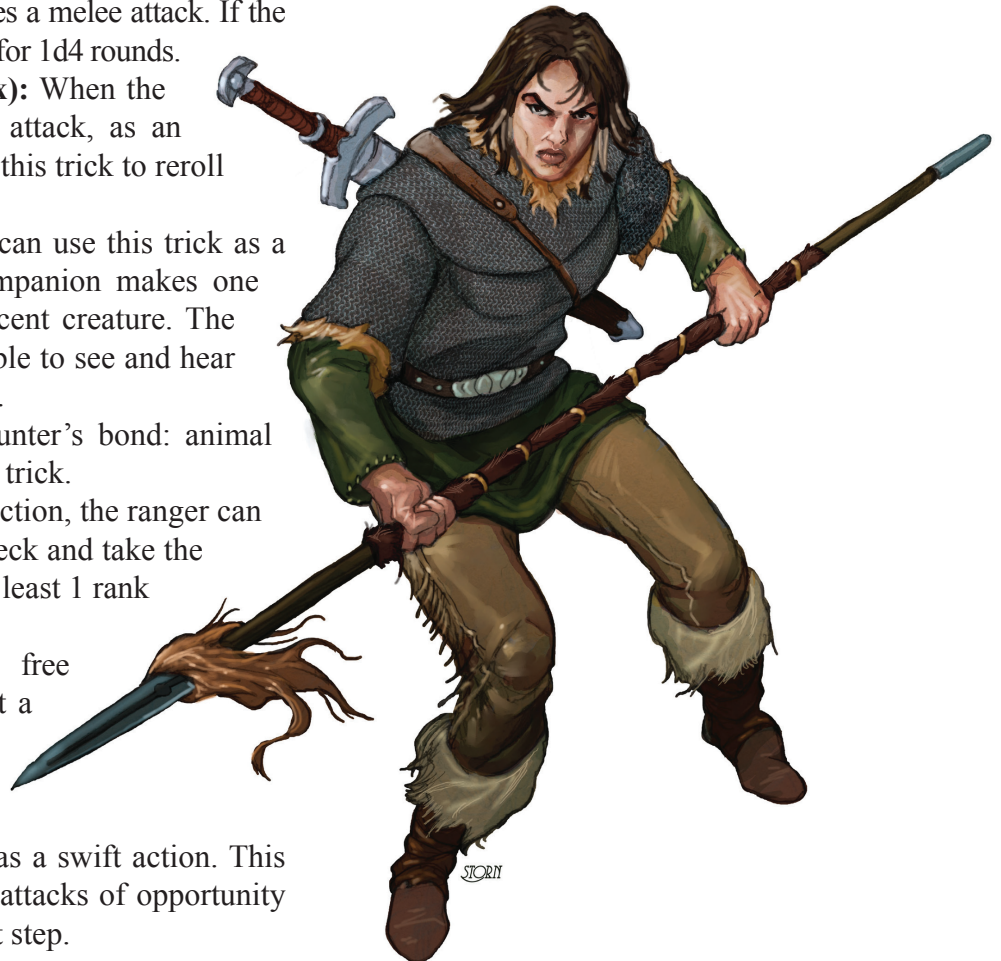
Trick Shot (Ex): As a standard action, the ranger can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Uncanny Senses (Ex): As an immediate action, the ranger gains a +10 insight bonus on Perception checks for 1 round.

Upending Strike (Ex): The ranger can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

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

A ranger must be 4th level to select this edge. This edge may be selected more than once, but not more than once at each level. Each time it is selected it gives the ranger an additional hunter trick, and yet another hunter trick 2 levels later.



Live in Comfort (Ex): [Warden] The ranger is truly at home within his favored terrains. He knows all the signs of the wilderness. He rarely gets lost. He can easily live off the land in comfort, and can provide for companions. The ranger can take 10 on any Survival check involving any of his favored terrains, even when in immediate danger and distracted. If the ranger is not in immediate danger and distracted, he can take 20 even if the check has a penalty for failure.

A ranger must have a favored terrain to select this edge.

Patron (Su): [Witchguard] The ranger's bond to spells attracts a supernatural patron (as the witch class feature). The ranger selects one witch patron—once this choice is made it cannot be changed. At any spell level for which the ranger can cast spells as a result of a ranger edge, he adds the patron spell of the same level to his class spell list. The ranger cannot cast patron spells of a level he is unable to cast.

A ranger must be 4th level, have the hunter's bond: witchguard edge and an edge that grants him spellcasting ability to select this talent.

Ranger's Luck (Ex): [Guide] Once per day, the ranger can either reroll one of his attack rolls or force an enemy who just hit him with an attack to reroll the attack roll. The ranger may make this decision after seeing if the attack hits, but before damage is rolled. These modifiers do not apply to attack rolls made to confirm a critical threat. The ranger must take the result of the second roll even if it is worse. The ranger may use this one additional time per day beginning at 14th and 19th levels.

A ranger must be 9th level to select this edge.

Ranger Spells: The ranger gains the ability to cast a small number of divine spells drawn from the ranger spell list. He knows all 1st-level ranger spells, and is considered to have these spells on his spell list (for purposes of things such as spell-completion magic items). A ranger must choose and prepare his spells in advance. To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment of 1st-level spells is given on **Table 2: Ranger Spells**. In addition, he receives bonus spells per day if he has a high Wisdom score (see the core rules for more information on bonus spells). When **Table 2: Ranger Spells** indicates that the ranger gets 0 1st-level spells per day, he gains only the bonus spells he would be entitled to based on his Wisdom score.

A ranger must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. The ranger's caster level is equal to his ranger level -3. A ranger must be at least 4th level to select this edge. A ranger may select this edge a second time if he is 7th level, a third time if he is 10th level, and a fourth time if he is 13th level. Each time, he gains access to ranger spells of one higher level (2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The ranger's spells per day for those levels of spell he can cast are always determined by **Table 2: Ranger Spells**.

TABLE 2: RANGER SPELLS

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

Rage Powers: [Wild Stalker] The ranger gains a single rage power, as the barbarian class feature. He must meet all the rage power's prerequisites, treating his barbarian level as his ranger level -4.

A ranger must be 5th level and have the favored terrain, rage of the wild, and uncanny dodge edges and have Knowledge (nature) as a class skill to select this edge.

Rage of the Wild (Ex): [Wild Stalker] The ranger gains the rage ability as the barbarian class feature, but his barbarian level is considered to be his ranger level -3.

A ranger must be 4th level and have the favored terrain and uncanny dodge edges and have Knowledge (nature) as a class skill to select this edge.

Shifter's Blessing (Su): [Shapeshifter] The ranger can take on the aspects of a wild creature once per day as a swift action. He can remain in this form for a number of rounds equal to his ranger level + his Wisdom modifier. While in one of his shifter's blessing forms, the ranger gains the shapeshifter subtype. The ranger must choose one of the following forms. Once this choice is made, it cannot be changed.

This is not a polymorph ability; a ranger in one of his shifted forms can be affected by a polymorph ability and retain the bonuses and traits gained by the class feature.

Form of the Bear: The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the Ranger gains a +4 enhancement bonus to Strength, but his base speed becomes 20 feet.

Form of the Cat: The ranger's muscles become lean and defined, his gait more deliberate and graceful. While in this form, the ranger increases his base speed by 10 feet and he gains a +4 bonus on Acrobatics and Climb checks.

Form of the Dragon: The ranger's skin becomes rough and scaly. While in this form, the Ranger gains a +2 natural armor bonus to AC.

Form of the Eagle: The ranger's skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the ranger gains a +10 bonus on Perception checks.

Form of the Jackal: The ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in this form, the ranger can spend a move action to move up to 1/2 his speed without provoking attacks of opportunity.

Form of the Otter: The ranger's hands and feet grow webs, and his body grows an oily fur that is water resistant. While in this form, the ranger gains a swim speed of 30 feet and a +8 bonus on Swim checks.

A ranger must be 3rd level and have selected the combat style edge for natural weapons to select this edge.

Strong Senses (Ex): [Wild Stalker] The ranger's life among the wild has sharpened his senses. He gains low-light vision and a +1 bonus on Perception checks. If he already has low-light vision, he gains a +2 bonus on Perception checks instead. This bonus increases by +1 for every four levels after 1st (to a maximum of +6 at 20th level, or +7 if the character did not gain low-light vision from this ability).

A ranger must have Knowledge (nature) as a class skill to select this edge.

Talent: The ranger may select a ranger talent for which he meets the prerequisites.



Trapper (Ex): [Trapper] The ranger adds 1/2 his ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). The ranger can use Disable Device to disarm magic traps and is considered to have the trapfinding rogue class feature.

The ranger can also create ranger traps. The ranger learns one trap when this edge is selected, and a second edge two levels later (e.g. if a ranger selects trapper at 5th level he gains one trap at 5th, and a second at 7th). See **Appendix 1: Ranger Traps** for sample traps the ranger can choose from. A ranger can use these traps a total number of times per day equal to 1/2 his ranger level + his Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The ranger cannot select an individual trap more than once.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another ranger trap or a magical trap such as a glyph of warding. The ranger only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to 10 + 1/2 the character's level + the character's Wisdom bonus. All ranger traps are **Trigger:** location, and **Reset:** none.

Ranger traps are either extraordinary or supernatural; extraordinary traps are **Type:** mechanical, and supernatural traps are **Type:** magic. Some of the traps listed in **Appendix 1** may be set as extraordinary traps or as magical (supernatural) traps; learning such a trap lets a ranger set it either way. An extraordinary trap has a -2 penalty to its DC.

An extraordinary trap lasts 1 day per ranger level or until it is triggered, whichever comes first. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day (or hour, for a magical trap) that passes after it is set.

A ranger must be 4th level and have Disable Device as a class skill to select this edge. This edge may be selected more than once, but not more than once at each level. Each time it is selected it gives the ranger an additional ranger trap, and yet another ranger trap 2 levels later.

Warden Spells: The ranger gains the ability to cast a small number divine spells drawn from the inquisitor spell list. This functions as the ranger spells edge, except it grants access to inquisitor spells. A ranger must be at least 4th level to select this edge. A ranger may select this edge a second time if he is 7th level, a third time if he is 10th level, and a fourth time if he is 13th level. Each time, he gains access to inquisitor spells of one higher level (2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The ranger's spells per day for those levels of spell he can cast are always determined by **Table 2: Ranger Spells**.

Uncanny Dodge (Ex): [Wild Stalker] The ranger gains uncanny dodge as the barbarian's class feature.

A ranger must have Knowledge (nature) to select this edge.

RANGER TALENTS

As a talented ranger gains experience, he learns a number of talents that deepen his understanding of the powers he has bonded to, or represent knacks picked up as a result of surviving the harsh life beyond civilization. Starting at 1st level, a talented ranger gains two ranger talents. He gains another talent at 3rd level, two at 4th, one each at 5th, 6th, 7th, and 8th levels, two at 10th level, one each at 11th–17th levels, two at 18th, and one each at 19th and 20th levels. A ranger cannot select an individual talent more than once unless the talent specifies otherwise.

Some talents are taken from various ranger archetypes. These talents include the name of their originating archetype as a descriptor, to allow GMs to limit characters to talents from a single archetype, if desired.

Able Explorer (Ex): [Warden] When making an Acrobatics, Climb, Fly, Ride, or Swim check in any of his favored terrains, the ranger can make two skill checks and take the higher result.

A ranger must have a favored terrain to select this talent.

Advantageous Terrain (Ex): [Battle Scout] When the ranger is within one of his favorite terrains, he can spend up to 3 consecutive rounds studying an area of terrain to gain the benefits below. Each round of studying terrain is a standard action. During the first round of studying terrain, the ranger designates a 60-foot-radius-burst area from a single square within line of sight. Depending on how many rounds the battle scout spends studying the area, he or his

allies gain the following benefits for 10 minutes per ranger level he possesses. (For example, if he spends 2 rounds, he or his allies gain the first two benefits.)

1st Round: Allies within line of sight and that can hear the ranger gain a +2 bonus on initiative checks while within the advantageous terrain area.

2nd Round: Allies within line of sight and that can hear the ranger gain a +2 on Perception, Stealth, and Survival checks while within the advantageous terrain area.

3rd Round: The ranger's movement is not hampered by difficult terrain while within the advantageous terrain area. Furthermore, the ranger can take 10 on Climb and Swim checks and Acrobatics checks made to jump while within the area, even when in immediate danger or distracted.

A ranger must be 4th level and have the favored terrain edge to select this talent.

Attach (Ex): The ranger has learned to latch onto creatures much larger than himself with the tenacity of a weasel. He can make a CMB check with a +4 bonus against creatures at least 1 size larger himself. The ranger is considered to be in a grapple, but the target is not. The ranger must use one hand to maintain the attach, and as long as it is maintained the ranger remains adjacent to the target no matter where it goes. The target can attack or grapple the ranger as normal, or break the attach with a successful CMB check with a -8 penalty or Escape Artist check. If the target scores a critical hit against the ranger while the ranger is attached, the target may make a CMB check as a free action with no penalty to knock the ranger lose.

Beast Signals (Ex): The ranger has taught his companion to respond to specific signals and calls. For every 2 levels, the ranger chooses one trick (as defined in the Handle Animal skill) which he can instruct his animal companion to perform as a swift action, as long as it can see and hear the ranger. This is in addition to the companion's normal tricks, and does not count toward the companion's maximum tricks known. If the ranger has multiple animal companions, this tricks selected for this talent apply to all of them. The ranger must have an animal companion to select this talent.

Bodyguard (Ex): [Witchguard] The ranger gains Bodyguard as a bonus feat, even if he doesn't meet the prerequisite.

A ranger must be 3rd level to select this talent.

Deep Knowledge (Ex): [Deep Walker] The ranger selects one of his favored terrains. He gains an additional +3 bonus to the skill and initiative bonuses he gains for this favored terrain.

A ranger must be at least 4th level and have the favored terrain edge to select this talent. This talent may be selected more than once, but not more than once per 4 ranger levels. The deep knowledge and improved favored terrain talents are treated as the same talent for purposes of how often the ranger may take either.



Deep Sentinel (Ex): [Wave Warden] A wave warden adds half his level (minimum +1) on Perception checks made to notice creatures underwater.

Devil Slayer (Ex): The ranger gains a favored enemy bonus (as the favored enemy edge) against all outsiders. This bonus is equal to half the largest bonus he has for any specific outsider subtype.

A ranger must have favored enemy for an outsider subtype to select this talent.

Disrupt Control (Su): [Corpse Hunter] The ranger can infuse his attacks with divine power capable of harming an undead creature as well as its controller. As a standard action, the ranger can make a single melee attack against an undead creature, or a single ranged attack against an undead creature within 30 feet. If the attack is successful, he deals 1d4 points of Charisma damage to the target undead creature in addition to normal damage. If the target undead creature is being controlled by another creature within 120 feet, the controller takes 1d4 points of Charisma damage as well; unlike the initial target, the controller may attempt a Will save (DC = 10

+ 1/2 the ranger's level + his Wisdom modifier) to halve the damage taken from this attack. A ranger can use this ability once per day at 5th level, plus an additional time per day at 10th level, 15th level, and 20th level. The amount of Charisma damage dealt increases to 1d6 at 10th level, 1d8 at 15th level, and 2d4 at 20th level.

A ranger must have the favored enemy edge and exterminator talent with undead as a favored enemy to select this edge. If he loses the exterminator talent, this ability ceases to function.

Divine Calling: The ranger adds Diplomacy, Knowledge (religion), and Sense Motive to his list of class skills.

Ear to the Ground (Ex): If the ranger successfully finds a creature's tracks using Survival, he can make a Perception check as a full-round action to determine the approximate range and direction to the creature's current location (with a 10% margin of error). The DC for this Perception check is 25, +1 for every 1,000 feet of distance between the ranger and the creature tracked.

Eldritch Calling: The ranger adds Knowledge (arcane), Knowledge (planes), and Use Magic Device to his list of class skills.

Endurance: The ranger gains Endurance as a bonus feat.

Expert Trainer (Ex): [Falconer] The ranger can teach his animal companion a bonus trick above and beyond its normal maximum, with no required training time. If the ranger later loses that animal companion and gains a new one, it also gains one bonus trick.

The ranger also gains access to two new tricks, which may be granted to an animal companion with this talent, or taught to any animal using normal animal training rules.

Roam (DC 15): The ranger can let his animal companion loose to roam and forage. He must let it roam for no more than a week. When the ranger lets it roam, it agrees to return to the place he let it loose within the time period he designates.

Distract (DC 20): The animal companion charges and fakes attacks around any enemy it would normally attack with the attack trick. It makes an attack roll against that enemy. On a hit, the enemy is shaken for 1 round.



Swooping Charge (DC 20): The ranger's animal companion flies up in the air and then swoops down into a charge. To perform this trick, the companion must be able to fly, and it must be outdoors or someplace with enough room for the bird to fly great distances (a grand cathedral may have enough room, but dungeons usually do not). It spends a full-round action flying to a high vantage point, and on the next round makes a charge attack upon an enemy the falconer designates. If that charge attack hits, the bird deals double damage with its charge (or a single attack in its charge, if the animal companion can make more than one attack at the end of a charge) and gains a $\times 4$ critical modifier when making the attack. If the companion hits, the target is staggered for 1 round. A ranger must be 6th level to teach this trick.

A ranger must have the hunter's bond: animal companion edge to take this talent. This talent can be taken more than once, granting the animal companion a bonus trick each time it is taken.

Expert Trapper (Ex): The ranger can add two trap augmentations (traps marked with an *asterisk in the list of ranger traps in **Appendix One: Ranger Traps**) to a trap he creates. Each of these counts as an additional use of his trapper ability. A ranger must be 4th level and have the trapper edge to select this talent.

Explorer's Lore (Ex): The ranger adds 1/2 his level to Knowledge (dungeoneering) and Knowledge (geography) checks (minimum +1).

Exterminator (Ex): The ranger's favored enemy bonus for his favored enemy edge increases by +2. This bonus increases by an additional +2 at 10th, 15th, and 20th level.

A ranger must have the favored enemy edge for one (and only one) type of favored enemy to select this talent. If the ranger selects the improved favored enemy talent, he loses this talent (and it becomes another selection of improved favored enemy, which counts against how often the ranger may select that talent).

Extra Hunter's Tricks (Ex): The ranger may use his hunter's tricks an additional 3 times per day.

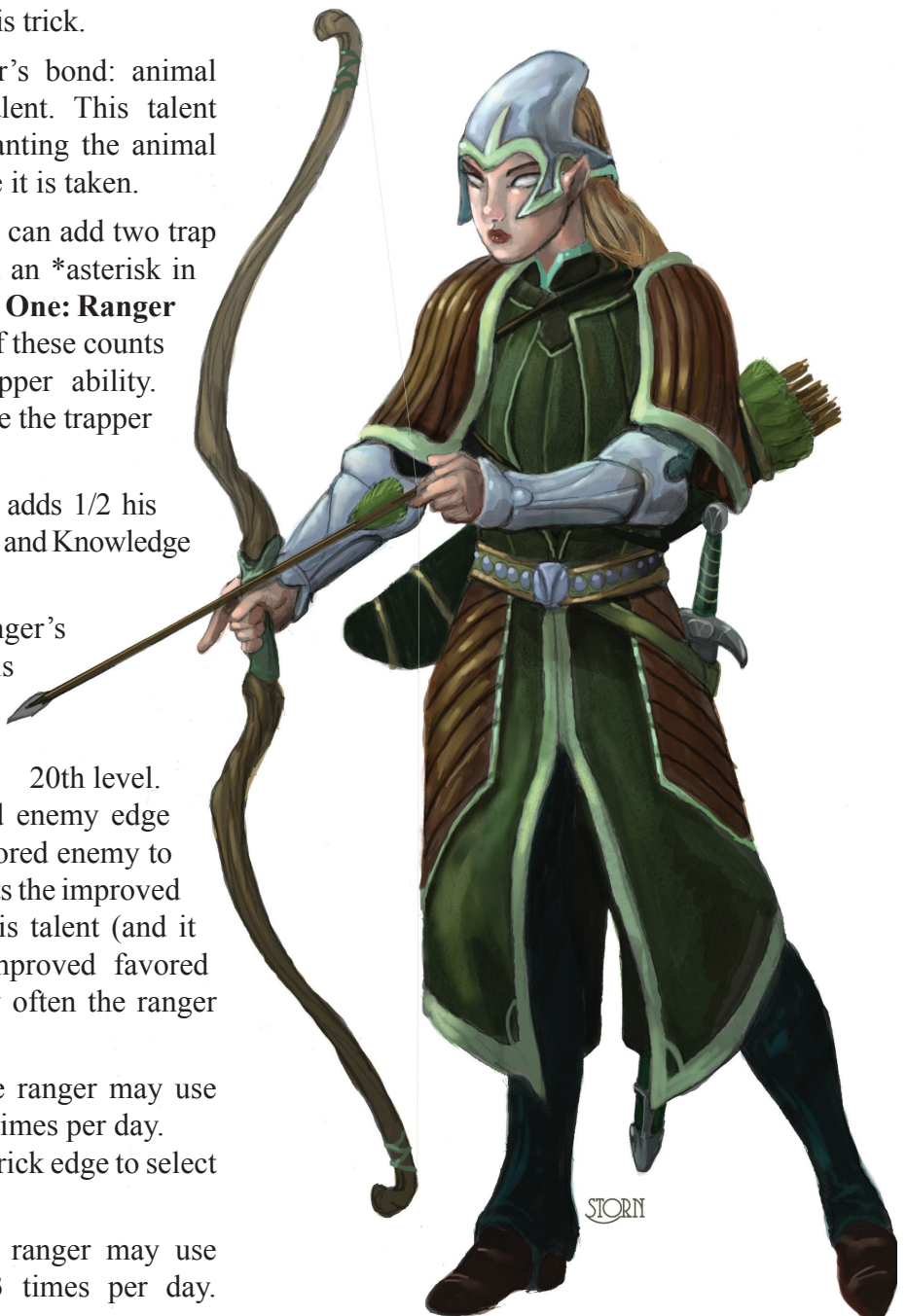
A ranger must have the hunter's trick edge to select this talent.

Extra Ranger Traps (Ex): The ranger may use his ranger traps an additional 3 times per day.

A ranger must be 4th level and have the trapper edge to select this talent.

Favored Arcana (Ex): The ranger can draw on his connections to primal powers to make his spells more effective. He adds his favored terrain bonus for the terrain he is in to his caster level when determining the range, duration, area, and number of targets for spells he casts, as well as to caster level checks. A ranger must be able to cast spells gained from a ranger edge and have the favored terrain edge to select this talent.

Graveyard Stride (Ex): [Corpse Hunter] The ranger can move easily through difficult terrain in areas where corpses are interred, such as graveyards,



catacombs, crypts, or necropolises. When in such an environment, he can move at his normal speed without taking damage or suffering any impairment, although any magical effects and enchantments that impair movement still affect him.

A ranger must have the favored enemy edge and exterminator talent with undead as a favored enemy to select this edge. If he loses the exterminator talent, this ability ceases to function.

Horse Whisperer (Su): [Groom] The ranger can use *Speak with Animals* at will, but can use this power only on horses, riding dogs, and other mounts of the animal type.

Alternate version of this talent may exist that only function on pack animals, or herd animals, or birds, at the GM's discretion.



Improved Adaptation (Ex): [Infiltrator] The ranger chooses another of his favored enemy types and selects one adaptation from that favored enemy's adaptation list. He also selects one additional adaptation from any favored enemy he has selected with adaptation or improved adaptation (including the one just chosen, if desired). The ranger can only use one adaptation at a time.

A ranger must be at least 4th level and have the adaptation edge to take this talent. This talent may be taken more than once, but not more than once per four ranger levels.

Improved Combat Style (Ex): The ranger gains an additional bonus feat from a combat style he has selected with the combat style edge, following all the rules for gaining combat style feats.

A ranger must be at least 6th level and have the combat style edge to select this talent. This talent may be selected more than once, but not more than once for every four ranger levels.

Improved Empathic Link (Su): [Beastmaster] The ranger gains an empathic link with his animal companion (or multiple companions, if he has the pack leader talent). This functions like an empathic link with a familiar, except the ranger can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within one mile) and ending it as a free action. The ranger can only see through the eyes of one companion at a time, and is blinded while maintaining this connection. A ranger must be 6th level and have the hunter's bond: animal companion edge to select this talent.

Improved Favored Enemy (Ex): The ranger gains one new favored enemy and the bonus against any one favored enemy he has (including the one just selected, if so desired) increases by +2.

A ranger must be at least 4th level and have favored enemy edge to select this talent. The improved favored enemy talent may be taken more than once, though not more than once per four ranger levels.

Improved Favored Terrain (Ex): The ranger may select an additional favored terrain. In addition, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

A ranger must be at least 4th level and have the favored terrain edge to select this talent. This talent may be selected more than once, but not more than once per four ranger levels.

Improved Favored Weapon (Ex): The ranger gains one new favored weapon and the bonus he gains with any one favored weapon he has (including the one just selected, if so desired) increases by +1.

A ranger must be at least 4th level and have the favored weapon edge to select this talent. The improved favored weapon talent may be selected more than once, though not more than once per four ranger levels.

Improved Focused Fury (Ex): The ranger's focused fury bonus increases by +1.

A ranger must be 4th level and have the focused fury edge to select this talent. This talent may be selected more than once, but not more often than once per five ranger levels.

Improved Hunter's Focus (Ex): [Guide] The ranger's favored enemy bonus for his hunter's focus edge increases by +2.

A ranger must be 5th level and have the hunter's focus edge to select this talent. This talent may be selected more than once, but not more often than once per five ranger levels.

Improved Shifter's Blessing (Ex): The ranger selects an additional form for his shifter's blessing and may use this ability one additional time per day.

A ranger must be at least 4th level and have the shifter's blessing edge and have selected the combat style edge for natural weapons to select this talent. This talent may be taken more than once, but not more than once per four ranger levels.

Improved Tracking (Ex): [Trophy Hunter] The ranger gains a +2 bonus on Survival skill checks when following or identifying tracks. When he tracks, he can also attempt a Knowledge (nature) check at DC 15. On a success, the ranger can discern the type and condition of any animals or magical beasts he is tracking. By studying their tracks, the ranger is able to identify a rough approximation of their health, maneuverability, and their general behavior as compared to the norm.

Manhunter (Ex): The ranger gains a favored enemy bonus (as the favored enemy edge) against all humanoids. This bonus is equal to half the largest bonus he has for any specific humanoid subtype.

A ranger must have favored enemy for a humanoid subtype to select this talent.

Master Swimmer (Ex): [Freebooter] With a successful Swim check, the ranger can swim half his speed as a move action or his normal speed as a full-round action. He gains a +2 bonus on Swim checks.

Mystic Herbalism (Ex): The ranger can gather herbs and other natural materials as he travels, and use their mystic properties to aid him in healing and understanding the mystic forces he encounters. When in a favored terrain, he can add the appropriate favored terrain bonus to Heal, Spellcraft, and Use Magic Device checks.

A ranger must have the favored terrain edge to select this talent.

Mystic Weapon (Ex): The ranger's bond with his weapons extends to the magical. When he is wielding a favored weapon, he adds his favored weapon bonus to concentration checks, caster level checks, and to the save DC of spells gained from the ranger class. The ranger must be able to cast spells gained by a ranger edge and have the favored weapon edge to select this talent.

Pack Leader (Ex): [Beastmaster] The ranger's choice of animal companion is not limited to a subset of all possible animal companion choices—he may choose freely among all animal companion choices, just as a druid can. The ranger may also have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion. For example, a ranger with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time the ranger's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the ranger's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The

share spells animal companion ability does not give the ranger the ability to cast a single spell so that it affects all of his animal companions.

As a result of closer ties to more, smaller companions, the ranger also adds Acrobatics and Escape Artist to his list of class skills.

A ranger must have the hunter's bond: animal companion edge to select this talent.

Pallas Companion (Ex): The ranger's animal companion is a much, much more intelligent example of its kind, and may have a unique appearance (such as having unusual colored eyes, runes or sigils in its fur or hide, or a broader than normal head). The

companion has an Int of 10, but is still treated as an animal for all purposes other than cognition and Int-based checks and skills.

If the ranger has more than one animal companion, the ranger may grant individual bonuses to Intelligence to multiple companions, not to exceed a total of +8 divided among all companions (thus two companions with Int 6, or two with Int 5 and one with Int 4, and so on).

A ranger must have the hunter's bond: animal companion edge to take this talent.

Plant Empathy (Ex): The ranger can improve the initial attitude of a creature of the plant type. This



talent functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. Creatures of the plant type with no natural attacks typically have a beginning attitude of indifferent, while those with natural attacks typically have a starting attitude of unfriendly.

To use plant empathy the ranger and the plant must be within 30 feet of one another under normal visibility conditions. Generally, influencing a plant in this way takes one minute, but, as with influencing people, it might take more or less time. This talent has no impact on mundane plants with no intelligence or animation.

Push Through (Ex): [Urban Ranger] The ranger is never slowed by difficult terrain in his favored communities. In addition, he can move through the space occupied by local citizens as if they were allies. This does not apply to creatures intent on harming the ranger. Areas that are enchanted or magically manipulated to impede motion, however, still affect him.

A ranger must have urban as a favored terrain to select this talent.

Quick Tracking (Ex): The ranger can move at his normal speed while using Survival to follow tracks without taking any penalty. The ranger takes only a -10 penalty when moving at up to twice his normal speed while tracking. Additionally, the ranger may move at full speed when making Survival checks for hunting and foraging. If the ranger has 10 or more ranks of Survival, he takes no penalty to Survival checks made to follow tracks, even when moving up to twice his normal speed. (Normally characters making a Survival check to follow tracks take a -5 penalty if moving at their normal speed, and a -20 penalty if moving at up to double their speed, and must move at half speed when making a Survival check for hunting and foraging.)

Ranger Sigils (Ex): The ranger knows how to read marks left in natural terrain, either by other rangers or by the forces of nature itself. The ranger may leave sigils to warn other travelers in an area of some specific danger or to leave them a message. This works as making a Bluff check to pass secret messages, but may only be done in a natural setting. The ranger makes a DC 20 Survival check rather than a Bluff check, and the message is received by any ranger who has selected the area as a favored terrain or also has the ranger sigils talent. Other creatures

may attempt to recognize and read the message with a DC 20 Survival check. The message lasts for one week, plus one week for every point by which the ranger's skill check exceeds 20.

The ranger may also use *commune with nature* as an extraordinary ability once per day, but his caster level is 1st, and he learns only one fact about the area.

A ranger must have the favored terrain edge to select this talent.

Read Tracks (Ex): If the ranger successfully finds a creature's tracks using Survival, he may immediately make an appropriate Knowledge check as a free action to identify and learn about the creature (as the monster lore use of the Knowledge skill) as if he were observing the creature directly. The ranger may make this check untrained if in a favored terrain, or if the tracks belong to a favored enemy.

Rock Hopper (Ex): [Deep Walker] The ranger instinctively grasps for the most stable surfaces and holds on tighter while moving over underground rock and stone. He gains a +5 bonus on all Acrobatics and Climb checks made to traverse underground terrain. Furthermore, the ranger ignores difficult terrain created by underground terrain and subterranean flora.

A ranger must be 5th level and have mountains or underground as a favored terrain to select this talent.

Seaborn (Ex): [Wave Warden] The ranger may move through any sort of aquatic growth (such as coral or seaweed) or across a wet surface at his normal speed and without taking damage or suffering any other impairment. Obstacles that are enchanted or magically manipulated to impede motion still affect him.

A ranger must have water as a favorite terrain to select this talent.

Sovereign Beast Companion (Ex): The ranger's animal companion is a superior example of its kind, and may have a unique appearance (such as having unusual coloration, particularly lean lines, a broader than normal head, or unusually long tail, horns, claws, or teeth). The companion gains any one of the following benefits (once this choice is made, it cannot be changed): +4 to Str, Dex, or Con, a 1-point evolution (as an eidolon), or one bonus feat (the companion must meet all the feat's prerequisites).

If the ranger's sovereign beast companion dies or is released from the ranger's service, the ranger cannot perform the ceremony to call a new companion for 30 days. When the ranger does receive a new companion, he may choose a new

bonus from this talent to apply to it. Once made, choices cannot be changed until and unless the ranger gains a new sovereign beast companion. If the ranger has more than one animal companion, the bonus from this talent applies to only one, which cannot be changed.

A ranger must have an animal companion to select this talent. A ranger may select this talent at second time at 6th level, and one additional time every 5 levels thereafter. Each time it is selected, the ranger may grant a new bonus from this talent to his animal companion or (if he has multiple animal companions) add a bonus to a new companion.

Spearhead (Ex): The ranger can brief allies on the dangers and secrets of an area he understands well. This allows the ranger to take one hour to grant half his favored terrain bonus for a single terrain to all allies within 30 feet who can see or hear him. This bonus lasts for a number of hours

equal to the ranger's level. This bonus does not stack with any other favored terrain bonus possessed by his allies; they use whichever bonus is higher. A ranger must have the favored terrain edge to select this talent.

Squeeze (Ex): The ranger has learned to compress and contort his body as a cat does, to fit into spaces clearly too small for him. The ranger can move through an area as small as one-quarter his space without squeezing, or one-eighth his space when squeezing.

Summons (Sp): [Wave Warden] The ranger can summon allies once per day as a full-round action. This functions as *summon nature's ally III*, except it can only be used to summon creatures with the aquatic or water subtypes. At 11th level, this ability improves to *summon nature's ally IV*, with this progression continuing every three levels thereafter. The ranger's caster level is equal to his class level.

A ranger must be 8th level have water as a favored terrain and have the deep sentinel and seaborne talents to select this talent. A GM may decide to make similar talents available to summon allies in different favored terrains. Such a talent should always have a similar number of prerequisites.

Sword Sworn (Ex): The ranger makes one of his favored weapons an extension of himself. He selects one favored weapon. This weapon's base damage dice are equal to the unarmed strike of a monk of the ranger's class level and size. If the weapon's base damage dice are already greater than this, it may do its own base damage instead. A ranger must have the favored weapon edge to select this talent. A ranger may select this talent more than once. Each time, it applies to a different favored weapon.

Sworn Defender (Ex): [Witchguard] The ranger gains In Harm's Way as a bonus feat.

A ranger must be 7th level and have the Bodyguard talent to select this talent.

Terrain Mastery (Ex): The ranger selects a terrain to master. When within this terrain the ranger may, as a move action, grant a +2 bonus on Climb, Stealth, Perception and Survival checks made by all allies



within 30 feet who can see and hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). Mastery of each terrain has additional benefits, outlined below; these benefits apply to the ranger at all times whether or not he is in the relevant terrain.

Astral Plane: The ranger's fly speed increases by +30 feet on planes with no gravity or subjective gravity.

Cold: The ranger gains cold resistance 10.

Desert: The ranger gains immunity to exhaustion; anything that would cause him to become exhausted makes him fatigued instead.

Ethereal Plane: The ranger ignores the 20% concealment miss chance from fog and mist, and treats total concealment from these sources as concealment.

Forest: The ranger gains a +4 competence bonus on Stealth checks.

Jungle: The ranger gains a +4 competence bonus on Escape Artist checks and increases his CMD against grapple maneuvers by +4.

Mountain: The ranger gains a +4 competence bonus on Climb checks and does not lose his Dexterity modifier to AC while climbing.

Plains: The ranger's movement is not reduced by wearing medium armor or carrying a medium load.

Plane of Air: The ranger gains a +4 competence bonus on Fly checks and +1 competence bonus on all attack and damage rolls against flying creatures. He gains the ability to breathe air if he cannot already do so.

Plane of Earth: The ranger gains DR 1/adamantine.

Plane of Fire: The ranger gains fire resistance 10.

Plane of Water: The ranger gains a +4 competence bonus on Swim checks and a +1 competence bonus on all attack and damage rolls against swimming creatures. He gains the ability to breathe water if he cannot already do so.

Plane, aligned: If the ranger selects a plane with an alignment trait, he can choose to detect as that alignment (fooling all forms of magic divination) as an immediate action; this benefit lasts until he dismisses it (a free action).

Swamp: The ranger gains a +4 competence bonus on Perception checks.

Underground: The ranger gains Blind-Fight as a bonus feat.

Urban: The ranger gains a +4 competence bonus on Diplomacy checks.

Water: The ranger gains a +4 competence bonus on Swim checks and +1 competence bonus on all attack and damage rolls against swimming creatures.

A ranger must be 5th level to select this talent. If a terrain mastery is also one of the options for favored terrain, the ranger must have that as a favored terrain to select it. This talent may be selected more than once. Each time it grants a different terrain mastery.

Track (Ex): The ranger adds half his level (minimum 1) to Survival skill checks made to follow tracks. Beginning at 8th level, the ranger can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Trailblazer (Ex): The ranger is a master guide, able to lead groups through the wilderness with increased speed. When calculating the overland travel rate of a group he is trailblazing for, the ranger increases the rate by a number of miles per day equal to his Wisdom bonus (minimum +1). Additionally, when trailblazing for a group through favored terrain, the ranger treats a $\times 1/4$ terrain modifier as $\times 1/2$, a $\times 1/2$ terrain modifier as $\times 3/4$, and a $\times 3/4$ terrain modifier as $\times 1$. The ranger can trailblaze for a number of creatures equal to his Wisdom score plus his ranger level. The ranger may choose to increase the DC to track a group he is trailblazing for by +5.

Vermin Empathy (Ex): The ranger can improve the initial attitude of a creature of the vermin type. This talent functions just like a Diplomacy check to improve the attitude of a person, despite the vermin not truly having intellect or starting attitudes. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the vermin empathy check result. Normal vermin typically act as have a beginning attitude of indifferent, while monstrous and giant vermin typically act as have a starting attitude of unfriendly.

To use vermin empathy the ranger and the vermin must be within 30 feet of one another under normal visibility conditions. Generally, influencing a vermin in this way takes one minute, but, as with influencing people, it might take more or less time. The ranger may attempt to use this ability on vermin swarms, but takes a -4 penalty when doing so.

Warden Orisons: The ranger gains access to 0-level inquisitor spells, and treats all such spells as being on his spell list (for purposes of things such as spell-completion items). He may prepare as many 0-level inquisitor spells as he is granted 1st-level spells by **Table 2: Ranger Spells.**

A ranger must be 4th level and have the warden spells edge to select this talent.

Unfettered Step (Ex): [Wild Shadow] The ranger's graveyard stride, rockhopper, seaborner, or woodland stride talents function in any difficult terrain within any of his favored terrains, even in areas that are enchanted or magically manipulated to impede motion.

Urbanite (Ex): The ranger forges a special bond with one specific community, linking himself to the spirit of that place. All creatures that mean harm to that place as a whole, or to at least 25% of its total population, count as favored enemies and the ranger gains his highest favored enemy bonus against them. Each time the ranger increases his favored terrain bonus for urban terrain, he may select one additional community within which this talent functions.

When within this community the ranger does not take penalties to Perception checks when asleep, and needs fewer hours of sleep each day (reducing the needed 8 hours of sleep by a number of hours equal to his favored terrain bonus for urban terrains, to a minimum of 0 hours of sleep).

Additionally at the end of each day spent in the city, the ranger may make a special level check (d20 + ranger level + wisdom bonus) to gather information about the most significant threat to the community he is not yet aware of. The GM makes this check in secret. Like the gather information function of the Diplomacy skill, information is generally in the form of vague rumors, and the GM may decide some threats are totally unknown to the general populace.

A ranger must have urban as a favored terrain and the favored enemy edge to select this talent.

Well-Traveled: The ranger adds three skills as class skills. These skills must come from the ranger's list of secondary skills.

Wild Empathy (Ex): The ranger can improve the initial attitude of an animal. This talent functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Wild Talents (Ex): [Wild Stalker] The ranger either gains a rage power (as the rage power edge), or gains a +2 insight bonus into any one of the following skills: Acrobatics, Climb, Perception, Stealth, Survival, or Swim. Once this choice is made, it cannot be changed.

A ranger must be 6th level and have the favored terrain, rage powers, rage of the wild, and uncanny dodge edges and have Knowledge (nature) as a class skill to select this edge. This talent may be selected more than once, but not more often than once every two levels beyond 4th.

Woodland Stride (Ex): The ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

Yokai Hunter (Su): [Yokai Hunter] When the ranger sees a favored enemy that is disguised, polymorphed, or has an alternate form (such as a lycanthrope), he gains an automatic check to identify the creature as such. To make this check, the ranger rolls 1d20 + level + Charisma modifier against DC 10 + 1/2 the enemy's Hit Dice + the enemy's Charisma modifier). A successful check means that the ranger identifies the creature as one of his favored enemy types (though he does not automatically learn which type) disguising its true nature. Once the ranger fails to identify such a foe with this ability, he does not get another check to identify the foe when seen again until 24 hours pass.

At 7th level, the ranger can sense an enemy he has identified with his yokai hunter ability as though he had blindsense out to a range of 60 feet.

A ranger must have the favored enemy edge to select this talent.



ADVANCED TALENTS

Beginning at 10th level, whenever the ranger gains a talent, he may instead select an advanced talent. Advanced talents otherwise follow the rules for talents. A ranger should not automatically expect to take advanced talents—many effective ranger builds will simply select additional talents even at 10th level and higher. Advanced talents represent a higher degree of specialization, as opposed to options that are expected of higher-level rangers.

Blend-In (Ex): [Urban Ranger] The ranger can use his Stealth bonus in place of a Disguise skill check in any of his favored communities. This disguise does not take an action to don. He must make a check whenever someone attempts to pick him out from the local citizens. If his check is successful, he blends into the crowd. While not invisible, enemies do not notice his presence and take no actions against him unless they are taking actions against the local citizens in general.

A ranger must have urban as a favored terrain to select this advanced talent.

Camouflage (Ex): The ranger can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

A ranger must have the favored terrain edge to select this advanced talent.

Dark Sight (Su): [Dusk Stalker] The ranger gains darkvision with a range of 60 feet. If he already has darkvision, he instead gains the see in darkness ability.

A ranger must have the hunter's bond: shadow bond edge to select this advanced talent.

Dual-Form Shifter (Ex): [Shapeshifter] When the ranger takes on a shifter's blessing form, he can take on a hybrid of two of his forms. He gains the bonuses for both forms.

A ranger must have the shifter's blessing edge and have selected the combat style edge for natural weapons and have the improved shifter's blessing talent to select this advanced talent.

Elemental Resilience (Su): [Dragon Hunter] The ranger gains energy resistance 30 against a single energy type for 1 hour. The energy types he may choose are acid, cold, electricity, and fire. He may use this ability once per day.

A ranger must be 15th level and have the favored enemy edge and exterminator talent for dragons to select this advanced talent. If he loses the exterminator talent, this talent ceases to function.

Essential Foe (Su): [Yokai Hunter] When the ranger makes a Knowledge check to successfully identify a creature that is a favored enemy, the ranger may choose to become that enemy's natural foe. This causes the ranger's natural, unarmed, and weapon attacks bypass that foe's DR, and for the ranger to be able to strike at the foe normally (dealing full damage) even if it is a swarm or incorporeal. This effect remains in place for 24 hours, or the ranger chooses to use essential foe ability against another target.

A ranger must have the favored enemy edge and yokai hunter talent to select this advanced talent.

Fiendish Quarry (Ex): The ranger can, as a standard action, denote one target within his line of sight as his fiendish quarry. He may treat his weapon as if it had the holy weapon special ability while attacking his fiendish quarry.

A ranger must have the favored enemy edge and exterminator talent for evil outsiders to select this talent. If he loses the exterminator talent, this talent functions as the quarry advanced talent.

Harrying Attack (Ex): [Wild Shadow] The ranger can use his knowledge of terrain to make shrewd attacks in combat. Such attacks can make foes fumble or cause them to become entangled. As a standard action, the ranger denotes one target that is a favored enemy within line of sight and within one of the ranger's favored terrains as his harried prey. Once the foe is so designated, every time the ranger hits this harried prey with an attack, that creature is entangled for 1 round. The ranger can have no more than one harried prey at a time. He can dismiss this effect at any time as a free action, but he cannot select a new harried prey for 24 hours. If the ranger sees proof that his harried prey is dead, he can select a new harried prey after waiting one hour.

A ranger must have the favored enemy and favored terrain edges to select this advanced talent.

Hide in Plain Sight (Ex): While in any of his favored terrains, the ranger can use the Stealth skill even while being observed.

A ranger must be 15th level and have the favored terrain edge and camouflage advanced talent to select this advanced talent.

Improved Camouflage (Ex): The ranger can apply greater camouflage to himself or another creature, to match the natural coloration and visual appearance of one of the ranger's favored terrains. Applying greater camouflage takes 10 minutes and access to materials from the appropriate terrain. Greater camouflage lasts for 10 minutes/level, though each round of combat that the creature engages in reduces the duration by 10 minutes.

While wearing appropriate greater camouflage within a favored terrain, a creature can use the Stealth skill to hide even if in normal or brighter light, while lacking cover, and while lacking concealment. However, such Stealth checks only apply to creatures 10 or more feet away—creatures less than 10 feet away are unaffected. (Normally a character cannot make a Stealth check without cover or concealment, and cannot make a Stealth check in normal or bright light.)

A ranger must have the favored terrain edge and the camouflage advanced talent to select this advanced talent.

Improved Evasion (Ex): This works like evasion, except that while the ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ranger does not gain the benefit of improved evasion. A ranger must have the evasion edge to select this advanced talent.

Improved Quarry (Ex): The ranger can now select a quarry as a free action, and take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

A ranger must be 18th level and have the favored enemy edge and quarry advanced talent to select this advanced talent.

Improved Ranger's Luck (Ex): [Guide] The ranger now gains a +4 bonus on his rerolls made with the ranger's luck ability, or if he forces an enemy to reroll an attack, that enemy takes a -4 penalty on the roll. These modifiers also now affect an attack roll made to confirm a critical threat, if the rerolled attack threatens.

A ranger must be 15th level and have the ranger's luck edge to select this advanced talent.

Infiltration (Ex): [Battle Scout] Once per day the ranger can choose a single terrain type that is not his favored terrain. For the next hour per ranger level, he treats that terrain as if it were one of his favored terrains.

A ranger must have the favored terrain edge and have selected the improved favored terrain talent at least once to select this advanced talent.

Inspired Moment (Ex): [Guide] The ranger can have an inspired moment once per day as a free action. The ranger gains the following benefits until the end of his next turn. His speed increases by 10 feet. He can take an extra move or swift action on his turn. He gains a +4 bonus to AC and on attack rolls, skill checks, or ability checks. Finally, he automatically confirms any critical threat he scores.

A ranger must be 14th level to select this advanced talent. He may select it a second time at 19th level, allowing him to use it twice per day.



Invisibility Trick (Sp): [Urban Ranger] As a swift action, the ranger can cast *greater invisibility* on himself as a wizard of his ranger level. He can use this spell-like ability a number of times per day equal to his Wisdom modifier (minimum 1).

A ranger must be 17th level to select this advanced talent.

Launch Trap: [Trapper] The ranger can affix a magical ranger trap to a thrown weapons or a piece of ammunition of a ranged weapon, allowing him to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the ranger had set the trap in that square, except the DC is 5 lower than normal. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used.

A ranger must have the trapper edge to select this advanced talent.

Master of Terrain (Ex): [Wild Shadow] The ranger can use his harrying attack against creatures other than his favored enemy or he can spend a standard action to designate up to two of his favored enemies as his harried prey instead.

A ranger must be 19th level and have favored enemy and favored terrain edges and the harrying attack advanced talent to select this advanced talent.

Quarry (Ex): The ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the ranger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

A ranger must have the favored enemy edge to select this advanced talent.

Resist Magic (Su): [Yokai Hunter] The ranger gains a +4 insight bonus on saving throws to resist the spells, spell-like abilities, and supernatural abilities of favored enemies. In addition, once per day as a standard action, the ranger can shed an effect placed on him by a favored enemy as *break enchantment*, using his ranger level as his caster level.

A ranger must have the favored enemy edge and yokai hunter talent to select this advanced talent.

Soul Blade (Su): The ranger's bond with his weapons grows to the point that he grants them magic properties. When he is wielding a favored weapon, it gains a +1 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. If the ranger wields multiple favored weapons, only one gains this bonus (unless he takes the advanced talent multiple times, see below).

Alternatively, the bonus can be used to add any of the following weapon properties: *bane* (for a favored enemy only), *called*, *defending*, *distance*, *endless ammunition*, *flaming*, *flaming burst*, *frost*, *hunter*, *icy burst*, *keen*, *quenching*, *returning*, *seeking*, *shock*, *shocking burst*, *speed*, *spell storing*, *throwing*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier. Properties may only be added to appropriate weapons (you cannot make a mace *keen*). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. Once this decision is made, it cannot be changed until the ranger gains a level. These bonuses do not function if the weapon is wielded by anyone other than the ranger.

If one of the ranger's favored weapon is lost or stolen, the ranger can cast *find the path* once per day as a spell-like ability, using his class level as his caster level, but rather than direct him to a location it directs him to where his favored weapon is. Even if multiple weapons are missing, the ranger may only use this ability once per day, for a specific weapon each time.

The ranger must have the favored weapon edge and improved favored weapon talent to select this advanced talent. This advanced talent may be taken more than once. Each time it is taken, the ranger may either have one favored weapon gain an increased enhancement bonus, or have the enhancement bonus from this advanced talent apply to an additional weapon. A ranger may not select this advanced talent more often than he selects the improved favored weapon talent.

Strong Bond (Ex): [Beastmaster, Horse Lord] The ranger strengthens his bond with his animal companion. The ranger's effective druid level for his animal companion is now equal to his ranger level. If he has the pack leader talent, he may immediately allocate these additional levels to his companions as he sees fit.

A ranger must have the hunter's bond: animal companion edge to select this advanced talent.

Spiritual Bond (Su): [Horse Lord] The ranger can grant his animal companion temporary hit points equal to his ranger level once per day. While these temporary hit points last, when his animal companion is within 30 feet of him, he can choose to share the damage taken by his companion as if using *shield other*.

A ranger must be 15th level and have the hunter's bond: animal companion edge to select this advanced talent.

Superior Tactics (Ex): [Battle Scout] Once per day, after the ranger and his allies roll initiative, the ranger can arrange his and his willing allies' initiative rolls any way he wishes (assigning each initiative result to one ally, rather than each ally sticking with the initiative result they rolled). If he has already taken 3 rounds to scout out the terrain with his advantageous terrain ability and both he and his allies are within the effect area, they gain a +2 bonus to initiative checks. Using this ability is not an action.

A ranger must have the favored terrain edge and advantageous terrain talent to select this advanced talent.

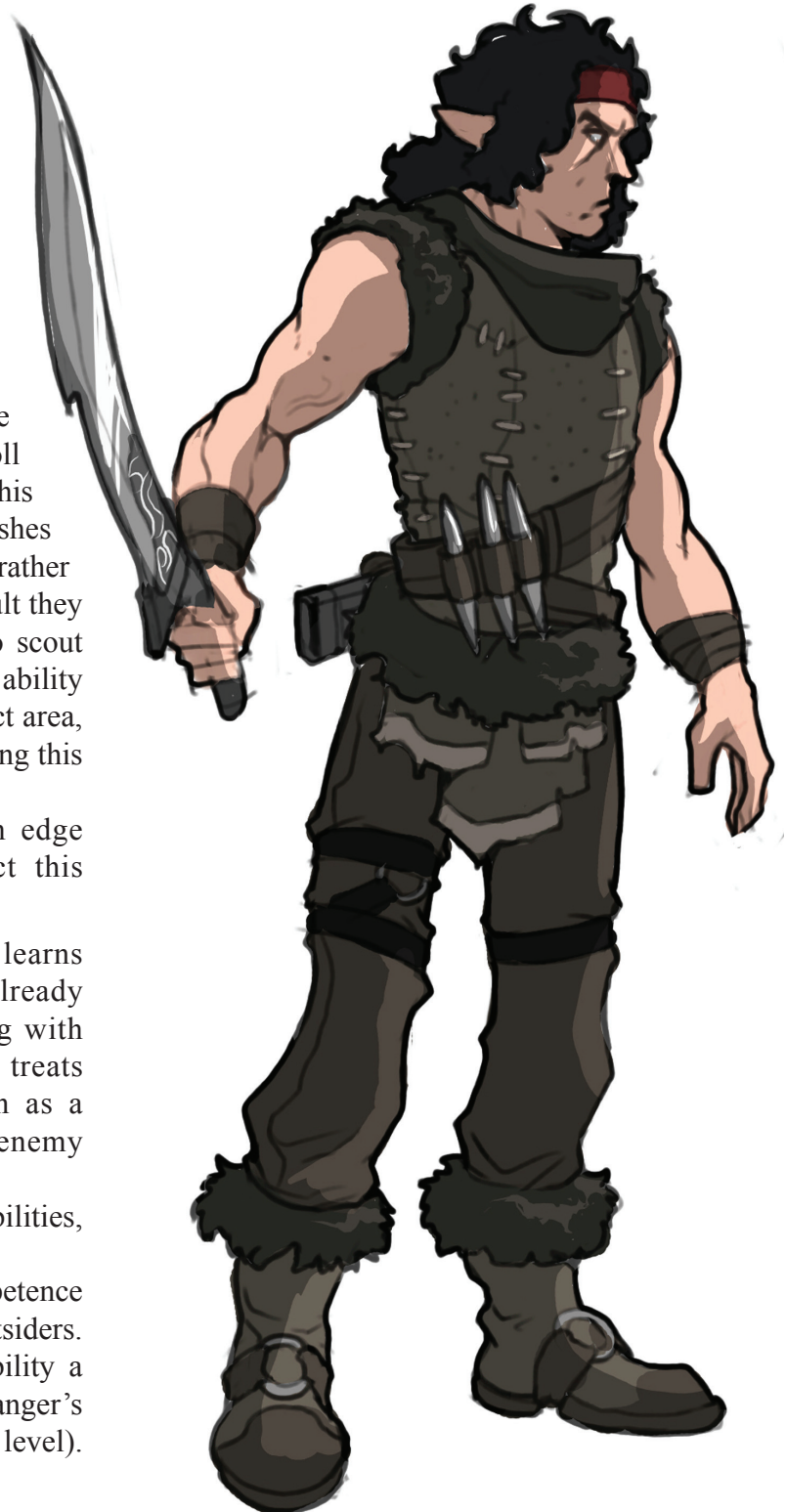
Terrain Dominance (Ex): The ranger learns total dominance over one terrain he has already selected for terrain mastery. When dealing with creatures native to that terrain, the ranger treats his favored terrain bonus for that terrain as a favored enemy bonus (as the favored enemy edge) against those creatures.

Each terrain dominance grants additional abilities, detailed below.

Astral Plane: The ranger gains a +1 competence bonus on attack and damage rolls against outsiders. He gains *dimension door* as a spell-like ability a number of times per day equal to 3 + the ranger's Wisdom modifier (caster level equal to ranger level).

Cold: The ranger gains cold resistance 20 (this replaces the ranger's cold resistance from mastery of the cold terrain) and a +1 competence bonus on all attack and damage rolls against creatures of the cold subtype.

Desert: The ranger gains fire resistance 10 and immunity to fatigue.



Ethereal Plane: The ranger gains *ethereal jaunt* as a spell-like ability once per day (caster level equal to ranger level). The ranger must be at least 12th level before selecting this advanced talent.

Forest: The ranger gains *hallucinatory terrain* as a spell-like ability a number of times per day equal to 3 + the ranger's Wisdom modifier (caster level equal to ranger level). The ranger can only use this ability to create illusory forests.

Jungle: The ranger gains *charm monster* as a spell-like ability a number of times per day equal to 3 + the ranger's Wisdom modifier (caster level equal to the ranger level). This charm only affects animals, magical beasts, and creatures primarily found in the jungle.

Mountain: The ranger gains DR 2/adamantine.

Plains: The ranger's base speed increases by +10 feet.

Plane of Air: The ranger gains *fly* as a spell-like ability a number of times per day equal to 3 + the ranger's Wisdom modifier (caster level equal to ranger level).

Plane of Earth: The ranger gains tremorsense with a range of 30 feet. He must be at least 12th level before using this advanced talent to select this plane.

Plane of Fire: The ranger gains fire resistance 20 (this replaces the ranger's fire resistance from mastery of the Plane of Fire terrain) and a +1 competence bonus on all attack and damage rolls against creatures of the fire subtype.

Plane of Water: The ranger's movements and actions are not hampered when underwater. This allows him to speak, make attacks, and cast spells normally underwater (as if using *freedom of movement*).

Plane, aligned: For the purpose of bypassing damage reduction, the ranger's manufactured and natural weapons count as the opposite alignment of his chosen plane of dominance. If his chosen plane has more than one alignment type, he must choose one of those types for this ability. For example, if he selects "Hell" (an evil, lawful plane) for his terrain dominance ability, he may choose "evil" or "lawful," which means his attacks bypass good or chaotic damage reduction, respectively. Alternatively, if native creatures of his chosen plane are vulnerable to a particular special material (such as cold iron or silver), he may choose to have his weapons bypass damage reduction as if they were made of that special

material. If he selects this plane more than once for his terrain dominance ability, his attacks count as an additional alignment or special material (such as "good and silver" or "chaotic and good").

Swamp: The ranger gains tremorsense with a 30-foot range. He must be at least 12th level before selecting this power.

Underground: The ranger gains darkvision with a range of 60 feet. If he already has darkvision, its range extends by 60 feet.

Urban: The ranger gains *charm person* as a spell-like ability a number of times per day equal to 3 + the ranger's Wisdom modifier (caster level equal to ranger level).

Water: The ranger gains a swim speed of 20 feet. If he already has a natural swim speed, his swim speed increases by +20 feet.

A ranger must have the terrain mastery talent to select this advanced talent. The ranger must have the appropriate terrain mastery to select a terrain dominance. This advanced talent may be selected more than once. Each time it grants a different terrain dominance.

Undaunted (Ex): [Dragon Hunter] The ranger gains a +4 bonus on Will saves made to resist mind-affecting fear effects, Reflex saves made to avoid damage from breath weapons, Reflex saves made to avoid crush attacks, and Reflex saves made to avoid damage from tail sweep attacks.

A ranger must have the favored enemy edge and exterminator talent for dragons to select this advanced talent. If he loses the exterminator talent, this talent ceases to function.

Wilderness Whispers (Su): [Warden] The ranger cannot be surprised and always acts as if he had rolled a natural 20 on any initiative check while within any of his favored terrains.

A ranger must be 13th level and have a favored terrain to select this advanced talent.

Wisdom of the Spirits (Sp): [Spirit Ranger] The ranger can use his *augury* spell-like ability from the hunter's bond: spirit bond edge even when he is not in one of his favored terrains. If he is within one of his favored terrains, the ranger can cast *divination* instead of *augury*.

A ranger must have the favorite terrain and hunter's bond: spirit bond edges to select this advanced talent.

GRAND TALENTS

At 20th level, a ranger can choose one of the following grand talents in place of a ranger talent.

Master of All Lands (Su): The ranger becomes familiar with and comfortable in all possible terrains. His terrain bonus in all favored terrains increases by +2, and he treats all other terrains as if they were favored terrains (+2 bonus). If a naturally occurring condition of temperature or weather requires a check or saving throw, he automatically succeeds. All allies within 60 feet of him gain a +2 bonus on these checks and saves; if the ranger is in a mastered terrain, this bonus increases to +4.

A ranger must have the favored terrain edge, terrain mastery talent, and terrain dominance advanced talent to select this talent.

Master of the Arcane: The ranger gains the ability to cast 3rd-level sorcerer/wizard spells, and considers these spells to be part of his spell list (for purposes such as spell-completion items). His base number of 3rd-level spells slots is determined by **Table 2: Ranger Spells**.

A ranger must have selected the eldritch spells edge three times, and have the eldritch calling talent, to select this grant talent.

Master of Bonds: The ranger can forge temporary bonds. He may access one edge he gains the benefits of without selecting it as an edge. He may change which edge he gains with one hour of meditation. If the ranger has spellcasting abilities, he may combine his hour of preparation or meditation to gain spells with the hour to select an edge. Once accessed, he retains the benefit of this edge until he takes an hour of meditation to change which edge he is accessing.

Master of the Green: The ranger gains the ability to cast 5th-level druid spells, and considers these spells to be part of his spell list (for purposes such as spell-completion items). He gains as many base 5th-level spells slots as he does 4th level spell slots from **Table 2: Ranger Spells**.

A ranger must have the druid spells edge, and have selected the ranger spells edge four times, to select this grant talent.

Master Hunter (Ex): The ranger can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

A ranger must have the favored enemy edge to select this grand talent.

Master Shifter (Su): [Shapeshifter] The ranger's shifter's blessing forms improve, and he can take on true forms of beasts. If the ranger has dual form shifter, he can use it with this ability, although he cannot use more than one polymorph effect at any one time. The Ranger's forms from shifter's blessing improve to the following:



Form of the Bear: The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +8 enhancement bonus to Strength and he does not suffer any reduction of speed. Alternatively, the ranger can polymorph into the form of a bear as if the caster of *beast shape IV*.

Form of the Cat: The ranger's muscles become lean and defined, and his gait more deliberate and graceful. While in this form, the ranger increases his base speed by 20 feet and he gains a +10 bonus on Acrobatics and Climb checks. Alternatively, the ranger can polymorph into the form of a cat of any size as if the caster of *beast shape IV*.

Form of the Dragon: The ranger's skin becomes rough and scaly. While in this form, the ranger gains a +4 natural armor bonus to AC and a fly speed of 30 feet with average maneuverability. Alternately, the ranger can polymorph into the form of a dragon as if the caster of *form of the dragon I*.

Form of the Eagle: The ranger's skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the ranger gains a +10 bonus on Perception checks and a fly speed of 40 feet with good maneuverability.

Alternatively, the ranger can polymorph into the form of an eagle or similar raptor as if the caster of *beast shape IV*.

Form of the Jackal: The ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in this form, the ranger does not provoke attacks of opportunity due to movement. Alternatively, the ranger can polymorph into the form of a jackal or other canine creature as if the caster of *beast shape IV*.

Form of the Otter: The ranger's hands and feet grow webs, and his body grows an oily fur that is water resistant. While in this form, the ranger gains a swim speed of 60 feet and a +5 bonus on Swim checks. Alternatively, the ranger can polymorph into the form of an otter or similar river mammal as if the caster of *beast shape IV*.

A ranger must have the shifter's blessing edge and have selected the combat style edge for natural weapons and have the improved shifter's blessing talent to select this grand talent.

Master of Spirits (Sp): Once per day when within his favored terrain, the ranger can cast *summon nature's ally IX* as a swift action.

A ranger must have the hunter's bond: spirit bond edge and wisdom of the spirits advanced talent to select this grand talent.

Master of the Ward: The ranger gains the ability to cast 5th-level inquisitor spells, and considers these spells to be part of his spell list (for purposes such as spell-completion items). He gains as many base 5th-level spells slots as he does 4th level spell slots from **Table 2: Ranger Spells**.

A ranger must have selected the warden spells edge four times, and have the divine calling talent, to select this grand talent.

Master of Weapons (Ex): As a full-round action, the ranger can bond to a weapon, making it a favored weapon and ending his bond to a previous favored weapon. The new favored weapon gains the benefit of all talents the previous weapon benefited from.

A ranger must have the favored weapon edge to select this grant talent.

Perfect Advantage (Ex): [Battle Scout] When using his advantageous terrain ability, the ranger needs only to study the terrain as a standard action to gain all of the benefits. Furthermore, the area of his advantageous terrain increases to a 1-mile-radius spread from the single square within line of sight.

A ranger must have the favored terrain edge and the advantageous terrain talent to select this grand talent.

Second Companion (Ex): The ranger gains a second animal companion. If he has the pack leader talent, he doubles his effective druid level to be divided among his companions, but no companion can be assigned an effective druid level greater than the ranger's class level. A ranger must have the hunter's bond: animal companion edge to select this grand talent.

APPENDIX ONE: RANGER TRAPS

The following traps can be selected by a ranger with the trapper edge. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

ACID TRAP* (EX OR SU)

EFFECTS

The target is splattered with acid, taking a number of points of acid damage equal to $1d6 + 1/2$ the ranger's level (Reflex save negates). If it is an extraordinary trap, the ranger must supply a dose of acid when setting the trap.

ALARM TRAP* (EX OR SU)

EFFECTS

When the trap is triggered, it also creates a momentary loud noise equivalent to the audible alarm version of *alarm*.

BURNING TRAP* (EX OR SU)

EFFECTS

A ranger can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking $1d6$ points of fire damage at the start of its turn for $1d4$ rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

DISTRACTION TRAP* (EX OR SU)

EFFECTS

The target is affected by irritation that detracts from its alertness. It takes a -2 penalty on Perception checks, initiative checks, and Reflex saves for 10 minutes per ranger level. If this is a supernatural trap, this is a mind-affecting effect. If this is an extraordinary trap, the ranger must supply a dose of itching powder or another alchemical irritant.

EXPLODING TRAP* (EX OR SU)

EFFECTS

A ranger can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to $1d6 + 1/2$ the ranger's level (Reflex negates) to everything in the area. If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FIRE TRAP (EX OR SU)

EFFECTS

The trap explodes in flames, dealing a number of points of fire damage equal to $1d6 + 1/2$ the ranger's level to the triggering creature (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FREEZING TRAP (SU)

EFFECTS

The trap creates a burst of ice that damages and encases the triggering creature. The creature takes $1d3$ points of cold damage + $1/4$ the ranger's level and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful Reflex save halves the damage and means the creature is not stuck to the floor by the ice. The ice is 1 inch thick per two Hit Dice of the ranger (minimum 1), has hardness 0 and 3 hit points per inch of thickness, and melts in $2d4$ rounds.

MARKING TRAP* (EX OR SU)

EFFECTS

If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the ranger's choosing. A scent mark decreases the DC of tracking the marked creature by scent by -4 . The mark can be washed off with vigorous scrubbing, but fades on its own over several days. (The reduction to DC fades by one point every two days since the trap was triggered.)

OVERSIZED BARBS* (EX OR SU)

EFFECTS

The target is speared with barbs that penetrate and protrude from its body, making squeezing, climbing, and swimming challenging. The trap implants $1d4+1$ barbs, each dealing 1 point of damage. A successful Reflex save halves the number of barbs. The target takes

a penalty on Climb checks and Swim checks equal to the number of barbs attached, and is considered one size category larger for the purposes of determining what size of opening or passageway it must squeeze through as long as at least one barb remains attached. Each barb can be removed with a full minute of work and a Heal check that equals or exceeds the trap's DC. If this check fails, the barb is still removed but the target takes 1d4 points of damage.

The barbs shake loose harmlessly after 10 minutes per ranger level.

PENETRATING TRAP* (EX OR SU)

EFFECTS

A ranger can only add this to a wounding trap. The damage die of a penetrating trap increases to 1d8. Choose either adamantine, cold iron, or silver. The trap counts as that material for the purposes of overcoming damage reduction. If this is an extraordinary trap, the ranger must provide 1 pound of the chosen material during the trap's construction.

PIT TRAP* (EX OR SU)

EFFECTS

This simple pit is covered over with leaves or appropriate materials for the area. It's 5 feet deep plus 5 feet for every 4 ranger levels. A victim that succeeds at a Reflex save doesn't fall into the pit. If it is an extraordinary trap, the ranger can set this trap only in terrain with soft ground.

POISON TRAP (EX OR SU)

EFFECTS

The trap poisons the creature that triggers it. If it is a supernatural trap, the poison deals 1d2 Con damage per round for 6 rounds. If it is an extraordinary trap, the ranger must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC.

QUICKSAND TRAP (EX OR SU)

EFFECTS

The trap and all adjacent squares become quicksand as long as they contain loose sand or soil. The Swim DC to move in this quicksand is equal to the trap's save DC, and the Swim DC to tread in the quicksand is equal to the trap's DC - 5. The quicksand lasts for a number of rounds equal to the ranger's level. When the effect ends, any creature still in the quicksand is returned to the surface prone.

RUST MONSTER TRAP (EX OR SU)

EFFECTS

The trap throws up a cloud of dust made of ground up antennae of a rust monster, dealing 1d4 points of damage to the target's metal armor and weapons. A ranger may increase the damage by 1 point for each additional daily use of his trap ability he spends when creating this trap.

A successful Reflex save negates this damage. If this is an extraordinary trap, the ranger must supply a set of rust monster antennae.

SELECTIVE TRIGGER* (EX OR SU)

EFFECTS

The ranger adds a race, type, alignment, or minimum weight restriction to the trap's trigger. If this is an extraordinary trap, the ranger only has the choice of minimum weight restriction.

SLEET TRAP (SU)

EFFECTS

The detonating trap creates a 20-foot-radius burst of sleet with the effects of a *sleet storm*. The driving sleet lasts for 1 round, but the icy ground persists for 1 round per ranger level.

SNARE TRAP (EX OR SU)

EFFECTS

The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the ranger's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold by one size category. At the ranger's option, if there is a tall object or structure nearby, she can have the trap lift the creature.

SPELL-STEALING TRAP (SU)

EFFECTS

The target is struck by a burst of abjuration that steals its magical ability. The target loses 1d4+1 levels of spells (of its choice). A ranger may increase the

number of spell levels lost by 1d4 for each additional daily use of his trap ability he spends when creating this trap. The target may reduce this to 1 spell level, +1 level per additional use expended, with a successful Will save.

SPELL-STORING TRAP (SU)

EFFECTS

This trap works like a *greater glyph of warding*, except the maximum level spell it can hold is 1. A ranger may increase the maximum level by 1 for each daily use of his trap ability spent when creating this trap. The spell contained must be supplied by either the ranger or another creature within 1 round of the trap being laid. The duration of this trap is dependent on the ranger's level. A target receives only one save, that of the spell contained.

SWARM TRAP (EX OR SU)

EFFECTS

The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses. If the trap is an extraordinary trap, the ranger must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (an extraordinary trap lasts 1 day per level).

TAR TRAP (EX OR SU)

EFFECTS

The target is coated in a thin layer of sticky tar unless it succeeds at a Reflex save. It is entangled, and becomes susceptible to catching fire from any source of flame. If lit on fire, the tar burns intensely for 1 round; it deals 2d6 points of fire damage and is destroyed in the process.

Unless burned away, the tar remains for 1 round per ranger level. If this is an extraordinary trap, the ranger must supply a dose of tar.

TRANSDIMENSIONAL TRAP* (SU)

EFFECTS

This augmentation allows a trap to affect an incorporeal or ethereal creature as if it were corporeal or existed on the Material Plane.

TRIPWIRE (EX OR SU)

EFFECTS

A taut wire stretched between two vertical surfaces knocks the target prone unless it succeeds at a Reflex save. A running or charging creature takes a -6 penalty on its save.

WOUNDING TRAP (EX OR SU)

EFFECTS

This trap makes a melee attack against the target using the ranger's base attack bonus + his Wisdom modifier for the attack roll. It deals an amount of damage equal to 1d6 + 1/2 the ranger's level. The ranger chooses whether this damage is bludgeoning, piercing, or slashing. If this is a supernatural trap, the attack counts as magical for the purposes of overcoming damage reduction.

APPENDIX TWO: SAVE VS WALL OF TEXT

Because it includes more than 20,000 words of edges, talents, advanced talents, grand talents, and traps, getting through the talented ranger's options can be daunting. Once a character's written up it's easy to look up any selected edges and talents if presented alphabetically, but when thinking about what talent to take next, the abilities can form a nigh-impenetrable "wall of text."

To help with this issue we've categorized all the edges and talents into the following themes and

sub-themes, based on common ranger character concepts: animals, plants, and vermin; favored allies; favored enemies; favored terrain; fighting prowess; spellcasting and supernatural powers; skills, knacks, and movement; stealth; tracks, traps, and tricks.

Each option lists if it is an edge, advanced talent, or grand talent. Anyone looking for new options can see which abilities most likely match his desired character concept without reading through all the options.

ANIMALS, PLANTS, AND VERMIN

- Beast signals (talent)
- Dual-Form Shifter
- Expert trainer (talent)
- Horse whisperer (talent)
- Hunter's bond: animal companion (edge)
- Improved empathic link (talent)
- Improved shifter's blessing (talent)
- Master shifter (grand talent)
- Plant empathy (talent)
- Second companion (grand talent)
- Shifter's blessing (edge)
- Sovereign beast companion (talent)
- Strong bond (advanced talent)
- Spiritual bond (advanced talent)
- Summons (talent)
- Vermin empathy (talent)
- Wild empathy

FAVORED ALLIES

- Advantageous terrain (talent)
- Bodyguard (talent)
- Hunter's bond: hunting companions (edge)
- Hunter's bond: terrain bond (edge)
- Hunter's bond: witchguard (edge)
- Pack leader (talent)
- Pallas companion (talent)
- Superior tactics (advanced talent)
- Trailblazer (talent)

FAVORED ENEMIES

- Adaptation (edge)
- Devil slayer (talent)
- Disrupt control (talent)
- Elemental resistance (advanced talent)
- Essential foe (advanced talent)
- Exterminator (talent)
- Favored attack (edge)

- Favored enemy (edge)
- Fiendish quarry (advanced talent)
- Focused fury (edge)
- Hunter's bond: hunter's aim (edge)
- Hunter's bond: hunting companions (edge)
- Hunter's focus (edge)
- Improved adaptation (talent)
- Improved favored enemy (talent)
- Improved focused fury (talent)
- Improved hunter's focus (talent)
- Manhunter (talent)
- Resist magic (advanced talent)
- Undaunted (advanced talent)
- Yokai hunter (talent)

FAVORED TERRAIN

- Able explorer (talent)
- Advantageous terrain (talent)
- Deep knowledge (talent)
- Deep sentinel (talent)
- Favored attack (edge)
- Favored terrain (edge)
- Hunter's bond: spirit bond (edge)
- Hunter's bond: terrain bond (edge)
- Improved favored terrain (talent)
- Infiltration (advanced talent)
- Live in comfort (edge)
- Master of all terrains (grand talent)
- Master of spirits (grand talent)
- Mystic herbalism (talent)
- Perfect advantage (grand talent)
- Ranger sigils (talent)
- Spearhead (talent)
- Terrain dominance (advanced talent)
- Terrain mastery (talent)
- Urbanite (talent)
- Wilderness whispers (advanced talent)

FIGHTING PROWESS

Attach (talent)
Combat style (edge)
Evasion (edge)
Favored weapon (edge)
Harrying attack (advanced talent)
Hunter's bond: pack prowess (edge)
Improved combat style (talent)
Improved evasion (advanced talent)
Improved favored weapon
Improved quarry (advanced talent)
Inspired moment (advanced talent)
Master of terrain (advanced talent)
Master of weapons (grand talent)
Mystic weapon (talent)
Quarry (advanced talent)
Rage powers (edge)
Rage of the wild (edge)
Soul blade (advanced talent)
Sword sworn (talent)
Uncanny dodge (edge)
Wild talents (talent)

SPELLCASTING AND SUPERNATURAL POWERS

Dark sight (advanced talent)
Druid spells (edge)
Eldritch spells (edge)
Herbal extracts (edge)
Favored arcana (talent)
Hunter's bond: divine warden (edge)
Hunter's bond: shadow bond (edge)
Hunter's bond: spirit bond (edge)
Improved ranger's luck (advanced talent)
Master of the arcane (grand talent)
Master of the green (grand talent)
Master of the ward (grand talent)
Patron (edge)
Ranger's luck (edge)
Ranger spells (edge)
Warden orisons (talent)
Warden spells (edge)
Wild talents (talent)
Wisdom of the spirits (advanced talent)

SKILLS, KNACKS, AND MOVEMENT

Able explorer (talent)
Divine calling (talent)
Eldritch calling (talent)
Explorer's lore (talent)
Graveyard stride (talent)
Improved tracking (talent)
Master of bonds (grand talent)
Master swimmer (talent)
Push through (talent)
Rock hopper (talent)
Seaborn (talent)
Squeeze (talent)
Strong senses (edge)
Talent (edge)
Unfettered step (talent)
Well-traveled (talent)
Woodland stride (talent)

STEALTH

Blend-in (advanced talent)
Camouflage (advanced talent)
Hide-in-plain-sight (advanced talent)
Improved camouflage (advanced talent)
Invisibility trick (advanced talent)

TRACKS, TRAPS, AND TRICKS

Ear to the ground (talent)
Expert trapper (talent)
Explorer's lore (talent)
Extra hunter's tricks (talent)
Extra hunter's traps (talent)
Hunter's tricks (edge)
Launch trap (advanced talent)
Master hunter (grand talent)
Quick tracking (talent)
Read tracks (talent)
Track (talent)
Trapper (edge)

CREDITS

Designer: Owen K.C. Stephens

Cover Illustration: Jacob E. Blackmon

Interior Illustrations: Gary Dupuis, Ryan Rhodes,

Michael Scotta and Tamas Baryana,
courtesy of Purple Duck Games;

Storn Cook, Juan Diego, and Jack Holliday
courtesy of LPJ Design Image Portfolio;

Shaman Stock Art

Editor: Stan!

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Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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