



Player Paraphernalia

GIANT HUNTERS
AND BEAST LORDS
NEW ARCHETYPES

#76

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwab.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Player Paraphernalia #76 Giant Hunters and Beast Lords ©2016, The Knotty-Works; Author: John Buckley.

d20pfsrd.com. Copyright 2010, John Reyst.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

PLAYER PARAPHERNALIA #76

BY THE KNOTTY-WORKS



Welcome to issue seventy-six of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you two new archetypes for the fighter, barbarian or ranger and new Cavalier Orders. The Giant Hunter and Beast Lord are based on some of the more iconic transmutation spells that allow the spell caster to alter his form to a larger or more bestial form.

Beast Lord (Barbarian Archetype)

The blood of the wild runs through the veins of the most savage of warriors. This special breed feels more at home with creatures of the natural realm than the civilized world of man. The beast lord prefers to connect with animals over others, actually learning the means of communicating with his non-domesticated brethren. Over time he begins to take on the characteristics of those creatures he venerates, and eventually learns to shed his own form to meld into the animal kingdom.

Wild Empathy (Ex): At 1st level, the beast lord learns how to improve the attitudes of non-domesticated animals. This is similar to the druid's Wild Empathy class feature, using the *Diplomacy* to improve the attitude of the animal encountered. The beast lord adds his class level to the diplomacy check, and wild animals are treated as indifferent while domestic animals are treated as unfriendly.

The beast lord and animal must be within 30 feet of each other and have the means time to take stock of the other. It generally takes at least a minute to influence the animal, but depending on the conditions, may take more or less time. The beast lord may attempt to influence a magical beast

with and Intelligence less than 3, but suffers a -4 penalty to the check.

This class feature replaces the barbarian's Fast Movement class feature.

Animal Friend (Su): At 3rd level, the beast lord gains the ability to communicate with animals as the *Speak with Animals* spell. He may use this ability a total number of minutes per day equal to his class level. The beast lord does not have to use them consecutively, but must use the time with one minute increments.

This class feature replaces the barbarian's Trap Sense class feature.

New Rage Powers

The beast lord may choose from the following two new rage powers.

Animalistic (Su): The beast lord may take one animalistic characteristic while initiating a rage. The effect is identical to the *Animal Aspect* spell. The chosen characteristic lasts for the duration of the rage.

Bestial (Su): The beast lord may choose two characteristics at once or a greater aspect as granted by the *Greater Animal Aspect* spell when initiating a rage. The beast lord must possess the Animalistic rage power and be at least 6th level before he may choose this rage power. The characteristic(s) gained by this power last for the duration of the rage.

Wild Transformation (Su): The beast lord may actually take a bestial form as the *Beast Shape* series of spells. The size of the creature is based on the beast lord's class level. For every four class levels beyond 4th level, the beast lord may choose the next higher *Beast Shape* spell effect. The beast lord must be at least 4th level before

he may choose this power and possess the Animalistic rage power.

True Tongue (Su): The beast lord retains the ability to speak normally while in his animal form as the *BeastSpeak* spell. The beast lord must have the *Wild Transformation* rage power before he may choose this rage power.

Beast Lord (Fighter Archetype)

While most see animals of the wild and savage and cruel, the most intuitive of warriors understand that there is a natural perfection in the way such creatures hunt and battle for survival. The beast lord studies these methods in the natural environment of such beasts, learning not just their techniques, but becoming attuned to their emotional and spiritual consciousness. Over time, the beast lord learns to tap into these energies and take on the actual characteristics of these creatures he studies, becoming bestial in nature himself.

Wild Empathy (Ex): At 1st level, the beast lord learns how to improve the attitudes of non-domesticated animals. This is similar to the druid's *Wild Empathy* class feature, using the *Diplomacy* to improve the attitude of the animal encountered. The beast lord adds his class level to the diplomacy check, and wild animals are treated as indifferent while domestic animals are treated as unfriendly.

The beast lord and animal must be within 30 feet of each other and have the means time to take stock of the other. It generally takes at least a minute to influence the animal, but depending on the conditions, may take more or less time. The beast lord may attempt to influence a magical beast with and Intelligence less than 3, but suffers a -4 penalty to the check.

This class feature replaces the fighter's bonus feat gained at 1st level.

Animal Friend (Su): At 2nd level, the beast lord gains the ability to communicate with animals as the *Speak with Animals* spell. He may use this ability a total number of

minutes per day equal to his class level. The beast lord does not have to use them consecutively, but must use the time with one minute increments.

This class feature replaces the fighter's bravery class feature.

Animalistic (Su): At 3rd level, the beast lord may take on an animalistic characteristic as a *swift action* that lasts for a number of minutes equal to his class level. The effect is identical to the *Animal Aspect* spell. At 7th level, the beast lord may choose two characteristics at once or a greater aspect as granted by the *Greater Animal Aspect* spell.

The beast lord may use this ability 3 + his Constitution modifier times per day.

This class feature replaces the fighter's *Armor Training* class feature gained 3rd and 7th level.

Wild Transformation (Su): At 5th level, the beast lord may actually take the form of a small or medium animal as the *Beast Shape I* spell. The transformation requires a *move action* and may be used a total number of minutes equal to the beast lord's class level per day. This time does not have to be consecutive, but must be used in 1 minute increments. The beast lord may end the transformation as an *immediate action*.

At 9th level and every four levels thereafter, the effects increase to the next higher *Beast Shape* spell. Thus, at 17th level, the beast lord may take on the form of a tiny to large sized magical beast.

This class feature replaces the fighter's *Weapon Training* class feature.

True Tongue (Su): At 8th level, the beast lord retains the ability to speak normally while in his animal form as the *BeastSpeak* spell.

This replaces the fighter's bonus feat gained at 8th level.

Beast Lord (Ranger Archetype)

While many hunters only seek the thrill in stalking and killing their prey, there are a few that understand there is a greater

balance to the natural world. These few enlightened individuals believe that only by devote themselves to the examination of how natural predators work, can they truly become master hunters themselves. These beast lords will spend years living in the natural hunting lands of the most dangerous of nature's predators. Not only learning techniques and skills of survival, but attempt to bend their own nature to that of those they study. Over time, beast lords learn not only how to become better hunters, but take on the characteristics and even the form of those predators they have studied.

Animal Lover (Ex): The beast lord may not choose animal as one of his favored class enemies. This modifies the ranger's Favored Enemy class feature. He must also choose an *animal companion* as his Hunter's Bond at 4th level.

Animalistic (Su): At 2nd level, the beast lord may take on an animalistic characteristic as a *swift action* that lasts for a number of minutes equal to his class level. The effect is identical to the *Animal Aspect* spell. At 6th level, the beast lord may choose two characteristics at once or a greater aspect as granted by the *Greater Animal Aspect* spell.

The beast lord may use this ability 3 + his Constitution modifier times per day.

This class feature replaces the ranger's Combat Style feat class feature gained at 2nd and 6th level.

Wild Transformation (Su): At 4th level, the beast lord may actually take the form of a small or medium animal as the *Beast Shape I* spell. The transformation requires a *move action* and may be used a total number of minutes equal to the beast lord's class level per day. This time does not have to be consecutive, but must be used in 1 minute increments. The beast lord may end the transformation as an *immediate action*.

At 8th level and every four levels thereafter, the effects increase to the next higher *Beast Shape* spell. Thus, at 16th level, the beast lord may take on the form of a tiny to large sized magical beast.

If the beast lord has an *animal companion*, he retains the link between himself and his companion. If the *animal companion* has an Intelligence of 3 or greater, the two may communicate while the beast lord has taken on an animal form.

This class feature replaces the ranger's Favored Terrain class feature.

True Tongue (Su): At 9th level, the beast lord retains the ability to speak normally while in his animal form as the *Beast Speak* spell.

This replaces the ranger's Evasion class feature.

Giant Hunter (Fighter Archetype)

For some, there is a correlation between size and power. And as power corrupts, the need for those to keep larger creatures in check becomes a real challenge. And for the giant hunter, another truism comes into play. The best way to defeat a giant is to become a giant. Thus, through magics, some twist in ancestry, or a boon of the gods, the giant hunter learns to harness the ability to alter his size to take on those larger creatures that would inflict their evils upon society.

Supernatural Strength (Su): At 1st level, the giant hunter gains a +4 *enhancement bonus* to his Strength as the *Bull's Strength* spell as a *swift action*. The giant hunter may end the enhancement as a *free action* and he may use it 4 rounds plus his Constitution modifier, plus an additional 2 rounds per level after 1st level.

This class feature replaces the bonus feat the fighter gains at 1st level.

Growth Spurt (Su): Beginning at 2nd level, the giant hunter may increase his size by one category as the *Enlarge Person* spell as a *standard action*. The increased size lasts for 1 minute per level of the giant hunter and he may use this ability once per day. At 6th level and every four levels thereafter, the giant hunter gains an additional use of this ability.

This class feature replaces the bravery class feature gained by the fighter.

Gigantism (Su): At 11th level the giant hunter may take on the true characteristics of a giant as the *Giant Form I* spell as a **standard action**. The giant hunter may maintain this ability for a number of minutes equal to his class level, though it can only be used once per day. At 15th level, the giant hunter gains an additional daily use and at 19th level he gains the effects of the *Giant Form II* spell and a third daily use.

This class feature replaces the fighter's Armor Training class features gained at 11th and 15th level and Armor Mastery.

Note: The giant hunter may use his Supernatural Strength with his Growth Spurt or Gigantism class features, but cannot combine Growth Spurt with this Gigantism.

Giant Hunter (Ranger Archetype)

While hunting others for profit, sport, or survival is challenging, a few intrepid souls choose to specialize in giant-kind. Facing opponents of immense size has it's own set of challenges, and the giant hunter spends his time learning the most effective means of taking out such opponents. Over time, the giant hunter even learns secrets of transmutation that allows him to level the playing field when facing gargantuan foes.

Giant Hunter (Ex): At 1st level, the giant hunter must choose Humanoids (giants) as his favored enemy.

Supernatural Strength (Su): At 2nd level, the giant hunter gains a +4 enhancement bonus to his Strength as the *Bull's Strength* spell as a **swift action**. The giant hunter may end the enhancement as a **free action** and he may use it 4 rounds plus his Constitution modifier, plus an additional 2 rounds per level after 1st level.

This class feature replaces the ranger's Combat Style feat class feature.

Growth Spurt (Su): Beginning at 3rd level, the giant hunter may increase his size by one category as the *Enlarge Person* spell as a

standard action. The increased size lasts for 1 minute per level of the giant hunter and he may use this ability once per day. At 8th level and every five levels thereafter, the giant hunter gains an additional use of this ability.

This class feature replaces the ranger's Favored Terrain class feature.

Gigantism (Su): At 11th level the giant hunter may take on the true characteristics of a giant as the *Giant Form I* spell as a **standard action**. The giant hunter may maintain this ability for a number of minutes equal to his class level, though it can only be used once per day. At 15th level, the giant hunter gains an additional daily use and at 19th level he gains the effects of the *Giant Form II* spell and a third daily use.

This class feature replaces the ranger's Quarry and Improved Quarry class features.

Note: The giant hunter may use his Supernatural Strength with his Growth Spurt or Gigantism class features, but cannot combine Growth Spurt with this Gigantism.

Order of the Beast Lord

Members of the Order of the Beast Lord seek to prove that natural savagery is superior to civilized ways of battle. Members prefer to spend time in the wilds than polite society.

Edicts Order members are sworn to protect nature and the wild creatures therein from the incursions of those that would seek to destroy or degradate the land.

Challenge When a cavalier of the Order of the Beast Lord issues a challenge, he may take on an animalistic characteristic, identical in effect to the *Animal Aspect* spell. At 10th level, the cavalier may take on a greater animal characteristic or two characteristics as the *Greater Animal Aspect* spell. The effect lasts until the challenge is ended or the cavalier becomes **helpless**, **unconscious**, or dead.

Skills Order members of the Order of the Beast Lord gain **Knowledge** (nature) and

Survival as bonus class skills. The order member may use **Diplomacy** to influence the attitude of wild animals as the Druid class feature **Wild Empathy**.

Order Abilities A member of the Order of the Beast Lord gains the following special abilities as he increases in level.

Animal Friend (Su): At 2nd level, the beast lord gains the ability to communicate with animals as the **Speak with Animals** spell. He may use this ability a total number of minutes per day equal to his class level. The beast lord does not have to use them consecutively, but must use the time with one minute increments.

Lesser Wild Transformation (Su): At 8th level, the order member may actually take the form of a small or medium animal as the **Beast Shape I** spell. The transformation requires a **move action** and may be used a total number of minutes equal to the beast lord's class level per day. This time does not have to be consecutive, but must be used in 1 minute increments. The beast lord may end the transformation as an **immediate action**.

At 12th level the order member may choose to take on the form of a tiny or large creature as the **Beast Shape II** spell.

Greater Wild Transformation (Su): At 15th level, the order member may take on the form of a diminutive or Huge animal or a small or medium magical beast as the **Beast Shape III** spell. He is still limited to a total number of minutes per day as the Lesser Wild Transformation ability, regardless of the size and form taken.

At 19th level, the beast lord may take on the form of a tiny to large sized magical beast as the **Beast Shape IV** spell.

Order of the Giant Hunter

Sworn to protect and eliminate any threats of overwhelming evil of gargantuan proportions. The order of the giant remains vigilant for the trepidations of giant-kind upon the civilized realm.

Edicts Order members of the Order of the Giant Hunter must take on giant incursions regardless of size or propensity. The giant hunter is willing to lay down his own life to dispatch any giant-kind that seek to intrude upon the defenseless and innocent.

Challenge When a cavalier issues a challenge against a creature of the giant subtype, he gains a +4 **enhancement bonus** to his Strength as the **Bull's Strength** spell when attacking his target or any creature of the giant subtype.

Skills Order members of the Order of the Giant Hunter gain **Knowledge (local)** and **Survival** as class skills. Whenever the order member attempts to use **Intimidate** against a creature of the giant subtype, he gains a **competence bonus** equal to ½ his class level (minimum of 1).

Order Abilities A member of the Order of the Giant Hunter gains the following special abilities as he increases in level.

Growth Spurt (Su): At 2nd level, the giant hunter may increase his size by one category as the **Enlarge Person** spell as a **standard action**. The increased size lasts for 1 minute per level of the giant hunter and he may use this ability once per day. At 6th level and every four levels thereafter, the giant hunter gains an additional use of this ability.

Lesser Gigantism (Su): At 8th level the order member may take on the true characteristics of a giant as the **Giant Form I** spell as a **standard action**. The order member may maintain this ability for a number of minutes equal to his class level, though it can only be used once per day.

Greater Gigantism (Su): At 15th level, the order member gains the effects of the **Giant Form II** spell as the Lesser Gigantism ability. He may use this ability twice per day for a total number of minutes equal to his class level per use.

Note: The order member may not use Growth Spurt in conjunction with Lesser or Greater Gigantism.

OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

