

HUNTER LEVEL 1

Adowyn wanders the Inner Sea as a bounty hunter, with her wolf, Leryn, at her side. She is quiet around people, but often engages in animated conversations with Leryn as the two of them track their prey.

ADOWYN

Female human hunter of Erastil 1

NG Medium humanoid (human)

Init +4; **Senses** Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 11 (1d8+3)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee club +0 (1d6)

Ranged composite longbow +2/+2 (1d8/×3) or
composite longbow +4 (1d8/×3)

Special Attacks animal focus (1 minute / day)

Hunter Spells Known (CL 1st; concentration +3)

1st (2/day)—*feather step*^{APG}, *resist energy*

0 (at will)—*create water*, *light*, *mending*, *purify food and drink*

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 14

Feats Point-Blank Shot, Rapid Shot

Skills Climb +3, Handle Animal +4 (+8 for Leryn), Knowledge (nature) +5, Perception +6, Stealth +7, Survival +6, Swim +3; **Armor Check** −1

Traits deadeye Bowman^{ISG}, killer^{APG}

Languages Common

SQ animal companion (wolf named Leryn), nature training, wild empathy +1

Combat Gear acid; **Other Gear** composite longbow with 50 cold iron arrows, club, studded leather armor, backpack, waterskin, spell component pouch, 2 gp

SPECIAL ABILITIES

Animal Focus As a swift action, Adowyn can apply one of the following aspects to herself for one minute once per day. Leryn always has one of the aspects active (bull by default, included in the statblock), and if Leryn dies (or if you don't want to bring Leryn to this scenario), Adowyn can always have one aspect active in addition to a second aspect for one minute per day. *Bat*: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet. *Bear*: +2 enhancement bonus to Constitution. *Bull*: +2 enhancement bonus to

Strength, *Falcon*: +4 competence bonus on Perception checks, *Frog*: +4 competence bonus on Swim checks and on Acrobatics checks to jump, *Monkey*: +4 competence bonus on Climb checks, *Mouse*: evasion, as the rogue class feature, *Owl*: +4 competence bonus on Stealth checks, *Snake*: +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity, *Stag*: 5-foot enhancement bonus to its base land speed, *Tiger*: +2 enhancement bonus to Dexterity, *Wolf*: scent ability with a range of 10 feet.

Deadeye Bowman When a single creature provides soft cover to Adowyn's target, the target does not receive the +4 bonus to AC.

Point-Blank Shot Adowyn receives a +1 to hit and damage with her bow when she is within 30 feet of her target.

Killer Adowyn deals an additional 3 damage on a critical hit with her bow or an additional 2 damage on a critical hit with her club.

Wild Empathy Adowyn can attempt to influence animals with a +1 bonus as if using Diplomacy.

Create Water Adowyn creates 2 gallons of water within 25 feet. It lasts a day if no one drinks it.

Feather Step For 10 minutes, a target Adowyn touches can ignore difficult terrain.

Light An object Adowyn touches sheds light for 10 minutes. She can't have more than one copy of this spell active at once.

Mending Adowyn can spend 10 minutes to repair 1d4 points of damage to an object that weighs 1 lb. or less.

Purify Food and Drink Adowyn can remove disease, poison, and contamination from 1 cubic foot of food or water.

Resist Energy For 10 minutes, a target Adowyn touches gains 10 resistance to her choice of acid, cold, electricity, fire, or sonic.

LERYN

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+3 plus trip)

Special Attacks trip

STATISTICS

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

Base Atk +1; **CMB** +3 (+4 with bite); **CMD** 15



"No quarry escapes my arrows—or Leryn's jaws."

HUNTER LEVEL 1

Feats Weapon Focus (bite)

Skills Perception +5, Stealth +6; **Armor Check** -0

SQ animal focus (bull), link, share spells, tricks (attack [2], defend, detect, down, heel, track)

SPECIAL ABILITIES

Link Adowyn can handle Leryn as a free action or push Leryn as a move action.

Share Spells Adowyn can cast spells with a range of Personal on Leryn by touch.

Trip Whenever Leryn hits with a bite attack, Leryn can make a free trip attempt against that target without provoking any attack of opportunity. Even if Leryn fails by 10 or more, Leryn is never tripped by this attempt.

There's always a need for a skilled hunter, someone who can track down a threat and put an end to it. And when a quarry is particularly dangerous or elusive, there's only one hunter the people seek: Adowyn.

Born to a pair of skilled woodworkers in the quiet town of Crowstump on the northern border of Nirmathas, Adowyn was always a wild child, more comfortable sneaking around in the mud chasing the town rooster than practicing her letters or learning to carve. She grew up surrounded by peoples from far-away lands, merchants and traders who had come to make deals with her parents. Fascinated by their stories, Adowyn was eager to see the world beyond, and when a journey with her father finally gave her that chance at the age of 14, she was overjoyed.

That joy was short-lived, however. Not a day after Adowyn and her father left home for the dark forest trails of the Fangwood, a diseased bear charged into their camp, savaging Adowyn's father before she could even cry out. Using the bow her father had carved for her, she sank arrow after arrow into the beast, tears streaming down her cheeks. At last the bear fell. The creature was dead—but so was her father.

Lost in the woods, Adowyn found herself in the Blight, an area of the Fangwood where the trees grew thick with disease and rot. She spent six months alone there, scavenging what food she could find and honing her skills at the hunt. The beasts of the Blight were cunning and deadly, making her the prey nearly as often as she was the predator. Yet all of that changed when she found Leryn.

Wounded by a fight with a rotting treant, the lean gray wolf was limping through a clearing when Adowyn chanced upon him. Over the following month, she nursed the wolf back to health and named him Leryn, after her father. She soon found that she could sense his mood, knowing instinctively when he was hungry, angry, or excited. She exulted in his feral appetites and his thrill of the hunt, and he learned to calm his urges, gaining her patience and determination.

Years passed, and the two became an inseparable team, learning to anticipate each other's moves and hunting together as one. Now the whole of the forest was their prey, but still they could not escape the Blight. For months the tension grew. Adowyn and Leryn slept in shifts, keeping watch over their small hovel. Finally, in the dead of night, their mysterious watcher revealed itself, smashing the side of their home while unleashing a terrifying howl. Rolling out of the debris, Adowyn and Leryn rose to face the threat.

A gigantic bear rose up before them. Like the beast that killed her father, this one too was poxed, but it was far larger, with a sickly green foam spilling from its lips. Leryn leapt upon it, clawing and biting at its flank while Adowyn drew forth her bow. Taking aim, she sunk a shaft deep into its left eye. With an agonizing growl, the bear shook loose the wolf and tore off into the woods, with Adowyn and her friend in hot pursuit.

The chase lasted until dawn, when Leryn's fangs finally managed to sink into the bear's throat, bringing it down. The pair stopped over their kill to admire their work, and it was only then that they realized they were no longer in the Blight.

It was by sheer chance that they found their way to Crystalhurst, a community of druids in the southern Fangwood. Yet while Adowyn learned a great deal in her short time there, Crystalhurst was not a place she meant to stay. Soon, she and Leryn set out to return home to see Adowyn's mother and sister.

The young woman who returned to Crowstump was nothing like the girl that had left. She found only strangers there. It seems that her mother and sister, heartbroken after the loss of Adowyn and her father, had left years ago to start a new life somewhere less troubled by painful memories.

In the years since that day, Adowyn has wandered the Inner Sea with Leryn at her side, working as bounty hunter. She's stalked a naga through the bleak wastes of Osirion, brought back a master thief from the sewers of Oppara, and even managed to recover the tail feathers of the elusive Jade Hawk without harming the reclusive bird. The only quarry she hasn't managed to track down is her own family, but that search never ends—one day, she'll be reunited with her loved ones.

To others, she is quiet and brooding, but she can frequently be found having animated conversations with her wolf, as if he was responding in kind. She wears the armor and garb of the rangers of Nirmathas, a gift she was given after hunting down a patrol of Molthuni soldiers that were stalking behind the lines terrorizing small villages. The bow she carries is her father's, a weapon she treats with reverence. In battle, Adowyn and Leryn single out their foes with grim determination.



"No quarry escapes my arrows—or Leryn's jaws."

HUNTER LEVEL 4

Adowyn wanders the Inner Sea as a bounty hunter, with her wolf, Leryn, at her side. She is quiet around people, but often engages in animated conversations with Leryn as the two of them track their prey.

ADOWYN

Female human hunter of Erastil 4

NG Medium humanoid (human)

Init +5; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +5 Dex)

hp 31 (4d8+8)

Fort +7, **Ref** +10, **Will** +4

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8/19–20)

Ranged mwk composite longbow +7/+7 (1d8/×3) or
mwk composite longbow +9 (1d8/×3)

Special Attacks animal focus (4 minutes/day)

Hunter Spells Known (CL 4th; concentration +6)

2nd (2/day)—*spike growth* (DC 14), *wind wall*

1st (4/day)—*aspect of the falcon*^{APG}, *feather step*^{APG}, *gravity bow*^{APG},
resist energy

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*,
purify food and drink

STATISTICS

Str 10, **Dex** 21, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 18

Feats Coordinated Shot^{ACG}, Deadly Aim, Point-Blank Shot, Precise Shot,
Rapid Shot

Skills Climb +5, Craft (bows) +4, Handle Animal +7 (+11 for Leryn), Heal
+6, Intimidate +4, Knowledge (geography) +4, Knowledge (nature)
+5, Perception +9, Spellcraft +4, Stealth +11, Survival +9 (+11 following
tracks), Swim +5; **Armor Check** –1

Traits deadeye bowman^{ISG}, killer^{APG}

Languages Common

SQ animal companion (wolf named Leryn), hunter tactics, improved
empathic link, nature training, track, wild empathy +4

Combat Gear acid, *potions of mage armor* (2); **Other Gear** mwk
composite longbow with 20 blunt arrows, 30 cold iron arrows (10
with ghost salt weapon blanch, 10 with adamantine weapon blanch),
and 5 alchemical silver arrows, longsword, studded leather armor,
belt of incredible dexterity +2, *cloak of resistance* +1, *wand of cure
light wounds* (5 charges), *wand of faerie fire* (5 charges), backpack,
waterskin, spell component pouch, 1 gp 5 sp

SPECIAL ABILITIES

Animal Focus As a swift action, Adowyn can apply one of the following aspects to herself for 4 minutes per day in 1 minute increments. Leryn always has one of the aspects active (bull by default, included in the statblock), and if Leryn dies (or if you don't want to bring Leryn to this scenario), Adowyn can always have one aspect active in addition to a second aspect for one minute per day. *Bat*: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet. *Bear*: +2 enhancement bonus to Constitution. *Bull*: +2 enhancement bonus to Strength, *Falcon*: +4 competence bonus on Perception checks, *Frog*: +4 competence bonus on Swim checks and on Acrobatics checks to jump, *Monkey*: +4 competence bonus on Climb checks, *Mouse*: evasion, as the rogue class feature, *Owl*: +4 competence bonus on Stealth checks, *Snake*: +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity, *Stag*: 5-foot enhancement bonus to its base land speed, *Tiger*: +2 enhancement bonus to Dexterity, *Wolf*: scent ability with a range of 10 feet.

Coordinated Shot Adowyn receives a +1 bonus to ranged attacks against opponents Leryn threatens. When Leryn flanks that opponent (with any ally), Adowyn instead receives a +2 bonus.

Deadeye Bowman When a single creature provides soft cover to Adowyn's target, the target does not receive the +4 bonus to AC.

Deadly Aim Adowyn can take a –1 penalty to hit with her bow to add +2 damage.

Improved Empathic Link As a swift action, Adowyn can see through Leryn's eyes instead of her own as long as Leryn remains within one mile, ending this as a free action.

Killer Adowyn deals an additional 3 damage on a critical hit with her bow or an additional 2 damage on a critical hit with her longsword.

Point-Blank Shot Adowyn receives a +1 to hit and damage with her bow when she is within 30 feet of her target.

Precise Shot Adowyn does not take a penalty for firing into melee.

Weapon Blanch Adowyn's adamantine blanch arrows count as adamantine, and her ghost salt blanch arrows deal full damage to incorporeal creatures.

Wild Empathy Adowyn can attempt to influence animals with a +4 bonus as if using Diplomacy.

Aspect of the Falcon For 4 minutes, Adowyn gets a +3 competence bonus to Perception and a +1 competence bonus to ranged attacks, and she threatens a critical on a 19 or 20 (which doesn't stack with other similar effects).



"No quarry escapes my arrows—or Leryn's jaws."

HUNTER LEVEL 4



Create Water Adowyn creates 8 gallons of water within 35 feet. It lasts a day if no one drinks it.

Cure Light Wounds Adowyn's wand heals 1d8+1 damage by touch.

Detect Magic Adowyn can notice magic in a 60-foot cone. If she concentrates, she can find how many magic auras there are on the next round and then attempt to find out more on the round after that.

Faerie Fire Adowyn's wand creates colorful light, outlining creatures in a 5-foot radius for 1 minute. They gain no benefit from being blurred, invisible, or displaced, and suffer -20 to Stealth.

Feather Step For 40 minutes, a target Adowyn touches can ignore difficult terrain.

Gravity Bow For 4 minutes, Adowyn's bow deals 2d6 damage instead of 1d8.

Guidance Adowyn can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Light An object Adowyn touches sheds light for 40 minutes. She can't have more than one copy of this spell active at once.

Mage Armor This potion gives Leryn a +4 armor bonus to AC for 1 hour, but Adowyn must take the time to feed it to the wolf.

Mending Adowyn can spend 10 minutes to repair 1d4 points of damage to an object that weighs 4 lbs. or less.

Purify Food and Drink Adowyn can remove disease, poison, and contamination from 1 cubic foot of food or water.

Resist Energy For 40 minutes, a target Adowyn touches gains 10 resistance to her choice of acid, cold, electricity, fire, or sonic.

Spike Growth Adowyn can set a trap that lasts 4 hours in 4 20-foot-by-20-foot squares of any outdoor environment that has plants or even roots. Any creature that walks through the area takes 1d4 points of damage for every 5 feet, and if it takes damage, it must succeed at a DC 14 Reflex save or be reduced to half speed. Rogues (only) can notice this with a DC 27 Perception check.

Wind Wall Adowyn can create a vertical wall of wind up to 40 feet long and 20 feet high, shaped in whatever way she wants. Small or smaller flying creatures cannot pass through the walls, and neither can gases or very small projectiles like arrows and bolts. Other ranged weapons like spears have a 30% chance to miss when passing through the wall, and enormous weapons like boulders and ballista bolts automatically pass. The wall lasts for 4 rounds.

LERYN

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus trip)

Special Attacks trip

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+7 with bite); **CMD** 19

Feats Coordinated Shot^{8,ACG}, Power Attack, Weapon Focus (bite)

Skills Acrobatics +7, Perception +6, Stealth +6; **Armor Check** -0

SQ animal focus (bull), evasion, link, share spells, tricks (attack [2], defend, detect, down, get help, heel, hunt, seek, sneak, track)

SPECIAL ABILITIES

Evasion When Leryn succeeds at a Reflex save, there is no effect, even if it would normally have a partial effect.

Link Adowyn can handle Leryn as a free action or push Leryn as a move action.

Power Attack Leryn can take a -1 penalty to hit with bite attacks to gain a +3 bonus to damage.

Share Spells Adowyn can cast spells with a range of Personal on Leryn by touch.

Trip Whenever Leryn hits with a bite attack, Leryn can make a free trip attempt against that target without provoking any attack of opportunity. Even if Leryn fails by 10 or more, Leryn is never tripped by this attempt.

There's always a need for a skilled hunter, someone who can track down a threat and put an end to it. And when a quarry is particularly dangerous or elusive, there's only one hunter people seek out: Adowyn. Adowyn wanders the Inner Sea with her wolf, Leryn, at her side, working as bounty hunter. She's stalked a naga through the bleak wastes of Osirion, brought back a master thief from the sewers of Oppara, and even managed to recover the tail feathers of the elusive Jade Hawk without harming the reclusive bird. To others, she is quiet and brooding, but she can frequently be found having animated conversations with her wolf, as if he was responding in kind. She wears the armor and garb of the rangers of Nirmathas, a gift she was given after hunting down a patrol of Molthuni soldiers that were stalking behind the lines terrorizing small villages. The bow she carries is her father's, a weapon she treats with reverence. In battle, Adowyn and Leryn single out their foes with grim determination.



"No quarry escapes my arrows—or Leryn's jaws."

HUNTER LEVEL 7

Adowyn wanders the Inner Sea as a bounty hunter, with her wolf, Leryn, at her side. She is quiet around people, but often engages in animated conversations with Leryn as the two of them track their prey.

ADOWYN

Female human hunter of Erastil 7

NG Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +1 deflection, +5 Dex)

hp 52 (7d8+14)

Fort +9, **Ref** +12, **Will** +7

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8/19–20)

Ranged mwk composite longbow +10/+10 (1d8+1/×3) or
mwk composite longbow +12 (1d8+1/×3)

Special Attacks animal focus (7 minutes / day)

Hunter Spells Known (CL 7th; concentration +10)

3rd (2/day)—*life bubble*^{APG}, *strong jaw*^{APG}

2nd (4/day)—*barkskin*, *spike growth* (DC 15), *versatile weapon*^{APG},
wind wall

1st (5/day)—*aspect of the falcon*^{APG}, *feather step*^{APG}, *gravity bow*^{APG},
liberating command^{UC}, *resist energy*

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*,
purify food and drink

STATISTICS

Str 10, **Dex** 21, **Con** 14, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 21

Feats Broken Wing Gambit^{UC}, Coordinated Shot^{B,ACG}, Deadly Aim, Point-Blank Shot, Precise Shot^B, Rapid Shot, Weapon Focus (composite longbow), Wounded Paw Gambit^{B,ACG}

Skills Bluff +5, Climb +6, Craft (bows) +4, Handle Animal +10 (+14 for Leryn), Heal +7, Intimidate +6, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (nature) +5, Perception +13, Ride +9, Spellcraft +4, Stealth +15, Survival +13 (+16 following tracks), Swim +6; **Armor Check** –0

Traits deadeye bowman^{ISG}, killer^{APG}

Languages Common

SQ animal companion (wolf named Leryn), hunter tactics, improved empathic link, nature training, track, wild empathy +7, woodland stride

Combat Gear acid, *oil of daylight*, *oil of magic weapon*, *potions of mage armor* (2); **Other Gear** mwk composite longbow with 20 blunt

arrows, 30 cold iron arrows (10 with ghost salt weapon blanch, 10 with adamantine weapon blanch), 5 alchemical silver arrows, +1 *holy arrow*, +1 *human bane arrow*, +1 *evil outsider bane arrow*, longsword, masterwork studded leather armor, *belt of incredible dexterity* +2, *headband of inspired wisdom* +2, *cloak of resistance* +2, *swarmbane clasp*^{UE}, *wand of cure light wounds* (25 charges), *wand of faerie fire* (15 charges), *wand of greater magic fang* (CL8; 3 charges), *wand of negate aroma*^{APG} (10 charges), *wand of pass without trace* (10 charges), backpack, waterskin, spell component pouch, 33 gp

SPECIAL ABILITIES

Animal Focus As a swift action, Adowyn can apply one of the following aspects to herself for 7 minutes per day in 1 minute increments. Leryn always has one of the aspects active (bull by default, included in the statblock), and if Leryn dies (or if you don't want to bring Leryn to this scenario), Adowyn can always have one aspect active in addition to a second aspect for one minute per day. *Bat*: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet. *Bear*: +2 enhancement bonus to Constitution. *Bull*: +2 enhancement bonus to Strength, *Falcon*: +4 competence bonus on Perception checks, *Frog*: +4 competence bonus on Swim checks and on Acrobatics checks to jump, *Monkey*: +4 competence bonus on Climb checks, *Mouse*: evasion, as the rogue class feature, *Owl*: +4 competence bonus on Stealth checks, *Snake*: +2 bonus on attack rolls when making attacks of opportunity and +2 dodge bonus to AC against attacks of opportunity, *Stag*: 5-foot enhancement bonus to its base land speed, *Tiger*: +2 enhancement bonus to Dexterity, *Wolf*: scent ability with a range of 10 feet.

Coordinated Shot Adowyn receives a +1 bonus to ranged attacks against opponents Leryn threatens. If Leryn is flanking that opponent (with any ally), Adowyn instead receives a +2 bonus.

Deadeye Bowman When a single creature provides soft cover to Adowyn's target, the target does not receive the +4 bonus to AC.

Deadly Aim Adowyn can take a –2 penalty to hit with her bow to add +4 damage.

Improved Empathic Link As a swift action, Adowyn can see through Leryn's eyes instead of her own as long as Leryn remains within one mile, ending this as a free action.

Killer Adowyn deals an additional 3 damage on a critical hit with her bow or an additional 2 damage on a critical hit with her longsword.

Point-Blank Shot Adowyn receives a +1 to hit and damage with her bow when she is within 30 feet of her target.

Precise Shot Adowyn does not take a penalty for firing into melee.



"No quarry escapes my arrows—or Leryn's jaws."

Swarmbane Clasp Adowyn's weapon attacks deal full damage to swarms.

Weapon Blanch Adowyn's adamantine blanch arrows count as adamantine, and her ghost salt blanch arrows deal full damage to incorporeal creatures.

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Wild Empathy Adowyn can attempt to influence animals with a +7 bonus as if using Diplomacy.

Wounded Paw Gambit Whenever Leryn hits a foe, Leryn can choose to give that foe a +2 to hit and damage against Leryn for the foe's next attack within one turn. If the foe attacks Leryn with that bonus and Adowyn is within 30 feet, Adowyn can spend an immediate action to make a ranged attack against that foe.

Aspect of the Falcon For 7 minutes, Adowyn gets a +3 competence bonus to Perception and a +1 competence bonus to ranged attacks, and she threatens a critical on a 19 or 20 (which doesn't stack with other similar effects).

Cure Light Wounds Adowyn's wand heals 1d8+1 damage by touch.

Faerie Fire Adowyn's wand creates colorful light, outlining creatures in a 5-foot radius for 1 minute. They gain no benefit from being blurred, invisible, or displaced, and suffer -20 to Stealth.

Feather Step For 70 minutes, a target Adowyn touches can ignore difficult terrain.

Gravity Bow For 7 minutes, Adowyn's bow deals 2d6 damage instead of 1d8.

Liberating Command As an immediate action, Adowyn can pick an ally within 40 feet. That ally can spend an immediate action to make an Escape Artist check with a +14 competence bonus to escape restraints, bindings, or grapples.

Life Bubble Adowyn can divide fourteen hours of effect among up to 7 touched targets. During that time, a thin shell of tolerable conditions surrounds each target's body, protecting from lack of air, extreme temperatures, and all harmful gases and inhaled threats.

Greater Magic Fang Adowyn's wand grants Leryn's bite a +2 to attack and damage and the ability to count as magic for 8 hours.

Mage Armor This potion gives Leryn a +4 armor bonus to AC for 1 hour, but Adowyn must take the time to feed it to the wolf.

Magic Weapon Adowyn's oil can grant her bow +1 to damage and the ability to count as magic for 1 minute.

Negate Aroma Any target touched by Adowyn's wand no longer emits any odor for 1 hour. It can attempt a DC 11 Fortitude save if it wants to stink.

Resist Energy For 70 minutes, a target Adowyn touches gains 20 resistance to her choice of acid, cold, electricity, fire, or sonic.

Spike Growth Adowyn can set a trap that lasts 7 hours in 7 20-foot-by-20-foot squares of any outdoor environment that has plants or even roots. Any creature that walks through the area takes 1d4 points of damage for every 5 feet, and if it takes damage, it must succeed at a DC 15 Reflex save or be reduced to half speed. Rogues (only) can notice this with a DC 27 Perception check.

Strong Jaw For 7 minutes, Leryn's bite attack does 4d6 damage. Adowyn can also use this spell on allied monks or those with natural attacks, increasing the character's effective size by two categories.

Versatile Weapon For 7 minutes, Adowyn temporarily enhances one weapon (or up to 50 arrows) to +1 while allowing it to bypass DR as if it were one of the following (in addition to magic): bludgeoning, cold iron, piercing, silver, or slashing.

Wind Wall Adowyn can create a vertical wall of wind up to 70 feet long and 35 feet high, shaped in whatever way she wants. Small or smaller flying creatures cannot pass through the walls, and neither can gases or very small projectiles like arrows and bolts. Other ranged weapons like spears have a 30% chance to miss when passing through the wall, and enormous weapons like boulders and ballista bolts automatically pass. The wall lasts for 7 rounds.

LERYN

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 51 (6d8+24)

Fort +9, **Ref** +7, **Will** +3 (+7 vs. enchantment)

OFFENSE

Speed 50 ft.

Melee bite +11 (2d6+10 plus trip)

Special Attacks trip

STATISTICS

Str 25, **Dex** 15, **Con** 19, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +12 (+13 with bite); **CMD** 24

Feats Broken Wing Gambit^B, Coordinated Shot^B, Improved Natural Attack (Bite), Power Attack, Weapon Focus (bite), Wounded Paw Gambit^{B,ACG}

Skills Acrobatics +7, Perception +7, Stealth +3;

Armor Check -0

SQ animal focus (bull), devotion, evasion, link, share spells, tricks (attack [2], defend, detect, down, flank, get help, heel, hunt, menace, seek, sneak, track), woodland stride

Other Gear *amulet of mighty fists* (menacing^{UE})

SPECIAL ABILITIES

Evasion When Leryn succeeds at a Reflex save, there is no effect, even if it would normally have a partial effect.

Link Adowyn can handle Leryn as a free action or push Leryn as a move action.

Menacing Whenever Leryn is adjacent to a foe, all flanking bonuses against that foe increase by 2.

Power Attack Leryn can take a -2 penalty to hit with bite attacks to gain a +6 bonus to damage.

Share Spells Adowyn can cast spells with a range of Personal on Leryn by touch.

Trip Whenever Leryn hits with a bite attack, Leryn can make a free trip attempt against that target without provoking any attack of opportunity. Even if Leryn fails by 10 or more, Leryn is never tripped by this attempt.

There's always a need for a skilled hunter, someone who can track down a threat and put an end to it. And when a quarry is particularly dangerous or elusive, there's only one hunter people seek out: Adowyn.

Born to a pair of skilled woodworkers in the quiet town of Crowstump on the northern border of Nirmathas, Adowyn was always a wild child, more comfortable sneaking around in the mud chasing the town rooster than practicing her letters or learning to carve.

At age 14, lost in the woods, Adowyn found herself in the Blight, an area of the Fangwood where the trees grew thick with disease and rot. She spent six months alone there, honing her skills at the hunt. The beasts of the Blight were cunning and deadly, making her the prey nearly as often as she was the predator. Yet all of that changed when she found Leryn. She soon found that she could sense the wolf's mood, knowing instinctively when he was hungry, angry, or excited. Years passed, and the two became an inseparable team, learning to anticipate each other's moves and hunting together as one.

Adowyn now wanders the Inner Sea with Leryn at her side, working as bounty hunter. She's stalked a naga through the bleak wastes of Osirion, brought back a master thief from the sewers of Oppara, and even managed to recover the tail feathers of the elusive Jade Hawk without harming the reclusive bird. The only quarry she hasn't managed to track down is her own family, but that search never ends—one day, she'll be reunited with her loved ones.

To others, she is quiet and brooding, but she can frequently be found having animated conversations with her wolf, as if he was responding in kind. She wears the armor and garb of the rangers of Nirmathas, a gift she was given after hunting down a patrol of Molthuni soldiers that were stalking behind the lines terrorizing small villages. The bow she carries is her father's, a weapon she treats with reverence. In battle, Adowyn and Leryn single out their foes with grim determination.