

## Fiend Trainer

*Among those who master the creatures of the wild, few are as feared and uncanny as the fiend trainer. While the activities of the natural world encompass both living and dying, fiend trainers toe this line and dip their fingers into the unseen realm. If beastmasters nurture beings who participate in the circle of life in the full light of day, then fiend trainers thrive in the shadow of this cycle as their companions linger on the doorstep of existence--much like their masters.*

The fiend trainer is an archetype of the beastmaster class, available only to guado beastmasters.

**Prerequisite:** Must be non-good aligned.

**Grim Training:** The fiend trainer uses his Wisdom rather than Charisma for all beastmaster class features as well as this archetype.

**Deathtouched Companion (Ex):** Where most beastmasters handle and train typical animals, the fiend trainer's companions are rather more abnormal. As a result of exposure to the deathly energies that the Guados are steeped in, their companions are living **animals** with a trace of the **undead**.

- **Deathtouched Skills:** Deathtouched companions treat **Intimidate** as a class skill.
- **Not Quite Animal:** The DC to use **Handle Animal** on a deathtouched companion is 5 higher, as if it were a non-animal with an **Intelligence** score of 1 or 2. It doesn't count as an animal for the purpose of an **undead's unnatural aura**.
- **Dead Sight (Ex):** A deathtouched companion gains **darkvision** to a range of 60 feet.
- **Shadow Affinity (Ex):** Though a living creature, a deathtouched companion absorbs shadow energy as if it were **undead**—it takes half again as much holy damage while shadow damage heals it.
- **One Foot in the Grave (Ex):** At 6th level, a deathtouched companion gains a +4 **morale bonus** on **Fortitude** saves against effects that could not normally affect objects or **undead**, and it takes only half damage from **bleed** effects. However, it can be affected by attacks that specifically target **undead**, such as **halt undead**.

This ability modifies animal companion, replaces shared saves and devotion.

**Chimeric Afterlife (Su):** At 1st level, the fiend trainer reaches deep into the essence of death in order to shape his companion in the world of the living. By entering into an uninterrupted trance for one hour, the fiend trainer may call pyreflies from the Farplane and graft them into his companion to alter its physiology; when he has emerged from his trance, he may select one chimeric ability from the list below and add it to his companion's existing abilities. Additionally, so long as his companion has this chimeric ability, it gains the magical beast type.

At 7th, 13th, and 17th levels, the fiend trainer may select an additional chimeric ability from the list for his companion (up to four at 17th level) whenever he emerges from his trance; however, each additional ability chosen adds another hour to his trance time (up to four hours at 17th level). Additionally, every chimeric ability added to his companion increases the DC to use **Handle Animal** on it by 2 (up to 8 for four abilities).

If, at any time, the fiend trainer wishes to replace one or more of his companion's chimeric abilities, he may do so by entering into a trance for a number of hours equal to the number of abilities replaced. Any chosen ability may simply be dismissed if the fiend trainer concentrates on this for one minute; after doing so, if his companion no longer possesses any chimeric abilities chosen from the list below, it also loses the magical beast type.

A number of chimeric abilities grant the companion additional natural attacks. Natural attacks listed as primary are made using the companion's full base attack bonus and add the companion's Strength modifier on damage

rolls. Natural attacks listed as secondary are made using the companion's base attack bonus – 5 and add half of the companion's Strength modifier on damage rolls (if positive). If the companion has only a single natural attack, the attack is made using its full base attack bonus, and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

The maximum number of natural attack types (beyond the first; if the fiend trainer selects an additional natural attack type that his companion already has, it counts as 1 additional attack type) a companion can have is 3 (this is including natural attacks gained from racial or other class features), which increases by 1 per four fiend trainer levels after 1st. If the companion is at its maximum, it cannot take abilities that grant additional natural attacks. Multiple abilities that grant the same natural attack type counts towards this maximum.

- **Bite (Ex):** The companion's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). If the companion already has a bite attack, this ability allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.
- **Claws (Ex):** The companion has a pair of vicious claws at the ends of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge).
- **Climb (Ex):** The companion becomes a skilled climber, gaining a climb speed equal to its base speed.
- **Constrict (Ex):** The companion gains powerful muscles that allow it to crush those it grapples. Whenever the companion successfully grapples a foe using the grab ability, it deals additional damage equal to the amount of damage dealt by the attack the grab ability is tied to. **Prerequisite:** Must have Grab ability.
- **Gills (Ex):** The companion has gills and can breathe underwater indefinitely.
- **Gore (Ex):** The companion grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge).
- **Grab (Ex):** The companion becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the companion grapples the target. This ability works only on creatures at least one size category smaller than the companion. Companions with this ability gain a +4 bonus on combat maneuver checks to grapple.
- **Improved Damage (Ex):** One of the companion's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This ability can be selected more than once. Its effects do not stack. Each time the fiend trainer selects this ability, it applies to a different natural attack.
- **Improved Natural Armor (Ex):** The companion's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.
- **Limbs (Ex):** The companion grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the companion's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The companion does not gain any additional natural attacks for an additional pair of arms, but it can take other abilities that add additional attacks (such as claws or slam). Arms that have hands cannot be used to wield weapons. This ability can be selected more than once for every five fiend trainer levels after 5th. **Prerequisite:** The fiend trainer must be at least 5th level before selecting this ability.
- **Magic Attacks (Su):** The companion is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. Additionally, all of the companion's natural attacks are treated as the alignment of the fiend trainer for the purpose of overcoming damage reduction.
- **Pincers (Ex):** A companion grows large pincers at the ends of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). Companions with the grab ability linked to their pincers gain a +2 bonus on combat maneuver checks to grapple.

- **Poison (Ex):** The companion secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned. *Toxic Venom* —type poison (injury); *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save. The save DC is equal to 10 + half of the fiend trainer's level + the companion's Constitution modifier. This poison can be used no more than once per round. **Prerequisites:** The companion must have a bite or sting ability or have a racial bite natural attack and the fiend trainer must be at least 7th level before choosing this ability.
- **Pull (Ex):** The companion gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the companion succeeds at this check, it pulls the target of the attack 5 feet closer to it. This ability works only on creatures of a size category equal to or smaller than the companion. Creatures pulled in this way do not provoke attacks of opportunity. This ability can be selected more than once. Its effects do not stack. Each time a fiend trainer selects this ability, it applies to a different natural attack. **Prerequisite :** Reach of 10 feet or more.
- **Push (Ex):** The companion gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the companion succeeds at this check, it pushes the target of the attack 5 feet directly away from it. This ability works only on creatures of a size category equal to or smaller than the companion. Creatures pushed in this way do not provoke attacks of opportunity. This ability can be selected more than once. Its effects do not stack. Each time a fiend trainer selects this ability, it applies to a different natural attack.
- **Reach (Ex):** One of the companion's natural attacks is capable of striking foes at a distance. Select one natural attack. The companion's reach with that natural attack increases by 5 feet.
- **Rend (Ex):** The companion learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the companion makes two successful claw attacks against the same target in 1 round, its claws latch on to the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the companion's Strength modifier. **Prerequisites:** The companion must possess the claws ability or have racial claws natural attack and the fiend trainer must be at least 6th level before choosing this ability.
- **Resistance (Ex):** A companion's form takes on a resiliency to one particular elemental type, which is usually reflected in its physical body (ashen hide for fire, icy breath for ice, and so on). Pick one elemental type (earth, fire, holy, ice, lightning, shadow, water, or wind). The companion gains elemental resistance 5 against that elemental type. This ability can be selected more than once. Its effects do not stack. Each time a fiend trainer selects this ability, it applies to a different elemental type.
- **Shadow Blend (Su):** In any condition of illumination other than bright light, the companion disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow form ability, it instead gains total concealment (50% miss chance). The companion can suspend or resume this ability as a free action.
- **Shadow Form (Su):** The companion's body becomes shadowy and more indistinct. This shadow form grants the companion constant concealment (20% miss chance), and its melee attacks affect incorporeal creatures as if it had the ghost touch weapon property. The companion's melee attacks deal only half damage to corporeal creatures. The companion can suspend or resume this ability as a free action.
- **Slam (Ex):** The companion can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (1d6 if Small, 2d6 if Large, 2d8 if Huge).
- **Spines (Ex):** The companion's body is covered with sharp spines poking from its skin. The spines deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). When a creature attacks a companion with an unarmed strike or natural attack, or with a manufactured melee weapon while adjacent to the companion, it automatically takes damage from the spines. In addition, a companion can fire up to 2 spines each round with a range increment of 30 feet. As long as its target is within 30 feet, a companion ignores Dexterity and size penalties on ranged attack rolls and adds its Strength modifier on damage rolls, but beyond this range the penalties function normally and it does not add its Strength modifier to damage rolls. For every five fiend trainer levels after 5th, a fiend trainer can choose this ability again to

increase the spine damage by 1 extra die. **Prerequisite:** The fiend trainer must be at least 5th level before choosing this ability.

- **Sting (Ex):** The companion possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). **Prerequisite:** Must have Tail ability or racial tail.
- **Swim (Ex):** The companion gains webbed hands, webbed feet, or powerful flippers, giving it a swim speed equal to its base speed. This ability does not give the companion the ability to breathe underwater.
- **Tail (Ex):** The companion grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface.
- **Tail Slap (Ex):** The companion can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). **Prerequisite:** Must have Tail ability or racial tail.
- **Tentacle (Ex):** The companion possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge).
- **Trip (Ex):** The companion becomes adept at knocking foes to the ground, granting it a trip attack. Whenever the companion makes a successful bite or tentacle attack, it can attempt a free combat maneuver check with a +4 bonus. If the companion succeeds at this check, the target is knocked prone. If the companion fails, it is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the companion. **Prerequisite:** The companion must possess the bite natural attack/ability or tentacle ability to choose this ability.
- **Wings (Ex):** The companion grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The companion gains a fly speed equal to half its base speed (max 15 ft.). The companion's maneuverability depends on its size. Medium or smaller companions have good maneuverability. Large companions have average maneuverability, while Huge companions have poor maneuverability. The fiend trainer can increase his companion's fly speed if he chooses this ability multiple times, gaining a 10-foot increase to its fly speed for each additional time it is chosen. **Prerequisite:** The fiend trainer must be at least 5th level before choosing this ability.
- **Wing Buffet (Ex):** The companion learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). **Prerequisite:** Must have Wings ability or racial wings.

This ability replaces animal focus, second animal focus, third animal focus, and master of the pack.

**Touch of the Pyreflies (Su):** At 1st level, the fiend trainer is able to cultivate the deathly energies in which he trains his companion. A number of times per day equal to half his fiend trainer level plus his Wisdom modifier, the fiend trainer may, as a touch attack, cause 1d4 points of shadow damage plus an additional 1d4 points of shadow damage for every two fiend trainer levels he possesses after 1st. Alternatively, he may use this power to heal his companion or undead creatures, restoring 1d6 hit points for every two levels the fiend trainer possesses.

This ability replaces nature sense and track.

**Unholy Fortitude (Ex):** Starting at 4th level, the fiend trainer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease. This bonus increases to +4 at 11th level and then again to +6 at 18th level.

This ability replaces alertness.

**Fear Aura (Su):** Beginning at 5th level, the fiend trainer radiates a 10-foot-radius fear aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + half of his fiend trainer's level + his Wisdom modifier)

or become shaken for a number of rounds equal to the fiend trainer's Wisdom modifier. A creature that successfully saves cannot be affected by that fiend trainer's fear aura for 24 hours. Starting at 15th level, the fear aura's radius increases to 20 feet.

This ability replaces woodland stride.

**Miasma (Ex):** Starting at 9th level, if a creature is within the fiend trainer's fear aura at the beginning of its turn, the creature must succeed at a Fortitude save with a DC 10 + half of the fiend trainer's level + his Wisdom modifier or become sickened for 1 round. A creature of the animal, fey, or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease.

This ability replaces scent.

**Touch of the Farplane (Sp):** At 10th level, the fiend trainer's eerie training regimen has pushed his companion to the limits of life and over its threshold. A number of times per day equal to his Wisdom modifier, the fiend trainer's companion can gain the [undead](#) type and take on all undead traits, as well as damage reduction and elemental resistance as noted on the table below, for a number of rounds equal to the fiend trainer's Wisdom modifier. Once this ability's duration expires, the companion is fatigued for 1d3 rounds. If the companion is reduced to 0 hit points while this ability is active, it is immediately destroyed.

Hit Dice	Resist Ice and Fire	DR
5-10	10	5/good
11+	15	10/good

In addition, if the companion is killed or destroyed while this ability is active, the fiend trainer may expend all of his daily uses of this ability to [raise](#) it as a spell-like ability; at 16th level, this functions as [arise](#) instead of [raise](#), but otherwise functions as normal.

This ability replaces beast shape and raise animal companion.

**Chimeric Abomination (Ex):** At 16th level, the fiend trainer and his companion become feared by all other animals of nature. A number of times per day equal to his Wisdom modifier, the fiend trainer and his companion can attempt to demoralize animals as a swift action, rolling 1d20 and adding the fiend trainer's level and his Wisdom modifier to determine the Intimidate check result. They may take this action against a number of animals at once equal to the companion's current chosen number of chimeric abilities.

This ability replaces one with the wild.

**Mastery of Fiends (Ex):** At 20th level, the fiend trainer learns to control all manner of fiends. The fiend trainer gains a second deathtouched companion. His level is considered four lower for the purposes of his second deathtouched companion. The fiend trainer can use his chimeric afterlife feature to grant his second companion up to two chimeric abilities; this total does not count against the four allowed to his first companion, but does require additional trance time equal to one hour per ability that he adds or replaces with it, just as with his first companion.

This ability replaces mastery of beasts.