

## Primal Hunter

*Most beastmasters are skilled at awakening the primal beasts inside themselves. However, some can instead activate the primal essence within their animal companion. These primal hunters bestow upon their companions the ability to suddenly manifest new and terrifying powers—throwbacks to long-extinct beasts, bizarre mutations from extreme environments, or new abilities crafted from generations of selective breeding.*

The primal hunter is an archetype of the beastmaster class.

**Primal Transformation (Su):** At 1st level, a primal hunter can awaken a primal creature from within his animal companion as a swift action. The animal companion gains a pool of 2 evolution points that can be used to temporarily give the companion evolutions (see below). At 8th level, the number of evolution points in its pool increases to 4, and at 15th level, it increases to 6.

Activating these evolutions on the animal companion is a swift action. A primal hunter can use this ability for 1 minute per day per beastmaster level. This duration need not to be consecutive, but it must be spent in 1-minute increments. An animal companion transformed in this way cannot exceed the maximum number of natural attacks equal to 3 + 1 per four beastmaster levels after 1st. While transformed in this way, the animal companion's type changes to magical beast, though the primal hunter still treats it as an animal for the purpose of the Handle Animal skill.

If a primal hunter's animal companion is dead, he can apply these evolutions to himself instead of to his animal companion. Uses of this ability count toward the primal hunter's maximum daily duration of evolution use.

This ability replaces animal focus and master of the pack.

**Primal Surge (Su):** At 7th level, once per day as a swift action, a primal hunter can touch his animal companion and grant it one evolution that costs up to 4 evolution points. The companion must meet the prerequisites of the selected evolution. Unlike the evolutions from primal transformation, this evolution is not set; it can be changed each time the hunter uses this ability. Using primal surge activates the primal transformation ability on the companion if it isn't already active. This effect lasts until the primal hunter ends the primal transformation. This does not allow a companion to exceed its maximum number of natural attacks.

This ability can grant only one evolution at a time, even if the chosen evolution could be selected multiple times.

This ability can grant an evolution that allows additional evolution points to be spent to upgrade that evolution (such as damage reduction or flight), and any points left over can be spent on such upgrades. This ability cannot be used to grant an upgrade to an evolution that the companion already possesses.

This ability replaces second animal focus.

**Primal Master (Su):** At 13th level, a primal companion hunter becomes in tune with his primal nature. He can activate his companion's primal aspect as a free action. When using primal surge, he can grant his companion two evolutions instead of one (each costing up to 4 evolution points).

This ability replaces third animal focus.

## Evolutions

Each animal companion gains a number of evolution points that can be spent to give the animal companion new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the

beastmaster gains a new level, but they are otherwise set. Some evolutions require that the beastmaster be of a specific level before they can be chosen. A number of evolutions grant the animal companion additional natural attacks. Natural attacks listed as primary are made using the animal companion's full base attack bonus and add the animal companion's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the animal companion's base attack bonus – 5 and add half of the animal companion's Strength modifier on damage rolls (if positive). If the animal 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. Maximum number of natural attack types an animal companion can have is 3 (this is including natural attacks gained from base form or other class features), which increases by 1 per four beastmaster levels after 1st. If the animal companion is at its maximum, it cannot take evolutions that grant additional natural attacks. Multiple evolutions that grant the same natural attack type counts towards this maximum. Evolutions are grouped by their cost in evolution points. Unless otherwise noted, each evolution can be selected only once.

## 1-Point Evolutions

The following evolutions cost 1 point from the animal companion's evolution pool.

**Bite (Ex):** The animal 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 (1d8 if Large, 2d6 if Huge). If the animal companion already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

**Claws (Ex):** The animal 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 (1d6 if Large, 1d8 if Huge). The animal companion must have the limbs evolution to take this evolution. This evolution can be selected more than once, up to the number of limbs evolutions the animal companion possesses. This evolution can be applied to any number of limbs (arms) evolutions, but no more than one limbs (legs) evolution.

**Climb (Ex):** The animal companion becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the animal companion's climb speed by 20 feet.

**Gills (Ex):** The animal companion has gills and can breathe underwater indefinitely.

**Improved Damage (Ex):** One of the animal companion's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This evolution can be selected more than once. Its effects do not stack. Each time the animal companion selects this evolution, it applies to a different natural attack.

**Improved Natural Armor (Ex):** The animal companion's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once, plus one additional time for every 5 levels the beastmaster possesses. Each additional time it's taken, the bonus increases by 2.

**Magic Attacks (Su):** The animal 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. If the beastmaster is 10th level or higher, all of the animal companion's natural attacks are treated as the alignment of the animal companion for the purpose of overcoming damage reduction.

**Mount (Ex):** The animal companion is properly skilled and formed to serve as a combat-trained mount. The animal companion must be at least one size category larger than its rider.

**Pincers (Ex):** An animal 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 (1d8 if Large, 2d6 if Huge). animal companions with the grab evolution linked to their pincers gain a +2 bonus on combat maneuver checks to grapple. The animal companion must have the limbs (arms) evolution to take this evolution. Alternatively, the animal companion can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of limbs (arms) evolutions the animal companion possesses.

**Pull (Ex):** The animal companion gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the animal companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the animal 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 animal companion. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an animal companion selects this evolution, it applies to a different natural attack. **Prerequisite:** Reach of 10 feet or more.

**Push (Ex):** The animal companion gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the animal companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the animal 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 animal companion. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an animal companion selects this evolution, it applies to a different natural attack.

**Reach (Ex):** One of the animal companion's attacks is capable of striking foes at a distance. Select one attack. The animal companion's reach with that attack increases by 5 feet.

**Resistance (Ex):** An animal 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 (dark, earth, fire, ice, light, lightning, water, or wind). The animal companion gains elemental resistance 5 against that elemental type. This resistance increases by 5 for every 5 levels the beastmaster possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time an animal companion selects this evolution, it applies to a different outsider type.

**Scent (Ex):** The animal companion's sense of smell becomes quite acute. The animal companion gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, the range drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the animal companion to precisely locate the creature, only to detect its presence. It can detect the direction as a move action. The animal companion can pinpoint the creature's location if it is within 5 feet. The animal companion can use scent to track creatures.

**Slam (Ex):** The animal companion can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The animal companion must have the limbs (arms) evolution to take this evolution. Alternatively, the animal companion can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of the animal companion's limbs (arms) evolutions.

**Sting (Ex):** The animal 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 (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the animal companion possesses. **Prerequisite:** Tail evolution.

**Swim (Ex):** The animal companion gains webbed hands, webbed feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the animal companion the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the animal companion's swim speed by 20 feet.

**Tail (Ex):** The animal companion grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once.

**Tail Slap (Ex):** The animal 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 (1d8 if Large, 2d6 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the animal companion possesses.  
**Prerequisite:** Tail evolution.

**Tentacle (Ex):** The animal 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 (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.

**Wing Buffet (Ex):** The animal 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 (1d6 if Large, 1d8 if Huge). **Prerequisites:** Flight (wings) evolution.

## 2-Point Evolutions

The following evolutions cost 2 points from the animal companion's evolution pool.

**Ability Increase (Ex):** The animal companion grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the animal companion's ability scores by 2. This evolution can be selected more than once. It can be applied only once to an individual ability score, plus one additional time for every 6 levels the beastmaster possesses.

**Constrict (Ex):** The animal companion gains powerful muscles that allow it to crush those it grapples. Whenever the animal companion successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack the grab evolution is tied to. **Prerequisite:** Grab evolution.

**Elemental Attacks (Su):** An animal companion's attacks become charged with elemental energy. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. All of the animal companion's natural attacks deal 1d6 points of elemental damage of the chosen type on a successful hit. **Prerequisite:** The beastmaster must be at least 5th level before selecting this evolution.

**Flight (Ex or Su):** The animal companion grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The animal companion gains a fly speed equal to its base speed. The animal companion's maneuverability depends on its size. Medium or smaller animal companions have good maneuverability. Large animal companions have average maneuverability, while Huge animal companions have poor maneuverability. For 2 additional evolution points, the animal companion flies by means of magic. It loses its wings, but its maneuverability increases to perfect. If the animal companion flies by magic, this is a supernatural ability. The animal companion can increase its fly speed by spending additional evolution points, gaining a 20-foot increase to its fly speed for each additional point spent. **Prerequisite:** The beastmaster must be at least 5th level before selecting this evolution.

**Gore (Ex):** The animal 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 (1d8 if Large, 2d6 if Huge).

**Grab (Ex):** The animal 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 animal companion makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the animal companion grapples the target. This ability works only on creatures at least one size category smaller than the animal companion. animal companions with this evolution gain a +4 bonus on combat maneuver checks to grapple.

**Immunity (Su):** An animal companion's body becomes extremely resilient to one elemental type, gaining immunity to that type. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. The animal companion gains immunity to that elemental type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different elemental type. **Prerequisite:** The beastmaster must be at least 7th level before selecting this evolution.

**Limbs (Ex):** The animal 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 animal companion's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The animal companion does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or slam). Arms that have hands can be used to wield weapons, if the animal companion is proficient. This evolution can be selected more than once.

**Poison (Ex):** The animal companion secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned. **Prerequisites:** Beastmaster level 7th; bite or sting evolution.

*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 animal companion's Hit Dice + the animal companion's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round.

**Rake (Ex):** The animal companion grows dangerous claws on its feet, allowing it to make two rake attacks against foes it is grappling. These attacks are primary attacks. The animal companion can make these additional attacks each time it succeeds at a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution counts as one natural attack toward the animal companion's maximum. **Prerequisite:** The beastmaster must be at least 4th level before selecting this evolution.

**Rend (Ex):** The animal companion learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the animal 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 animal companion's Strength modifier. **Prerequisites:** Beastmaster level 6th, claws evolution.

**Shadow Blend (Su):** In any condition of illumination other than bright light, the animal companion disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow form evolution, it instead gains total concealment (50% miss chance). The animal companion can suspend or resume this ability as a free action.

**Shadow Form (Su):** The animal companion's body becomes shadowy and more indistinct. This shadow form grants the animal companion constant concealment (20% miss chance), and its melee attacks affect incorporeal creatures as if it had the ghost touch weapon property. The animal companion's melee attacks deal only half damage to corporeal creatures.

**Trample (Ex):** The animal companion gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the animal companion can overrun any creature that is at least one size category smaller than itself. This works like the overrun combat maneuver, but the animal companion does not need to attempt a check; it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the animal companion's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes this attack of opportunity, it can attempt a Reflex save for half damage. The DC of this save is 10 + half of the animal companion's Hit Dice + the animal companion's Strength modifier. A trampling animal companion can deal trampling damage to a specific creature only once per round.

**Tremorsense (Ex):** The animal companion becomes attuned to vibrations in the ground, gaining tremorsense with a range of 30 feet. This works like the blindsense evolution, but only if both the animal companion and the creature to be pinpointed are in contact with the ground. **Prerequisite:** The beastmaster must be at least 7th level before selecting this evolution.

**Trip (Ex):** The animal companion becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the animal companion makes a successful bite attack, it can attempt a free combat maneuver check. If the animal companion succeeds at this check, the target is knocked prone. If the animal companion fails, it is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the animal companion. **Prerequisites:** Bite evolution.

### 3-Point Evolutions

The following evolutions cost 3 points from the animal companion's evolution pool.

**Blindsense (Ex):** The animal companion's senses become incredibly acute, giving it blindsense with a range of 30 feet. This ability allows the animal companion to pinpoint the location of creatures that it can't see without having to attempt a Perception check, but such creatures still have total concealment from the animal companion. Visibility still affects the animal companion's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. **Prerequisite:** The beastmaster must be at least 9th level before selecting this evolution.

**Burrow (Ex):** The animal companion grows thick and gnarled claws, allowing it to move through the earth. The animal companion gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface. **Prerequisite:** The beastmaster must be at least 9th level before selecting this evolution.

**Damage Reduction (Su):** The animal companion's body becomes more resistant to harm. Increase the damage reduction granted by the animal companion's subtype by 5. **Prerequisite:** The beastmaster must be at least 15th level before selecting this evolution.

**Frightful Presence (Ex):** The animal companion becomes unsettling to its foes, gaining the frightful presence ability. The animal companion can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the animal companion must succeed at a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + half of the animal companion's Hit Dice + the animal companion's Charisma modifier. If the animal companion has at least 4 more Hit Dice than an opponent that fails this save, that opponent becomes frightened instead. Foes with more Hit Dice than the animal companion are immune to this effect. **Prerequisite:** The beastmaster must be at least 11th level before selecting this evolution.

**Pounce (Ex):** The animal companion gains quick reflexes, allowing it to make a full attack after a charge. **Prerequisite:** The beastmaster must be at least 7th level before selecting this evolution.

**Sacrifice (Su):** An animal companion can sacrifice its own health to heal another creature. As a standard action, the animal companion can sacrifice up to 2 hit points per Hit Die and then touch the target creature, thereby healing the creature for half the amount sacrificed.

**Swallow Whole (Ex):** The animal companion gains the swallow whole ability, giving it the ability to consume its foes. If the animal companion begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the creature. The creature must be at least one size category smaller than the animal companion. Swallowed creatures take an amount of bludgeoning damage equal to the animal companion's bite damage each round + 1d6 points of damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light piercing or slashing weapon. The amount of damage needed to cut free is equal to 1/10 the animal companion's total hit points. The animal companion's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the animal companion loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the animal companion's mouth, where it can attempt to escape or can be swallowed again. **Prerequisites:** Beastmaster level 9th; grab (bite) evolution.

**Web (Ex):** The animal companion gains a pair of spinnerets, giving it the ability to spin webs. The animal companion can use these webs to support itself plus one creature of up to the same size. It can throw webbing as a ranged touch attack up to eight times per day, entangling a creature up to one size larger than the animal companion. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with a successful Escape Artist check, or with a Strength check at a -4 penalty. The DC of these checks is equal to 10 + half of the animal companion's Hit Dice + the animal companion's Constitution modifier. The webs have a hardness of 0 and a number of hit points equal to the animal companion's total Hit Dice. The animal companion can climb its own webs at its climb speed and can pinpoint the location of any creature touching its webs. **Prerequisites:** Beastmaster level 7th; climb evolution.

## 4-Point Evolutions

The following evolutions cost 4 points from the animal companion's evolution pool.

**Blindsight (Ex):** The animal companion's senses sharpen even further, granting it blindsight with a range of 30 feet. The animal companion can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. **Prerequisites:** Beastmaster level 11th, blindsense evolution.

**Breath Weapon (Su):** An animal companion learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either dark, earth, fire, ice, light, lightning, water, or wind. The animal companion can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + half of the animal companion's HD + the animal companion's Constitution modifier. The animal companion can use this ability once per day. The animal companion can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). **Prerequisite:** The beastmaster must be at least 9th level before selecting this evolution.

**Fast Healing (Su):** The animal companion's body gains the ability to heal wounds very quickly, giving it fast healing 1. The animal companion heals 1 point of damage per round, just like via natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the animal companion to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the animal companion is alive. This fast healing does not function when the animal companion is not on the same plane as its beastmaster. This healing can be increased by 1 point per round for every 2 additional evolution points spent (to

a maximum of 5 points per round). **Prerequisite:** The beastmaster must be at least 11th level before selecting this evolution.

**Incorporeal Form (Sp):** Once per day, an animal companion can become incorporeal for 1 round per beastmaster level. While in this form, the animal companion gains the incorporeal subtype and incorporeal quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Likewise, its spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. **Prerequisite:** The beastmaster must be at least 15th level before selecting this evolution.

**Large (Ex):** The animal companion grows in size, becoming Large. The animal companion gains a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to its natural armor. It takes a –2 penalty to Dexterity. This size change also gives the creature a –1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a –2 penalty on Fly checks, and a –4 penalty on Stealth checks. If the animal companion has the biped base form, it also gains a reach of 10 feet. Any reach evolutions the animal companion possesses are added to this total. If 6 additional evolution points are spent, the animal companion instead becomes Huge. The animal companion gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +5 bonus to its natural armor. It takes a –4 penalty to Dexterity. This size change also gives the creature a –2 size penalty to AC and on attack rolls, a +2 bonus on combat maneuver checks and to CMD, a 10-foot reach, a –4 penalty on Fly checks, and a –8 penalty on Stealth checks. If the animal companion has the biped base form, its reach increases to 15 feet instead of 10 feet. Any reach evolutions the animal companion possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large or Huge animal companion. **Prerequisites:** Beastmaster level 8th (13th for Huge), Medium size.

**Limit Break (Su):** The animal companion gains a Limit Break. Pick an area of effect: 30-ft.-cone, 60-ft.-line, or 30-ft.-burst. Select either dark, earth, fire, ice, light, lightning, water, or wind. The animal companion deals 1d6 points of elemental damage per hit dice it possesses of the chosen elemental type to the area of effect chosen, a Reflex save (DC 10 + half of the animal companion's HD + the animal companion's Constitution modifier) for half damage. Like normal Limit Breaks, this ability can only be used once per day as a swift action while under half maximum health. **Prerequisite:** The beastmaster must be at least 9th level before selecting this evolution.

**No Breath (Ex):** An animal companion no longer needs to breathe. The animal companion does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. **Prerequisite:** The beastmaster must be at least 11th level before selecting this evolution.

**Spell Resistance (Ex):** The animal companion is protected against magic, gaining spell resistance. The animal companion's spell resistance is equal to 11 + the beastmaster's level. This spell resistance does not apply to spells cast by the beastmaster. **Prerequisite:** The beastmaster must be at least 9th level before selecting this evolution.