MANTHROM DENTRES

World Guide





World Guide

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Anthro-Adventures

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Introduction:

A special thank-you from the team here at Happy Gnome Publishing for purchasing the Anthro-Adventures World Guide. This product, initially launched via Kickstarter during the summer of 2016 is designed around two basic principles. First, we wanted to add a self-contained Anthro-Fantasy setting that combines multiple technological and historical eras into one conflict driven world. Secondly, we wanted to create a setting that could be played with people new to RPGs, including children as young as 8, while lowering the learning curve for entry.

To accomplish our goals we looked to the classics of Children's Literature—specifically stories that are popular enough that most children and new players will be familiar with the characters, concepts, and themes. We chose one book for each new "Hybrid" race we wanted to create, ensuring that it had a character our new race could relate to. Known as their "sacred texts" these books became the basis for creating our Hybrid races. The idea is that when these races were first created they were read these books as part of a large social experiment. When the Hybrid experiment went awry and they were transported to the continent of Layna these creatures needed to learn to fend for themselves. In doing this the ideas, rules, and themes from their books became the foundation that the Hybrids would build their societies upon.

The reason we did this was simple—we wanted Fantasy races that people who weren't familiar with Fantasy Role-playing could immediately understand. While a new player might not know that Dwarves are a gruff race with a love of gold, beards, and axes they will know understand that the Dog-kin are a compassionate, helpful people because there society is rooted in concepts learned from reading Clifford: The Bid Red Dog. By beginning their Role-playing career with a higher comfort level in their character's racial tropes they can play and learn rules with a sense of confidence they wouldn't otherwise have enjoyed. Essentially, we looked to take out one of the intimidating parts of venturing into the role playing world—having to learn the nuances of long standing Fantasy races.

We've also attempted to design this book around the idea that many of our players will be in the 8-12 age range. We've chosen a simple and clean single-column layout with bright, colorful, and fun character sketches done in an age appropriate art style. Throughout our rules breakdown you'll find color-coding to indicate feats, spells, and skills as well as color schemes for each realm to make finding the right section of the book quicker.

The adventure campaign being released alongside the World Guide, known as Agents of A.A.R.F, continues alongside this idea of scaffolding information for newer players by introducing rules and tactics in a simple, easy to learn method. I encourage everyone to visit DrivethruRPG.com and pick up a copy to try out. It not only teaches rules, but develops the world in an exciting, interwoven series of plot hooks for players to enjoy.

If you have any questions, comments or concerns about Anthro-Adventures, I encourage you to come contact me at Happygnomepublishing@yahoo.com or feel free to start a conversation on my Facebook page at: https://www.facebook.com/authorT.J.Lantz/

We at Happy Gnome Publishing will be doing our best to keep an updated FAQ/Errata available that addresses all customer concerns and can be posted when necessary directly to your DrivethruRPG account.

Thanks and enjoy your romp through the Seven Realms!

T.J. Lantz and the Happy Gnome Publishing Team

History of the Seven Realms:

For many years scientists on Earth had worked diligently to create a Hybrid—a fusion of human and animal traits melded into one living creature. Motivation to accomplish this goal spanned a large spectrum—military application, medical use, basic scientific curiosity—but for the researchers at Layna Industries the goal was space colonization.

When biologists finally unlocked the key to creating viable new races, hope ran through the world—hope that the Hybrids would be the answer to humanity's mounting problems.

With the Earth's natural resources rapidly being depleted, scientists agreed that Human's needed to colonize vast areas of the universe to best ensure the continued prosperity of the species. However, most also agreed that basic human anatomy would be insufficient to survive in some of the more hostile environments. The answer was Hybrids—creatures with natural animal adaptations that would allow them to prosper where regular Humans would not. Once creating Hybrids was mastered, the issue became teaching them to develop a viable society without intervention. The scientific questions were no longer biological, but hinged on Anthropology—the study of Human (in this case Hybrid) society, both past and present. Scientists needed to be sure that the Hybrids could be implanted on empty planets and that their societies would function peacefully and be subservient to the Earth homeland.

The problem was how to study a question that would take centuries to understand, with only a few years to come up with an answer. Experiment H aimed to fix this issue. Using Layna industries most impressive breakthrough, a time dilation chamber, habitats for each Hybrid species were set up. While outside the Habitat days went by, inside it was years. This allowed the researchers, known as Caretakers, to study generations of Hybrids in only a few months of real time.

Observation was not their only goal, however. They didn't just want to see what happened to the Hybrids, but instead they wanted to direct their development in a manner that best suited their future as independent space colonies. To do this, the Caretakers looked to literature, using books that related to each of the 121 different species and taught them important themes that the Caretakers deemed important. Each of the Hybrid races received different instruction, and the Caretakers watched as their cultures absorbed the lessons and developed teachings and beliefs that fit the mold they were laying out. While this didn't always work as planned (The Avian and Herptiles were both major failures early on), the Caretakers of Layna Industries felt confident that several of their Hybrid cultures would be ready for implantation in one of the designated colony areas within a decade.

Unfortunately, they never made it that far. A catastrophic breakdown in one of the time dilation chambers occurred in the 7th year, destroying Experiment H and everything within a hundred miles of the research center. It was one of the worst disasters in Earth's history.

Meanwhile, in another place and another time, 121 new races appeared. Understanding that they were in a new place, they named their new continent Layna, after their old home.

For a few weeks the Hybrids all lived together, trying to work as a single entity, but that concept failed as the different races all began to vie for power and prestige within their new society. Eventually alliances were formed, generally around Hybrids with similar traits. One by one, these new alliances left the main group in search of land to call there own. Within a generation, the seeds of the Seven Realms of Layna had been planted.

The information in this book, reflects the Hybrid realms, two thousand years after their arrival in Layna.

Anthro-Adventure Q&A

1. How does this work with existing RPG material?

Ans- The Seven Realms of Layna have been designed to be a completely selfcontained Fantasy setting, without large scale direct interference from the more common Humanoid races (Humans, Elves, Orcs, ect...). That said, there is nothing about our design that forbids or makes it difficult to integrate into any homebrew or published setting with our material. Layna can simply be run as a separate continent added to any preexisting world. As well, while they have the realms have own internal problem discussed in detail in this book, a GM could easily combine "Foreign" races or smaller tribal societies of their favorite Humanoids into the storyline. Non-Humanoid "monsters" can be just as plentiful and diverse as the GM desires.

2. Are the races of Anthro-Adventures balanced to use outside the Seven Realms?

Ans- Yes, but with caution advised. Each race in this book is considered an "advanced" build (Around 15 pts on a race builder scale). However, many of their abilities are completely unique to our material and as such were difficult to assign a point value to them. As well, in playtesting we found the most difficult abilities to work with for balance were also the ones that truly defined a Hybrid (flight for the Avians, scent for the Canines, improved senses/movement in general). As these abilities are central to the overall essence of a Hybrid, we left them in. However, please note that at early levels you need to plan around them. For example, a single Avian archer can solo any encounter where the target lacks a ranged option that can reach him. Likewise, an encounter with an invisible attacker is nullified by any Canine race if they can smell him. If you keep these type of abilities in mind as you build the campaign, you should have no problems.

3. Is there a way to give feedback/report play problems/ask rules questions?

Ans- Yes. Currently from February 15th until April 1, 2017 Anthro-Adventures is in an official open Beta test. People can test it out and report their findings back to the team at Happygnomepublishing@yahoo.com or on our designers Facebook page at https://www.facebook.com/authorT.J.Lantz/. Following the Beta we will finalize the rules for the physical book order, however we will maintain an Errata/FAQ as a living document with consistent updates.

4. Where can we find other Anthro-Adventures material?

Ans- Adventure paths, novels, and our artwork coloring book are all available at DriveThruRPG.com







OVERVIEW

Well-protected in their treetop villages, the winged races of Aviana work relentlessly to maintain a private, isolated, and independent society. They wish nothing more than to be free of the corruption of the power hungry masses that they refer to as "walkers". The term walker refers to any creature without the ability to fly naturally, and is used as an insult to their many enemies.

While they are naturally leery of outsiders, the Avians have not always been so viciously isolationist. It was a long series of wars with Rodentia and the Feline Federation that cost them large chunks of their land and sent them retreating into the wild forests of the island chain off the western coast of Layna. This defeat crafted long-lasting grudges, especially among the Owl-kin, a race known for their impeccable memory and never-ending desire for revenge. Since those wars the Avians have vowed to one day retake their ancestral homes and punish the races that forced them from their territory.

Though the Avians maintain their isolationist ideology today, they have developed several economic and social systems to that allow them to thrive without outside intervention. The key system is known as the "means of production", a term that refers to the fact that each Avian village is assigned the type of goods they are to produce and given a quota for how much is needed. This allows villages to master a single trade, or small market, while ensuring that there will always be a need for their products and an influx of important goods from other villages.

Currency is virtually never used in Aviana, though bartering still occurs, particularly when the means of production doesn't work as efficiently as intended. Of particular value are the curiosities of the walkers cultural trinkets that give insight into their many mysterious enemies. These items are valued by both academics looking to study them, and simple collectors.

In addition to being known for their isolationist policies and unique economic system, Avians produce two things that the other realms of Layna covet: their woodworked goods (particularly art and furniture) and their music (courtesy of the Swan-kin minstrels). It's not uncommon for merchants and smugglers to go to great length to get access to these valuable commodities by sneaking past Aviana's renowned border patrol, known as the Sky Guard. A walker entering Avian territory without a written invitation from a village elder, is subject to death without trial.

MEMBER RACES

The major races that dominate the political and social aspects of the realm of Aviana are the Owl-kin, Raptor-kin, and Swan-kin.

MAJOR CITIES

The largest cities of Aviana, known as clusters, are Nestegg, Perch, Hoole, Flowersong, and Plume. Aviana does not have a single capital, and government business is conducted in a different cluster each year.

AVIAN SOCIETY

An Avian cluster is actually a huge chain of small villages built directly into the tree canopy. These smaller villages are a defensive measure—the Avians have no central infrastructure that an invading army could use air power to attack. Instead, each small village is a tiny part of a greater whole, specializing in one aspect of the production needed to maintain society—arms, food, clothing, shelter, ect... with multiple redundancies. This is known as the village's "means of production". It is this system of redundant specialization that allows the Avians to maintain a well-controlled and self-sufficient economy that produces exactly what they need without major excess or shortages.

Each village has a single elder, chosen for life by the villagers, that oversees their community. These elders make up the Flock of the Wise, a ruling council that meets once a year and organizes the ways in which each village can appropriately support their cluster and the larger community of Aviana as a whole.

Aviana doesn't tend to have wealthy merchants or be a particularly prosperous country economically, however they are known for their high level of independence. They do not rely on any other realms for trade goods, which protects them in times of scarcity and war. Instead, they make due with what they can create, and have invented dozens of unique techniques for using wood and foliage in clothing, housing, and weapons.

Though they lack a centralized city infrastructure, or a powerful government, Aviana is remarkably unified. Each of the races see themselves, and all creatures that can fly, as children of Welkin, Lord of the Sky, a powerful deity who rules all above the ground and protects his chosen with staunch dedication. Most citizens of Aviana are happy to put the needs to all Avian creatures above their own, whether through military service in the Sky Guard, or dutifully performing the means of production for their village regardless of their own desire for a vocation.

GEOGRAPHY/CLIMATE

Located off the south-western coast of Layna, the realm of Aviana consists of a series of densely forested islands dotted among the peaceful blue waters of the Narrow Beak Sea. In Aviana, there is virtually no development on the ground, leaving it almost impossible traverse it by land. Instead the infrastructure lies hundreds of feet off the ground in the canopy layer, where hundreds of small wood-built villages house their society.

While Aviana's architectural layout is great for defense, it makes incoming trade with outside realms nearly impossible and leaves the Avians quite vulnerable to natural disasters such as hurricanes and tidal waves. While the trade issues don't necessarily harm the Avian's way of life, as they make whatever they need to survive, the vulnerability to disaster has proved quite problematic. In the past fifty years alone, Aviana has lost two entire village clusters, which are known in Aviana not as a city, but as a "clutch". Not only does this ripple through their entire economy, causing scarcity for everyone, but because Aviana has no diplomatic allies, there in no aid that comes in in these dire times. This often leaves thousands of citizens to starve.

The majority of Aviana is a tropical climate—hot and rainy the majority of the year. This allows for great variety in flora and agriculture, giving the Avian's valuable commodities for the little trading that they do engage in with other realms. This also comes as a problem for Aviana, as the demand for certain items, particularly spices, greatly outpaces the small amount they export. This has led to the creation of "Spicehunters"—adventurers who make a living sneaking into Avianna and smuggling out her unique and valuable trade goods. Spice-hunters, if caught by the Sky-Guard, are killed on site, without a trial. As virtually all foreigners are considered spice-hunters, it is almost unheard of to find a non-avian in Aviana.

LAW

Realm law in Aviana is created by the Flock of the Wise, a council made up of elders from each village in Aviana's five major clusters. These elders come together once a year to make policy changes, confirm new recruits to the Sky-Guard, and decide on changes to the Means of Production. When not meeting as a member of the Flock of the Wise, the village elder is in charge of hearing criminal and civil disputes and ruling based on what they consider the best option for their village. There are no written laws in Aviana, and each village can have vastly different rules, regulations, and punishments.

Despite the lack of uniformity, Aviana has very low crime rates throughout their realm, as harming another of "Welkin's chosen" is generally looked down upon by society as a whole. In the very rare event that an outsider enters Aviana, they are afforded no rights by the law in any village, and are always subject to the discretion of the elder. There is a ancient story about an elder from a village in the cluster of Plume who had a Roo-kin monk executed for sneezing during a performance of his favorite play. Many citizens complained that he went too easy on the "Walker".

MILITARY

The Avian military is known as the Sky-Guard. It is a volunteer force, yet because so many citizens sign up they are able to accept only the strongest, fastest, and smartest into their ranks. It is considered a great honor to join into the Sky Guard, one that is celebrated throughout the volunteer's entire village.

The majority of the Sky Guard consists of a quick moving, light infantry forces. As winged soldiers, the races of Avian can fly almost as fast as most cavalry can run and their ability to retreat into the clouds leads to devastating hit and run attacks. As well, Avian archers, able to use the precision granted by their keen eyesight and the added power caused by gravity, are able to pummel through the opposition's armor from unassailable positions in the sky. Other realms have attempted to use air based forces, but only Rodentia, with their steam powered airships, have been able to produce a viable threat to Aviana's air superiority.

In addition to their basic infantry force, the Sky Guard has several elite units within its ranks. The first is the Sky Knights, a team of deep striking commandos tasked with disrupting behind enemy lines. Sky Knights are drawn from the ranks of regular Sky Guard soldiers who have somehow distinguished themselves in combat with a great heroic act. Every Sky Knight is battle hardened veteran, and their list of victories reads like an epic tale of dominance.

The second elite unit is the Blitz-Wing Brigade, a druidic order focused on being able to rapidly respond to threats anywhere across the realm. While most Blitz-wing druids are Owl-kin, all the races of Aviana are permitted to join, however being accepted into their secretive organization is extremely rare. Once chosen its members forgo learning the usual versatility of the druid—the ability to take the shapes of a variety of animals-and instead focuses solely on the form of their own animal kindred, birds. The main benefit of this is the unparalleled speed that they can respond to a military incursion. By placing animals fiends as sentries around Aviana's borders (and beyond), the Blitz-wing Brigade will know of and be able to respond to any outside aggression within minutes of when it occurs.

Quick, well-trained, and intensely loyal, the soldiers of the Sky-Guard have no problem surrendering their loves to protect the ideology behind their famous motto: *Aviana above all.*

ECONOMICS

The entire economic system of Aviana is focused around the assignment of a village's means of production. Instead of engaging in free trade, each village is legally assigned a good or resource that they are to produce in exchange for a consistent supply of the goods they do not make. Some villages become agrarian focusing on few, or even just a single crop, while others create clothing, weapons, or even children's toys. Every year the means of production of a village can be changed by the Council of Elders based on the needs of the realm, though the goal is to allow a village to do the same thing for generations in order to maximize efficiency and skill. The means of production declaration also sets deadlines and minimum quotas for trade within the Avian villages.

Once a village has produced the good they are required to by their means of production, a distributor will arrive. A distributors job is to collect completed products from individual villages, and deliver them to villages in need of that good. The arrival of a distributor is a day of joy and celebration. This isn't simply because new goods arrive, but also because every distributor travels with a Swan-kin trumpeter, a minstrel who brings both entertainment and letters from family and friends in other villages.

One of the key elements to keeping the Avians content with their economic structure is giving them choice. While the means of production works best when a single village can specialize for many generations, there are two ways for a citizen to opt out of their community-chosen vocation. Upon reaching adulthood every Avian is granted a Nestleave, a one year period where they may travel through Aviana (and other realms if they choose) meeting new hybrids (including walkers, as it gives a warrior insight into their enemy), experiencing new trades, and deciding what best suits them. After one year they may return to their friends and family in their home village, request to become a citizen of another village, or apply to be a soldier in the Sky-Guard.

ENTERTAINMENT

Aviana is known for having some of the most talented minstrels in the Seven Realms, particularly among the Swan-kin race. Swan-kin trumpeters are an ancient guild of musicians who take a vow to never speak, and instead communicate only via the sounds of their horn. The music of a trumpeter is so legendary that there are stories of particularly brave adventurers sneaking into Aviana, at risk of execution, just to hear a single song, as their music is considered a treasure as great as any dragon's hoard.



HOLIDAYS/CELEBRATIONS

Avian holidays are generally aligned with two things: the arrival of a distributer and great Avian military victories. Distributors bring joy and wild celebrations, as the arrival of new goods and trumpeters is a fantastic occasion. On the other wing, Avians also enjoy celebrating great military victories. Each village can be quite different in their choices of which battles to focus on, and often choose based on their village's participation. During these celebrations, Avians will hold reenactments, burn effigy's of their enemies, and engage in hunting competitions.

Sacred Text: Hoot by Carl Hiaasan

Owl-kin

SOCIETY

Owl-kin are renowned for several traits: their unparalleled wisdom, their deep connection to the natural world, and their desire to be left alone by outsiders, whom they refer collectively as "walkers".

Much of the Owl-kin fear of outsiders began even before the hybrid's arrival in Layna, when Experiment H was still in its formative years. While some of this animosity is an innate and instinctual mistrust of the unknown, the majority of it can be attributed to their chosen sacred text, Hoot. The Caretakers intended this book, a novel about a group of human teens who fight to protect a natural habitat and the owls that lived within it, to teach the Owl-kin about reverence for nature and cooperation. It did both of these things,



as the Owl-kin's connection and respect for the natural world is almost unparalleled.

However, it also convinced them that humans were out to take their land and eradicate them from existence. They quickly developed a strong mistrust of the Caretakers, and began to whisper ideas of rebellion and escape among both their kind, and those that shared their ability to fly.

Once the Owl-kin arrived in Layna, human interaction became almost non-existent, but the Owl-kin didn't drop their suspicion. Instead, they adjusted their fear and hatred and applied it to all land-walkers, other hybrids included. This belief led the Owl-kin to become secluded, isolationist, and dangerously protective of their borders. When those borders were lost in the great wars with Rodentia and the Felines, and new territory in the islands was founded, the Owlkin vowed that they would never again allow outsiders to take their land, and that one day they would rule over all of the Seven Realms.

As Owl-kin tend to have a strong, even mystical, connection to nature, especially the skies above, they often become village elders, or Arch-Zephyrs, a position granted to those who lead the Avian worship of Welkin, the Sky Lord. From these positions of power they use make sure that Aviana is as self sufficient and as strongly defended as possible.

PHYSICAL DESCRIPTION

Owl-kin tend to be anywhere from five to six feet tall, but only weigh about 70 lbs due to hollow bones that make flying easier. The have sharp talons on both their feet and hands, as well as a sharp, curved beak.

LANGUAGE

Owl-kin, like all Avian races, speak the melodic and beautiful language known as Birdsong. Unlike the other Avian races however, the Owl-kin dialect includes piercing shrieks and whistles, that give it a noticeably angrier tone.

DIET

Owl-kin are carnivores and eat meat almost exclusively. While there are villages whose Means of Production revolve around raising small rodents for culinary use, Owl-kin prefer to swoop down from their villages and hunt live prey, before spitting it's bones back to the forest floor.

RELIGION

Owl-kin worship Welkin, the Sky Lord, a powerful deity who lays claim to all that lies above the ground of Layna. While Owl-kin do not question the existence of others gods, they believe Welkin to be the strongest. It is said that the Avian races are his "chosen" hybrids, and the proof is in the gift of flight that he granted them.

The highest ranking members of the Temple of Welkin are known as Arch-Zephyrs. These religious leaders hold great respect in Aviana, running temples, administering over sacrifices and festivals, and even leading small military units. Arch-Zephyrs (and some lesser clerics and paladins) who turn from Welkin, but desire atonement for their sins, are given the opportunity to undergo a special ritual known as The Plunge. During The Plunge they have their wings clipped and are thrown from the highest tree in the forest. If Welkin reinstates their ability to fly before they hit the ground he has accepted them back into his flock. If not, their death restores their honor and dedication, reinstating their position with Welkin in the afterlife.

Welkin can take many forms, but is most often portrayed among the Avian races in his "true form", as a humongous, albino Roc, with a thousand foot wingspan and the ability to shoot lightning from his eyes. It is believed that anyone who sets eyes upon Welkin's true form will go blind from his magnificence.

ROLE IN AVIANA

Owl-kin are well-respected in Aviana for their dedication to the realm and the other avian races. Nothing is more important to an Owl than the success of their entire realm and all their kind. To achieve this Owl-kin will dutifully complete any task assigned to them by the means of production as they strongly believe that the strength of Aviana is dependent on the selfless labor of her citizens.

RELATIONS OUTSIDE AVIANA

Away from their own realm Owl-kin are rarely seen and universally despised. They are arrogant, rude, and condescending and those are some of their better traits. Though they tend to avoid leaving Aviana, when they do much time is spent complaining and insulting the Walkers they come across. There is particular animosity between Owls-kin and the races of Rodentia, as Owl-kin struggle to forget the three decades of war between the two realms. As well, currently Rodentia is the only other realm with the ability to produce airships, the one piece of military technology that Owl-kin believe pose a true threat to the safety of Aviana.

ALIGNMENT

Owl-kin put themselves and their own people above others, but will respect rules and regulations with which they come in contact. As well, they find a balance with nature to be far more important than subjective opinions regarding good and evil. The majority of Owl-kin are True Neutral or Lawful Neutral.

ADVENTURERS

Owl-kin adventurers are a rarity. They simply don't like the idea of leaving Aviana, as it means one less defender to protect the land. Those that do venture out generally do so to address threats to the Avian races, to protect the natural world from unnatural occurrences, or to increase their own skill and knowledge so that they are more valuable to the realm. Owl-kin are most often Druids and Clerics, utilizing their connection with nature and Welkin to strengthen them.

Owl-kin Racial Traits

+2 Intelligence, +2 Wisdom, -2 Charisma: Owl-kin are educated and wise, but are also grumpy and lack social grace.

Avian: Owl-kin are Humanoids with the Avian subtype.

Size: Medium: Owl-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Owl-kin have a base speed of 30 feet.

Darkvision: Owl-kin can see in the dark up to 120 feet.

Welkin's Chosen (Su): Only those selected by Welkin himself deserve to roam the skies. Owl-kin have a fly speed of 30 feet, with average maneuverability. This benefit applies only when they are wearing no armor, light armor, or medium armor, and not carrying a heavy load

Protector of the skies: Anytime an Owl-kin casts a spell with the air descriptor, they may add +1 to the DC for any saves that are required and +1 to rolls to penetrate spell resistance.

Skilled Hunter: Owl-kin get a +2 racial bonus to Perception and Stealth checks

Hollow Bones: Being graced with the ability to fly comes with a price. All Avian are born with hollow, brittle bones. They receive a -1 penalty to natural armor.

Weapon Familiarity: Owl-kin are proficient with any weapon with the word "Owl-kin" in its name.

Languages: Owl-kin begin the game knowing Common and Birdsong. Owl-kin with a high intelligence may also learn the following languages: Yipyap, Esparatu, High Cavy, Meowori

Owl-kin Favored Class Bonuses

Alchemist: Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Barbarian: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: The druid gains energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Magus: Add +1/4 to the magus's arcane pool.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Ranger: Add a +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

Owl-kin Feats

No Place like Home

Pre-req: Owl-kin

Owl-kin are very protective of their borders, and have learned to hunt invaders with precision. While within the borders of Aviana, Owl-kin gain favored terrain bonuses, as per the Ranger ability. These bonuses increase by +2 at level 8, 13, and 18.

Circular Vision

Pre-req: Owl-kin, BAB +6

An Owl-kin's ability to turn its head so drastically gives in advantages over other races, especially in combat. It gains the ability All Around Vision.

Owl-kin Spells

Explosive Pellet

School: Conjuration (Creation)[Fire]
Level: Druid 3, Sorcerer/Wizard 3, Summoner 2; Components: V,S,M (pellet)
Range: Close (25 ft. + 5 ft./2 levels) ; Casting Time: 1 Standard Action
Target: One enemy +10 foot radius blast Duration: Instantaneous

Save: reflex half Spell Resistance no

The Owl-kin coughs up the bones and fur of its previous meals, imbues it with explosive magic, and throws it at their enemy. If the Owl-kin succeeds on a ranged tough attack the target takes 1d4/level bludgeoning damage (Max 10d4). Everyone within a 10 foot radius of the target (including the target) takes 1d6/2 levels fire damage (Max 10d6). Fire damage occurs even if the ranged touch attack misses, but always allows anyone effected a Reflex save for half damage.

Moonlight Grace

School: Conjuration (Healing)

Level: Druid 6, Cleric 6 Components: V,S,DF Range: close (25 ft. + 5 ft./2 levels)

Casting Time: 1 standard action Target: one willing ally

Duration: 1 hour/level Save: will (harmless) Spell Resistance: no

The caster grants the power of the moonlight to the target causing it to heal 1d8+1 damage per hour. In addition, the target recovers all ability scores lowered by damage or drain at a rate of 1 point per hour. At the end of the duration of the spell the target makes saves against every ongoing disease, curse, poison, or enchantment with which he is afflicted, with a +4 bonus on the save. This spell works at half strength during the day: 1d4+1 damage per hour, 1 ability score point per two hours and a +2 bonus on the save.

Owl-kin Equipment

Armor of Welkin's Chosen

Crafted by Raptor-kin armor-smiths and enhanced by Owl-kin druids this +1 full-plate is made entirely of wood. It combines pieces of permanent Ironwood created through a secret process by the Owl-kin druidic order known as the Blitzwing Brigade with layers of darkwood. This process creates a lightweight suit of full-plate that's as strong and durable as steel and allows the wearer a greater range of movement and the ability to fly as if he were only wearing medium armor. Armor of Welkin's Chosen is worn by the highest ranking members of the Sky-Guard and is a sign of rank and prestige. This item is considered exotic for all creatures without the subtype Avian.

Cost: 12000 gp. Armor Bonus: +9 Max Dex: +3 Weight: 25lbs

Armor check penalty: 4 Arcane Spell Failure: 25% Movement: No change to creature's base speed

Swan-kin

Sacred Text: The Trumpet of the Swan by E.B. White

SOCIETY

Swan-kin are dutiful members of Aviana, happily agreeing to work within whatever industry the means of production demands from them. Unlike the other Avian races, Swan-kin do tend to have significant interests outside of labor and warfare. They particularly enjoy music, singing, stories, and general merrymaking. They are a happy, affectionate people who are their best when celebrating life, love, and liberty.

Swan-kin who choose to leave their home village rarely join the Sky-Guard, instead gravitating toward positions that allow them to travel through Aviana and perform their talents for the rest of the realm's citizens. This leads many of them to fulfill the positions of distributor and trumpeter. A distributor is a highly respected worker who travels from village to village picking up whatever goods that those citizens have produced, and delivering it to the other villages in need.

Distributors are extremely important for a variety of reasons. First it is there responsibility to ensure that goods have been fairy and equally divided, though they must temper that with ensuring that each village has enough supplies to survive and prosper. This can be extremely difficult to accomplish, especially in times of scarcity.

Trumpeters travel with distributors, delivering important news and personal messages from village to village. For young Avians who chose to leave their childhood village after their Nestleave, this is the only way to keep in contact with old family and friends.

As well, trumpeters entertain the villagers as they travel, adding music and revelry to the celebration that accompanies a distributor's arrival. Trumpeters are named so not just for their heralding of news, but also for their preferred musical instrument, the trumpet. This dedication stems from their sacred text "The Trumpet of the Swan" in which a mute swan learns to play a horn in order to communicate with others.

While the jobs of a distributor and trumpeter are both very important, they also comes with great perks. Distributors and trumpeters are treated with great respect wherever their work takes them, and their arrival is celebrated everywhere they go. Feasts are held in their honor, comfortable accommodations are always provided, and the Swan-kin are given a platform and audience to perform their music for, a perk that means more to them than any comforts.

Swan-kin don't harbor nearly as much mistrust of walkers as the other Avians, and are the most likely

race to leave and travel to the mainland of Layna. As such they are tend to fill the few spots needed for traveling merchants, procuring the commodities that

Aviana needs, but can't produce herself (gems, exotic spices, ect...).

Though dedicated to the welfare of Aviana, unlike the other Avian races the Swan-kin don't all desire war with the walkers or closing off their borders from visitors. They believe that the past is behind them, and that they best way to proceed is through peace and diplomacy that can lead to cooperation and sharing between Aviana and the other realms.

Despite their progressive viewpoints, Swan-kin rarely hold positions of power among the Flock of the Wise, as their desire for peace and cooperation is considered to just be a part of their whimsical charm and not to be taken seriously.

PHYSICAL DESCRIPTION

The largest of the Avian races, the Swan-kin can reach heights of 5 feet tall and 120lbs. They are generally white, with smoke colored accent feathers, but rarely a completely black-colored swan is born, a sign of future prosperity and luck for the village he or she is born to.

LANGUAGE

Swan-kin speak a soft and beautiful language known as Birdsong. It's a deeply melodic and harmonized language, perfect for song and poetry. Birdsong, particularly the Swan-kin's particular dialect is multitonal, meaning that the same word can mean completely different things depending on how high or low a sound is used to express it. While creating a delightful language to listen to, it can cause problems in understanding for hybrids without good hearing.

DIET

Swan-kin are omnivores and enjoy a mixed diet of vegetation (they prefer aquatic plants), fish, and insects. Many Swan-kin villages will build small fishing shacks on the surface below their homes and will go fishing in their spare time as both a hobby and a way to vary their diet.

RELIGION

Like the rest of the Avians, Swan-kin worship Welkin the Sky Lord as their chief deity, however they have a special affinity toward two lesser gods, the Cob and the Pen.

The Cob is mute (the reason trumpeters take such a vow) and communicates only through his magical trumpet, bringing both song and wisdom to the world. He represents the talent within all the Swan-kin, and their ability to use that talent to make life a little bit better for all Avians.

The Pen is the goddess of family and protection. She represents the Swan-kin duty to each other and the joy . Many of the Swan-kin songs are about the Cob and the Pen's love and dedication to each other.

ROLE IN AVIANA

Swan-kin are adored in Aviana, as they are the majority of the distributors and trumpeters. When a Swan-kin arrives it means not only has the village received new supplies, but that messages from distant friends and family may be there, or that the community may get to hear a new song played by the talented visitor. The day a Swan-kin distributor arrives, is a one that is celebrated throughout the village.

RELATIONS OUTSIDE AVIANA

Swan-kin are the most likely race to leave Aviana's borders and explore the rest of the Seven Realms. They don't harbor the same resentment toward walkers that their Owl-kin and Raptor-kin do, and they tend to enjoy meeting citizens of other lands and learning their culture, and especially their music. While Aviana has no official ambassadors, some Swan-kin have chosen to permanently live in other realms in order to help foster relations between the Avians and the other hybrids.

ALIGNMENT

Swan-kin like structure and order, perhaps because of their inclination toward music. As well, they have strong moral codes learned through being raised singing heroic ballads. These factors lead many Swan-kin to a lawfulgood lifestyle, however much variety exists among their culture.

ADVENTURERS

Swan-kin are constantly looking for a new adventure, a new story to tell or song to sing, or a new person to meet. Though duty obligates them to spend much of their life in Aviana, each Swankin is encouraged to take a "Migration" in which they travel throughout the Seven Realms learning as much as they can before returning to Aviana to live the rest of their life. Migrations last anywhere from one to seven years, and sometimes the Swan-kin chooses not to return at all. During this time, Swan-kin look to improve their skills and engage in great adventures often following the path of the Bard or Rogue.



Swan-kin Racial Traits

+2 Dexterity, +2 Charisma, -2 Wisdom: Swan-kin are graceful and friendly, but tend to lack wisdom.

Avian: Swan-kin are Humanoids with the Avian subtype.

Size, Medium: Swan-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Swan-kin have a base speed of 20 feet.

Welkin's Chosen (Su): Only those selected by Welkin himself deserve to roam the skies. Swan-kin have a fly speed of 30 feet, with average maneuverability. This benefit applies only when they are wearing no armor, light armor, or medium armor, and not carrying a heavy load

Glide: Swan-kin have a swim speed of 20 feet, but only on top of water.

Keen Senses: Swan-kin have excellent hearing and vision, and receive a +2 to Perception checks.

Hollow Bones: The ability to fly means that Swan-kin are born with hollow, brittle bones. They receive a -1 penalty to Natural armor.

Natural Performer: Swan-kin love all types of artistic performance—theatre, music, dance, singing—and have a natural knack for them. A swan receives a +2 bonus to **Perform** checks.

Weapon Familiarity: Swan-kin are proficient with any weapon with the word "Swan-kin" in its name.

Languages: Swan-kin begin the game knowing Common and Birdsong. Swan-kin with a high Intelligence may also learn the following languages: Yipyap, Esparatu, High Cavy, Meowori

Swan-kin Favored Class Bonuses

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Add a +1/4 luck bonus on the saving throws of the druid's animal companion.

Fighter: Add +1 to the fighter's CMD when resisting a trip or grapple attempt.

Inquisitor: Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Rogue: Add a +1/2 bonus on **Disable Device** checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.

Swan-kin Feats

Vow of the Mute

Pre-req: Swan-kin

There is a sect of Swan-kin who believe that if they remain silent throughout life, they will be rewarded with great power. A Swan-kin who takes this feat swears to not communicate via speech (though other ways such as writing or instrument are allowed). In exchange the Swan-kin receives the **Silent Spell** feat. As well, any spell a Swan-kin modifies using the **Silent Spell** feat has its DC increased by +2. If a Swan-kin chooses to use verbal language, he loses the benefits of **Vow of the Mute** for 24 hours.

Black Swan

Pre-req: Swan-kin, Must be taken at 1st level.

It is a rare and joyous occasion when a black Swan-kin is born. Loved by the Avian races as a sign of prosperity, as long as his black feathers are visible all allies within ten feet of the Swan-kin receive a +1 morale bonus to attack rolls and saving throws.

Charming Beauty:

Pre-req: Swan-kin, Charisma 13

Swan-kin are known for both their physical beauty and their deep understanding of love and courtship. A Swan-kin gains a +2 racial bonus when using **Bluff** or **Diplomacy** on a character that is (or could be) physically attracted to them, and a +2 racial bonus to the save DC of any language-dependent spell you cast on such characters or creatures.



Swan Song

School: Conjuration (Healing)
Level: Bard 5, Cleric 5 Components: V, S, DF
Range: 50 foot radius aura, centered on the caster;
Casting Time: 1 standard action

Target: Allies within a 50 ft. radius Duration: one round/level

Save: None; Spell Resistance None

The Swan sings, letting the beauty of his voice invigorate his allies. This grants effected targets Fast Healing 5 for the duration of the spell. A Swan must be able to sing and the target must be able to hear him in order to benefit from this spell. A bard may weave this song into his bardic performance, allowing it to last as long as the performance does.

Swan-kin Equipment

Trumpeter's Horn:

Treasures among the Swans this Masterwork Trumpet grants a +2 to any perform checks made that incorporate its sound. Also, 3/day the Swan may blow the horn with all his might, causing 5d6 damage to all non-Swan-kin creatures in a 30 foot radius. Affected creatures may make a DC 15 Fortitude save for half damage. **Cost:** 5000 gp

Raptor-kin

Sacred Text: My Side of the Mountain, Jean Craighead George

SOCIETY

Nimble and intelligent, Raptor-kin are respected members of Aviana, showing great skill as both craftsmen and soldiers.

Raptor-kin communities are known for their ability to manufacture a plethora of handcrafted goods, particularly those made from wood products. This can be attributed to their nimble talons, keen eyesight, and incredible patience. Raptor-kin woodworkers are known as the best in the Seven Realms and despite the fact that they don't openly



trade with outside realms, wealthy hybrids from around Layna will seek to get their hands on goods

created by their master carpenters. Some Cat-kin nobles have even been known to attack Aviana with the express purpose of capturing craftsmen as prisoners, further adding to the volatility between the two realms.

Much of the Raptor-kin's skill can be attributed to their sacred text, "My Side of the Mountain", a book about a falcon who must consistently improve his

> skills in order to survive in nature. The Raptor-kin took this to heart, diligently practicing and honing their natural abilities throughout life in search of perfection. A Raptor-kin who stops trying to improve their own abilities, is one who has given up on life.

In addition, their text pushed many more instinctive behaviors such as being a strong hunter, knowing and protecting your own territory, and trusting those you considered companions.

Raptor-kin have followed the ideology of their text closely, pushing themselves from an early age to learn new skills, and perfect the ones they already had. Through this self improvement, Raptorkin manage to be both highly independent and yet still remain fiercely loyal to their kin in Aviana.

These ideas, particularly the concept that Aviana is their territory, is the reason Raptor-kin support their realm's push for isolation, and that so many of them volunteer to join the Sky-Guard. They believe that it is their sacred duty to protect their land at all costs, and most would gladly give up their own life rather than abandon their homes again.

PHYSICAL DESCRIPTION

One of the smallest of the Avian races, Raptor-kin rarely top 3 feet tall. They have long winged arms, with speckled brown and white feathers. On both their feet and hands they have sharp talons able to tear enemies into shreds, while their hooked beak can be just as deadly.

RACIAL LANGUAGE

Raptor-kin technically speak Birdsong, few Raptorkin will engage in long conversations in this ancient tongue. They prefer to remain silent, listening and learning.

<u>DIET</u>

Raptor-kin are true carnivores and will eat only meat. They prefer to consume mostly small rodents and fish. Though they can eat their food raw, many Raptor-kin find experimenting with new ways of cooking their foods to be an enjoyable hobby.

RELIGION

Dedicated to Welkin, the Sky Lord, Raptor-kin tend to worship his warrior aspects, training to fight with his favored weapon, the Hal-bird. Raptor-kin warriors believe that if they die defending Aviana than they are entitled to a position of honor in Welkin's spirit army for the entirety of time. Due to this belief, many Raptor-kin will fight with such aggression that they can harm the Sky-Guard's battle plans by being out of position and overextended.

ROLE IN AVIANA

Raptor-kin are well-regarded in Aviana as fine wood craftsman, and intense warriors. Despite this though, they rarely are looked upon for leadership roles, even in Raptor-kin dominated communities, as Owl-kin tend to take these positions simply out of a long standing stereotype that they are wiser and better decision makers. Raptor-kin have, however, commonly been military leaders in the Sky-Guard and many have risen to legendary status.

RELATIONS OUTSIDE AVIANA

Raptor-kin do not enjoy leaving their own territory, and so coming into contact with other races is a rare occurrence. They don't harbor hatred for outsiders as strong as Owl-kin, and as such are not as disliked among the other realms.

ALIGNMENT

Raptor-kin enjoy daily regimented activity and strict social and legal structure. They believe good and evil to be secondary concepts to survival, leading most of them to a Lawful Neutral lifestyle.

ADVENTURERS

Raptor-kin do not leave their territory without a strong reason, but will do so if they believe a greater benefit for Aviana will come from it. Raptor-kin, as skilled and dedicated hunters and warriors, tend to study martial classes such as Fighter, Warpriest, and Ranger.

Raptor-kin Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom: Raptor-kin are quick and smart, but sometime act with impulsiveness and without regard for consequences.

Avian: Raptor-kin are Humanoids with the Avian subtype.

Size, Small: Raptor-kin are small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Speed: Raptor-kin have a movement speed of 20 feet.

Welkin's Chosen (Su): Only those selected by Welkin himself deserve to roam the skies. Raptor-kin have a fly speed of 30 feet with average maneuverability. This benefit applies only when they are wearing no armor, light armor, or medium armor, and not carrying a heavy load

Enhanced Low-light Vision: Raptor-kin can see four-times as far as Humans in areas of dim light.

Keen Eyesight: Raptor-kin receive a +4 to perception checks that rely on sight.

Wood Worker: Raptor-kin receive a +2 to **Craft: Carpentry**. He may also take a +2 to **Craft: Armor/Weapons** provided the piece he is making consists primarily of wood.

Nimble talons: Raptor-kin have impressive hand-eye coordination, and amazingly quick movements. They receive the feat **Deft Hands.**

Weapon Familiarity: Raptor-kin may treat the Hal-bird and any weapon with the word "Raptor-kin" in its name as a martial weapon.

Languages: Raptor-kin begin play knowing Common and Birdsong. A Raptor-kin with a high intelligence scores may also know the following languages: Yipyap, Esparatu, High Cavy, and Meowori.

Raptor-kin Favored Class Bonuses

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Magus: The magus gains 1/6 of a new magus arcana.

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

Rogue: The rogue gains +1/6 of a new rogue talent.

Witch: Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.

Wizard: Select one item creation feat known by the wizard. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Raptor-kin Feats

War-screech

Pre-req: Raptor-kin

As they swoop down from the clouds to attack their enemies, Raptor-kin let out a deafening cry that can send a wave of fear through their enemies. Raptor-kin with this feat gain a +2 bonus on intimidate checks to demoralize enemies. This bonus increases to +4 during a surprise round, or when a creature is otherwise unaware the Raptor-kin's presence.

Battle Crafter

Pre-Req: Raptor-kin

Raptor-kin craftsman are known for their ability to repair and repurpose wooden arms in the heat of battle. A Raptor-kin may reduce the time needed to craft wooden weapons or armor by 50%.

Dive:

Pre-req: Raptor-kin, BAB +5

A Raptor-kin can charge from high above his enemies with great intensity. A Raptor-kin may triple his movement speed when charging from above an enemy. For every thirty feet he travels add +1 to the attack and damage of the charge attack. This bonus only applies to the first attack made as part of a charge, and replaces the usual +2 charge bonus to attack. At least half the movement during this attack must be down for the bonuses to take place.

Talons:

Pre-req: Raptor-kin, Must take at first level

Some Raptor-kin have stronger and more pronounced talons than others, and can use them to make vicious attacks. Talons are found on a Raptor-kin's feet, and provide two claw attacks. These attacks are primary natural attacks and deal 1d4 damage (small). A Raptor-kin may not use Talons if they are wearing an item on their feet.

Raptor-kin Spells

Speed of the Flock

School: Transmutation

Level: Cleric 3 Components: V, S, DF

Range: 50 foot radius burst, centered on the caster;

Casting Time: 1 swift action Target: Allies within a 50 ft. radius Duration: one round

Save: None; Spell Resistance None

The Raptor-kin requests Welkin's assistance in orchestrating a quick strike, granting all allies within 50 feet a 30 foot enhancement bonus to all methods of movement.

Raptor-kin Equipment

Hal-bird:

The Hal-bird is a sacred weapon among the Raptor-kin, believed to be designed by Welkin himself. This small-sized, light-weight weapon, crafted by skilled Raptor-kin weapon-smiths from blitzwing ironwood, is perfect for quick alpha strikes by the flying warriors of Aviana. The Hal-bird is a four feet long spear with an attached axe head and pick. It is very similar to the halberd, but due to lighter weight and it can be used in one hand without penalty. When wielded by a Raptor-kin, it may have the weapon finesse feat applied to its use.

Weapon Category: 1-handed exotic

Damage: 1d8 (small) Crit: x3 Type: P,S Special: Trip, Brace Cost: 100 gp



Canine Kingdom

OVERVIEW

Nestled among the jagged, alabaster mountains of the Morehair Cliffs and just north of the lush Redbark Forest, the castles-cities of the Canine Kingdom have never fallen to an outside invader, a fact in which the citizens take great pride. Through strict adherence to the teachings of the Big Red God, required military training for every citizen, and a strong economic system revolving around mining and craftsmanship, the Canine Kingdom stands as one of the most powerful realms in Layna. As one of few realms willing to take in refugees from non-citizen races, the Canine Kingdom has become a populous and diverse place to live. Filled with smiling, happy citizens, the streets of the Canine Kingdom ring with the sound of their community greeting: "Grow with Love".

MEMBER RACES

The major races that dominate the majority of the social and political power of the Canine Kingdom are the Dog-kin, Fox-kin, and Wolf-kin. While the Canine Kingdom also grants citizenship to members of dozens of non-canine races, none hold much sway as a group.

MAJOR CITIES

The major cities of the Canine Kingdom are Seacliff (capital), Houndsburg, Howlington, Redwood, Pawford, Sharptooth, and Vermin (Rodentian city currently under Canine control).

CANINE SOCIETY

The political, military, and religious systems of the Canine Kingdom are centered around an organization known as the Red Knights. Upon their sixteenth birthday all citizens are required to do a two year apprenticeship with the Knights where they hold the title of Squire. During this time they learn self defense, civics, theology, and career skills. The goal of requiring this service to the Kingdom is to have a wellrounded, educated populace that is capable of defending itself from an outside invasion. During their two year stint, Squires split their time serving between the four houses of the Red Knights: Law, Piety, Arms, and Knowledge. Each of these branches has specific areas of governing that they oversee. The leaders of each house of the Knights holds a position on the ruling Council. The Council is led by the Queen-the head of the House of Piety-as her connection to the Big Red God is regarded as the strongest of all Canines.

- The House of Law consists of the city watch, the court system, and the Council of Legislatures.
 They make the laws of society, enforce them, and dole out punishments for those deemed criminals.
- The House of Piety oversees the worship of the Canine deity The Big Red God. This includes maintaining temples, initiating missionary expeditions, preaching, and caring for the poor, sick, orphans, and refugees.
- The House of Arms maintains the city militias and exterior defenses, patrols the border, and protects traveling convoys such as trade caravans and missionary expeditions. In times of war the majority of the Canine forces comes from the House of Arms.
- The House of Knowledge oversees education, trade, and diplomacy for the Kingdom, but also maintains more covert systems such as arcane research, espionage, and the production of magical arms and armaments. This house also boasts the organization known as A.A.R.F (Arcane Artifact Recover Force) an elite corps of skilled operatives tasked with protecting the Seven Realms from dangerous magical items and the hybrids who would use them for nefarious purposes.

Following their apprenticeship around 25% of Canine citizens are invited to join the Red Knights as permanent members. Those that do spend their lives working up the ranks with the strongest and most powerful members of each house fulfilling important positions such as Governor, Ambassador, General, and Queen's Guard.

A Canine may only wear red clothing, the sacred color, while an active member of the Red Knights (including Squires). Anyone who breaks this rule is subject to exile.

While any house of the Guard is open to any Canine race, some naturally gravitate toward certain careers. Dog-kin, the most devout and orderly of the Canines are most likely to join the House of Piety or the House of Law. Fox-kin, known for their intellect and deviousness almost always dedicate themselves to the House of Knowledge while the aggressive and militaristic Wolf-kin gravitate toward the House of Arms. The greatest leaders of the Canine Kingdom however, have always been those who had spent time serving in multiple houses during their career.

GEOGRAPHY/CLIMATE

The Canine Kingdom has two distinct geographic regions. In the south is the Redbark Forest, a huge area of massive, densely packed trees with red-tinged bark for which it was named. Legend has it that while searching Layna for a place to settle the Canine's found the forest and believed that it was touched by the Big Red God himself, who intended it to be for them to cultivate and defend.

The Northern part of the Kingdom has a stark contrast, with jagged, rocky mountains and alabaster cliffs overlooking the raging waters of the North Sea. Though sea travel in this area is difficult because of the wild waters, the Canine's have managed to build two thriving ports— the capital city of Seacliff, and the coastal fortress of Sharptooth. These ports have proven extremely valuable to the Canines as a way to export the stone, gems and minerals that are mined from the mountains.

The Kingdom has mild summers and extremely cold winters, especially in the higher altitude parts of the realm. The winters are known for being deadly to those not used to the cold.

LAW

The Canines legal system is based on the *Seven Tenets of The Big Red God.* For something to be a crime in the Canine Kingdom, it must do two things: break one of the Tenets, and harm another hybrid in some way. Unlike most realms in the Seven Kingdoms, Canine law grants equal protection to both citizens and non-citizens wronged within the boundaries of their land.

Laws, both civil and criminal, are created by the Council of Legislatures, a twelve member board that exists in each of the Canine Kingdom's cities. Positions on a council are chosen by the head of the House of Law, known as the Law-Master, and are given to those who have shown great wisdom and loyalty to the truth during their tenure in the Red Knights. Once a law is created it is enforced by the city watch and law breakers are brought before the Grand Magister, a single judge and mediator found in each city. Punishments for law breaking are generally focused on restitution to the wronged party, and rehabilitation according to the Tenets of the Big Red God. The Canine Kingdom does not have the death penalty and their jails sentences rarely last for more than a week.

MILITARY

The Canine military is primarily overseen by the House of Arms. It relies mostly on heavy shock troopers made up of highlytrained Wolf-kin groups called Alpha packs. These elite squads are known for impenetrable phalanx formations that protect the vanguard of the Canine forces. In combat, Canines will use a variety of black powder weapons, including artillery, however they prefer simpler weapons such as hammer and crossbows, as these are the ones the populace has a greater chance with which to train.



ECONOMICS

The Canine Kingdom is Layna's main supplier of stone, coal, and precious metals, and as such is one of the wealthiest realms on the continent. Though travel to the cities of the Canine Kingdom can be treacherous through the mountain passes, merchant caravans are always arriving in search of these coveted items. Most often imported are grains and livestock from the Ruminant Republic, as much of the Kingdom has poor soil, and Canines are very hesitant to cut down any trees in the Redbark forest to clear more land.

In the Kingdom there is no personal ownership of land. Instead, the Queen owns all property and leases it to the wealthier members of the kingdom, who can than use that land as they see fit (crops, businesses, homes. Ect...). As the Kingdom uses this land leasing system as their basis for income, there is no taxation at all on the individual citizens of the kingdom, or on the trade performed by visiting merchants. This is another reason that the Kingdom is a popular destination for foreign traders, despite the difficulty that their terrain can cause.

ENTERTAINMENT

With a large amount of visiting merchants and a generous populace, street artistry is a large part of life in the kingdom. On any given morning a stroll down the street will provide a person with beautiful songs, mesmerizing magic tricks, and moving dramatic performances from all corners of Layna. As well, each of the cities of the Canine Kingdom has a stadium where teams compete in pawsball, a game of skill in which each team tries to kick a ball in the other team's goal.

HOLIDAYS/CELEBRATIONS

Canines enjoy a reason to celebrate life, and have a scheduled day of rest once a week in which all businesses are encouraged to close shop in order to attend temple services and do good deeds for other members of the community. In addition, Canines, in remembrance of the tales of their sacred text, celebrate many major holidays including:

• **Stickmess**, in which sticks are given to the pups and then shredded under a dead tree. This celebrates an ancient custom of their ancestral kindred.

- **Howloween**, in which everyone dresses up in costume and joins friends and neighbors in search of treats and in jovial moon howling.
- Fear of Jeweli: Once a year loud explosions are set off in the sky. Each explosion is brightly colored, like a jewel. This holiday has two functions. First it celebrates the importance of precious jewels to the Kingdom economy and secondly it helps expose the citizens to the sounds of war, so that they would be prepared in case of a siege. It is most Canine's least favorite holiday.



Dog-kin

Sacred Text: Clifford the Big Red Dog, Norman Bridwell

SOCIETY

Dog-kin are the dominant race politically and theologically within the Canine Kingdom. They hold most of the highest government positions, and though its not an official law, the queen has always been a Dog-kin. Though in many societies this type of control and power might lead to corruption, Dog-kin have managed to maintain a system based on respect and justice for all hybrids. The reason for this may stem from the sacred text read to them by the Caretakers: "Clifford the Big Red Dog". This series of books was designed to teach the Dog-kin that morality, respect, and love are the most important traits a hybrid can have. It worked better than the Caretakers could have hoped, as Dog-kin embedded these ideas so deeply into their society than when Layna was formed and they were forced to continue their societal development without interference, the concept of Clifford became the basis for their religion and government, a theocracy dedicated to the Big Red God. Though they have long since forgotten the name "Clifford" due to an ancient belief that speaking the Big Red God's proper name was sacrilege, his teachings are deeply engrained in every aspect of their daily lives.

Dog-kin are a jovial and friendly race, and intensely loyal to the important things in life: family, home, religion, and their favorite pawsball team. They will fight bitterly to defend these things in life if formed to, but would generally prefer diplomatic solutions to their problems.

Throughout Layna Dog-kin are known for their master artisanship, especially with precious metals and rare gems mined from the Morehair Cliffs. As well, Dog-kin have developed a reputation as fair merchants, and creatures will come from all over Layna to barter in the market square of a Canine city.

Part of this open, welcoming nature has come from a desire not to leave their own land. Dog-kin generally prefer to stay within the confines of the Canine Kingdom, where they believe the Redbark Forest, a land of red-tinted trees that have been touched by the Big Red God himself, provides divine protection.

PHYSICAL DESCRIPTION

Dog-kin are one of the most varied races in Layna, with traits from any of their three dozen original breeds popping up randomly. On average they are about 5 and a half feet tall, and weigh around 200lbs, with the female members being just a bit smaller. Almost all Dog-kin have tails and sharp front teeth known respectively as canines.

RACIAL LANGUAGE

The Dog-kin's racial speech is called Yipyap, a tonal language in which the pitch of the word can indicate its meaning. Generally, the higher the pitch the less happy the speaker. Because of the widely varied population in the Canine Kingdom, Yipyap is rarely spoken, as most activities are completed in common.

DIET

Dog-kin are omnivores and enjoy one of the most widely varied diets in the Seven Realms. They eat meat from domesticated livestock, particular goat and sheep that live in the northern highlands. As well, they have long standing trade agreements for grains and vegetables with the Cat-kin and the Ruminant Republic. Finally, they reap the bounty of the Redwood Forest in the terms of fruits, nuts, and berries.

RELIGION

As part of the accords that formed the Canine Kingdom, it is required that all citizens swear an oath of fealty to the *Seven Tenets of the Big Red God*. These tenets lay out a guide for living according to the will of the Canine deity. It is important to note that this oath does not require worship or belief in the Big Red God (B.R.G.), merely an adherence to the societal rules based on his teachings.

While Dog-kin will never actively persecute a member's of another religion or belief system, they will fervently debate the merits of the Big Red God over all other deities. Preaching to the uninformed about the Seven Tenets, and the way of the B.R.G. is one of the most important duties a Dog-kin has.

The Seven Tenets are not simply a guide for behavior, but also help form the backbone for the entire Canine legal system.

Seven Tenets of the Big Red God:

- 1. Thou Shall treat others with respect, honor, and mercy, even in conflict.
- 2. Thou shall never bite the hand that feeds them.
- 3. Thou shall work hard to provide for family, community, and those in need.
- 4. Thou shall keep clean, whether they like to or not.
- 5. Thou shall exercise daily.
- 6. Though shall protect his home and his kin above all else.
- Thou shall respect the Queen and her representatives, and give her complete loyalty.

ADVENTURERS

Dog-kin rarely venture outside their huge, stone walls, but if they do it's often to spread the word of the Big Red God, or to act in a way to protect the Kingdom. Most Dog-kin tend to make use of their required military training and religious fervor and become paladins or front line clerics.

ROLE IN THE CANINE KINGDOM

Dog-kin are widely respected as a benevolent and just race, and while they tend to inhabit most positions of power in the Canine Kingdom, opportunities are open to all citizens for advancement, limiting any internal conflict. The only position this doesn't apply to is queen, which is traditionally chosen by the house of Piety from the ranks of the Dog-kin, always female, and is usually a child of the previous queen.

RELATIONS OUTSIDE THE CANINE KINGDOM

Known as stout warriors, fair traders, and friendly folk, Dog-kin have few natural enemies in Layna. Their biggest conflicts come with the Bullies of The Herptile Hegemony, who find their impenetrable cities a challenge to sack, and their military trained citizens to be honorable combatants.

As well, the Dog-kin have come in conflict with several races over the Redwood forest, an area they consider sacred and chosen for them by the Big Red God. In particular this leads to problems with the Ruminant Republic and their logging companies.

ALIGNMENT

Dog-kin are almost always Lawful Good. The Tenets of the Big Red God allow for nothing else.



Dog-kin Racial Traits

+2 Constitution, +2 Charisma, -2 Intelligence: Dog-kin are hardy and likeable, but tend to shun intellectual pursuits as their faith in the Big Red God teaches them all that they need to know.

Canine: Dog-kin are Humanoids with the Canine subtype.

Size, Medium: Dog-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Dog-kin have a base speed of 30 feet.

Low-Light Vision: Dog-kin can see twice as far as Humans in conditions of dim light.

Scent: Dog-kin gain the scent ability.

Eternal Hope: Dog-kin gain a +2 racial bonus on saving throws against fear and despair effects.

Pius Study: As children all Dog-kin study the teachings of the Big Red God, and the mistaken beliefs of the other races. Dog-kin receive +2 to **Knowledge: Religion** checks.

Guard Dog: Dog-kin are dedicated to the people they serve and protect. Once per day a Dog-kin may cast **Shield Other** as a spell-like ability.

Ancient Mentors: There is a legend that when the Canines settled the Cliffs of Morehair, there was a colony of short, bearded creatures already mining the immense resources. Instead of fighting for the land, the Dog-kin decided to make friends with the miners, and offered their labor in exchange for learning the miner's skills. Though they are long gone, the influence of this ancient culture remains strong among the Dog-kin. Dog-kin may treat any weapon with the word Dwarven in the name as a martial weapon. Merely replace "Dwarven" with "Dog-kin" when referring to it.

Languages: Dog-kin begin play speaking Common and Yipyap. Dog-kin with a high Intelligence score may choose from the following bonus languages: Howl-Speech, Meowori, Bleat-Speak, and Birdsong.

Dog-kin Favored Class Bonuses

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1/2 to the cavalier's bonus to damage against targets of his challenge.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +2) or +1/4 to the AC bonus gained when using the gunslinger's dodge deed.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Sorcerer: Add +1/2 to acid and earth spell or spell-like ability damage.

Summoner: Add +1 hit point to the summoner's eidolon.

Dog-kin Feats

Gift of the Big Red God:

Pre-req: Dog-kin

For each dice a Dog-kin rolls when healing a living creature (including himself), he may add +2. This feat may only be taken by a Dog-kin with a good alignment who follows the teachings of the Big Red God.

Guide Dog:

Pre-req: Dog-kin

When a Dog-kin with this feat uses the aid another action on an ally, he may add +2 to the normal increase given. In addition, when used to increase an ally's AC, the bonus lasts until the beginning of the ally's next turn.

Dog-kin Spells

Buried for Later:

School: Conjuration [Teleportation];

Level: Cleric 2, Druid 2, Ranger 2, Sorcerer/Wizard 2, Paladin 1

Casting Time: 1 Standard action; Components: V, S; Range: Touch

Target: Object up to 5 lbs/level; Duration: 1 Hour/level

Save Will negates (harmless); Spell Resistance yes (harmless)

The caster may touch an object, instantly teleporting that object up to 500 feet away and burying it underground. While the spell is active the object cannot be found without magical detection, except by the caster. In addition, throughout the duration of the spell the object also maintains a **Non-detection** spell, making even magical searches more difficult. Even while hidden the object counts as being in the caster's possession, and is always attended.

Play Dead:

School: Illusion [Figment] Level: Cleric 2, Bard 2 Casting Time: 1 Standard Action; Components V, S

Range: Touch; Target: Willing Creature; Duration: 1 Hour/level

Save: Will negates (harmless); Spell Resistance: yes (harmless)

This spell mimics the appearance of death, without the permanence. A creature under the effects of **Play Dead** exhibits no signs of life. They do not appear to breath, pump blood, or maintain their body heat. A creature receives a save to see through the illusion created by **Play Dead** only if they make a Heal skill check to determine if the Dogkin is alive. A **Detect Life** spell will see through the illusion. A creature under the effect of this spell is helpless and feels like he is asleep. If he takes damage the spell immediately ends.

Dog-kin Equipment

Cloak of the Red Knight

Aura: moderate abjuration [good]; CL 7th;

Slot shoulders; Price 6,170gp; Weight 1 lb

Crafted of the finest silk, this cloak only functions as long as the wearer is a Canine and a member of the Red Knights:

- +1 Resistance bonus to saves.
- +5 circumstance bonus to diplomacy and bluff as citizens trust you.
- 1/day the wearer may call upon the power of the Big Red God and cast Bless as a Cleric of 7th level.

Fox-kin

Sacred Text: The Fantastic Mr. Fox, Roald Dahl

SOCIETY

Most Fox-kin live inside the walled cities of the Canine Kingdom, in small, separate communities known as Dens. Here, one can find the intellectual centers of the Canine lands—universities and libraries, magic academies and thieves guilds—institutions that play to the Fox-kin love of knowledge, learning, and information.

These traits, while common to the Fox-kin's natural disposition, were fostered by their sacred text, "The Fantastic Mr. Fox". This story that tells the tale of a fox who outsmarts and steals from a wicked farmer taught. This story taught the Fox-kin that it's best to do good by outwitting and deceiving the forces of evil.



Fox-kin tend to be quiet and reserved. They prefer to offer opinions and input only after they've had time to carefully consider the impact their words would have the conversation. As such, it is often Fox-kin that excel in diplomatic and intelligence (spy) roles for the Canines, as their calm, calculated demeanor, quick wit, and ability consider long term consequences gives them a natural advantage in negotiations.

In their free time Fox-kin love to learn and to challenge their intellect. Many study the arcane arts, even if only to become an amateur at a few spells, simply for the challenge. As well, many Fox-kin enjoy playing strategy and war games, and there are several stories in which the House of Arms has plucked future generals from the Fox-kin chess team.

PHYSICAL DESCRIPTION

Fox-kin are the smallest Canine race, rarely beating 4 feet tall, or breaking 80 lbs. They have angular features, especially in their ears and muzzle and a large bushy tail. The two most common color combinations for Fox-kin fur are mostly red with darker appendages, or a pure snow-like white.

RACIAL LANGUAGE

Fox-kin not only speak yipyap, but have produced several linguistic scholars that have developed extensive grammar rules for both the written and spoken versions of the language. Some Fox-kin have even gone so far as to call their dialect of the language "High Yipyap", as it aims to remove the more folksy slang used by the Dog-kin and Wolf-kin.

DIET

Fox-kin eat a mostly balanced diet, with a high concentration of nuts and berries to supplement their primary meat choice of chicken.

RELIGION

Though not nearly as devout as the Dog-kin, Fox-kin also worship the Big Red God and live by the Seven Tenets, however they are more likely to follow their personal sense of morality if it happens to conflict with religious teaching. A Fox-kin relies on what she feels is the right thing to do to guide her, more than any written rule system.

This can bring about some conflict in the Canine Kingdom, as the Dog-kin believe the Seven Tenets to be rigid and beyond question and can get annoyed at the Fox-kin's ease with which they are willing to break the rules.

ROLE IN THE CANINE KINGDOM

Fox-kin fill many important roles in society, often becoming leaders in scholarly pursuits, administrative positions, and public education. As well, while the other races of the Kingdom often gain their magic through religious devotion, Fox-kin prefer to study and understand the intricacies and mysteries of the arcane. This gives the Canine Kingdom an important additional layer of defensive protections, that they otherwise may not have.

RELATIONS OUTSIDE THE CANINE KINGDOM

Outside the Canine Kingdom Fox-kin are generally mistrusted, particularly in realms that don't share their tendency toward good. This is due to their reputation for putting their own morality over the laws of the land, and the knowledge that many of them work as spies for the Red Knights. Not all races share this mistrust, though. The citizens of the Woodland Alliance have long standing friendships with Fox-kin, and it's believed that it was Fox-kin architects who designed the great undercity of the Woodlander capital, Drey.

Also, though Cat-kin tend to revile the religious dedication of the Canines, Fox-kin are generally welcomed as fellow students of the arcane arts, and there have been many academic conventions held between the two races to share advancements in both science and magic (which many Fox-kin will argue are the same thing).

ALIGNMENT

Most Fox-kin have little respect for the law if it gets in the way of what they deem morally correct and will follow the dictates of their conscience. As such they are usually Chaotic Good or Neutral good.

ADVENTURERS

Fox-kin most often adventure in search of knowledge, enlightenment, or justice for the less fortunate. Due to this, the majority of Fox-kin adventurers choose high skill or arcane paths that let them explore their natural curiosity and tendency toward deception. Common choices include Rogue, Bard, and Wizard.



Fox-kin Racial Traits

+2 Dexterity, +2 Intelligence, -2 Strength: Fox-kin are Agile and quick-witted, but tend to be physically weak.

Canine: Fox-kin are Humanoids with the Canine subtype

Size, Small: Fox-kin are small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Speed: Fox-kin have a base movement speed of 20 feet.

Low-light Vision: Fox-kin can see twice as far as Humans in conditions of dim light.

Scent: Fox-kin gain the scent ability

Silent Hunter: Fox-kin reduce the penalty for using **Stealth** while moving by 5 and can make **Stealth** checks while running at a –20 penalty (this number includes the penalty reduction from this trait).

Deceptive Magic: Fox-kin add +1 to the saving throw DCs for their spells and spell-like abilities of the illusion school.

Trickster: Fox-kin are naturally strong liars. They receive the feat Deceitful.

Amateur Magician: Fox-kin enjoy learning tricks to impress others with. Fox-kin receive a +2 racial bonus on **Sleight of Hand** and **Escape Artist** checks.

Weapon Familiarity: Fox-kin are proficient with the rapier and may treat any weapon with the word "Fox-kin" in its name as martial.

Languages: Fox-kin begin the game speaking Common and Yipyap. Fox-kin with a high Intelligence score may learn the following languages: Howl-Speech, Howl-Speech, Meowori, Bleat-Speak, and Birdsong.

Fox-kin Favored Class Bonus

Alchemist: Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Magus: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks

Rogue: The rogue gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Summoner: Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.

Wizard: When casting wizard enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Fox-kin Feats

Predatory Burst

Pre-req: Fox-kin

Three times a day a Fox-kin may call upon reserves of energy to perform a vicious attack. When using **Predatory Burst**, a Fox-kin may double his charge range and gains the pounce ability. This lasts for one round and must be declared before the any movement is made.

Skilled Student

Pre-req: Fox-kin

Whenever a Fox-kin gains a skill rank in a knowledge skill, he may also increase a different knowledge skill by one rank. This bonus rank does not count against his normal total of skill points.

Sly like a Fox.

Pre-req: Fox-kin, Charisma 10

Fox-kin are adept at using their intellect to augment their ability to interact with others and with magic. A Fox-kin may use her Intelligence modifier in place of the usual modifier on **Bluff, Diplomacy, Disguise, Sense Motive,** and **Use Magic Device** rolls.

Fox-kin Spells

Out of the Henhouse:

School: Conjuration [Teleportation];

Level: Bard 4, Sorcerer/wizard 4, Summoner 3

Casting Time: 1 Standard Action **Components:** V, S **Range:** Close (25 ft + 5/level);

Target: Self; Duration: 1 Hour/level Save: Will negates (harmless); Spell Resistance: Yes (harmless)

The caster creates a contingent **Dimension Door** (with shorter range) upon himself, that can be enacted as an immediate action at any time during the spells duration. This effect can only be used once, after which the spell expires.

Fox Hunt

School: Illusion [Figment]

Level: Bard 3, Sorcerer/wizard 3, Witch 3

Casting Time: 1 standard action **Components:** V, S **Range:** Long (400 ft + 40/level); **Target:** One creature; **Duration** 1 Hour/level **Save:** Will disbelief; **Spell Resistance:** No

This spell create a four Fox hunting party including sound and smell, that will chase down and attack the target for the duration of the spell. The target receives a new will save each round to realize they are illusions as long as he is interacting with them.

Fox-kin Equipment

A.A.R.F Standard Anti-lock Tools.

This Fox-kin designed lock picking tools combine the best benefits of a Masterwork lock picking set and a skeleton key. In the trained, nimble hands of a Fox-kin they grant great bonuses. A Fox-kin using this item may add +5 to **Disable Device** checks to open locks that have a keyhole.

Cost: 1000g
Wolf-kin

Sacred Text: Julie of the Wolves, Jean Craighead George

SOCIETY

Fiercely loyal with unparalleled toughness, the Wolfkin of the Canine Kingdom are legendary warriors throughout the Seven Realms. Often forming the vanguard of the Canine armies, Wolf-kin are known for their intensely complicated military formations and group fighting techniques, a result of training to work as a pack from the day they are born.

This idea stems not only from natural instincts, but also from their sacred text. Wolf-kin were read the book "Julie of the Wolves", a novel that tells the story of a young girl who left her home after a horrific attack and gets lost in the artic wilderness. She



survives after a wolf pack takes her in and treats her as one of their own. The book instilled a single central ideas into the Wolf-kin that helped shape the development of their community—the pack is more important than the individual. This basic idea informs every decision a Wolf-kin makes in her daily life.

Wolf-kin live outside the walls of the Canine Kingdom cities in semi-nomadic packs. Currently there are twenty-seven distinct packs, each with it's own leadership, customs, and dialect of Howl-Speech, a complicated language spoken only by Wolf-kin. Despite the differences, there are many aspects that unify Wolf-kin. All Wolf-kin cubs, for instance, are known for the intense training they receive in warfare

> and tactics, especially working together with their pack-mates. The House of Arms has long taken advantage of this kinship and accepts one Alpha Squad from each pack, made up of their nine greatest warriors. To a Wolf-kin earning a spot on your pack's Alpha Squad is the one individual accomplishment worth competing with your pack-mates over.

PHYSICAL DESCRIPTION

Wolf-kin tend to be tall, with many standing well over 6 feet. Most have a lean, muscular physique from their intense training regimens. Their fur is generally grey, white, or reddish-brown.

RACIAL LANGUAGE

Wolf-kin speak a complicated language consisting of deep howling known as Howl-Speech. Different words can be reflected by sound, pitch, and length of individual howls. Though non-Wolf-kin can learn to understand Howl-speech, it's almost impossible for outsiders to learn to speak it fluently. Howl-speech has no written form, and each pack has distinct variations that can easily be identified by other Wolf-kin.

DIET

While Wolf-kin will eat nuts and berries in a pinch, the majority of their nutritional needs can only be satisfied through consuming meat. They particularly enjoy hunting for their food as a pack among the wild game of the Redwood Forest. When the pack has a particular strong day hunting, they will sacrifice some of their bounty to the Big Red God, before feasting on the remainder.

RELIGION

Followers of the Big Red God, Wolf-kin worship quietly, and rarely preach. Instead they follow his tenets through dedication to family, pack, and kingdom. Though their outside demeanor and military upbringing can make one think of them as "savage", they are quite dedicated to the moral code of the Seven Tenets and will almost never harm a creature that doesn't pose a threat to them.

One of the unique customs the Wolf-kin observe is the Great Eye ceremony, a time that occurs twice a year when the moon's position relative to the sun makes it glow a deep red. The Wolf-kin believe this is a sign that the Big Red God is watching and that the moon is in fact his eye. During the Great Eye ceremony Wolf-kin will make a large sacrifice in order to gain the B.R.G.'s favor for the upcoming seasons and will initiate cubs as full pack members. In addition, each Wolf-kin will confirm their allegiance to the pack by swearing loyalty in front of the B.R.G's eye. Wolf-kin treat this oath with extreme reverence, and knowingly breaking it can mean exile, or death by the pack (though technically illegal in the Canine Kingdom, this type of corporal punishment tends to be ignored by the other races as it's deeply rooted in Wolf-kin culture.)

ROLE IN THE CANINE KINGDOM

Wolves are seen as ferocious, disciplined warriors and are greatly respected among their peers for the military strength they lend to the Kingdom's defense.

RELATIONS OUTSIDE THE CANINE KINGDOM

Wolf-kin are universally feared outside the boundaries of the Kingdom, for everyone knows that if a Wolf-kin left his pack and ventured out, it was for a good reason—a reason he would fight for. The lands of the Herptile Hegemony are particularly difficult for a Wolfkin to enter, as Bullies will come from great distances to challenge the Wolf-kin and attempt to earn the honor of defeating him in combat.

ALIGNMENT

Wolf-kin respect order and rules, as they make the pack function. However, while most Wolf-kin are kind-hearted and moral, the good of the pack comes before morality toward others. Due to this, Wolf-kin are usually Lawful Neutral.

ADVENTURERS

Wolf-kin rarely like to leave the safety and community of the pack, but will do so when an outside force threatens their home. Years of martial training and a great respect for order lead most Wolf-kin to become Fighters, Rangers, or Monks.



Wolf-kin Racial Traits

+2 Strength, +2 Wisdom, -2 Charisma: Wolf-kin are powerful and wise, but tend to struggle with social interactions outside their own pack.

Canine: Wolf-kin are Humanoids with the Canine subtype

Size: Medium: Wolf-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Wolf-kin have a base speed of 30 feet.

Low-light Vision: Wolf-kin can see twice as far as Humans in conditions of dim light.

Scent: Wolf-kin gain the scent ability.

Keen Senses: Wolf-kin receive a +2 racial bonus on Perception skill checks

Pack Tactics: Due to years learning to fight in conjunction with other members of the pack, Wolf-kin excel at fighting with allies. A Wolf-kin gains an additional +2 to attack rolls when flanking.

Quick March: Wolf-kin are trained to march with the pack at a rapid pace for hours at a time, granting them the **Endurance** feat.

Howl: A Wolf-kin can release a howl that can be heard up to two miles away. Every Wolf-kin's howl is unique, and can be recognized by allies who are familiar with it.

Weapon Familiarity: Due to their intensive military training, Wolf-kin are proficient with all Martial weapons, regardless of their class. In addition, they are also proficient with any weapon with the word "Wolf-kin" in its name.

Languages: Wolf-kin begin play speaking Common and Howl-Speech. A Wolf-kin with a high intelligence may also know the following languages: Yipyap, Meowori, Bleat-Speak, and Birdsong.

Wolf-kin Favored Class Bonuses

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature

Cavalier: Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Inquisitor: Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

Monk: Add ± 1 to the monk's CMD when resisting a grapple and $\pm 1/2$ to the number of stunning attacks he can attempt per day.

Ranger: Add a + 1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue: Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Wolf-kin Feats

Pack Leader

Pre-req: Wolf-kin

A Wolf-kin may coordinate the attacks of his allies by using Howl-Speech in combat. As a move action he grants a single ally a +2 morale bonus to hit and damage for one round. Every four levels this bonus increases by +1, and can affect an additional ally. To gain the bonus affected allies must be able to hear the Wolf-kin and have Howl-speech as a known language.

Lone Wolf:

Pre-req: Wolf-kin

Every once in a while, a Wolf-kin is either forced to leave their pack or born without one. A Wolf-kin who chooses this feat loses any benefits granted by Pack Tactics. They also receive a -4 to all charisma checks involving other Wolf-kin. In return, the Wolf-kin receives a +2 racial bonus to Constitution, and a +2 insight bonus to melee damage rolls against a creature that only the Wolf-kin threatens.

Bonded Raven:

Pre-req: Wolf-kin, Iron Will

As animals on Earth wolves and ravens enjoyed a strong symbiotic relationship. This is a relationship the Wolf-kin of Layna have not forgotten, and they go to great lengths to cultivate the friendship. A Wolf-kin who selects this feat gains a raven familiar. Besides the limit to a raven, this feat works identically to **Familiar Bond**.

Big Bad Wolf:

Pre-req: Wolf-kin

Some Wolf-kin prefer to cultivate their primal side for combat. These Wolf-kin gain a bite attack. This is a primary attack that deals 1d8 damage (Medium). In addition, Wolf-kin with this feat gain a +2 bonus to **Intimate** checks, as their primal nature unnerves the enemy.

Wolf-kin Spells

Disorienting Howl:

School enchantment (Compulsion) {Fear} {Mind-Affecting} {Sonic}
Level bard 2, wizard/sorcerer 3, cleric 3
Casting Time 1 standard action Components V Range: 30-ft
Target all enemies within 30-ft radius burst Duration 1d4 rounds
Save Will negates Spell Resistance no
The caster lets out a ear piercing howl that sends a burst of terror into their enemies hearts and keeps them from making rational decisions. Any creatures who fail the save are afflicted by Confusion.

Alpha's Gambit:

School transmutation [teleportation]; {sonic}Level cleric 2, ranger 2, bard 1Casting Time 1 standard actionComponents V, SRange closeTarget Caster and allies within a 30-ft burst Duration 1 round/level

Save Will negates (harmless); **Spell Resistance** yes (harmless)

A Wolf-kin knows that the best offense is a strong defense. The caster grants all affected allies the Combat Reflexes feat for the duration of the spell.



Feline Federation

OVERVIEW

The Feline Federation controls the desert and savanna lands of south-central Layna. Though the term "federation" indicates a union, the Felines are more of a collection of city-states and tribes with ever shifting alliances and leadership. The issue lies in the Cat-kin belief that their ruler, the Pharaoh, is descended from one of their four gods, while the Lion-kin believe that there is only one true god, the Great Mane, and that all should follow his way. The contradictory religious ideologies, as well as disputes over the control of territory within the Federation, have led to centuries of conflict.

While the Cat-kin and Lion-kin battle for control, the Leopard-kin are content to live in the northern mountains, remaining neutral in the never ending civil wars, and selling their world renowned trained beasts to all of the Seven Realms.

As a whole, the Felines are one of the least technologically advanced realms in Layna, yet this is primarily by choice. Most Felines believe that magic, both arcane and divine, is stronger than any technology and invest their time and energy in pursuits of the mystical over the scientific.

MEMBER RACES

The dominant races within the Feline Federation are the Cat-kin, the Lion-kin, and the Leopard-kin.

MAJOR CITIES

The Feline Federation had several large urban areas, primarily along the banks of the Knile river. These cities are all ruled by Cat-kin and include Meowphas (capital), Alexawhisker, Tigratine, Catadilpolis, and Savanah

FELINE SOCIETY

Fractured desert dwellers, the races of the Feline Federation sport three vastly different and completely unrelated cultures. Many would argue that they aren't even a true realm as they have no singular central government. Instead, they have a constantly changing system of allies and defensive treaties that enact in times of aggression toward their land. At the center of the Feline Federation are the Catkin, as they are the only race that maintains permanent, walled settlements. This allows them the greatest control over the land and the strongest claim to ruler-ship over the realm as a whole. The

Cat-kin are divided into four clans, each in charge of one geographic section of the realm. The most powerful clan controls the Throne of the Pharaoh, and may choose the leader of Federation. The Pharaoh is usually the most powerful arcane caster out of all the clans, and as such can claim to have the blood of one of their four gods running through his veins. According to the Cat-kin, the Pharaoh is the one true god-king of the Federation, in control of all her land and citizens. However, in reality the Pharaoh truly only has control over his own clan, limited influence over the other three clans, and zero power over the Lion-kin and Leopard-kin.

The Lion-kin in particular have major issues with the Cat-kin. Divided into small tribal groups called prides, Lion-kin have little allegiance to each other. Instead, each pride has an area of land they consider to be their territory, and they detest the Cat-kin claims that they rule over those lands. Despite this, the Lion-kin rarely directly attack the Cat-kin, as their personal beliefs don't allow them to put innocent citizens of any race in danger. It's this inherent sense of morality that keeps the Feline Federation from breaking out in full-fledged civil war.

Primarily living in the northern-most part of the realm, Leopard-kin are also defined by their religious doctrine, however they have no desire to rule or force their beliefs onto any other race. Instead, they are content to follow the teachings of the Mother Beast, the goddess of animals, and dedicate themselves to protecting her children in the Herd.

As a whole the Feline Federation, with their high level of magical power and fertile land, could be the strongest realm in Layna. However, their constant squabbling and inability to work together for long periods of time keeps them form asserting their power outside of their borders.

GEOGRAPHY/CLIMATE

The Feline Federation is a mixture of arid desert, grassy savannah, and jagged, rocky mountains brought together around the single feature that brings sustainability to the entire region—the Knile River. It is this river, by far the biggest in Layna, that allows the Federation's citizens to survive in a low precipitation climate by providing needed irrigation and consistent flooding to the city farmlands of the Cat-kin and the grazing lands the Leopard-kin use for the Herd.

As a desert climate the Federation is also prone to extreme heat during the day, and blistering cold at night. In certain parts of the realm daytime temperatures often sit over 100° F, while the mountainous regions can have nighttime lows well below freezing. In this regard, the Knile provides for the Felines once again, as the southern winds that blow across it create regions with much more moderate and consistent temperatures that allow for comfortable living and successful farming. It's these areas that the Cat-kin have built their cities, and the Herd and Lion-kin prides remain close to in their nomadic movement.

Through the yearly flooding, which provides nutrients that greatly enrich the soil of the river banks, and the consistent temperatures along the Knile the Felines have not only been able to survive in the desert, but are one of the leading agricultural producers in the Seven Realms.

LAW

The laws in the Federation are quite varied as each clan, pride, and the Herd each have different rules for behavior in their particular society. Among the Catkin, the nomarchs set the rules for their clan and establish punishments for breaking those rules. In the Lion-kin prides this is done by the eldest lioness. The Herd, however, is quite different. They don't have laws per-se, but instead instill the values of the Mother Beast in each citizen, particularly the idea that they

> are the protectors of all animals, and that maintaining order and tradition are important parts of maintaining that role. A Leopard-kin who acts against the wishes of the Mother Beast will be shunned by the rest of the Herd, until their only option for survival is to exile themselves.

MILITARY

The Feline Federation is little more than a defensive alliance based around protecting a shared land region. As such, they do have historical precedent for military operations. This usually revolves around the Pharaoh calling on the nomarchs of the other clans to send their troops under his control. As a rule the Nomarchs will send about half of their soldiers (generally the soldier's with the poorest training), while keeping the other half to defend their own cities. The Pharaoh will organize these new troops under his command. The majority of the army will consist of lightly armored sword and spear infantry, backed by archers and mages. Due to the heat and blowing sand the Federation avoids heavy armor that can wear down their soldiers and become extremely uncomfortable.



The Leopard-kin will also tend to join the Pharaoh's forces, adding a strong cavalry detachment to the core defensive force. The Lion-kin however, will not subject any of their soldiers to the commands of the Pharaoh. Instead, they remain in their smaller prides, with each one acting as an independent resistance cell focused on harassing the supply lines of invading armies—a tactic that can prove very effective in the desert. Though many of the cities of the Federation have fallen throughout history, no invading army has been able to maintain their hold for more than a generation.

ECONOMICS

The Federation, despite being on an arid landmass, has a thriving farming system. This is due to the strategic location of the major Cat-kin cities along the Knile river and its tributaries. The Knile provides them with predictable flooding that leaves behind particularly fertile soil. This allows for the production of food staples (particularly wheat and barley), the domestication of livestock, and the production of cloth and paper products from crops such as flax and papyrus. The majority of the excess product grown are traded to the other realms. This usually occurs by floating them up the Knile on large flat bottomed keel boats into the Ruminant city of Milkton. Once there, the Republic Crown Bank will buy the majority of the Federation trade goods, as they have the infrastructure to resell them throughout the Seven Realms.

The Leopard-kin have a special place in the Federation's economic system, as they care for the most sought after animals in Layna. The top specimens in the Herd can be sold to wealthy buyers throughout the Seven Realms for small fortunes, income they use to purchase supplies and excess grains from the Cat-kin to protect them as they move the Herd through the less fertile areas of the Federation on their way to their grazing land in the Republic.

ENTERTAINMENT

Among the Feline races, the Cat-kin are well known for their love of social gatherings. Wealthy Cat-kin will host weekly feasts with dancing, music, and dramatic performances that members of the lower class dream of attending. The common Cat-kin instead keep themselves busy with board games and physical activities such as racing and swimming.

For Lion-kin entertainment usually comes in proving yourself stronger than another in your pride. Wrestling and big-game hunting are the two most common activities. Leopard-kin rarely engage in social gatherings, but they find great enjoyment in "playing" with the beasts of the Herd, training them in a variety of games. The most common competition is a yearly distance race, including difficult obstacles, known as the Great Race.

HOLIDAYS/CELEBRATIONS

Lion-kin holidays are rarely based on a calendar occurring instead when an individual pride can come into a big enough kill to be able to feast and sacrifice some to the Great Mane. Leopard-kin are similar, only instead of celebrating the finding of food, they will hold smaller gatherings to give thanks to the Mother Beast for successful births, both of the Leopard-kin and the Herd. Cat-kin celebrate the most holidays, with festivals for every harvest, as well as dozens of feast days each year to honor their gods.



Cat-kin Society

Sacred Text: The Warriors

SOCIETY

The desert-dwelling clans of the Cat-kin are an enigma among the Seven Realms. Though they are one of the least technologically advanced races in Layna, their powerful understanding of arcane magic, natural affinity for battle, and prosperous agrarian economy help them to maintain a position of power in the continent.

Unlike most races in Experiment H, Cat-kin did not receive a sacred text designed to teach them morality. Instead, They were read Erin Hunter's *Warriors*, a book about feral cats who divided up into clans to protect their territory. They hoped this would teach the Cat-kin about loyalty and social structure. The Caretakers wanted to see a society develop with equal factions in order to study if the Cat-kin would unify or



develop multiple separate societies. The answer was both. The Cat-kin split into clans almost immediately upon arriving in Layna, however over time they have learned to work together in a very weak alliance under their divinely chosen ruler known as the Pharaoh.

In addition to the influences of their sacred text, Catkin had a second, unexpected teacher-a janitor. During the experiment, each evening when the Caretakers had gone for the night, a janitor would enter the Cat-kin enclosure to remove waste. However, instead of simply doing his job he would stop and interact with the hybrids, telling them all about the role of their kindred animal in history. The Cat-kin became especially engaged by the knowledge that Ancient Egyptians revered, and in some cases worshipped, cats. They hybrids became obsessed with Egyptian culture, and with the idea that they were descended from the goddess Bastet, whom they eventually would come to believe created Layna for them to rule over and gifted her power into their own pantheon of deities. As they developed, much of their cultural identity has mimicked that of Ancient Egypt. This even includes their choice to settle in the deserts of southern Layna.

PHYSICAL DESCRIPTION

The smallest of the Feline races, Cat-kin rarely break four feet tall. They tend to have point, triangular ears, short whiskered muzzles, and long powerful limbs.

RACIAL LANGUAGE

The language of the Cat-kin is known as Meowori. It consists of high pitched screeches, deep angry hissing, and deceptively kind purring. Meowori can be one of the most soothing languages in the Seven Realms to listen to, or one of the most irritating. Which it is usually depends on the mood of the Catkin speaking.

DIET

Cat-kin will eat a variety of plant and meat products, but generally prefer fish to other choices. The majority of their food comes from the Knile river, and ionically enough the most popular offering is catfish.

RELIGION

Cat-kin have a pantheon of four major gods, with each clan considering one of those gods their patron. Each patron god has several minor deities under his rule. Cat-kin believe the power of the gods was granted before they were sent to Layna, by the human's goddess Bastet, who wished for her chosen people to rule their new land. The legend states that she chose the four most powerful Cat-kin, one from each clan, and raised them from their mortal position into god-hood. In turn, they granted their descendants an innate ability with magic so that they had the strength to rule over their clans and eventually over all of Layna. The pantheon of patron gods consists of:

- Sparkpaw: The Ka, God of Magic. This Neutral god is believed to be the conduit that allows Catkin to tap into the magic in their blood. Though the patron of the Sparkpaw, he is greatly revered by all clans.
- Sandtail: The Dawnbringer, Goddess of the Sun. This Lawful Good goddess rules over the sun, and ensures that justice and goodness exist in the Federation. She is the rival of The Traveler.
- Silkfur: The Trickster, God of the Moon. The Lawful Evil God rules over the moon. He pushes strength through ambition and subterfuge.
- Shadowstalker: The Traveler, God of the Afterlife: This Neutral god decides it is your time to move from the moral life to an eternal existence in the court of your patron. As Catkin believe that you take your rank, wealth and, power with you to the afterlife they will worship the Traveler in hopes that he will grant them a long life to accumulate possessions and prestige.

ROLE IN THE FELINE FEDEATION

Cat-kin have a strong relationship with Leopard-kin, as they rely on each other for trade. Lion-kin however often view them as enemies due to their lack of reverence for the Great Mane.

RELATIONS OUTSIDE THE FELINE FEDERATION

Cat-kin have a reputation for selfishness and arrogance that can interfere with their social interaction in Layna. However, their innate charm and forceful personalities often make people quickly forget their mistrust.

ALIGNMENT

Cat-kin tend to try to follow the alignment of their patron god, though they do have a natural selfish streak that leads many of them to trend toward a True Neutral designation.

ADVENTURERS

Cat-kin are a naturally curious race and may venture out into the lesser known parts of Layna in search of knowledge, wealth, power, or simply excitement. Their quick reflexes, powerful personalities, and innate arcane ability leads them to explore classes such as Sorcerer and Bard.



Cat-kin Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution: Cat-kin are quick and strong-willed, but they are physically frail.

Feline: Cat-kin are Humanoids with the Feline subtype.

Size: Small: Cat-kin gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Cat-kin have a base speed of 20 feet.

Darkvision: Cat-kin can see in the dark up to 90 feet.

Nimble Faller: Cat-kin land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

Arcane Lineage: Cat-kin have a natural ability with both arcane and divine magic. Cats gain the **Magical Aptitude** feat.

Magical Warrior: Cat-kin are trained from a young age to incorporate magic into their combat styles. Whenever they make an attack roll in the same round that they cast a spell, the may add +1.

Weapon Familiarity: Cats-kin are proficient with the Shortbow and any weapon with the word "Cat-kin" in it's name.

Languages: Cat-kin began play speaking Meowori and Common. Cat-kin with a high Intelligence score may also learn: Yipyap, Esparatu, High Cavy, Birdsong, Bleat-Speech, Roarish, and Beastwhisper.



Cat-kin Favored Class Bonuses

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Druid: Add +1 hit points to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Rogue: Add a +1/2 bonus on <u>Bluff</u> checks to feint and Sleight of Hands checks to pickpocket.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

Cat-kin Feats

Unlucky

Pre-req: Cat-kin

Any creature who touches the Cat-kin (body to body contact) takes -2 to all attacks, saves, and skill checks until the end of their next turn. This includes allies.

Silent Predators

Pre-req: Cat-kin, BAB 5

Cat-kin receive a +2 to **Perception** checks, +2 to **Stealth checks**, and may use the pounce ability when charging a creature who is unaware of their presence.

Cat Nap

Pre-req: Cat-kin, Ability to cast 2nd level arcane spells

A Cat-kin needs only 2 hours of sleep to regain any lost arcane spells. This does not remove any other penalties for lack of sleep or allow spells to be regained faster than once every 24 hours.

Cat-kin Spells

Retractable Claws:

School: Transmutation; Level: Sorcerer/Wizard 2

Casting Time: 1 swift Action; Components: V, S; Range Touch

Target: Self; Duration: 1 Round/level

Save: None; Spell Resistance: No

The Cat-kin gains claws for the duration of the spell. The claws are primary weapons that deal 1d3 (small) + Strength damage. The caster may use a claw to make a single slashing melee attack as part of the casting of the spell. If it hits it deals 1d3 + Strength damage and causes the target to bleed for 1 damage per round for the duration of the spell.

Healing Purr:

School: Conjuration (Healing); Level: Cleric 3, Paladin 2, Bard 2
Casting Time: 1 standard action; Components: V; Range: self
Target: Self Duration: 1 Round/level

Save Will negates (harmless) Spell Resistance yes (harmless)

The Cat-kin purrs to regain control and vitality. While this spell is active all fear, disease, nausea, and sickened effects are suppressed and the Cat-kin gain Fast Healing 1 for the duration of the spell.

Cat-kin Equipment

Cat-kin Quicksaber

This small sized scimitar counts as a light weapon when wielded by a Cat-kin, and as such may be used with feats that require a light weapon such as **Weapon Finesse** and **Swashbuckler's Grace**. **Damage:** 1d4 (18-20/x2); **Type:** Slashing; **Cost:** 50g

Leopard-kin

Sacred Text: The Jungle Book, Rudyard Kipling

SOCIETY

Leopard-kin are a semi nomadic society made up primarily of herders, hunters, and animal trainers. While they do have some small permanent villages dotted through the valleys of the northern part of the Feline Federation, most able-bodied Leopard-kin travel with the Herd, moving from field to field so that the animal's food supply has time to regrow. The Herd, a huge group of hundreds of different large animals from dozens of species undergoes extensive training to be used as war mounts, specialized labor, animal companions, and even city guards. An animal that has graduated from the intense training regimen of the Herd is unparalleled by others of his species physically or intellectually.

Leopard-kin developed their training methods as a means of living out their sacred text, "The Jungle Book". The Caretakers chose this book for the Leopard-kin, so that they could learn from the character of Bagheera, a cunning creature who teaches the Human Mowgli the ways to the wild, and how to be part of the pack. Now, Leopard-kin do the same to the animals of the Herd, training them to be wise, cunning, and ferocious so that they can survive on their own.

PHYSICAL DESCRIPTION

Leopard-kin stand just over five feet tall, and rarely break 100 lbs. Their fur comes in several colors: black, yellow, or white, all with dark spots known as rosettes that can cover much of their body. They have small pointed ears, and their eyes are often shades of bright, piercing blues and greens.

RACIAL LANGUAGE

Beastwhisper: The Leopard-kin developed this language to fit two purposes. First to be able to communicate among themselves and give commands to the Herd without outsiders being able to understand. Secondly, to have a language that maintains a calm, soft tone so as to create a peaceful tone around their animals. Leopard-kin will not teach their language to outsiders, and when a beast from the Herd is purchased they will spend a few days training it to understand new commands in the buyers tongue. While Beastwhisper is not considered a secret language (as something like druidic) it is very difficult to find a Leopard-kin willing to teach it to outsiders.

DIET

Carnivore: Leopard-kin always have a flock of livestock that accompany the Herd. These creatures provides food for both the Leopard-kin and the predator beasts they're training.

RELIGION

Leopard-kin worship a single deity known as the Mother Beast, a deity who cares for and guides all of Layna's animals. Though no two Leopard-kin agree on what the Mother Beast looks like, there is a general consensus that she is the god who created all animal life on Layna, to be respected servants of the hybrid. Furthermore they believe that the Mother Beast intended Leopard-kin to teach the animals the ways of the world and care for them in her name. Leopard-kin who follow the Mother Beast are strongly against the mistreatment of animals, killing animals without purpose (though hunting for food or population control is fine), and using them simply as pets (they believe that keeping an animal without giving them a useful role destroys the symbiotic relationship between hybrid and animal that the Mother Beast intends).

ROLE IN THE FELINE FEDERATION

Leopard-kin have spend the last thousand years avoiding the never ending civil wars that have plagued their Cat-kin and Lion-kin realm-mates. They are a very unified race, but have little interest in power or expansion, and as such are generally left to their own by the other races of the Federation. Instead they train their beasts, and move goods as they migrate across the Federation in search of new grazing grounds.

RELATIONS OUTSIDE THE FELINE FEDERATION

Most races view Leopard-kin as a rare and welcome site. Their importance in providing trained animals to all other realms, and their reputation for remaining neutral in all conflicts, even those in their own Federation, lead to few races having an active dislike of them. Even the races of Avianna welcome them, provided they arrive on a flying mount.

ALIGNMENT

Leopard-kin believe in the importance of structure and order within society, however they are often willing to put the good of the Herd above that of hybrids. Because of this most Leopard-kin are Lawful Neutral.

ADVENTURERS

The majority of Leopards-kin that leave their homeland, do so with the needs of the Herd firmly in hand. Whether it's to scout new breeding stock, negotiate trade agreements, or enhance their own training methods, few ever consider their own desires above that of their kin and the Herd. Leopard-kin tend to choose paths that let them exploit the bond they have with beasts, especially Ranger and Cavalier.



Leopard-kin Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Leopards are agile and wise, but are notoriously shy around hybrids they don't know.

Feline: Leopard-kin are Humanoids with the Feline subtype.

Size, Medium: Leopard-kin are medium creatures and receive no bonuses or penalties for size.

Speed: Leopard-kin have a base speed of 30 feet.

Darkvision: Leopard-kin can see in the dark up to 90 feet.

Trainer of Beasts: Leopard-kin are the world's foremost experts in training war mounts. Leopard-kin receive a +2 to **Handle Animal** checks, and it is always an in class skill for them.

Mountain-Folk: Leopard-kin spend most of their lives in the mountains and know how to maneuver over them. Leopard-kin are immune to altitude sickness and never lose their AC bonus when making **Climb** checks or **Acrobatics** checks to move across narrow or slippery surfaces.

Animal speaker: Leopard-kin with Charisma scores of 11 or higher also gain the following spell-like abilities: 3/ day—**Speak With Animals, Charm Animal**. The caster level for these effects is equal to the Leopard-kin's level. The DC for these spells is equal to 10 + the spell's level + the Leopard-kin's Charisma modifier.

Weapon Familiarity: Leopard-kin are proficient with the shortbow and any weapon with the word "Leopard-kin" in its name.

Languages: Leopard-kin begin play speaking Common and Beastwhisper. A Leopard-kin with a high Intelligence score can choose from the following languages: Yipyap, Esparatu, High Cavy, Meowori, Roarish, and Birdsong.

Leopard-kin Favored Class Bonuses

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the surprise accuracy rage power

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 +the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Inquisitor: Add a +1/2 bonus on **Intimidate** checks and **Knowledge** checks to identify creatures.

Monk: Add +1/4 point to the monk's *ki* pool.

Ranger: Add DR 1/magic to the ranger's animal companion. Each additional time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the ranger ever replaces his animal companion, the new companion gains this DR.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Jeopard-kin Feats

Trimming the Herd

Pre-req: Leopard-kin

Because of the need to keep the Herd at a reasonable number, adventurers are often given a free horse when they go. This horse is war-trained, receives the "Advanced" template, and has an intelligence of 3.

The Unseated

Pre-req: Leopard-kin

Some Leopards reject their concept of the herd, believing that animals should be free of their intervention. These Leopard-kin may never voluntarily use a living creature as transport. Instead, as they've always had to do their hunting alone and on foot, they receive a +10 foot improvement to their base movement speed.

Born Riders:

Pre-req: Leopard-kin, Mounted Combat

Leopard-kin spend much of their live training and traveling with the Herd. This gives them extensive practice riding various mounts. A Leopard-kin with this feat receives a +1 competence bonus to attack rolls, damage rolls, and skill checks while mounted.

Jeopard-kin Spells

Leopard-kin Equipment

Leopard-kin Battle Saddle

This hand crafted and exquisite high-backed leather saddle is made specifically for Leopard-kin beast archers. If the user is a Leopard-kin he gains the following bonuses when using this saddle on a mount:

- ♦ +5 circumstance bonus to ride checks
- Mount is treated as being combat trained
- +1 luck bonus to ranged attacks for the rider, and +1 luck to melee attacks for the mounted creature.

Craft: Craft Wondrous Item, Speak with Animals, Divine Favor, **Ride** 5 ranks, **Cost:** 4000g

Lion-kin

Sacred Text: The Lion, The Witch, and the Wardrobe by C.S. Lewis

SOCIETY

Lion-kin are aggressive and violent hybrids who few dare to cross. Despite this, they live their lives by a strict code of honor and justice handed down through generations through the story of their deity: The Great Mane. The Great Mane teaches them to be kind and good to all the creatures of Layna, but also to hunt evil and protect their lands with an unrivaled lust for battle.



The original belief in the Great Mane comes directly from the Lion-kin's sacred text: *The Lion, the Witch, and the Wardrobe* by C.S Lewis. In this classic tale the great lion Aslan, the embodiment of good, fights to protect the land of Narnia from the forces of evil. The Lion-kin viewed Aslan as the one true god of all creatures, through his name has been forgotten to history (it was too powerful to speak, and so it was

lost). Instead they refer to him only as The Great Mane.

Lion-kin live in small family groups called prides that consist of a single male leader, his mates, and extended family. Each pride has a small area of land that they consider their territory, and that they will fight viciously to defend against all intruders, including the Cat-kin who often have claims to the same territory.

PHYSICAL DESCRIPTION

Lion-kin are tall and muscular with both male and females being around 6 feet tall. Females are lighter, around 200 lbs, while males can easily hit 300. Males have thick, luxurious manes that most treat as their prized possession.

RACIAL LANGUAGE

Lion-kin speak a deep, throaty language known as Roarish. This extremely loud language is always spoken like the Lion-kin is angry and screaming. Roarish cannot be whispered, and when written is always done so in capital letters.

DIET

Lion-kin will eat only meat. The female Lion -kin prefer to hunt and kill their own food, while the males prefer having it placed before them with as little effort from them as possible. Much of their food is provided though trade with the Leopard-kin who will stock Lion-kin hunting grounds with prey animals that have been rejected from the Herd.

RELIGION

The Great Mane teaches all Lion-kin that they should seek the path of the good, but also defend their kin and territory with reckless abandon. Evil is considered a scourge that must be wiped out. Lionkin often take this belief beyond the point where they can temper it with rational thought, moving past good and into dangerous zealotry.

ROLE IN THE FELINE FEDERATION

Lion-kin have a strong relationship with the Leopardkin, often allowing them to bring the Herd through and graze in the more fertile areas of their territory (often by the waterways) in exchange for populating these areas with prey animals for the Lion-kin to use as a food source. The Cat-kin, on the other hand, have a long standing rivalry with the Lion-kin, often clashing over claimed territory. The Cat-kin believe that all land in the Federation is under the Pharaoh's rule, and the Nomarch's governance, but the Lionkin believe that territory belongs to the pride who can control it. This conflict over land rights has existed for centuries, and often causes violent skirmishes between the two races. Despite this, the Lion-kin and Cat-kin have allied together to fight outside invaders on numerous occasion.

RELATIONS OUTSIDE THE FELINE FEDERATION

Lion-kin make most hybrids nervous, and with good cause. They're dedication to good and quick tempers can lead to very dangerous interactions over what they deem "evil acts". While they are lawful creatures by nature, and will aim to follow the rules of any society they are in, they are also prone to emotional outbursts that often brings them into conflict with more civilized cultures.

ALIGNMENT

Lion-kin are dedicated to the cause of good, with a fervor few races can match. Their dedication to law however, isn't quite so strong. Most Lion-kin are taught to obey law and local customs, and many even *want* to, the problem lies in that they often aren't mentally strong enough to control their emotions long enough that laws matter. Many a tavern has been completely destroyed by a Lion-kin fighting the evil forces of lowly brigands harassing a barmaid. This creates a situation where most Lionkin fall into two groupings—Lawful Good and Chaotic Good.

ADVENTURERS

Most first-born male Lion-kin prefer to stay in their own territory, protecting their land and kin and leading their own prides. Younger brothers and females are far more likely to venture out in the world looking to make a new life for themselves and spreading the message of the Great Mane while hunting down those who bring evil into the world. In general those Lion-kin with a semblance of patience and stable emotions tend toward becoming Paladins, and Warpriests, while those who give into their fragile emotional states usually follow the path of the Barbarian.

Jion-kin Racial Traits

+2 Strength, +2 Constitution, -2 Intelligence: Lion-kin are hardy and strong, but hold disdain for formal education.

Feline: Lion-kin are Humanoids with the Feline subtype

Size, Medium: Lion-kin are medium creatures and receive no bonuses or penalties for size.

Speed: Lion-kin have a base speed of 30 feet.

Darkvision: Lion-kin can see in the dark up to 90 feet.

Keen Senses: Lion-kin receive a +2 racial bonus on Perception skill checks

Defender of Good: Lion-kin have been taught to fight the forces of evil and corruption from the moment of birth. Once per day a Lion-kin may use **Protection from Evil** as a spell like ability.

Heightened emotions: Lion-kin have naturally intense emotions, that can be difficult to control. Lion-kin increase the benefit of any morale effects they are under by +1. However, they also take a –2 to Will saves against any spells of the Compulsion sub-school. In addition, they are immune to the effects of the spell **Calm Emotions**.

Desert Dweller: Lion-kin have lived in the desert so long that they have greatly adapted to the harsh environment. One of these adaptations is the ability to meet their water needs through eating fresh meat. A Lion-kin who has access to freshly killed meat but no water, may go 3 days + 3 hours per point of Constitution score before they begin making saves for thirst.

Weapon Familiarity: Lion-kin are proficient with the falchion and any weapon with the word "Lion-kin" in its name.

Languages: Lion-kin begin play speaking Common and Roarish. A Lion-kin with a high Intelligence may choose from the following bonus languages: Yipyap, Esparatu, High Cavy, Meowori. Howl-Speech, and Beastwhisper.

Lion-kin Favored Class Bonuses

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip.

Monk: Add +1 to the monk's Acrobatics check bonus gained by spending a point from his *ki* pool. A monk must be at least 5th level to select this benefit.

Oracle: Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Rogue: Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.

Sorcerer: Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Lion-kin Feats

Battle Roar

Pre-req: Lion-kin

3/day a Lion-kin may let out a deafening roar. All creatures, including allies, within 60 feet are deafened for one minute and take 1d6 sonic damage per two character levels. A successful Fortitude save negates the deafened status and halves the damage. The save for **Battle Roar** is 10 + half the character's level + their Charisma modifier. A Lion-kin is immune to the effects of his own **Battle Roar**.

Charge of the Pride

Pre-req: Lion-kin

As a pride hunter, a Lion-kin is energized when he sees a target being attacked others he hunts alongside. He may double his movement speed as part of a charge against a target in melee with an ally.

TBD

Pre-req: Lion-kin

Lion-kin Spells

Light of the Great Mane:

School Evocation (Light)
Level Paladin 4, Cleric 5
Casting Time: 1 Standard action; Components V, S; Range: 50 ft.
Area: All Allies within a 50 ft. radius burst, centered on the caster
Duration: 1 round/level; Save: None; Spell Resistance: No
Calling upon the power of the Great Mane, the Lion-kin grants all allies a +4 Sacred bonus to attacks, saves, and skill checks. In addition the light level is raised by two steps.

Lust For Battle:

School: Enchantment (Compulsion)[Mind-Affecting]
Level: Sorcerer/Wizard 4, Cleric 4, Paladin 3
Casting Time: 1 standard action; Components V, S; Range: Personal
Target: You; Duration: 1 Round/level

Save: None; Spell Resistance: No

The Lion-kin allows his inner rage to overtake him, turning him into a unstoppable force on the battlefield. While this spell is in effect, the Lion-kin may treat his character level as his Base Attack Bonus, including any extra attacks he may gain from this. In addition, he may apply the effects of a barbarian's Rage upon himself using his caster level as his barbarian level to determine its effects (this includes upgrades to Greater Rage and Mighty Rage). Finally, the Lion-kin gains the feat **Power Attack** for the duration of the spell.



Herptile Hegemony

OVERVIEW

Dominating the swampland of central Layna, the Herptile Hegemony consists of the ruthless Bullies, determined Hardbacks, and devious Brightskins. A realm of warmongering raiders, the Hegemony strikes fear into any village unlucky enough to be within striking distance of their borders. Led by the strongest of their kind—the High Warlord—the Herptiles leave nothing but destruction and despair in their wake as they work to please the their unique pantheon of "gods".

MEMBER RACES

The strongest and most populous races in the Herptile Hegemony are the two breeds of Frog-kin (Bullies, Brightskins), and the Turtle-kin (Hardbacks).

MAJOR CITIES

The cities of the Herptile Hegemony are mostly a mish -mash of ruined hovels built on wooden stilts atop the swamp water. The lagest and most important of these are Hop (Capital), Great Shell, Anura, and Slither.

HERPTILE SOCIETY

Swamp-dwelling warriors, the races of the Herptile Hegemony live to pillage, plunder, and pacify their neighbors in order to prove their individual strength. There are led by the High Warlord, a position filled by whomever leads the most powerful and ruthless warband. Sometimes this is easily decided upon, and other times the title is won on the battlefield after a brutal civil war. The hybrid who is crowned High Warlord, almost always a Bully, is given many perks. First they are given control of the city of Hop, the "nicest" of the dilapidated urban centers scattered through the Hegemony that the Herptiles use as a home base. Secondly, and far more important to most High Warlords, is the ability to call a "plague". A plague is a call to raid a target of choice that all Herptiles are honor bound to follow. Unlike the typical raids of the Herptiles, which can be led by any warlord and are generally small and quick, a plague is usually led against huge, well-defended cities and can last for years. Attendance at a plague is expected by every Herptile of fighting age (which for Herptiles is everyone except for small children). Failure to join in can leave the Herptile subject to imprisonment, execution, or intense public mockery.

quite literally. They kill ten percent of the adult population, take ten percent of their wealth and food, and enslave ten percent of the children. The reason the Herptiles stop themselves at ten percent is so that the target community is able to recover quickly enough that they can be plague targets again in the near future.

Herptiles do not consider the targets of their raids and plagues to be their enemy. Instead, they view them to be an important part of their religious and social structure, worthy of great respect. Without plague targets, there would be no one left to prove their worth against in order to honor their "Toad" (For the Bullies and Brightskins) or "The Ancestors" (For the Hardbacks).

Toads are individual deities that Frog-kin believe live inside their own mind. Each Toad tells their host what type of behavior would honor them the most. Overwhelmingly this means raiding and subjugating other races in order for the host to prove their strength and honor their Toad. Most Humans would refer to this voice as their conscience, but to the Frogkin, the voice is divine, infallible, and inherently violent.

Hardbacks have a similar desire to bring honor to another, but instead of a Toad they seek to forge spiritual connections to their ancestors by engaging in combat with and defeating worthy adversaries. Unlike the Frog-kin races who revel in chaos and destruction, the Hardbacks only engage in battle with targets they deem appropriate, meaning they will almost never harm a child, the elderly, or anyone incapable of adequately defending themselves.

Most Bully warlords keep a Hardback as a close advisor to help curtail their bloodlust on the battle field, and keep them adhering as closely to the 10% rule as possible. A town razed to the ground, is one less to pillage and enslave in the future.

GEOGRAPHY/CLIMATE

Surrounded by the three largest lakes in Layna, the Hegemony is a densely forested, and very wet, swampland. A warm year-round average temperature creates an environment rife with plants, animals, and insects not found anywhere else on the continent. The downside is that constant flooding and quick growing vegetation often have a disastrous effect of the limited infrastructure of the realm, leaving homes and roads in a constant state of disrepair. For realms that rely on trade to survive, this would make the Hegemony lands unlivable. However, for the Herptiles who are able to live completely off eating the monstrous insects that share their home, it's barely an inconvenience.

LAW

The Hegemony has only one law, and that is the requirement of fighting-age warriors to attend a High Warlord's plague. Failure to do so can result in execution. Otherwise, the Hegemony races believe that only an individual can decide what is right or wrong, and that the strength to back up your beliefs is paramount to a successful society. For example, if you kill someone because they wronged you, that is fine. However, when their allies come and kill you have received the natural consequence of your action. It is in this lawlessness that Herptile society actually gains structure. The hybrids accept a loose moral code and rules of society, in order to protect themselves from the repercussions of their decisions. To make themselves stronger many Herptiles form small, organized alliances called pods, within their own warband. If someone harms one member, the entire pod will seek vengeance to right the wrong. While strong pods certainly do take advantage of this system to abuse others, it does keep crime at a manageable level much of the time. Though, there are stories where all a warband's pods have broken out in a gangwar and completely wiped themselves out.

MILITARY

A Herptile plague is a truly magnificent, but also confusing thing to see. Generally, Bullies make up the first line as "shock troopers" charging ahead and carving up the enemy with undisciplined aggression. Anything left after the initial onslaught deals with the second wave of Hardbacks, slow, but so heavily armored that they are nearly impossible to harm. The Brightskins work on the flanks, most often attacking with blowgun darts from the shadows and keeping the enemy off guard enough that that they are afraid to flee. Combined, the races of the Herptile make up a deadly force, however they are not without their weaknesses. The two biggest things they lack are artillery and cavalry which gives their opponents options. Canines, for instance, will simply close the gates to their cities and wait out the Herptile raids, while the quicker armies of the Felines and Woodland Alliance will try to outmaneuver them and delay engaging in order to reduce losses and gain advantages in terrain position.

ECONOMICS

The Hegemony is the only realm in Layna to completely dismiss the use of money, instead preferring to barter or take the items they desire. Wealth is measured by the amount of sentimental objects you've looted from your dead enemies and your ability to maintain possession of those objects from your living enemies. As food is abundant due to the large (both in number and size) insect population, and shelter is crafted from the plethora of fallen trees that litter the realm, there is little that the Herptiles need to survive.

Their lack of trade is not simply due to a lack of need or desire though, but also few options. While brave traders are willing to cross through the Hegemony to get to other realms, it's almost unheard of for a merchant to have the bravery to stop in one of their cities as they travel. Those that do, however, can find great opportunities as Herptiles find the sentimental value of an object to be superior to its actual market value. A merchant who can make up a good story for his wares that piques a Herptile's interest, can find themselves easily able to trade up in value. Whether they have the strength to keep the new items until they get home is a different story.

The one trade good that the Herptiles do have that is coveted by other realms is their ability to wage war. Many warlords have raised the level of honor they've accumulated for their Toad and filled the coffers of the Hegemony by leasing their warband out as mercenaries. To the races of the Hegemony there is no greater dishonor they can bring upon their Toads or The Ancestors than breaking a contract to go to war.

ENTERTAINMENT

As the Herptiles rarely engage in trade, have no need to grow crops or raise livestock, and spend little time on shelter, they are almost always free for recreation. Sports are an extremely important part of their society, particularly those that test their combat abilities. If one were to walk through a Herptile city, regardless of the time of day, they would see wrestling matches, gladiatorial combat, and various displays of prowess with weapons.

While the combat based games are the most prevalent in the Hegemony, other activities exist as well. The Frog-kin, both Bullies and Brightskins, enjoy creating music from their language, Croak. While offensive to the ears of most other races, Frog-kin thoroughly enjoy spending hours belting out songs in their deep , throaty, language.

As well, Brightskins have a passion for body art, often trying to out-do each other with elaborate piercings filled with jewelry made from the bones of their kills.

HOLIDAYS/CELEBRATIONS:

Herptiles have dozens of lavish celebrations each year, all of which celebrate the success of plagues throughout history. The largest celebrations are in remembrance of the plagues led by the current High Warlord, but Herptiles don't stop there. They have a deep appreciation, and remarkably accurate, sense of their history, and will celebrate victories that occurred hundreds of years before any of them were born.

These plague-parties will often include feasting, slave sacrifices, music, and a chance for Herptiles to air grievances and avenge them. A plague-party that ends with less than a dozen dead is considered a failure.



Bullies

Sacred Text: Frog and Toad, Arnold Lobel

SOCIETY

During their time in Experiment H, the Caretakers introduced the Frog-kin (both Bullies and Brightskins) to the books of "Frog and Toad", a series about the friendship between two amphibians. The two Frog-kin races, lower on the intelligence scale than most of the other hybrids, struggled to understand the lessons in the book, instead taking concepts literally and deciding that each of them had a Toad somewhere that was supposed to be their best-friend. They searched the habitat, but found no sign of their intended companions.

The reason they couldn't find any was that Experiment H did not actually include any toad specimens. This forced the Bullies to come up with their own interpretation. They decided that the Toads weren't actual creatures, but gods that lived inside their own minds and guided them through life by telling them how to act. Each Bully considers their Toad to be a personal deity that needs to be worshipped by following exactly what the voice tells them it wants. Often, this was merely an excuse for Frog-kin to act in horrible ways, and claim that it was in honor of their Toad's wishes. Such a belief system led to the core of the Bully society-war-obsessed slavers and raiders bent on the accumulation of personal power and greed. Each Bully believes his Toad to be the best and strongest, and the only way to prove it is to kill or physically rule over others.

PHYSICAL DESCRIPTION

On average a Bully is a few inches shorter than a human, but his muscular stature, large lower body, and thick skeleton make a weight nearing 300lbs very common. Most Bullies are a shade of green, with moist, slick skin.

RACIAL LANGUAGE

Croak: A deep, throaty language more often sung than spoken. When on a plague, Bullies will go for days only speaking in Croak as a sign of respect to their own culture.

DIET

Carnivore: Bullies live primarily on the monstrously large insects and rodents that live in the swamps of the Hegemony. While they can digest and survive on other meats, they prefer the crunch of living bugs heading down their throat as they swallow them whole. The fact that the insects occur naturally and in abundance means that the Frog-kin have never had to develop a system for producing food.

RELIGION

Bully religious beliefs are as varied as they are, as each individual interprets his own thoughts as the word of his God (called a Toad). Worshipping to a Bully is simply a matter of doing what his Toad demands. To a Human, this is simply following one's conscience, except that for a Bully the conscience rarely pushes them toward moral, good behavior. Instead it pushes their more primal urges, giving them an excuse for violent, aggressive behavior toward all others. A Bully believes that if he lives his life the way his Toad demands, then in the afterlife they he can spend eternity pillaging with his best-friend, his Toad.

ROLE INSIDE THE HEGEMONY

As the Hegemony lacks the standard roles found in most societies due to their lack of structure, a Bullies roles is defined mostly by their relationship to the other races. Bullies enjoy a close relationship with the Hardbacks, primarily due to a mutual respect toward each other's abilities on a battlefield. Many Bully warlords surround themselves with them, not just for their legendary defensive capability, but also for their great wisdom and level-headedness. Bullies have a more strained relationship with Brightskins, believing their sneaky tactics and avoidance of hand-to-hand combat to be weak and dishonorable. Despite this, only the most ignorant warlord chooses not to have a few Brightskin assassins working for them.

RELATIONS OUTSIDE THE HEGEMONY

Bullies are reviled as warmongering brutes, who live only for themselves. This hatred is even worse in the areas surrounding the borders of the Hegemony, as it's those creatures whom have lost the most to their aggression. In times of great war, however, Bullfrogs are sough out as extremely valuable allies. They are extremely loyal to any contracts or agreements they sign, making them renowned throughout the Seven Realms for their value as mercenaries.

ALIGNMENT

As each Bullfrog has his own personal Toad, there is no organized religious or moral code in the Hegemony. Instead they will follow the instructions that they believe their Toad wants them to follow. Most Bullies allow this to lead them down a path that revels in the accumulation of power resulting in many Lawful Evil creatures, but it's not unheard of for dissenters to arise and follow the paths of good.

ADVENTURERS

Bully adventurers often have one goal—to prove that their Toad is superior to that of their rivals. They do this through conquest, feats of strength and courage, and by achieving impossible goals. Bullies tend to find the best path to accomplish this is by becoming a Fighter or Barbarian.



Bully Racial Traits

+2 Constitution, +2 Strength, -2 Dexterity, -2 Intelligence: Bullies are hardy and strong, but tend to be savage.

Amphibian: Bullies are Humanoids with the Amphibian subtype.

Size, Medium: Bullies are medium creatures and receive no bonuses or penalties due to their size.

Speed: Bullies have a base speed of 30 feet.

Child of the Water: Bullies spend their first years as aquatic creatures, and maintain much of that skill when they progress to land. Bullies have a swim speed of 30 feet.

Bone Growth: A Bully's bones grow thicker as they mature granting them +1 Natural Armor.

Best-friend in the Head: A Bully's Toad is so well-developed that it can help protect him from magic designed to compromise his mental or emotional state. Bullies receive a +2 to all Will saves. This bonus increases to +4 if the Will save is against a fear effect.

Jumper: Bullies are always considered to have a running start when making Acrobatics checks to jump.

Pillager: Bullies begin joining plagues at a very young age, and are taught by their superiors how to ransack a home to find the most valuable items. Bullies gain a +2 racial bonus on **Appraise** and **Perception** checks to find hidden objects (including traps and secret doors).

Weapon Familiarity: Bullies are proficient in the greatsword, greataxe, and any weapon with the word "Bully" in it's name.

Languages: All Bullies speak Common and Croak. Bullies with a high Intelligence may also choose from the following bonus languages: Shell-dancing, Meowori, Roarish, Yipyap, and Bleat-Speak.

Bully Favored Class Bonuses

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the superstitious rage power

Cavalier: Add +1/2 to the cavalier's bonus to damage against targets of his challenge.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Ranger: Add a + 1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Bully Feats

Sticky Tongue:

A Bully may use his long, powerful tongue to make a reposition combat maneuver against a target within 20 feet. This maneuver is made with a +2 bonus to the check and does not provoke an attack of opportunity.

Greater Sticky Tongue:

Pre-req: Bully, Sticky Tongue

A Bully receives a +2 bonus on checks made to reposition a foe with his tongue. This bonus stacks with the bonus granted by **Sticky Tongue**. Whenever a Bully repositions a foe with his tongue, the target's movement provokes attacks of opportunity from all of the Bully's allies, except the Bully himself.

Deadly Tongue:

Pre-req: Bully, Sticky Tongue, Greater Sticky Tongue

A Bully receives a further +2 to checks made to reposition a foe with his tongue, that stacks with the bonus from **Sticky Tongue** and **Greater Sticky Tongue**. In addition, a Bully's reposition combat maneuvers made with his tongue may now be used to move targets into dangerous positions such as pits or a Wall of Fire, and the Bully making the reposition check may make attacks of opportunity if the target's movement provokes it.

Terrifying Croak:

Pre-req: Bully

Bullies gain the following supernatural ability: Once per hour as a standard action, a member of this race can emit a thunderous croak. Any creature not of the type Humanoid (Amphibian) must make a successful Will saving throw (DC 10 + 1/2 the user's character level + the user's Charisma modifier) or become shaken for 1d4 rounds. A target that successfully saves cannot be affected by the user's terrifying croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. This is a sonic, mind-affecting effect.

Once a Tadpole:

Pre-req: Bully

Being submerged in water gives Bullyies a feeling of nostalgia and happiness that can enhance their natural healing abilities. Bullies gain fast healing 1 as long as they remain submerged completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability.

Bully Spells

Amphibious Assault:

School: Transmutation
Level: Sorcerer/Wizard 2, Cleric 2, Paladin 1, Druid 1
Casting Time: 1 Standard action; Components: V; Range: Personal
Target: You; Duration: 1 Min/level
Save: None; Spell Resistance: No

Bullies have a natural affinity toward the water, stemming from spending the early part of their lives there. This spell adjusts a Bullies physiology to enhance their abilities while underwater. When completely submerged in a body of water a Bully increases his swim speed by 30ft., may breathe underwater, and no longer takes any penalties while attacking in melee.

Hardbacks

The Tortoise and the Hare, Aesop's Fables

SOCIETY

Turtle-kin, known as Hardbacks, are a society of ancient warriors honor bound to serve their Warlords with loyalty, determination, and unflappable courage. A calm, dignified race Hardbacks carefully consider every move they make, both in battle and in their daily lives. This patience can be attributed to their sacred text, "The Tortoise and the Hare". This ancient tale tells the story of a great race, in which the tortoise, beats the much faster hare by continuing forward at a slow, but steady pace while the hare let's his arrogance and confidence lead him to the decision to take a nap.

In many ways this story has shaped Hardback culture, teaching them to never give up on their goals, no matter how absurd the odds. As well, Hardbacks have learned to never rush, instead preferring to consider the consequences of their actions before acting. These personality traits have led Hardbacks to be fantastic military planners and political advisors, but extremely poor battlefield commanders as they don't do well when pressured to make quick decisions. This is one of the reasons they do so well sharing a realm with Bullies, as their strengths and weaknesses mesh very well together and reduce clashing.

PHYSICAL DESCRIPTION

Shorter than the average human, but significantly heavier. Their bodies are covered in thick, bony plates, and jagged spikes. Their backs are covered by their signature trait, a hard shell that protects much of their body.

RACIAL LANGUAGE

The Hardbacks language , known as Shell-dancing. is primarily made up of gestures and movements, particularly involving the retracting and lunging of the head in and out of the shell. It is considered offensive to a Hardback for anyone not of their race to attempt to use their language.

DIET

Hardbacks eat a varied diet of swamp foliage, insects, and fish. They prefer their food cooked, but can digest raw food without any issue.

RELIGION

Hardbacks worship a variety of exalted being known as the Ancestors. The Ancestors are a collective, made up of the spirits of their most venerated warriors and wisest leaders. Every Hardback lives his life to bring honor to the Ancestors, so that he may one day add his essence to the collective. Hardbacks refer to this simply as "living the code". Essentially what it means is that no Hardback should ever engage in an activity that his deceased ancestors might disapprove of. Generally this refers to single combat against the weak, breaking an oath or contract, or surrendering to an enemy.

ROLE IN THE HEGEMONY

Hardbacks are well-respected among the Hegemony races for their warrior abilities and dedication to their own honor code. They have a particularly strong

relationship with the Bullies who admire their prowess as warriors.

RELATIONS OUTSIDE THE HEGEMONY

Of the Hegemony races, Hardbacks are the least likely to make a stranger run in fear at the sight of them. Even during plagues, Hardbacks generally lack the bloodlust and chaotic tendencies of their allies. Instead they search the battlefield looking for individual targets to engage in one-on-one combat that might offer them a challenge worthy of honoring the ancestors. Because of their calm, patient demeanor several realms will invite high-ranking Hardbacks to visit as diplomats, with the hope that they will advise their warlords to choose other targets for their raids.

ALIGNMENT

Hardbacks live their lives dedicated to the warlord they've pledged their service to, and to the pursuit of honor for themselves and The Ancestors. While they don't generally care how they achieve these goals in the end, they will not usually go out of their way to commit overtly evil acts against others hybrids. Most Hardbacks are Lawful Neutral.

ADVENTURERS

Hardbacks spent most of their lives searching for ways to prove they are worth to join the Ancestors upon their death. While many are dedicated to doing this within the confines of the opportunities presented to their warband, some venture out independently, looking for their own adventurers. Nearly all Hardbacks prefer hand-to-hand combat forms, and will tend to follow the path of the Fighter or Cleric.



Hardback Racial Traits

+2 to Constitution, +2 to Wisdom, -2 Dexterity. Hardbacks are physically resilient, and incredibly enlightened, but lack agility and quickness.

Reptile: Hardbacks are Humanoids with the Reptile subtype.

Medium: Hardbacks are medium creatures and receive no benefits or negatives for size.

Slow and Steady: Hardbacks have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Hard Shell: Hardbacks have a shell that protects them, granting them a +1 Natural Armor bonus. In addition enemies no longer gain a bonus to hit when flanking a Hardback (though all other aspects of flanking apply).

Ancient Wisdom: Hardbacks live almost twice as long as any other race in Layna, and are able to collect and pass down their wisdom from generation to generation. Hardbacks gain the feat **Breadth of Experience**.

Rest Is For The Weak: Through years of training, Hardbacks have learned to ignore the need for rest, considering it to be a sign of weakness. Once per day a Hardback may ignore an effect that would cause them to become fatigued or exhausted.

Weapon Familiarity: Hardbacks are proficient in the trident and any weapons with the word "Hardback" in the name.

Languages: Hardbacks began play speaking Common and Shell-dancing. Hardbacks with high intelligence scores may choose from the following: Croak, Meowori, Roarish, Yipyap, and Bleat-Speak

Hardback Favored Class Bonuses

Alchemist: Add +1/2 to the alchemist's bomb damage

Bard: Add +1 to the bard's CMD when resisting a disarm or sunder attempt

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip.

Inquisitor: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

Ranger: Add DR 1/magic to the ranger's animal companion. Each additional time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the ranger ever replaces his animal companion, the new companion gains this DR.

Sorcerer: Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.

Hardback Feats

Snap-jaw

Pre-req: Hardback

Hardbacks have impressive jaw muscles that can tear a creature in two. As a standard action, you can make one bite attack at your highest base attack bonus that deals substantial damage. Treat this attack as if the Hardback were two size categories larger. (ie as a medium creature a bite attack would normally deal 1d6 damage, but using this ability would deal 2d6. Add strength and other damage modifiers as normal.)

Ancestral Carapace

Pre-req: Hardback, Ancestral Carapace may only be taken at character creation

Upon death the greatest warriors of the Hardbacks have their top shell removed, called the carapace. It is then treated by their most talented smiths and shamans to create a truly magnificent shield that is passed down from generation to generation. A Hardback character may begin the game with a free Ancestral Carapace, bonded to them. They gain proficiency with their bonded Ancestral Carapace, regardless of class. This item counts as an adamantine heavy shield, except it has 0% arcane spell failure chance when wielded by its bonded owner. In addition, stating at level 4, when in the hands of its bonded owner the Ancestral Carapace gains Blessing of the Ancestors, which grants it a +1 enhancement bonus every four levels to a total of +5 at level 20. At level 6 Ancestral Carapace gains the Light Fortification ability. At level 10 this increases to moderate fortification, and at level 14 this becomes heavy fortification. An Ancestral Carapace may not be enchanted, as its own divine energy interferes with the magic. Any character who is not the Ancestral Carapace's bonded owner who attempts to use it treats it as a mundane adamantine heavy shield.

Hardback Spells

Ancestors Chosen

School: Abjuration
Level: Cleric 3, Druid 3, Ranger 2, Inquisitor 2, Bard 2, Paladin 2
Casting Time: 1 standard action; Components V, S; Range: Touch
Target: One creature; Duration: 1 Round/level
Save: Will negates (harmless); Spell Resistance: Yes (harmless)
Hardbacks call upon the protections of those who came before them. The target of this spell is granted DR 5—.

Brightskins

Sacred Text: Frog and Toad

SOCIETY

Brightskins live on the fringes of Hegemony society. In the lawless realm, Brightskins are unable to stand toe to toe with the Bullies and Hardbacks to protect themselves and their possession. Instead the much smaller and weaker Frog-kin spend most of the time hiding among the less developed sections of the swamp. When they do find themselves in a conflict, they prefer to retreat and stalk their adversary until his guard drops. A few moments later that same adversary tends to find a poison dart sticking out of their neck as they struggle for air.

At the beginning of Experiment H, Brightskins and Bullies were the same species-Frog-kincreated from the DNA of hundreds of different species of frog. However, over time certain physical traits began to show in their offspring that led to differences in mating and reproduction. Eventually two distinct groups emerged-the large green-colored Bullies and the smaller Brightskins. The Caretakers hypothesized that this separation wouldn't last, that the larger Bullies would eliminate the competition for food through violence, but certain evolutionary traits helped the Brightskins to survive. First was a very strong ability to hide and the second was skin that produced a vile toxin. After a few Bullies succumbed to the deadly skin secretions of the Brightskins the rest refused to touch them.

PHYSICAL DESCRIPTION

Brightskins tend to be short and heavy-set, with bulbous heads, large eyes and long fingers and toes. They are usually a striking array of bright colors mixed with darker oil like patches over their body. Brightskins adorn themselves with bone jewelry, usually in facial piercings of the nose and mouth.

RACIAL LANGUAGE

Croak: a deep, throaty language more often sung than spoken. Brightskins have mastered the ability to use Croak to "throw their voice", making enemies think they are somewhere they are not. **Carnivore:** Brightskins eat mostly insect with some small rodents mixed in. They prefer their food to be living when they eat it.

RELIGION

Like their larger kin, Bullies, Brightskins also follow the concept that they have a Toad in their head directing their behavior. Where they differ is in what they generally believe their Toad is telling them to do. For Bullies the Toad usually wants them to pillage and burn cities, but for Brightskins it's more about survival and being more devious than their opponent. Nothing honors a Toad more than returning home with a pile of souvenirs stolen from dead bodies of creatures who never even saw them coming. Sometimes this means a Brightskin killed the enemy and stole their belongings and sometimes it means waiting for an ally to kill the enemy and then just killing him instead.

ROLE IN THE HEGEMONY

Brightskins avoid many of the interactions that the other race of the Hegemony enjoy. They don't generally participate in the combat sports or the massive celebrations of past plagues. Instead they like to lurk on the outskirts of gatherings, watching, but able to quickly disappear into the shadows if a situation endangers them.

RELATIONS OUTSIDE THE HEGEMONY

Brightskins rarely leave the swamps, and when they do they prefer to limit interactions with others as much as possibly. The majority of citizens of the Seven Realms have never even seen a Brightskin.

ALIGNMENT

Brightskins live only for themselves. They have no problem killing someone because he picked up a shiny rock they liked. They enslave children just so they can brag to others about how many child-slaves they have. They obey rules and laws only as far as it's in their best interest, Morality just isn't something that crosses a Brightskins mind. Most Brightskins are Neutral Evil.

ADVENTURERS

It is very rare that a Brightskin leaves the Hegemony, except to accompany a plague. When they do it's generally because they've hired themselves out as an assassin. Most Brightskins find the path of the Rogue to be best suited to their talents.



Brightskin Racial Traits

+4 Dexterity, -2 Strength, -2 Charisma: Brightskins are extremely quick, but physically weak and socially awkward.

Amphibian: A Brightskin is a Humanoid with the Amphibian subtype.

Size, Small: Brightskins gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Brightskins have a base speed of 20 feet.

Darkvision: Brightskins can see in the dark up to 60 feet.

Child of the Water: Brightskins spend their first years as aquatic creatures, and maintain much of that skill when they progress to land. Brightskins have a swim speed of 30 feet.

Poison Use: Brightskins never risk poisoning themselves when applying a poison to a weapon.

Brightskin poison: Brightskins can secrete a variety of poisons through their skin, each of which they are immune to. Each poison deals ability damage upon a failed save. At character creation a Brightskin chooses which ability score is affected (Strength, Dexterity, or Wisdom). Once chosen, a Brightskin may never change his poison effect. Brightskin poison has the following stats:

Type: injury; **Frequency:** 1/rd. for 6 rds. chosen ability score; **Cure:** 1 save Constitution modifier.

Effect: 1 damage to **DC:** 10 + 1/2 the Brightskin's HD + the Brightskin's

Colorful Camouflage: Brightskins have a knack for finding the best place to blend in in every environment even with their bright colors. Brightskins receive a +4 racial bonus to **Stealth** checks.

Languages: All Brightskin know Common and Croak. Brightskin with a high Intelligence can learn the following: Shell-dancing, Meowori, Roarish, Yipyap, and Bleat-Speak.

Brightskin Favored Class Bonuses

Alchemist: Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Druid: Add a +1/4 luck bonus on the saving throws of the druid's animal companion.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Magus: Add one of the following weapon special abilities to the list of weapon special abilities the magus may add to his weapon using his arcane pool: *defending, ghost touch, merciful, mighty cleaving, vicious; allying, conductive, corrosive, corrosive burst, menacing.* Once an ability has been selected with this reward, it cannot be changed.

Rogue: The rogue gains +1/6 of a new rogue talent.

Witch: The witch gains 1/6 of a new witch hex.

Brightskin Feats

Potent Poisoner

Pre-req: Brightskin

Increase the base DC of your Brightskin poison by +2. This only effects the poison procured from the body of the Brightskin with this feat.

Practiced sniper

Pre-req: Brightskin, Quickdraw

When using a blowgun while sniping, a Brightskin is no longer restricted to a single attack. Instead, he may make a full attack, before making his new **Stealth** check.. He still takes the -20 to his stealth check when maintaining his obscured position.

Ventriloquism Master

Pre-req: Brightskin

Some Brightskins spend years learning to "throw" their voice to distract their enemies. A Brightskin who takes this feat may make his voice seem to others to come from anywhere within a 50 foot radius of his current position. An enemy may make a **Perception** check equal to 10 + The Brightskins HD + the Brightskin's Charisma modifier to identify that it's a trick and ascertain the actual direction of the sound. A Brightskin with this feat may use it at will. When using this feat a Brightskin may only speak in Croak.

Blowgun Master:

Pre-req: Brightskin

Brightskins train from birth with blowguns, preferring the silent weapon as a delivery source for their poison. When a Brightskin attacks with a blowgun he gains a +2 circumstance bonus to attack and damage, and may treat the weapon's base critical range as 1 greater (19-20)

Brightskin Equipment

Bone of Pain:

Often used in a Brightskin coming-of-age initiation ceremonies, the Bone of Pain is a piece of jewelry carved from the skeleton of a murdered humanoid (usually one killed by the Brightskin who will be wearing this item). It is then magically enhanced by a Brightskin witch-doctor so that whomever inserts the bone of pain through their nostrils will undergo intense, horrific agony lasting 24 hours (as per the inflict pain spell, but with no save). At the end of 24 hours if they are still alive, and the bone remains inserted, the Brightskin will receive a boon to their ability to withstand pain and suffering. A Brightskin wearing this item receives a +2 enhancement to their Constitution score and a +2 to saves against spells and abilities with the pain descriptor. This enhancement is only functional while the bone of pain remains inserted into the Brightskins nose piercing. If the bone is ever removed and reinserted the ritual must be begun again.

Slot: Slotless

Cost: 4000 gold

Construction requirements: Craft Wondrous item, **Craft: Jewelry** 5 ranks, **Bear's Endurance**, **Inflict Pain**, 2,000 gold.


Empire of Rodentia

OVERVIEW

With major cities all along the western coast of Layna, the Empire of Rodentia is the most technologically advanced of the Seven Realms. Entering a Rodentian city is a time of wonder, fear, and complete sensory overload for most races of the Seven Realms. The never-ending noise from their steam-powered carriages and densely packed population assaults a visitor's ears, while the overwhelming smoke and odor from the factories has them gagging for hours. For the rodent races that live there, these aspects are just a small price to pay for the convenience they get to enjoy-homes with gas lights, the ability to travel to other cities in a few hours via train, even people who could capture your very essence in something called a "photograph". The benefits of living in the Empire are certainly great.

However, while life is good for many Rodentians, not all the races who make their home there enjoy the same benefit. This stems from Rodentia's definition of a citizen as "a rodent who owns land within city limits". Generally this refers almost exclusively to Cavy-kin, most Rat-kin, and only rarely to poorer Mouse-kin. Cavy-kin, by far the wealthiest of Rodentia's races, use their citizenship laws to maintain a monopoly over the Empire's governing and legal systems. This makes it difficult for the other races to improve their lot in life and relegates them to a lower class lifestyle filled with hard work and hungry stomachs.

The Empire of Rodentia is led by the Emperor who is elected once a decade in a vote open to all citizens of Rodentia. Each city is run by a mayor, also an elected position, who reports and pays a tribute tax to the Emperor. What makes this form of government an oligarchy (rule by a small group) is that only wealthy land holders (citizens) can run for office, or vote in elections. This is almost always a Cavy-kin from a powerful family.

MAJOR CITIES

The Empire of Rodentia has several large cities, each developed with hundreds of factories, shops, and apartment complexes. Outside each major city is a scattered village, usually made up of tents and hastily constructed shelters. These "suburbs" are inhabited almost exclusively by Mouse-kin. The most important cities in Rodentia are Humphreyville, Popwater, Muroidea, Nihhmm, Dormington, and Vermin (Currently occupied by the Canine Kingdom, but inhabited by mostly rodents).

MEMBER RACES

While there are several races that live in Rodentia, the most important are the Cavy-kin, the Rat-kin, and the Mouse-kin.

SOCIETY

Rodentia is a busy place to live. Everywhere a hybrid looks they can find a factory pumping out new goods and products, stores selling just about anything that exists in the known world, and prestigious scientific academies working hard to unlock the secrets of anything that doesn't. Life in Rodentia never takes a break, which is why it's far and away years ahead of the other realms in regards to technological innovation.

Technology is not the only place Rodentia is advanced. Politically, they are "technically" the most democratic of the Seven Realms, with open elections for Mayor and Emperor that all citizens who can afford the enty fee are eligible to run for. Legally, they have a written system of laws that oversees both criminal and civil law, with a court system made of citizen juries.

Through these aspects it would appear to the outside world that Rodentia is a advanced society with freedom and rights for all. However, nothing could be farther from the truth. Instead, Rodentia is under the tight control of the Cavy-kin, who maintain their power through the legal definition of citizen—a rodent and owner of land within the limits of a cities' borders. As this land is 99% owned by Cavy-kin (and only seven different families at that) the other races of Rodentia are practically powerless when it comes to creating or enforcing law in the Empire.

Rat-kin, obsessed with the concept of the Uber-Rat (a level of physical and mental perfection that they all strive for), rarely have time to worry about societal issues, so the power and influence over their government tends to not bother them, as long as their individual rights are not obstructed. The Cavy-kin understand this well, and leave the Rat-kin to their underground apartments and dangerous scientific experiments, while they wait to steal and exploit any scientific breakthroughs the Rat-kin run into. What keeps them down is a far higher income tax rate than citizens pay, as well as the "non-citizen minimum wage". This is a law created by the Cavy-kin that guarantees all workers in their realm receive a base salary for their work set by the emporer. Unfortunately, though it looks nice on the outside, the real purpose of the minimum wage was to inform all Cavy-kin employers exactly what to pay the Mousekin, so that they all earned the same, small paycheck. Rat-kin tend to avoid this law by working in fields with "bonuses" such as Academia and government funded research labs, but for Mouse-kin, no matter how in demand their skill set, they all make the same minimum wage.

What this means for Mouse-kin is that in order to help their families survive they are forced to work long, brutal hours in factories and fields to ensure that their younger brothers and sisters have enough food to survive. They never have a chance to earn enough to buy property, become a proper citizen, and break free of the minimum wage law and higher taxes that plague them.

Many Mouse-kin, however, have found the answer to their cycle of poverty—adventuring! By going out in the world and searching for treasure, slaying monsters, and earning accolades for their heroics, Mouse-kin can become as rich as their Cavy-kin neighbors. Unfortunately for perspective Mouse-kin heroes, adventuring has the second highest mortality rate of any profession in the Seven Realms. The first is being a mime. Everyone hates mimes.

GEOGRAPHY/CLIMATE

Rodentia's climate is primarily temperate, with four distinct seasons including mild winters and long rainy summers. They have a solid growing season and decent enough land that they can provide enough food for the realm and still have enough to export.

The largest problem they have is that they are located on a massive fault line, that has caused numerous large earthquakes and tidal waves in their long history. These disasters are the only thing that has kept Rodentia's technological advantage constrained enough that they lack the ability to conquer the rest of the Seven Realms.

LAW

Rodentian law is considered quite advanced for the Seven Realms, as it is created by an elected legislature (known as the Board of Bureaucracy), and each citizen is required to take part in the application of the law though jury duty once a year.

A Rodentian jury is made up of 7 hybrids, all citizens, who listen to arguments over criminal and civil cases and decide on punishment according to written laws, past accepted practice, and morality. While in theory it sounds just and fair, the fact that 90% of Rodentian citizens are Cavi-kin and Rat-kin, despite making up only 20% of the population leads to a system in which Mouse-kin can rarely win a case against the other races of Rodentia.

In addition, a distinct advantage goes to any legal participant with the ability to hire a good lawyer, and pay the jurors a nice bribe (which is completely legal in Rodentia).

There is only one type of crime in Rodentia that isn't covered by the jury system. This crime is known as "theft of ideas" and is always overseen by the Emperor himself. Essentially, a theft of ideas is any crime in which one party infringed on the patents and copyrights of another citizen. In Rodentia ideas are the most valuable good, and they are well-protected.

MILITARY

While Rodentia has fantastic weapons technology, including highly mobile, steam-powered artillery and airships, and a large population of ready soldiers in their Mouse-kin ranks, tactics and strategy has never been strong among the Rodentian leadership.

Some of the problems lie in the fact that none of the races are particularly strategy-minded, but the bigger problem is that their Mouse-kin soldiers are terrible at taking commands. Each Mouse-kin conscripted into the army believes that he can improve his lot in life by becoming a war-hero. Unfortunately, this leads to thousands of Mouse-kin ignoring their commanders and trying to "save" each other on the battlefield. In essence, what could be a dominant military offensive, turns into a lot of screaming Mouse-kin tackling each other and jumping in front of the enemies weapons.

While this problem could be solved by replacing the Mouse-kin with Cavy-kin or Rat-kin, neither of those races tend to have any interest in engaging in true warfare, believing instead that their talents are best used back home.

ECONOMICS

Rodentia's powerful economy is based primarily on the manufacturing of factory produced goods. Using efficient steam-powered engines and generators, Rodentian factories can produce significantly more goods than any other realm in a fraction of the time. The industries that they specialize in are textiles, mining equipment, transportation (especially trains), and firearms.

As a result of their economic prowess, Rodentia has been able to develop significant infrastructure within their realm, including a train system that runs in a loop through each of their major cities.

Rodentian products are highly sought out throughout the Seven Realms, particularly in the Canine Kingdom and Ruminant Republic where there exists a distinct middle class consumer. As well, both governments have spend years upgrading their technological and military infrastructure through the purchase of firearms (particularly artillery such as cannons) as well as large scale machinery to be used in their respective industries (mining for the canines and agriculture for the Republic).

One thing that Rodentia won't do, however, is sell their newest technology. That they keep for themselves in order to maintain an advantage over the rest of the Seven Realms.

ENTERTAINMENT

Rodentians enjoy what they consider to be civilized entertainment such as plays, opera, and circuses. Entertainment in Rodentia is a big business, led by large, organized troupes who travel from city to city putting on their work in large theatres for the public. Those that can afford it get to sit in private boxes or front and center, while the poorer citizens (The Mouse -kin) would pack the rafters. Cavy-kin leaders are adamant that there is always some source of entertainment available, as they believe "happy workers are productive workers". In reality, they simply believe that an entertained population is less likely to rebel against the system.

HOLIDAYS/CELEBRATIONS

There are very few holidays in Rodentia, because the Cavy-kin don't want to give their employees the day off, as it interferes with business. Despite this the Mouse-kin will save food for weeks at a time in order to have feasts that honor their greatest heroes.



Rat-kin

Sacred Text: Mrs. Frisby and the Rats of Nihm, Robert C. Obrien

SOCIETY

Rat-kin were always smart, even before Experiment H created the hybrids. But once they were read their scared text, *Mrs. Frisby and the Rat's of Nihm*, a book with rats who become amazingly intelligent, the Rat-kin have been obsessed with improving themselves, both physically and mentally. They've accomplished this in many ways—alchemy, magic, selective breeding—but the results have been mixed at best. Instead of simply creating smarter, stronger Rat-kin they have become warped and erratic.



The changes to both their minds and bodies have made it so many Rat-kin struggle in everyday society, either due to a severe lack of social skills, or because of a grotesque deformity. As a result, most Rat-kin live underneath the Rodentian cities in sublevel apartment buildings affectionately called Sewer-nests.

The slow, but steady decline of Rat-kin society has been one of the reasons the Cavy-kin have been able to form a monopoly over Rodentian politics. Rat-kin no longer care about politics, economics, or society in

> general. All that matters is finding another way to improve themselves as an individual, and passing those traits on to as many children as they are able to raise.

Despite the fact that most Rat-kin are deformed and deranged, not all have succumbed to negative changes from their experimentation. In fact, some Ratkin are the most intelligent and physically able hybrids in all the Seven Realms. These Rat-kin often become leading researchers and teachers at Rodentia's many academies, or venture out in the world in search even better ways of improving themselves.

PHYSICAL DESCRIPTION

Standing about five feet, but with a slight hunch, and weighing around 100lbs, Rat-kin are one of the largest Rodentian races. They are covered in fur, generally brown, white, or black, and have a long muscled tail.

Because of their tendency to be born with physical deformities, many Rat-kin can grow to be significantly larger than this with some reaching almost nine feet in height.

RACIAL LANGUAGE

Ratkin speak a complicated language known as Esparatu. Unlike the other languages of Layna, Esparatu is not a naturally developed form of communication. Instead, it was invented by a laboratory linguist so that Rat-kin could discuss issues with each other without being judged by the Cavy-kin.

DIET

Rat-kin will literally eat any food they have access to, and due to the fact that many of them have enhanced metabolisms from their experimentation, they need to eat often. Food is rarely left unguarded in Rodentian shops, as Rat-kin will grab it as they pass by, and not even realize they just stole.

RELIGION

Rat-kin do not have an organized religion or even a belief in gods at all. They believe that divine power isn't granted from celestial beings, but is an inherent manifestation of individual intellectual power. There is even a small group of Rat-kin clerics that worship the power of the mind. To them, anyone can become a God if they can find a way to unlock all the inherent power in their own brains.

ALIGNMENT

Rat-kin care only about themselves and their own children. The live to improve their individual nature, bothe physically and mentally, and will do whatever it takes to achieve these goals, regardless of rules, laws, or morality. They are almost always Chaotic Neutral.

ADVENTURERS

Rat-kin enjoy traveling throughout the Seven Realms, and are always on the lookout for new ways to improve themselves. Most Rat-kin tend to follow the path of the Alchemist or the Wizard.

ROLE IN RODENTIA

Rat-kin aren't necessarily disliked in Rodentia, but for those with more developed physical mutations, their appearance can make others squeamish. Even those without apparent physical changes generally have struggles with socializing with their fellow Rodents, as they often state exactly what's on their mind, regardless of appropriateness. As well, Rat -kin are notorious for not caring about the opinion of anyone besides themselves.

RELATIONS OUTSIDE RODENTIA

_As much as Rat-kin struggle to find social acceptance within Rodentia, outside it's nearly impossible. Other hybrids in every realm will actively avoid them as many fear their odd and unpredictable behavior. A Rat -kin might be laughing, drinking, and joking one moment and throwing a table across the room the next.



Rat-kin Racial Traits

+2 to one physical stat, +2 to Intelligence, -2 to Wisdom, -4 to Charisma: Years of experimentation have warped the bodies and minds of Rat-kin. While they maintain their signature intelligence, their personalities are volatile.

Rodent: Rat-kin are Humanoids with the Rodent Subtype

Medium: Rat-kin are medium creatures and gain no bonuses or negatives for size.

Speed: Rat-kin have a base speed of 30 feet.

Agile Tail: Rat-kin gain incredible balance from their tails, granting them a climb speed of 10 feet, a+ 2 racial bonus to **Acrobatics** checks, and a +2 to CMD to avoid being tripped.

Lab Rat: Rat-kin are constantly experimenting with ways to improve themselves. Rats receive a +2 racial bonus to **Craft: Alchemy.**

A Sip a Day: Rat-kin tend to use their own children as their first test subjects. While not the best parenting technique, those Rat-kin who survive past infancy gain a +2 racial bonus to saves against poison and disease.

Mutation: Rat-kin choose one of the following mutations to represent the changes to their lineage that occurred due to generations of alchemical and magical experiments:

- **Regenerative tissue:** Rat-kin who select this mutation have Fast Healing 1. This can heal 2 HP/level each day. This ability will activate on the first damage taken and will cease to work when it reaches the daily limit.
- **Gigantism:** The physical stature of these Rat-kin lets them function in many ways as if they were one size category larger. Whenever this Rat-kin is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the Rat-kin is treated as one size larger if doing so is advantageous to him. A Rat-kin with gigantism is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A Rat-kin with gigantism can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- **Improved Prehensile Tail:** Rat-kin may use their tail as a third arm and hand, including being able to make attacks with a light weapon. Normal penalizes for using more than one weapon would apply if this is attack is used in conjunction with others.

Languages: A Rat-kin begins play knowing Common and Esparatu. A Rat-kin with a high Intelligence can learn the following bonus languages: Shell-dancing, Meowori, Roarish, Yipyap, and Bleat-Speak.

Rat-kin Favored Class Bonuses

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using his mutagen

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Fighter: Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Rat-kin Feats

Whiskers and Nose

Pre-req: Rat-kin

Using a combination of their powerful sense of smell, and information gathered by their whiskers, Rat-kin gain Blindsense 15 feet.

Maze Runner

Pre-req: Rat-kin

Rat-kin have an intuitive sense of direction. They are immune to the *Maze* spell, and similar effects, they also know which way is north and how far underground they are, and they can retrace any steps they took in the past seven days with perfect memory. This does not grant him the ability to remember details of the setting, just the path he took through it.

Rat Companionship

Pre-req: Rat-kin

The clustered, confusing thoughts and emotional outbursts of Rat-kin might be difficult for most races to deal with, but for other Rat-kin it's soothing and enjoyable. Rats gain a +4 bonus to Charisma checks regarding interactions with other Rat-kin.



Plague Carrier:

School: Transmutation [disease]
Level Sorcerer/Wizard 4, Druid 4, Cleric 4, Alchemist 4
Casting Time: 1 standard action; Components V, S; Range: Touch
Target: One enemy; Duration: 1 Hour/level
Save: Fort; Spell Resistance: Yes
If the terrest of this appell fails their save they became a corrier of the buy

If the target of this spell fails their save they become a carrier of the bubonic plague. Anyone the target touches during the duration of this spell must make a DC 17 Fortitude save or contract the disease.

Summon Mischief:

School: Conjuration (Summon)
Level: Wizard/Sorcerer 3, Cleric 3, Druid 2, Bard 2, Ranger 2
Casting Time: 1 Standard action; Components: V, S Range: Close
Duration: 1 Hour/level

Save Will negates (harmless) Spell Resistance: Yes (harmless)

The Rat-kin summons three Dire Rats named Stinky, Blinky, and Johann. The Dire Rats are unquestionably loyal and will follow any commands to the best of their ability. While the spell is active the caster may communicate as per Speak with Animals, but only with those three rats. Every time the spell is cast, the exact same three rats show up.

Mouse-kin

Sacred Text: The Tale of Desparaux, Kate DiCamillo

SOCIETY

Mouse-kin are the physically smallest yet most populous of all the races in the Seven Realms. Born into litters of siblings that can be as large as twenty at a time, Mouse-kin society struggles with poverty and overpopulation. Due to disease and malnourishment, only about half of all Mouse-kin survive past childhood. Those strong enough to make it to adulthood often find their prospects for work limited as the other races of Rodentia consider them to be intellectually and physically inferior, and work to deny them citizenship rights. Most end up finding



employment as servants, laborers, or soldiers, but are rarely given accolades or promotions regardless of how good they are at their profession.

This works well with the beliefs of their sacred text, *The Tale of Desparaux*, which teaches that every mouse, no matter how small, can become a great hero. Every Mouse-kin has this idea ingrained in her head from birth, and desires above anything else to become a great hero, slay evil, and bring wealth to her family. The majority of Rodentia's greatest heroes and adventurers have in fact been Mouse-kin, though do to intricate and biased tax laws in Rodentia, even the most successful Mouse-kin tend to die poor.

> Mouse-kin are one of the most adaptable and adventurous races in Layna. Often, they will travel the continent learning skills and trades that can help them to compete in Rodentia's dynamic economy, even they can't earn more money for their abilities.

Those who don't leave Rodentia have two choices: apprentice to someone in order to learn their trade, or join the military and make their way as a soldier. The life of a soldier can be very appealing at first, until the Mouse-kin learn that the Cavy-kin generals value them most for their impressive numbers, rather than their individual fighting skill. This leads to Mouse -kin all trying to one up each other in battle, with individual heroics becoming more important than military discipline. It's not uncommon for a Mouse-kin regiment to break out in a fight over who gets to lead the charge, ending the battle before it even begins.

PHYSICAL DESCRIPTION

Mice are the smallest members of Rodentia, often reaching only about three and a half feet tall, and barely breaking forty pounds. They have long, hairless tails that help with balance and movement, large floppy ears that increase hearing, and though they can be a variety of fur colors, white and grey are by far the most common.

RACIAL LANGUAGE

Mouse-kin do not have a specific language to call their own. Instead they pride themselves on learning the languages of other races.

DIET

Mouse-kin will eat anything they can afford, and are not picky at all. Due to their lack of disposable income, and the fact that Cavy-kin are Herbivores and refuse to use the land for meat production, Mouse-kin children are known for being scrawny and sickly due to a lack of protein in their diet.

RELIGION

Mouse-kin worship a mystical and mysterious God known only as "Big Ears". They preach that Big Ears bestows great fortune upon those who take chances, fight for the side of good, and overcome the fears in their heart. As part of a coming of age ceremony, on their 11th birthday, mice honor Big Ears by overcoming their greatest fears. Sometimes this is a minor thing, such as being afraid of the dark or of clowns, but every once in a while a Mouse-kin will claim his greatest fear is a dragon. While this usually ends with one less Mouse-kin in the world, every now and than it's the beginning of a great tale.

RELATIONS IN RODENTIA

Mouse-kin are considered a lesser race by the Ratkin and Cavy-kin; a poor, uneducated mass who are only good for doing jobs they don't want to. They tend to be treated as servants, or worse, by non-mice. Unfortunately, Mouse-kin usually treat each other even worse than that. As there are always looking to be the greatest hero in Rodentia, they find all other Mouse-kin to be competition, and will do anything they can to defeat, sabotage, or humiliate them.

RELATIONS OUTSIDE RODENTIA

Mouse-kin are well-liked by most races outside their own realm for their hard-working nature and willingness to learn. Many races, especially the Dog -kin, value them as apprentices and are often happy to employ them.

ALIGNMENT

Mouse-kin believe strongly in being heroic. To them this means always doing the right thing, regardless of the danger or the law. Mouse-kin are almost always Chaotic Good.

ADVENTURERS

Mouse-kin leave Rodentia in search of challenges, knowledge, and skills that will help them earn their place as a great hero of their people. Mouse-kin can be found in every realm of Layna, and their path to glory rarely looks the same.



Mouse-kin Racial Traits

+2 to one ability score: Mice have a varied array of talents with no true weaknesses.

Rodent: Mouse-kin are Humanoids with the Rodent Subtype

Size, Small: Mice gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Mice have a base speed of 20 feet.

Gifted Linguist: Mouse-kin enjoy learning languages, and those that apprentice in other realms before returning to Rodentia are happy to teach them. Mouse-kin gain a +4 racial bonus on **Linguistics** checks, and they learn one additional language every time they put a rank in the **Linguistics** skill.

Feathered Foes: Mouse-kin have been on the front lines of a series of wars with Aviana, and are trained to avoid their aggressive attack strategies. Mouse-kin gain a +4 dodge bonus to AC against Humanoids with the Avian subtype.

Better Lucky than Good: Mouse-kin constantly seek the path of the hero. The ones that survive tend to have a bit of good luck protecting them. Mouse-kin receive a +1 Luck bonus to all saves.

Simple Strikes True: Mouse-kin rarely have access to the training and equipment that adventurers are used to, but they make up for it by mastering readily available weapons. A Mouse-kin may treat the crit range of any simple weapon he uses as being 1 greater (Example a sickle goes from "20" to "19-20"). Apply this effect after abilities such as keen or Improved Critical.

Weapon Familiarity: Mouse-kin that return to Rodentia after a life of adventuring enjoy teaching the children some of the skills they picked up along the way. A Mouse-kin may choose one racial weapon native to the hybrids of Layna. He is proficient in that weapon due to knowledge taught as a child. This may require adjusting the weapon's listed damage in order to create a small size category version for the Mouse-kin.

Languages: Mouse-kin begin play speaking Common. Mouse-kin with high intelligence scores may choose from the following bonus languages: All languages native to the Seven Realms.

Mouse-kin Favored Class Bonuses

Alchemist: Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 +the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Mouse-kin Feats

Hyper Aware

Pre-req: Mouse-kin

A life of facing danger and has made Mouse-kin incredibly aware of their surroundings. A Mouse-kin with this feat gains a +2 to **Perception** checks and a +2 to Initiative rolls.

The Bigger They Are

Pre-req: Mouse-kin

Mouse-kin dream of taking down the biggest and most dangerous creatures in the Seven Realms, and will practice ways to do so. Mouse-kin receive a cumulative +1 to CMB for combat maneuvers for each size category larger their target is than they are.

They're Both My Favorite

Pre-req: Mouse-kin

Mouse-kin may gain both the +1 Hit Point and +1 skill point for favored classes instead of choosing just one. In addition, they may choose two favored classes. Once chosen these two classes may not be changed.

Mouse-kin Spells

Dauntless Spirit
School: Enchantment (Compulsion)
[Mind Affecting]
Level: Cleric 5, Bard 4, Paladin 3, Shaman 5
Casting Time: 1 Standard action; Components: V, S, F Range: Self
Target: Allies in a ten foot radius; Duration: 1 Round/level
Save: None; Spell Resistance: Yes

The caster empowers his allies, granting them Dauntless Courage. For the duration of the spell all affected targets are immune to fear, compulsion, and charm effects and gain a +4 vs death effects. They ignore the negative effects of ability damage or drain, and gain a + 1 luck bonus to AC and all saves. A target reduced below 0 HP can continue to fight with no penalty for the duration but when the spell effect ends they suffer all the effects that have been suppressed by the spell. If the caster is reduced to 0 HP the spell immediately ends.

Cavy-kin

SOCIETY

Master engineers and skillful politicians, Cavykin rule Rodentia, both through their wide array of powerful companies and a legal system that allows they to keep a strangle hold over all decision making.

Unlike most of the hybrids in Experiment H, Cavy-kin were not read a particular book. Instead, the Caretakers took a special interest in them after they noticed immediately that they seemed to have a greater ability to learn than the other races. They choose to fast-track the Cavy-kin's lessons on reading, a skill they picked up in just a few months, and allow them to choose their own stories. Overwhelmingly Cavy-kin rejected every option the Caretakers gave them for fiction, they claimed stories were simply too boring for them. This all changed on night when one of the air-conditioning units in the Cavy-kin habitat broke down. One of the universities maintenance staff was called in to repair it, and with it he brought a copy of "Air-Conditioner Repair for Dummies". As he fixed the unit, the Cavy-kin passed around the manual, engrossed by the technical jargon and detailed pictures. A Caretaker noticed their interest and ordered them manuals for dozens of mechanical objects from microwaves to jet engines. After a few months of learning, the Cavy-kin were well on their way to becoming expert engineers.

Originally, Cavy-kin were known as Guinea Pigkin, but changed their name to the more

> scientifically accurate "Cavykin" just before the formation of Layna.

PHYSICAL DESCRIPTION

Cavy-kin are short, squat hybrids, covered in fur with a chubby round face. They rarely are taller than 4ft or weigh more than 140lbs, and their short legs make them one of the slowest races in the Seven Realms.



RACIAL LANGUAGE

High Cavy. Cavy-kin are very particular about their language and take great offense when a member of another race uses it incorrectly. As it has more grammar rules than all other languages of the Seven Realms combined, and is packed with vocabulary that many hybrids couldn't pronounce with years of training. In several of the Rodentian cities there are ordinances that state that a visitor can be fined or even imprisoned for speaking High Cavy improperly.

DIET

Herbivore. Cavy-kin survive on mostly leafy vegetables and grains, with the occasional small fruit mixed in. As they control the majority of the land in Rodentia, these are the only foods they have planted on their lands. While these creates plently of food for the Cavykin, it hinders the nutritional supply for the Mouse-kin and Rat-kin as those races require a more varied diet, including significant sources of protein.

RELIGION

While the Cavy-kin do believe in a god, whom they refer to as the Tinkerer, he does not affect their daily lives in substantial way. The Cavykin believe that science works too well to have been a natural development of the universe and that a highly advanced being (or culture) must have designed existence. They refer to this creature as the Tinkerer (A plural and genderless term) who put into motion the rules of the Laws of the universe and set the world on a course of evolution.

ROLE IN THE EMPIRE OF RODENTIA

As the politically and economically dominate race in Rodentia, Cavy-kin have both the respect and jealousy of the other races. Mousekin in particular resent the Cavy-kin's place in society, but will rarely engage in open conflict with one of them for fear of being blacklisted from jobs and being unable to help feed their families. Rat-kin tend to have less problems with Cavy-kin as their goal of individual advancement rarely comes into conflict with the Cavy-kin's oversight of society.

RELATIONS OUTSIDE

THE EMPIRE OF RODENTIA

Cavy-kin are well-respected as visitors to the other realms. They are wealthy, tend respect the local laws, and sociable enough that they can blend in most places.

ALIGNMENT

Cavy-kin have curious minds, geared toward science and math. They like things that go together, and the order that comes with it. Most Cavy-kin are more interested in in their own personal wealth and success than the welfare of others. The majority of Cavy-kin tend to be Lawful Neutral or Lawful Evil.

ADVENTURERS

Naturally curious and generally wealthy, Cavykin tend to adventure because it represents a fun and profitable career path. Many Cavy-kin will organize and lead groups to search after long lost treasures as a mean to improve their status in society and ensure they have good stories to tell at dinner parties. Cavy-kin have a natural affinity toward firearms and many follow the path of the Gunslinger.

Cavy-kin Racial Traits

+2 Wisdom, +2 Intelligence: Cavy-kin are smart and savvy with no true weaknesses.

Rodent: Cavy-kin are Humanoids with the Rodent subtype.

Small: Cavy-kin gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Cavy-kin are naturally slow, but steady. Cavy-kin have a speed of 15 ft. This is never reduced by armor or encumbrance.

Expert Tinkerer: Cavy-kin have an innate understanding of how things work, particularly vehicles and firearms. They receive **Gunsmithing** as a bonus feat. In addition they receive a +2 to **Knowledge: Engineering** and **Disable Device** rolls, and these skills always counts as being class skills for them.

Public life: Many Cavy-kin spend their lives maneuvering for a career in politics or a position of importance in one of Rodentia's companies, and learn the skills for success in those fields. Cavy-kin receive a +2 to **Bluff** and **Diplomacy**.

Practiced Marksman: Cavy-kin learn to use guns at a young age, and practice often. Firearms are considered simple weapons for Cavy-kin. In addition, they receive a +1 to attack and damage with both firearms and siege weapons.

Weapon Familiarity: Cavy-kin are proficient with all Firearms, and any weapon with the word "Cavy -kin" in the name.

Languages: Cavy-kin begin play speaking High Cavy and Common. A Cavy-kin with a high Intelligence Score may choose from the following bonus languages: Shell-dancing, Meowori, Roarish, Yipyap, and Bleat-Speak.

Cavy-kin Favored Class Bonuses

Alchemist: Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Inquisitor: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Cavy-kin Feats

Need To Gnaw: Cavy-kin teeth grow throughout their entire lives. Most Cav-kin can counteract this by gnawing on things, but some choose to take advantage of it by sharpening their front two teeth into deadly weapons. A Cavy-kin with this feat gains a bite attack that deals 1d6 piercing damage and causes the target to bleed for 1 damage per round.

Cavy-kin Spells

Energized Ammo

School: Evocation
Level: Wizard/Sorcerer 3, Bard 2, Magus 2
Duration 1 hour/level, Casting time: 1 standard action Components V,S,M
Save: see description

The caster empowers up to 10 bullets with arcane energy. These bullets deal an extra 1d6 energy damage, with the type determined for each bullet at the time of casting. Players may choose between Fire, Cold, Electric, Acid, and Sonic. Whichever element is chosen adds that descriptor to the spell.

Cavy-kin Equipment

Experimental Weapons: Cavy-kin are constantly working on the next generation of weapons. Recently they have been using electricity to create a new weapon style called "Cavy-kin coil-guns". Cavy-kin coil-guns do not use ammo, but instead have a limited amount of energy before they go inert. A Cavy-kin coil-gun regains it's energy, in full, once a day. The following siege weapons and firearms are currently in development:

Sky Coil: This weapon, designed for use aboard airships due to it's small recoil, blasts the enemy with bolts of loud, bright electricity. Anyone within 10 feet of the target must make a DC 18 Fort save of be blinded and deafened for 1 round.

Type: Large Siege Engine; Damage: 5d6 electricity and 5d6 sonic; Crit: 19-20/x2; Range: 120ft.; Crew: 2; Aim:1; Load: 3; Speed: 10 ft. Cost: 10,000 gp; Energy: 25 shots

Storm Coil: A smaller version of the Sky Coil, that can be mounted to "Spinners", the one-man fighters that launch from the larger Rodentian airships. Anyone within 10 feet of the target must make a DC 15 Fort save of be blinded and deafened for 1 round.

Type: Small Siege Engine; Damage: 3d6 electricity and 3d6 sonic; Crit: 19-20/x2; Range: 60ft.; Crew: 1; Aim:0; Load: 1; Speed: 10 ft. Cost: 6,000 Energy: 20 shots

Stun Coil: This one handed firearm blasts the target with a small jolt of electricity. When hit the target must make a DC 15 Fort save or be stunned for 1 round.

Cost: 4,000 gp; Damage: 1d6 (nonlethal); Crit: x4; Range: 10ft.; Misfire: 1; Energy: 5 shots Weight: 2 lbs



Woodland Alliance

OVERVIEW

The Woodland Alliance is a loose union of forest dwelling races that have banded together for defense against the Herptile plagues and Republic expansion into their territory. The majority of their land is defined by the dense Redbark Forest in the West and ends at the grasslands of the Republic in the east. Unlike many of the other realms in Layna, the Alliance races tend not to build cities, instead preferring to live in very small villages that they call "dens". While these communities will work together to solve major problems and address threats, they do not have a unified central government. Instead, they are bonded by their dedication to the common goal of preservation of the forests, its citizens, and the bounty it provides.

MEMBER RACES

The dominant races in the Woodland Alliance are the Raccoon-kin, Rabbit-kin, and the Quillkin.

MAJOR CITIES

The Woodland Allaince only has one settlement large enough to be called a city. This is their capital of Drey.

SOCIETY

The Alliance is a group of hundreds of small dens linked together in a mutual defense pack. At the center of their society is a single ancient city known as Drey.

Drey is unique in that it was once home to the Squirrel-kin, a race of powerful warriors known throughout the Seven Realms for their unmatched skill with a blade. Unfortunately, the Squirrel-kin race fell to the one enemy that their blades couldn't defeat—disease. A devastating illness wiped out almost the entire population, leaving the once mighty Squirrel-kin nearly extinct. With the strength of Drey wiped out the bonds between the Woodlanders began to crumble. Eventually, the neighboring realms, particularly the Hegemony and the Republic, began to encroach on their land— raiding villages, cutting down the massive trees, and stealing resources as they saw fit. This went on for generations, with the small dens divided, powerless, and at the mercy of their stronger neighbors. Drey, the once great city, became nothing more than a clump of dilapidated ruins in the middle of the forest.

And then, one day just over 50 years ago, it all changed. A small den was under attack from a Herptile plague. The villagers tried fighting back, but were severely overmatched by the powerful raiders. All hope was lost, until a young Rabbitkin, along with a few warriors she had collected from around the Woodlands, arrived to defend the den. They charged the Herptiles, despite being completely outnumbered and overmatched. There are hundreds of legends about what happened in that battle, but they all end in one way—with Maeve Cloverleaf holding the severed head of the High Warlord up for all to see.

From there the legend of Maeve Cloverleaf, now known as the Den Mother, spread like wildfire throughout the forest. Thousands flocked to her banner as she rode from den to den protecting the creatures of the Woodlands from their enemies. As she won battle after battle, the dens began to rally around her, again supporting the ancient agreements their elders had signed. The Woodland Alliance was reborn.

LAW

With the Woodlanders re-unified, The Den Mother took her host to Drey and declared it the capital of the Alliance once again. She invited all who wished to live in peace and prosperity to join her in rebuilding the glory of the ancient city. Within ten years Drey had turned from a crumbling afterthought to a vibrant metropolis filled with hope and promise. Though the hybrids clamored for the Den Mother to be their queen, she refused the title. She said the citizens of the Woodland Alliance needed no leaders to oversee them, no government to limit them. All they needed was an individual desire to live freely and a willingness to join together and fight to protect everyone's right to do so.

The Den Mother's soldiers eventually came to call themselves the Woodland Alliance Ready Defenders (W.A.R.D.). W.A.R.D is currently being led by Maeve's granddaughter, Tallulah Cloverleaf who continues to honor her grandmother's legacy by leading the soldiers of Ward wherever freedom needs to be protected.

GEOGRAPHY/CLIMATE

The Woodland Alliance lands have one of the more mild climates in the Seven Realms, enjoying heavy precipitation and steady temperatures throughout most of the year. This allows for a strong agricultural society, though unlike other realms that have huge farms designed for the production of surplus crops for trade, the races of the Alliance prefer to clear small village plots and focus purely on subsistence farming—creating a small but varied crop yield designed to feed themselves without an eye toward trade. The relatively mild climate allows for simple housing to be build, generally small log buildings covered in dried animal hides suffice. The Woodland Alliance has no standard system of laws throughout the realm, but instead each den has their own rules and regulations. The majority of these laws revolve around not harming the rights of others, and compared to most realms are rather light. No den even has a prison, as crime is dealt with via restitution to the victim, exile, or in extremely rare cases death.

The one unique thing about the law in the Alliance occurs within the Rabbit-kin legal system. Here a hybrid may be punished for a crime they have not yet committed. This occurs when a Seer has a vision of another Hybrid committing an act that will harm the community. They may use their vision as evidence against the accused, and request a punishment that will lead to a changed future. Many Woodlanders find this practice abhorrent, especially those that aren't old enough to remember the time before the Den Mother and W.A.R.D were around to protect them, but it remains a part of Rabbit-kin legal custom.

MILITARY

The closest thing the Woodland Alliance has to a standing military is W.A.R.D, currently led by Rabbit -kin Tallulah Cloverleaf, aka the Den Mother. Cloverleaf is a Seer, one of the member's of her race that can get visions of the future. This enables Tallulah, and her mother and grandmother before her, to know exactly where and when attacks on the Woodlands will occur, and rally her followers to defend in time. The majority of Tallulah's troops are unpaid irregulars—a volunteer force fighting with whatever weapons and skills they've picked up over the years. While this would limit their effectiveness in drawn out battles, it's perfect for the guerilla style, hit and run tactics that W.A.R.D prefers to use.

ECONOMY

The Woodland Alliance has one of the weakest economies in the Seven Realms, with most of it's citizens being simple subsistence farmers, unable to grow enough to even engage in trade. What little commerce goes on occurs in Drey's open markets where the Woodlanders can barter for supplies their dens are short on.

Because of their lack of trade, the Woodland Alliance is also one of the least technologically developed realms, particularly with regards to medicine and hygiene, which can allow disease and illnesses to spread quickly among their hybrids. It's not uncommon for explorers to find entire dens wiped out by a quick moving disease that couldn't be cured in time.

ENTERTAINMENT

Each race in the Alliance has its own unique way of enjoying life. Raccoon-kin spend most of their free time cultivating gardens and sculping elaborate topiaries that represent great monsters of nature. Quill-kin are constantly competing in archery contests, particularly those that test their ability to perform more elaborate trick shots than their competitors. Finally, Rabbit-kin enjoy dancing, often putting on huge productions in their underground warrens.

HOLIDAYS/CELEBRATIONS

While each Woodlander den has their own special days and times to celebrate, the one thing the entire Alliance comes together to celebrate is Maeve Cloverleaf's victory over the Herptile plague that earned her the nickname "Den Mother". The Woodlanders call this the "Day of the New Beginnings" because it's believed to be the start day of the re-instituted Woodland Alliance. On the Day of New Beginnings, each day will reenact Maeve's victory over the Herptile Plague, led by Garlock the Massive before each citizen gives an offering to the Rabbit-kin's Golden God in thanks for the gifts he bestows upon his people that in turn keep the entire realm safe.



Raccoon-kin

Sacred Text: Ranger Rick Magazine

SOCIETY

Raccoons are one of the more mysterious races in the Seven Realms. They live in the darkest reaches of the forest, doing their best to protect the natural world and maintain a planet that provides for all her children. Raccoons live in small groups, usually no more than a few families, that can pick up and move



at a moments notice. They rarely build permanent settlements, and try to keep their imprint upon the world insignificant.

Much of the Raccoons behaviors can be attributed to their Sacred Text, Ranger Rick, a magazine series in which the title character does his best to protect the

> natural world from destruction. Raccoons, however took this idea to a whole new level. They came to believe that Layna itself was a living creature that they worshipped as a God. To protect her natural state and keep it in balance was to defend god herself.

> The beliefs didn't end here though. While the natural world around them was Layna's physical form, they also came to believe that arcane magic was her lifeblood and that the responsible use of magic was necessary to protect Layna's soul. With this belief system, Raccoons developed a society that worked hard at the study of magic, both arcane and primal, and dedicated themselves to ensuring that the races of Layna maintained balance.

PHYSICAL DESCRIPTION

Raccoons stand just over 5 feet tall and weigh around 120lbs. They have dark fur, with white patches on the face, hands, and tail.

LANGUAGE

While Woodlander is the common tongue of the Alliance, the Raccoon-kin dialect includes both a mixture of words and quick hand gestures to be spoken correctly. Few races have the coordination to speak fluently.

DIET

Raccoon-kin are some of Layna's least picky eaters. They can and will survive on just about any food they can get their paws on. Much of their sustenance comes from gathering the natural bounty of the forest.

RELIGION

Raccoon-kin worship the very land itself, believing that Layna is alive and that arcane power runs through her as her spirit. They do all they can to preserve nature and make sure the world remains balanced. If they cut down a tree, they plant a new one. They hunt to keep populations in check, but never waste even the tiniest part of the animal. They garden and mold topiaries as a way of beautifying Layna's surface and keeping order. To Raccoon-kin each of these actions is a form of religious worship. As such, Raccoon-kin have no temples and they never "pray" in the traditional manner, instead choosing to commune with the land by embracing its beauty and tranquility.

As the basis of their beliefs revolve around the land being a living creature, Raccoon-kin consider wanton destruction of nature to be a sin, and will avoid doing such things. This can bring them into great conflict among themselves as the definition of "destruction" is vague, and different to each Raccoon-kin. For example, to one lighting the forest on fire is a horrific act that destroys Layna's beauty and the habitats she's created for her Hybrids, but to other Raccoon-kin it's a necessary evil as it revitalizes the soil and creatures room for fresh, strong growth. There are thousands of examples of hypothetical concepts like this that Raccoon-kin philosophers will debate for days on end.

ROLE IN THE WOODLAND ALLIANCE

The Raccoon-kin bring important arcane and nature magic to the Woodlanders, which help to improve their standard of living in a realm that struggles to maintain economic viability. Many Raccoon-kin will travel from den to den using their magic to improve the soil, irrigation, and yield of the agricultural products beings produced.

RELATIONS OUTSIDE THE WOODLAND ALLIANCE

Raccoon-kin are generally despised by almost every race outside the Woodland Alliance, because of their incessant need to inform everyone else of how they are harming the world. For Dog-kin they hate their mining operations. For Cat-kin it's the irresponsible use of destructive magic, for Cow-kin it's their need to build larger homes than they need, and waste Layna's resources to do so. For every race, they have a reason that something they do is wrong, and are very open about telling them about how they can change.

ALIGNMENT

More than other race in the Seven Realms, Raccoon-kin believe that the key to life is balance in all things. They are most often True Neutral.

ADVENTURERS

Raccoon-kin are students of the natural world and all of the mysteries it has hidden with it. They often follow the path of the wizard, druid, or bard.

Raccoon-kin Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom: Raccoon-kin possess extremely high intelligence, and unparalleled manual dexterity, but lack common sense.

Woodlander: Raccoon-kin are Humanoids with the Woodlander subtype.

Medium: Raccoon-kin are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Raccoons have a base speed of 30 feet.

Climb: Raccoon-kin have a climb speed of 20 feet.

Deft Paws: Raccoon-kin have amazingly nimble paws that can grasp and manipulate objects with unmatched dexterity. They receive the **Deft Hands** feat and always treat **Disable Device** and **Sleight of Hand** as in class skills.

Forest Stride: Raccoon-kin can move through natural difficult terrain at their normal speed while within a forest. Magically altered terrain affects them normally.

Dedicated to the Land: Whenever a Raccoon-kin casts a spell with the Earth descriptor, they may add +1 to the DC of the save.

Layna's Defenders: Raccoon-kin with a Charisma score of 11 or higher may use each of the following spell-like abilities 1/day: **Entangle, Magic Stone, Soften Earth and Stone.** The caster level for these effects is equal to the Raccoon-kin's level. The DC for these spells is equal to 10 + the spell's level + The Raccoon-kin's Charisma modifier.

Weapon Familiarity: Raccoon-kin are proficient with any weapon with the word "Raccoon-kin" in its name.

Languages: Raccoon-kin begin play speaking Woodlander and Common. A Raccoon-kin with a high Intelligence score may choose any of the following bonus languages: Yipyap, Croak, Bleat-speak, and Shell-dancing.

Raccoon-kin Favored Class

Alchemist: Add +1/2 to the alchemist's bomb damage

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.

Druid: The druid gains energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).

Magus: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Oracle: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

Ranger: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.

Sorcerer: Add +1/2 to acid and earth spell or spell-like ability damage.

Raccoon-kin Feats

Magical Conductors

Pre-req: Raccoon-kin, Light armor proficiency, ability to cast 2nd level arcane spells

Raccoon-kin have mastered the connection between nature and the arcane, so much so that they can actually bypass some of the complications with spellcasting in metal and wood armor. When wearing these materials Raccoon-kin may reduce arcane spell failure by 20%. This reduction may also be granted to shields. This ability will stack with **Arcane Armor Training**.

Leyline Initiate

Pre-req: Raccoon-kin, Able to cast 3rd level divine or arcane spells.

Raccoon-kin have developed methods for infusing their spells with the power of the world's leylines. The character may infuse their spells with power allowing them to apply any metamagic feat they know without increasing the level or duration of the spell, or preparing it beforehand. Using this ability can ravage a casters body with the power, and gives them a 25% chance of contracting a minor spellblight. **Leyline Initiate** may be used a number of times a day equal to the caster's Constitution modifier (minimum 1).

Leyline Master

Pre-req: Raccoon-kin, Leyline Initiate

Some Raccoon-kin are willing to risk their own lives time and again in order to become closer to Layna's power. In doing so they improve their connection to her spirit. A Raccoon-kin with this feat may choose to apply any single metamagic feat to their spells, as long as they meat the pre requisites for that feat. Using this ability can ravage a caster's body with the power, and gives them a 25% chance of contracting a major spellblight. **Leyline Master** may be used a number of times a day equal to the caster's Constitution modifier (minimum 1).

Overcharge:

Pre-req: Raccoon-kin

While it is those who study magic that gain the most of Layna's Leylines, all Raccoon-kin can feel her strength pulsing through the land and have some ability to tap into it. Once per day a Raccoon-kin can act as a conduit for Layna's energy, adding one charge (such as to a wand or staff) or use per day to any magic item. Using Overcharge requires a ritual lasting one hour. A charged magic item may never go above full when under the effects of Overcharge, however an item that that has "uses per day" may exceed the usual limit by 1.

Raccoon-kin Spells

Earth Shield

School: Abjuration
Level: Wizard/Sorcerer 3, Cleric 3
Duration 1 rd./level, Casting time: 1 standard action
Components V, S, M (a handful of dirt) Target: self
Save: None Spell Resistance: None

The caster calls upon the protection of Layna herself, drawing the earth around him. Stones, rocks, and dirt swirl around him granting him both soft cover and partial concealment (+4 AC and 20% miss chance)

Quill-kin

Sacred Text: The Tale of Mrs. Tiggy-Winkle by Beatrix Potter

SOCIETY

The sacred text for the kind, but simple Quill-kin— "The Tale of Mrs. Tiggy-Winkle"—taught them that the greatest pleasures in life came from living an uncomplicated life. This story about a hard working Hedgehog who cares for her community by washing their clothes showed the Quill-kin that the most important things in life were working hard, living within your means, and putting the needs of others before their own.

As a result of the influence of their sacred text the Quill-kin are hard working, determined, and nearly impossible to anger. They provide the hybrids of the Woodland Alliance with clothing, food, lumber, and building materials and rarely seek to profit off these activities, preferring to give and receive goods based



on need. They are often the laborers of the Woodland Alliance, and have a temperament and learning well suited to that. Many Quill-kin also serve as spiritual advisors, guiding the more impetuous of their woodland kin towards a more temperate approach to the world. Regardless of the lot they have chosen in life, the hardy quill-kin work and toil day in and day out to be the best at what they do, taking pride in not what they have, but in who they are.

None of the Quill-kin enjoy fighting due to their small stature, but all will take up arms to defend their land if they see it threatened. When pressed, Quill-kin tend to use their mastery with a bow to defend themselves, launching specially made arrows created from their own quills. These weapons are harvested during

> "quilling", the time when they shed their adolescent quills and grow their adult set. These arrows are extremely special to Quill-kin, as they represent the simplicity and extreme self-reliance they are known for.

> The Quill-kin also have a strong matriarchal tendency, another result of the teachings of their sacred text. Each Quill-kin den is lead by a Matron who takes the pseudonym "Mother Winkle", a title of great honor. This position is earned and passed by the current Mother Winkle at the end of her life to the hardest working female of the den.

> A small subset of the Quill-kin have a more war-like bent. These Quill-kin have become focused on the idea that because of their more violent nature the only thing they feel they can give the community is protection from hostile forces. Calling themselves the Piercing Cloud, for their ability to blot out the sun with arrows, these soldiers help W.A.R.D to defend the borders of the Alliance with ferocious determination.

PHYSICAL DESCRIPTION

Quill-kin tend to be small of stature; standing only two to three feet tall; but hardy, tough and surprisingly nimble. The general coloring of Quill-kin ranges from white to light brown to black and the quills are brown, tapering off to white or yellow.

LANGUAGE

The Quill-kin dialect of Woodlander is a bit slower and more drawn out than the other races that speak it.

DIET

Quill-kin enjoy a varied diet of fruits, vegetables, insects, and small prey. They get most of their food from foraging and small family farms.

RELIGION

The Quill-kin revere Mrs. Tiggy-Winkle, whose good works and kindness grant her a special status amongst them. They don't believe she is a god per se, but more a prophet sent by the universe itself to teach them how to live a productive, respectable life.

While some Quill-kin will worship one of the more popular gods from the Seven Realms, most are content to dedicate themselves to the ideas of service to others, and living a simple life and can even gain divine powers from their adherence to these concepts. The

Rather than holy days, the Quill-kin have feast days revolving around the planting, foaling, sheering and harvest times. Rather than esoteric or symbolic days, Quill-kin celebrate the fruits of their labors with food, songs, and dance.

ROLE IN THE WOODLAND ALLIANCE

The Quill-kin are regarded as an integral part of the Alliance as they provide most of the essentials of daily life, including clothing and housing materials. This allows the Raccoon-kin to focus on strengthening their arcane bond to Layna, and the Rabbit-kin to follow the mysteries of their Golden Gift.

RELATIONS OUTSIDE THE WOODLAND ALLIANCE

Quill-kin are the only race in the Alliance that actively looks to cultivate trade on any scale. As they rarely look to make more then a nominal amount off their labor they are considered great trade partners, especially by those looking to take advantage of their low cost labor. Republic merchants in particular look to trade with the Quill-kin, obtaining furs, hides, and treated lumber that are highly valued back home. Because of their belief in the simple life, and in low profit trade, Quill-kin have developed a reputation as being a naïve and gullible race.

ALIGNMENT

The Quill-kin propensity towards good works and community leads to a strong Neutral Good tendency. While many have a lawful leaning, the focus is always on the good of the community and oft times laws must be changed or ignored to promote that good. Member's of the Quill-kin's military sector, the Piercing Cloud, have a strong Chaotic Good leaning, willing to do what is necessary to protect the more pacifist elements of the Alliance, without stooping to murder and unsavory acts.

Quill-kin Racial Traits

+2 Dexterity, +2 Constitution, -2 Strength: Quill-kin are hardy and nimble, but their small stature leaves them less capable of feats of strength.

Size, Small: Quill-kin gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Quill-kin have a base speed of 20 feet

Scent Block: Quill-kin have a natural ability to block their own odor. They can never be tracked or identified via scent.

Simple Life: Quill-kin are known for living a simple, sustainable lifestyle off the land. They receive the feat **Self-Sufficient**.

Toxin Resistance: Quill-kin have inherited the toxin resistance of their ancestors. Quill-kin have a +2 to Fortitude Saves against poison.

Spiny Defense: A Quill-kin's sharp quills help protect their body. This grants them +1 Natural Armor. In addition, when struck with an unarmed or natural attack, the Quill-kin inflict 1d4 points of piercing damage upon the attacker.

Languages: Quill-kin begin play speaking Common and Woodlander. A Quill-kin with a high Intelligence may select from the following bonus languages: Yipyap, Croak, Bleat-speak, and Shell-dancing.

Weapon Familiarity: Quill-kin are master archers, taught the way of the bow from the time they can walk. All Quill -kin are proficient in the Shortbow and Longbow.

Quill-kin Favoed Class Bonuses

Alchemist: Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Barbarian: Add a +1/2 bonus to the barbarian's trap sense

Cavalier: Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip

Inquisitor: Add a +1/2 bonus on Intimidate checks and Knowledge checks to identify creatures

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Witch: Add +1 skill rank to the witch's familiar. If the half-orc ever replaces her familiar, the new familiar gains these bonus skill ranks.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Quill-kin Feats

Spiny Trap

Pre-req: Quill-kin, Stealth 5 ranks

The Quill-kin has learned to use the natural defense of its ancestors to become a living trap for its enemies. The Quill-kin makes a stealth check, rolling itself into a ball and hiding in the path of its enemies. If their enemies fail their perception check they step upon the quills lining the Quill-kin's back, taking 1d8 piercing damage, 1 bleed damage and suffering a -10 land speed for ten minutes. A DC 20 heal check or any magical healing can remove the land speed penalty and the bleed damage.

Quill Arrows:

Pre-req: Quill-kin

Quill-kin have twenty quills, collected from the strongest shed during their "quilling", to use as ammunition in a bow or cross bow appropriate to their size. Due to their inherent strength and sharpness these quills increase the critical threat range of any weapon that fires them by +1 (apply this after effects such as the **Improved Critical** feat). In addition, quill arrows are never broken or lost upon use, and can be found and collected from the battlefield by the Quill-kin at a rate of 1 arrow/round, assuming the Quill-kin can physically reach the area she targeted when firing them. Quill arrows are considered masterwork and can be enchanted or coated in special materials. Treat them as a pack of 50 ammunition when doing so, regardless of how many are remaining. Quill arrows are personal to the user and can never be purchased, however in some cases they have been known to be handed down from retired or fallen warriors.

At Home Underground

Pre-req: Quill-kin Quill-kin gain a burrow speed equal to half their base land speed.

Quill-kin Spells

Hidden Home

School: AbjurationLevel: Druid 7, Cleric 7, Witch 6, Shaman 7Duration 1 day/level, Casting time: 1 hour

Components V,S, DF, M (A handful of soot from a warm hearth)

Range: 1 Mile burst Save: None Spell Resistance: Yes

The area of the **Hidden Home** spell becomes encircled by a wall of impenetrable fog. Only those with the keyword are able to enter the **Hidden Home** and the keyword is chosen at the time of casting. Any who attempt to enter the **Hidden Home** find themselves lost per the **Maze** spell and, upon exiting the **Maze** or twelve hours of wandering the **Maze**, the intruder exists the mists where they entered.

Quill-kin Equipment

Quill Oil

This ae and powerful alchemical oil can be carefully applied to a Quill-kin's quills in order to increase their strength and rigidity. When used this oil increases the damage from the Spiny Defense racial trait from 1d4 to 1d8, and increases the Quill-kin's base Natural Armor bonus to +2. The effects of Quill Oil last for 24 hours.

Cost: 100 gold; Weight: 11b; Craft DC: 25

Rabbit-kin Society

Sacred Text: Watership Down

SOCIETY

Based in hidden underground dens known as warrens, the cunning and fierce Rabbit-kin wage a never ending fight for their freedom and survival. Facing enemies on two borders—the dangerous Herptiles warbands, and the land hungry Ruminants, the Rabbit-kin have dedicated themselves to



developing the special gift they received from their deity—The Golden God. This gift, innately active in a

handful of Rabbit-kin at birth, allows them to see images of possible futures. By basing their training and tactics around this precognitive ability, the Rabbit -kin have been able to stave off annihilation from their

enemies, while allowing their population and strength to grow.

Much of the Rabbit-kin way of life stems from their sacred-text, "Watership Down". This novel tells the tale of Hazel, who leads a band of rabbits in search of a new home in which they can prosper. Hazel is guided by Fiver, a seer who, like the rabbit-kin, had powerful abilities to glimpse the future.

PHYSICAL DESCRIPTION

Rabbit-kin have similar height and weight to a human, but carry more of that weight in their muscular lower body. They have long ears and muzzle, with a tiny nose. Rabbit-kin fur is most commonly brown, white or black.

RACIAL LANGUAGE

The Rabbit-kin dialect of Woodlander is fast paced and full of clicks and monosyllabic noises, but can generally be well understood by anyone with knowledge of the language.

DIET

Rabbit-kin eat a diet that is almost completely vegetables. Rabbit-kin dens can usually produce enough food in their gardens to sustain themselves, as long as they keep their population in check.

RELIGION

The Rabbit-kin worship the Golden God, a nickname they give to the sun who they believe is in fact an omnipotent being who created all that exists in Layna. It is the Golden God who had taken a special liking to the Rabbit-kin and gifted them with the abilities that help them to survive, most impotently their precognition. The Rabbit-kin do not build temples to worship, believing that anywhere the sun's rays beat down upon you is a place that the Golden God will hear you words.

ROLE WITHIN THE WOODLAND ALLIANCE

Rabbit-kin are the safe keepers of the entire realm. Without the visions of their seers, thousands of lives would be lost every year to attacks. Because of this, Rabbit-kin enjoy a special respect fro the other races of the Alliance, and are often treated with a higher reverence. Some Rabbit-kin love this place in Alliance society, but others find the responsibility to be too great and will live their lives in hiding trying to avoid their visions.

RELATIONS OUTSIDE THE WOODLAND ALLIANCE

Rabbit-kin are mysterious and a bit suspicious of others by nature, which can in turn make others a bit leery of them. They have a reputation for cunning, trickery, and selfishness that make others worry.

ALIGNMENT

Rabbit-kin are a bit wild and mysterious by nature, perhaps a way to add some unpredictability to a race that can predict the future. Combined with their difficult to interpret visions and skill in deception, Rabbit-kin tend to avoid the concept of order, as they never know where the path of their goals will take them, or what it will require them to do. Most Rabbit-kin are Chaotic Neutral.

ADVENTURERS

Rabbit-kin are constantly being directed by a combination of their natural instincts and their knowledge of the future from their Golden Gift. Often these things will lead them away from the Alliance controlled forests and dens, and into the other realms of Layna in order to protect their people. Many Rabbitkin follow the way of the Cleric if they have a strong Golden Gift, or the Fighter if they do not.

Rabbit-kin Racial Traits

+2 Dexterity, +2 wisdom, -2 Con: Rabbit-kin are quick and wise, but can be frail.

Size, Medium: Rabbit-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Rabbit-kin have a base speed of 30 feet.

Low light vision: Rabbit-kin can see twice as far as Humans in areas of dim light.

Strong Legs: Rabbit-kin have extremely powerful legs that help their balance and jumping abilities. Rabbit-kin receive a +2 to **Acrobatics** skill checks.

Keen Senses: Rabbit-kin have strong eyesight and exceptional hearing. Rabbit-kin receive a +2 to **Perception** checks.

Golden Gift: Rabbit-kin were given many gifts by the Golden God—speed, cunning, incredible senses,—but nothing is more important than his greatest present, the ability to glimpse the future. Due to their Golden Gift Rabbit-kin may always act in the surprise round (though they are flat footed if they haven't acted yet), they receive a +1 insight bonus to initiative, and a +1 insight bonus to Reflex saves.

Caste System: Rabbit-kin society is caste based, with each child assigned a role at an early age based upon the strength of their Golden Gift. A Rabbit-kin may choose one of the following castes:

- **Seer**: This caste is made up of those Rabbit-kin with the most powerful Golden Gift. They don't simply get glimpses of the future, but can actively train their gifts so that they receive powerful visions of that which is to come. Seers receive a +1 insight bonus to Caster Level checks, a +2 insight bonus to concentration checks, and they may cast *Augury* once per day as a spell-like ability.
- **Protector**: This caste gets simple, but frequent glimpses into the immediate future. Protectors harness this ability to become masters of combat and defenders of the warren. Protectors gain +1 insight bonus to attack and damage with any weapon in which they are proficient and a +1 insight bonus to AC.
- Creators: This caste has the ability to see the future of their own creations, which helps them to achieve beautiful works of craftsmanship and art. This includes the elaborate labyrinth warrens that help protect the Rabbit-kin from attack. A Creator gains the Master Craftsman feat at first level, ignoring the requirement for 5 ranks in the skill chosen. In addition, every 6 levels thereafter (6,12,18) they are granted a bonus feat that must be chosen from the list of item creation feats however they must meet the pre-requisites.

Languages: Rabbit-kin begin play speaking Common and Woodlander. A Rabbit-kin with a High Intelligence may choose from the following bonus languages: Yipyap, Croak, Bleat-speak, and Shell-dancing.

Rabbit-kin Favored Class Bonuses

Barbarian: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Add 1/4 to the DCs of any Divination spells the cleric casts.

Druid: Add a +1/4 luck bonus on the saving throws of the druid's animal companion.

Fighter: Add +1 to the fighter's CMD when resisting a trip or grapple attempt.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Monk: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Witch: Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.

Rabbit-kin Feats:

Caste Hopper:

Pre-Req

Sometimes a Rabbit-kin is born with a Golden Gift that is difficult for the elders to assign a single caste to. In these cases, they will sometimes allow the young Rabbit-kin to pursue multiple paths. A Rabbit-kin with the Caste Hopper feat may select two castes and receives the bonuses from both. This feat may only be taken at first level.

Second Sight:

Pre-req

Some Rabbit-kin are so in tune to their Golden Gift that it protects them from attacks they aren't prepared for. A Rabbit-kin with this feat has a 25% chance to negate extra precision damage and critical hits, instead rendering them normal damage. This ability works like the Light Fortification armor enhancement. If a Rabbit-kin is protected by both Second Sight and the Fortification enhancement at the same time, she is granted two separate percent based chances to negate the extra damage.

Rabbit-kin Spells

Danger Ahead:

School Divination

Level: Cleric 2, Paladin 2, Ranger 2; Casting Time: standard; Components V, S

Target: self; Duration instantaneous

Save Will negates (harmless); Spell Resistance yes (harmless)

A Rabbit-kin may focus his vision and grant himself a three second glimpse into the near future. A Rabbit-kin who casts **Danger Ahead** sees herself engaged in a possible challenge or encounter that will occur in the next 24 hours (as revealed by the GM). As the future is always in flux, the events shown by **Danger Ahead** may not always occur the way the Rabbit-kin saw it, but the knowledge gained can help them prepare or make decisions when the event occurs.

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The Ruminant Republic

OVERVIEW

The Ruminant Republic is a realm in flux, constantly shifting and changing as conflicting elements maneuver for a bit more control of the government. One of the wealthiest of the Seven Realms, The Republic controls the Crown Bank, Layna's dominant financial entity. This wealth, concentrated among the Republic's nobles, allows for great societal accomplishments—beautiful sprawling palaces, art-filled museums, and monuments to past leaders so large that they appear like gods lauding over the hybrids.

MAJOR CITIES

The cities of the Ruminant Republic are large, sprawling places filled with beautiful architecture and clean, well-planned central communities. Generally, they do have several poorer, dilapidated areas as well, but those places are deliberately kept off the beaten path and have a tendency to randomly catch on fire. The main cities of the Republic are Hoofborough (capital), Haggis, Woolmington, and Milkton

MEMBER RACES

The main races of the Ruminant Republic are the Cowkin, Goat-kin, and Roo-kin. Generally the Cow-kin and the Goat-kin reside in the cities and the surrounding countryside while the Roo-kin build their monastic settlements far from the inhabited areas of the Republic (usually in the high hills in the northeast corner of Layna).

SOCIETY

The Ruminant Republic is a realm of pristine country palaces sitting atop rolling green hills, bustling cities that are well-organized and meticulously upkept, and crystal clear blue rivers cutting through the land. However beneath the surface, poverty and rebellion swirl about the common-folk, a constant threat to the peace and prosperity that the Republic displays to the world.

The Ruminant Republic is a very miss-named realm, in that it's not simply inhabited by Ruminants, and it's no longer even a Republic. Instead, it is home to variety of hybrids, including Marsupials and small herds of Equines (though most of these other races have almost no measurable place in Republic society due to their tiny population). The Republic claims to have the largest number of different races living within their border, yet only three—Cow-kin, Goat-kin, and Rookin—have any actual claim to being Republic citizens.

The History of the Republic is a complicated one, filled with treachery, oppression and war. For over a

thousand years the Republic was actually several dozen small city-sized kingdoms, until the great Cow-kin King Bocephas the Third led a bloody war of unification. He ruled the newly-unified kingdom with an iron-fist, putting down rebellions and uprisings swiftly and without mercy, yet the faster he squelched the uprisings, they faster a new one rose in another part of his kingdom. It wasn't until he neared death though that he realized his Kingdom would never last, so he tried a new tactic. He granted the people he had conquered a voice in government, allowing them to vote for local administrators to collect taxes and oversee improvements and legislatures to advocate for their region in the capital. Furthermore, he voluntarily gave up his power as King, though it was kept as a ceremonial figurehead position, having the legislatures elect a Prime Minister from among themselves to rule in five year periods. Loving that they had a voice, the people stopped rebelling and the Republic was born.

The Republic lasted over 800 years, enjoying prosperity, wealth, and happiness for the majority of its citizens. It was during this time that the Legislature worked to found the Republic Bank, a publically-owned financial institution that developed into the Seven Realms most trusted, and eventually only, coin mint.

The last days of the Republic occurred almost 100 yeas ago when Cow-kin King Johann Bloodhoof, a warrior priest with enormous landholdings, wealth, and military support decided that the position of King had been just a figurehead for long enough. Mobilizing his personal army, Bloodhoof occupied the Republic, fixing elections and murdering the opposition until all the administrators and legislatures were under his control. He then had the position of Prime Minister eliminated and the King returned to his place as supreme ruler of the realm. Once back in power Bloodhoof replaced the legislatures and administrators, with his own family and friends as Lords of the land. He also took over the Republic Bank, Renaming it the Republic Crown Bank, with the King as it's one and only overseer and owner. Within just a few short months Bloodhoof had undone 800 years of peaceful rule by the people, and firmly entrenched the Ruminants back into a monarchy.

Since the beginning of the Bloodhoof dynasty, the Ruminant Republic has grown increasingly more divided, especially between the Cow-kin, who dominated the wealth and power, and the Goat-kin who tended to fill the ranks of the middle and lower classes. Small rebellions, local protests, and acts of random violence have defined the Republic's cities, with forces loyal to the king constantly battling groups that fought for a return to the old ways of representative leadership and equality in society.

GEOGRAPHY/CLIMATE

The Ruminant Republic enjoys a Mediterranean climate in the majority of it's Southern half, with long, dry summers and mild, but moist winters. In the northern half the weather can be a bit more extreme, the winters are colder and snowfall is significantly higher, while the summer can have long, brutal heat waves. The majority of agriculture is produced in the south, where grapes, figs, and olives grow in abundance. Perhaps the Republics most sought after product is their fruit wine, widely considered the finest beverage in the Seven Realms.

<u>LAW</u>

A copy The King's Law, a detailed written record of laws and regulations for the people of the Republic to follow, is kept in each county at the lord's residence. A judge appointed by that lord oversees any situations in which citizens are accused of breaking a law within the code.

OVERVIEW

The Republic has the largest, professional standing army in the Seven Realms despite the fact that it hasn't been in a true war with another realms in hundreds of years. There are several reasons the King keeps so many soldiers. First, it's a sign of his wealth and status, and two it's a deterrent for any citizens who wish to harm him because of his wealth and status, something that happens quite often in the Republic. It's not uncommon for a King to have two or three assassination attempts against him a month.

The Republic military is built under a combined arms policy with somewhat equal parts infantry, artillery, cavalry, and naval forces mingled into battlegroups. Unlike many of the other realms the Republic has moved away from heavily armored soldiers, opting instead for quicker light infantry armed with sword, pistol, and musket and protected by a simple breastplate. This allows for a more mobile force that can take advantage of the natural athleticism of the Goat-kin and Roo-kin soldiers.

ECONOMY

The Republic is arguably the wealthiest realm in Layna (Rodentia could be if they chose to sell more of their newer technology), though that wealth is mostly in the hands of the King, his county lords, and their families. Some of this wealth comes from their many wineries, their strong agricultural and fishing industries, or their powerful seafaring merchants. However, the majority comes from the Republic Crown Bank, the Seven Realms largest financial organization. The Crown, as it's known, has branches in every major city in Layna (except within the Hegemony) where they use specially trained arcane casters to magically courier trade goods throughout the realm. While their ability to do this is limited due to the intense training needed for a person to master such teleportation, it allows them to bring highly needed materials to a buyer instantly, which let's them charge far higher prices than if the goods were brought in by ship or overland cart.

This control of goods, combined with the fact that the bank is the only coin mint in the Seven Realms, allows the Republic to control virtually every aspect of the combined economy of Layna. Not only does this provide the Republic with a plethora of riches, but it also guarantees that no other realm will attack them, as they would be putting their own economic health at extreme risk.

In addition to moving goods and minting coins, the Crown Bank also provides loans, protects valuable items in its vault, and brokers the sale of rare and valuable artifacts at private auctions.

ENTERTAINMENT

With wealth comes free time and the ability to purchase the best entertainment in the Seven Realms. While the lower classes of the Republic rarely have time or resources for entertainment, the richer portions of society ae constantly looking for the next great performer. Nobles will host enormous galas inside the walls of their luxurious palaces, hosting the most famous musicians, artists, and actors in the Seven Realms. Many of these nobles will have small theatres/ studios set up on their estate where they can house long term in house performers and act as their patron. Having a great performer or artist in residency on your estate is considered a huge honor, worth of respect from the other nobles. In essence, it's a way for them to show-off that they are richer than their friends and family.

HOLIDAYS/CELEBRATIONS

Thee are two major holidays in the Ruminant Republic: Monarch's Day and the Day of the Coin. On Monarch's day, the realm celebrates the victory of King Bloodhoof over the Republic forces and the return of the Ruminants to a monarchy. There are military parades held all over the realm, and those that can afford feast while toasting a long life for the King.

The Day of the Coin is a much more appreciated day among the lower classes who can't afford to feast and toast the King. On this day every citizen is given a small share of the profits of the Republic Crown bank, generally in the form of one gold coin. For many citizens this is more money than they will earn all year round and they use it to pay for food and supplies to last them through the year. While on the outside it seems like this is a good deed by the King, in actuality is has several benefits for the Republic economy and reduces the chance of rebellion among the people.
Goat Society

Sacred Text: The Billy Goats Gruff

OVERVIEW

Goat-kin are a fun loving and pleasant race, but their hot tempers and individualistic spirit often bring them in conflict with others, particularly Cow-kin who believe in the divine right of the King of the Ruminant Republic to rule with absolute authority.

The sacred text of the Goat-kin was Three Billy Goats



Gruff, a fairy tale that told the story of goats that tricked a troll into not eating them. Goat-kin learned two things from this book that stuck in their society. First, they developed a deep seeded hatred of trolls, and have long since studied ways to defeat their ancient enemies. Secondly, they learned that sometimes he best way to win a fight is to avoid it.

> Despite being known as strong warriors with excellent sword skills, Goat-kin will almost always try to talk their way out of conflict, before drawing their blades. Luckily they are convincing and adept liars, and that ability often keeps them out of trouble. There is an old Goat-kin saying "Fib first, then fight."

In the Republic most Goat-kin make a living as famers or soldiers, as there is always a need for both. Some however, have been known to make a great living as merchants, often working for the Crown Bank where their ability to bend the truth helps increase profits for the King.

PHYSICAL DECRIPTION

Goats are tall and lanky, with thick horns on top of their head, and long, glorious chin beards flowing from their face (both males and females). The average Goat-kin is about 5 and half feet tall and 150lbs.

LANGUAGE

Bleat-speak: A loud guttural language that manages to sound both angry and friendly at the same time. Goat-kin are happy to teach outsiders Bleat Speak , but it can be very difficult to master.

DIET

Omnivore: Goat-kin are well known for their ability to digest nearly any food, and most things that aren't food. While their ability to eat to legendary, it's just as widely known to avoid their cooking.

RELIGION

Goat-kin have two Gods, siblings who they believe created their species together. The sister, known as the Faun, was to oversee all that was living making sure the Goat-kin had all they needed in life. The brother, known only as The Great Horned God, was the lord of the afterlife ruling over the spirit of all deceased creatures. The Faun represented all that was good in the world, while the Great Horned God held dominion over that which was evil. This is not to say that they were enemies, but instead Goat-kin understood that they needed each other in order to survive. Good could not exist without evil, and viceversa. Most Goat-kin worshipped both, sacrificing and praying for the benevolent gifts of the Faun, while doing the same to placate the malevolence of the Great Horned God.

ROLE IN THE RUMINANT REPUBLIC

Goat-kin make up the majority of the middle and lower classes of the Republic, which can cause friction with the wealthier noble families among the Cow-kin. Over the years this has led to several Goat-kin uprisings and while they haven't been particularly successful they have led to a great resentment between noble and peasant classes.

RELATIONS OUTSIDE THE RUMINANT REPUBLIC

Goat-kin are widely respected and welcomed wherever they go in the Seven Realms. They have a reputation as being kind-hearted and friendly, and though many are not wealthy, they are quite generous with what they do have.

ALIGNMENT

Goat-kin can be a bit wild and spontaneous, and have a vague moral code. As well, their belief that both good and evil are a necessary part of the world leads most Goat-kin to be Chaotic Neutral.

ADVENTURERS

Goat-kin are a varied race, with any number of reasons for wanting to adventure—curiosity, greed, religious fervor, morality. Many Goat-kin have spent time in the Republic Army before venturing out on their own, and follow the path of the Fighter or Rogue.



Goat-kin Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom: Goat-kin are quick, both mentally and physically, but often struggle to understand the consequences of their actions.

Ruminant: Goat-kin are Humanoids with the Ruminant subtype

Size, Medium: Goat-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Goat-kin have a base speed of 30 feet.

Iron Stomach: Though Goat-kin being able to digest anything was only an urban legend, centuries of trying to prove it true have made Goat-kin remarkably hardy. Goats gain a +2 racial bonus to saves against poison and disease.

Merchant with a Mouth: Goat-kin are famous for their ability to bend the truth to get what they want or to avoid conflict. A Goat-kin get s +2 bonus to **Profession: Merchant** and **Bluff** checks.

Steady: Goat-kin have exceptional balance, and get a +2 bonus to **Climb** and **Acrobatics** checks. As well, they do not lose their Dexterity bonus to AC when making **Climb** checks or **Acrobatics** checks to cross narrow or slippery surfaces.

Troll Slayer: Goat-kin hate trolls, and have studied ways to fight them more effectively that help with many larger races. Goat-kin receive a +2 dodge bonus to AC against any creatures with the Giant subtype.

Weapon Familiarity: Goat-kin are taught the art of swordplay from a young age. They are proficient with the rapier and any weapon with the word "Goat-kin" in the title.

Languages: Goat-kin know Bleat-speak and Common. Goat-kin with a high intelligence score may learn the following languages: Moola, Thumper, Yip-Yap, Meowori

Goat-kin Favored Class Bonuses

Alchemist: Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Bard: Add +1 to the bard's CMD when resisting a disarm or sunder attempt.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 +the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Inquisitor: Add a +1/2 bonus on Intimidate checks and Knowledge checks to identify creatures.

Magus: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana

Monk: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

Goat-kin Feats

Social Creature

Pre-req: Goat-kin

Goat-kin enjoy spending time with other Goat-kin, and they tend to feel stronger in the company of their own kin. When within 10 feet of an ally, a Goat-kin with this feat is immune to fear effects.

Head-butt

Pre-req: Goat-kin

As a standard action, Goat-kin can use their thick horns to perform a slam attack with their heads. This is a primary attack that deals 1D4 damage (medium). Goat-kin may not use this attack if they are wearing an item in their head slot, however they may have their horns enchanted as if they were a manufactured weapon. A target hit by Head-butt must make a Fortitude save, with a DC equal to 10+ the attackers level, or be dazed for one round. Goat-kin may use Head-butt 3/day without penalty, after which they lose 1 point of Intelligence per use (ability damage) due to repeated brain injury.

Lucky Beard

Pre-req: Goat-kin

Both male and female Goat-kin take great pride in their length of their beards, and strongly believe that their beards grant them great prowess in combat. As long as the Goat-kin has his/her beard visible, they gain a +1 luck bonus to melee attack and damage. If for some reason, a Goat-kin beard is lost, they take a -2 to all attack rolls and skill checks for seven days as it grows back. This is due to their uncontrollable depression.

Goat-kin Spells

Methane Belch:

School conjuration (creation) Level wizard/sorcerer 3, cleric 3 Casting Time 1 standard action Components V, S Range: 15 foot Area: Cone **Duration** instantaneous Save Fort Negates Spell Resistance yes (harmless) The Goat-kin releases a belch of methane gas that causes permanent blindness to the target, as well as one round of sickness.

Rock Wall:

School conjuration [creation] Level Sorcerer/Wizard 2, Casting Time 1 standard action **Components** V, S, M (a small rock) Target Duration 1 round/level

Range close

Save none Spell Resistance no

Goat-kin can call upon the powers of the earth to bring together any rock, dirt, and stone from the nearby area into a whirling barrier. This spell creates a floating wall of rock and debris that can provide cover, creates rough terrain, or be used as a means of climbing by jumping between from rock to rock (DC 15 Acrobatics).

Roo-kin Society

SOCIETY

Roo-kin were one of the few races in Experiment H to not receive a sacred text. This wasn't a deliberate move by the Caretakers, but instead was the result of what they deemed a necessary change in procedure. The roo-kin were simply too rambunctious to sit through a story. Instead they jumped, bounced, and rolled around the room like toddlers on sugar overload. The Caretakers knew that if Roo-kin were going to be a viable society to study they needed to find a way to instill a semblance of calm in them. The answer was Wushu, the martial art practiced by the Shaolin Monks. The Caretakers brought in a master of this art, to teach the Roo-kin discipline, calmness, and give them an outlet for their abundance of energy. It worked perfectly, with the Roo-kin quickly gaining complete control of their bodies excessive energy. Over the years Experiment H was being run, Roo-kin were introduced to a variety of martial disciplines including judo, boxing, and Krav Maga. At the center of their training though, was the intense inner discipline instilled through the meditation techniques first taught by the Shaolin Monks.

After the accident that created Layna, the Roo-kin no longer had their human master's to teach them, and began to develop their own styles—a combination of the various disciplines they had once been taught. Orders began to arise among them—The Hidden Pouch, The Blazing Fist, The Holy Hoppers—each with different rituals and beliefs, but with the same basic goal—to bring peace to both the inner self and the outer world.

PHYSICAL DESCRIPTION

Short and extremely powerful most Roo-kin stand barely over three feet tall, and weigh around 50lbs. They have large feet and hands, a thick tail for balance, and an elongated face with pointed, cropped ears. Female Roo-kin have a front pouch used for child rearing. Because of their accelerated metabolism, Roo-kin rarely have excess body fat.

LANGUAGE

Thump. The Roo-kin prefer to communicate in as few words as possible, and have developed a language based around lightly thumping their feet on the floor to do so. All words in Thump are tapped out with their feet, and are expressed by spelling them out. Because of this, it can take much longer than one would want to express themselves, and to do so shows how important the message must be.

DIET

Herbivore: Roo-kin can only digest plant matter, however their energy levels are the result of an extremely fast metabolism that requires a significant amount of food every day to meet their nutrition requirements. As a result of this, Roo-kin learnt to train themselves at an early age to be able to survive long term fasting in case the significant amount of food their body needs isn't readily available.

RELIGION

Roo-kin do not have a central deity, instead worshipping the more abstract concept of order. They believe strongly that society can only function if law and discipline trump emotional response.

ROLE IN THE RUMINANT REPUBLIC

Roo-kin tend to be community servants in the Republic, wandering from community to community helping the poor and downtrodden, and bringing a message that peace and cooperation will bring prosperity. AS well, their temples serve as places of knowledge and introspection where scholars of all races can do research in their vast collection of ancient tomes and artifacts. Most Goat-kin get along well with the Roo-kin as they appreciate their help in the fields and shops as they pass through. Cow-kin like them because their message of calm, peaceful deliberation to eliminate conflict helps reduce the chance that the peasantry will take up arms against them.

RELATIONS OUTSIDE THE RUMINANT REPUBLIC

Most races see Roo-kin as a minor nuisance, a group with little money and a preachy message. However, certain organizations, such as the Canine's Arcane Artifact Recovery Force find their extensive collection of ancient knowledge to be invaluable, and will often find themselves deeply entwined with the Roo -kin monastic orders.

ALIGNMENT

Roo-kin are naturally a wild, out of control race whose vey essence pushes them towards chaos and impulsivity. However, through the development of their monastic system, they are taught from birth to control themselves and subscribe to a life of order. Roo-kin who have grown up in the monastic system are generally Lawful Good or Lawful Neutral, however those without that upbringing tend to be Chaotic Neutral.

ADVENTURERS

Most Roo-kin are brought up in an environment where they study matial arts, turning their bodies into instruments of defense. This leads to Roo-kin adventurers following paths that accentuate this training such as the Monk, the Fighter, and the Warpriest.



Roo-kin Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Roo-kin are agile, and have learned wisdom, but they spend so much time looking inward that they often struggle in social situations.

Marsupial: Roo-kin are Humanoids with the Marsupial subtype

Low-light vision: Roo-kin can see twice as far as Humans in areas of dim light.

Size, Small: Roo-kin gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: 30 ft.

Trained Athlete: Roo-kin are extraordinary athletes, with finely honed reflexes. They receive a +2 to **Acrobatics**, **Climb**, and **Swim** checks. In addition they are always treated as having a running start when making checks to jump.

Monastic Order: Roo-kin society is divided among dozens monastic orders, each with vastly different approaches to achieving inner peace. A Roo-kin may gain the benefit of one monastic order.

Weapon Familiarity: Roo-kin are proficient with all weapons with the "monk" special ability, as well as all weapons with the word "Roo-kin" in the name.

Languages: Roo-kin know Thump and Common. Roo-kin with a high Intelligence score may learn the following languages: Thumper, Bleat-Speak, Yip-Yap, Meowori, and Moola.

Roo-kin Monastic Orders

Monastic Order: The majority of Roo-kin live separate from their Ruminant neighbors in secluded communities. While each of these communities is unique, they share a desire to teach their members to achieve inner peace and harmony with the world. Below are some examples of monastic orders that exist in the Seven Realms, but players may wish to create their own, with GM approval.

Order of the Hidden Pouch

Focused on becoming one with the shadows, a member of this order teaches that true peace is achieved through blending into the background. A Roo-kin from this order gains a +2 bonus to Stealth checks and Darkvision 60 at level 1. At Level 5 they receive the feat **Go Unnoticed**.

Order of the Blazing Fist

Members of this order seek to bring peace to themselves by taming the wildest aspect of nature—fire. These Roo-kin have learned to summon, control, and manipulate flame. At level 1, a Roo-kin who selects this order may use the ability Fire Bolt, as per the Cleric fire domain. At level 5 he increases the DC of fire spells he casts by +1. At level 8 he may add +1 fire damage/4 levels to all weapon damage rolls he makes. This additional fire damage stacks with other sources of additional fire damage.

Order of the Hopping Stick

Roo-kin of the Hopping-Stick believe that to master any weapon, one much fist master the Father of all weapons the quarterstaff. The Roo-kin train endlessly to become masters of the staff learning to use it for both offense and defense. At level 1, when Roo-kin of this order is wearing light or no armor and wielding a quarterstaff, he gains the feats **Quarterstaff Master.** At level 5 he adds +2 shield bonus to AC when wielding a quaterstaff.

Roo-kin Favored Class Bonuses

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.
Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip.
Monk: Add +1/4 point to the monk's *ki* pool.
Rogue: The rogue gains +1/6 of a new rogue talent.

Roo-kin Feats

Aggressive Pacifist:

Pre-req: Roo-kin

A Roo-kin with the Aggressive Pacifist feat gains a +1 dodge bonus to AC, and +1 Sacred bonus to attack and damage, however a Roo-kin with this feat may never attack an enemy until that enemy has attacked them or an ally directly.

Nail-tailed:

Pre-req: Roo-kin

Some Roo-kin have worked hard to toughen their tales and turn them into weapons. A Roo-kin who takes this feat gains a tail attack. This is a secondary natural attack that deals 1d6 damage (small)

Hooked Sword Master:

Pre-Req: Roo-kin, BAB 6

A Roo-kin with this feat may link his Roo Kin Twin Hook Swords together as a swift action, and separate them as a free action.

Hand-to-Hand Combat Expert:

Pre-Req: Roo-kin

Roo-kin practice tuning their body into weapons from the moment they leave their mother's pouch. They have the improved unarmed strike feat and may always treat the base unarmed strike damage as 1 dice step higher than it should be.

Roo-kin Equipment

Roo-kin Twin Hook Swords:

This set of swords with a double sided, hooked blade allow the user numerous options in combat. This unique weapon can be used individually, but really shines when wielded as a set. As a move action the wielder can link the ends of the blades together, turning it from two light weapons, into a single one-handed weapon with 10ft. Reach. It is a swift action to return it to two separate blades. This weapon is considered exotic for all non Roo-kin.

Damage: 1d6 (18-20/x2); **Type:** Slashing; **Cost:** 200g (for both blades) Weapon Properties: disarm, trip, monk (unlinked); reach, monk (linked)

Cow Society

ALIGNMENT

Cow-kin are a wealthy and powerful race, with the Republic royal family controlling more than half of the precious metals (coins, gems, and jewels) in the entire continent. This wealth stems from the control that the monarchy has extended over the Crown bank and the productive grasslands of the countryside. Not all Cow -kin agree with this method of control though, as some still follow the path of the Peaceful Prince, and ancient God that many have tuned from.



The belief in the Peaceful Prince stems from their days in Experiment H, where they were read the story Ferdinand the Bull, about a bull who refuses to fight because of his pacifist ways. Many Cow-kin took to this story, basing their lives around dedication to the Peaceful Prince and the pacifist ideology he taught. The also believed that as long as they followed the path of the peaceful, that The Prince would bless them with divine authority to rule.

For many years this worked well, with the Cow-kin

first overseeing the transition from monarchy to Republic, and than being part of 800 yeas of relative peace and prosperity.

However as time wore on, the Goat-kin became stronger and more entrenched in leadership roles, while aggressive pushes from their neighbors cut into profits form their land holdings. A sect of Cow-kin broke off, declaring that the Peaceful Prince had abandoned them and was no longer worthy of their praise. They turned to a new God, Boahn The White Death. This deity, who takes the appearance of a gigantic albino Cow, represents the opposite of the Peaceful Prince-war, aggression, destruction. This small cult grew quickly, led by the wealthy Warrior-king Johann Bloodhoof, who eventually conquered the Republic and sent it back to it's past as a monarchy.

PHYSICAL DESCRIPTION

Most Cow-kin are tall and broad shouldered, standing well over six feet and weighing around 250lbs. They have hooved feet, and a long angular face,. Males tend to have two, sharp horns protruding from their skull. Skin color varies greatly, with the most common variations being white, black, and brown.

<u>DIET</u>

Herbivore: Cow-kin prefer a diet of grains and grasses, and will eat up to a dozen meals a day. Despite the fact that the Republic has huge amounts of quality farm and grasslands, the Cow-kin still need to import grains from the Felines in order to meet their nutritional needs.

LANGUAGE

Moola, A deep sounding language in which complete sentences are said within one unbroken sound, Moola is the official language of Republic, including all transactions completed at the Crown National Bank.

ROLE IN THE RUMINANT REPUBLIC

Cow-kin are the wealthiest and most powerful race in the Republic, ruling both at national and local levels. Those without administrative positions enjoy the prosperity of their realm by dabbling in careers that suit their personal desires, often becoming artists, actors, or philanthropists.

RELATIONS OUTSIDE THE RUMINANT REPUBLIC

A visit from a Cow-kin is often a happy event, as it means their gold comes with them. However, as most Cow-kin are used to a high standard of living, it can be difficult to meet their lofty expectations.

ALIGNMENT

A Cow-kin's alignment tends to follow their religious beliefs. followers of the Peaceful Prince, opposed to unprovoked violence and war, will tend to be Lawful Good. On the other hoof, a follower of the White Death, relishes in the chaos and destruction of war and is most often Chaotic Neutral.

ADVENTURERS

Cow-kin have an advantage that no other race in Layna has in abundance—enough wealth to do whatever they want in life. With no worry about feeding and clothing themselves or their families, Cow-kin are free to explore the world and challenge themselves, knowing that their basic needs will always be met. Most Cow-kin tend to train in abilities that make use of both their powerful builds and strong personalities, tending toward melee combat centered Oracles and Paladins.

Cow-kin Racial Traits

-2 Dexterity, +2 Charisma, +2 Constitution: Cow-kin are sturdy in both body and mind, but lack quick reflexes.

Ruminant: Cow-kin are Humanoids with the Ruminant subtype.

Size, Medium: Cow-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Cow-kin have a base speed of 30 feet.

Big-Boned: Cow-kin are a very heavy race, and that girth gives them some bonuses while fighting. A Cow-kin is treated as one step larger when performing, or being the target of, a bull rush combat maneuver.

Bull-headed: Cow-kin are a stubborn and obstinate group of hybrids, who are naturally skeptical of others. They receive a +2 racial bonus to will saves and a +2 racial bonus to **Sense Motive** checks.

Wealthy Relatives: Cow-kin are the most financially prosperous of the hybrids, due to their dominance of Layna's banking. As a result evert Cow-kin tends to have a trust fund set up for them upon their birth. Cow-kin receive the trait **Rich Parents** as a bonus.

Weapon Familiarity: Cow-kin are proficient with any weapon with the word "Cow-kin" in its name.

Languages: Cow-kin begin the game speaking Common and Moola. A Cow-kin with a high Intelligence score may choose from the following bonus languages: Thumper, Bleat-Speak, Yip-Yap, Meowori

Cow-kin Favored Class Bonuses

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Sorcerer: Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.

Summoner: Add +1 hit point to the summoner's eidolon.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Cow-kin Racial Trait

Servant of the Peaceful Prince:

Pre-req: Cow-kin, Follower of the Peaceful Prince

Cow-kin who serve the Peaceful Prince receive a +2 sacred bonus to AC. They lose this bonus once they have made an aggressive action.

Servant of the White Death:

Pre-req: Cow-kin, Follower of the White Death

Cow-kin who serve the White Death ae willing conduits of his power and destructive nature. 3/day a Cow-kin with the feat Servant of the White Death may add their charisma modifier to all damage rolls they make until he beginning of their next turn.

Horned:

Pre-req: Cow-kin

In Cow-kin horns are considered an aggressive, masculine trait. Many Cow-kin, both male and female, will file their horns down to nubs from an early age so as not to appear militant. Those Cow-kin that embrace their natural appearance however, can grow sharp, powerful horns that grant them extra prowess in battle. A Cow-kin with the **Horned** feat gains a gore attack. This is a primary attack tat deals 1d8 damage (medium).

Cow-kin spells

Burn Down the Barn:

School conjuration (creation)[Fire]
Level wizard/sorcerer 2,
Casting Time 1 standard action Components V, S, M (a small flame)
Range: 30 foot radius Area: circular spread from caster
Duration instantaneous

Save Ref Half Spell Resistance yes

Cow-kin have a history of accidental fires occurring wherever they go. Burn Down the Barn shows that maybe some weren't an accident. A Cow-kin can take a small flame and turn it into a wreath of fire that surrounds him and spreads outward as a rolling circle of fire. The fire is five feet tall and moves away from the Cow-kin equally in all directions until it reaches 30 feet. All creatures it passes through take 1d6/level (Max 10D6) and are caught on fire. A successful Reflex save halves the damage and negates the on-fire effect.

Otter-kin Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Otter-kin are graceful and wise, but their isolated lifestyle leaves them lacking social abilities.

Mustelids: Otters are Humanoids with the Mustelid sub-type.

Size, Medium: Otter-kin are Medium creatures and receive no bonuses or penalties due to their size.

Low Light Vision: Otter-kin can see twice as far as Humans in areas of dim light.

Speed: Otter-kin have a base speed of 20 feet.

Swimmer: All Otter-kin have a swim speed of 20 feet

Deep Breath: Otter-kin can hold their breath a number of rounds equal to four times their constitution modifier.

Hidden Below the Surface: Otter-kin society is based on being able to retreat and hide below the water. Otter-kin gain a +2 racial bonus to Stealth checks. This increases to +4 when the Otter-kin is completely submerged under water.

Canine Hatred: Long years of practice have taught otter-kin how to fight against their mortal enemies. Otter-kin gain a +1 racial bonus to attacks and combat maneuvers against any creature of the Canine subtype.

Weapon Familiarity: Otter-kin are proficient with Spears, Javelins, Nets, and Tridents, as well as any weapons with the word "Otter-kin" in its name.

Languages: TDB

Otter-kin Favored Class Bonuses

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1 to the cavalier's mounted base speed. In combat this has no effect unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces his mount, the new mount gains this bonus to its speed.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip.

Inquisitor: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Magus: The magus gains 1/6 of a new magus arcana.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Otter-kin Feats

Swift Swimmer:

Pre-req: Otter-kin

Some Otter-kin are moe skilled in the water than others. An Otter-kin with this feat may double their base swim speed.

Scent Gland:

Pre-Req: Otter-kin

All Otter-kin can produce a stench that marks their territory, but a few have honed this ability into a weapon. As a standard action., an Otter-kin with Scent Gland can release a noxious odor around himself. Any creatures within 5 feet of the Otter-kin takes a -2 penalty to attacks. Creatures without a sense of smell are immune to this penalty. Scent gland last for 1/round per level and may be used a number of times a day equal to the character's Constitution modifier.

Water Warrior:

Pre-req: Otter-kin

Otter-kin prefer to hunt prey and enemies by stalking them from just below the surface of the water. Otter-kin with this feat gain an additional +4 racial bonus to stealth checks and have concealment when completely submerged in a pool of water. In addition, an Otter-kin who uses the snipe ability and begins the round underwater, takes only a -10 on his Stealth check to maintain his obscured location.

Otter-kin Spells

Otter-kin Equipment

River Oil:

Based on their own natural oils, Otter-kin alchemists have developed a waterproof oil that can be used on virtually any surface. When applied and left to cure for one day, the material becomes completely repellent to water, even to the point where the material can be submerged and still remain dry. In addition, when used on armor, the armor check penalty for Swim checks is reduced by 1. A single vial of River Oil can protect up to 25 pounds of material. **Cost:** 100 gold **Weight:** 1 lb.

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Gods of the Seven Realms

	Name	Alignment	Domains	Favored Weapon	Worshippers
N. C. L.					
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