



# Murder Bunnies

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# LETTERS FROM THE FLAMING CRAB

## MURDER BUNNIES

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### Our deepest gratitude to the following honorary crew members of the UCS Flaming Crab

Aaron "Itchy" Tranes, Adam Matherly, Adventureaweek.com, AinvarG, Alex Coley, Alexander Canfield, amberkat, Andy Kwong, Anthony Guillote, C.J. Withers, Chad "Doomedpaladin" Middleton, Dagmar Wyrmkinn, Eric W Murray, FST, Harvey Howell, Hugo "Butterfrog" Solis, Imban, Iris Gehrman, Jacqueline Vanni Shanks, Jason Leisemann, Jeremy Hunt, Jerry Britt, Jim Austerma, Joshua Hennington, Joshua Root, Kenny "Cash Flock" Richardson, Lauren M, Lewis Crown, Lindsey Shanks-Abel, Lukas Buergi, Margherita "Bardess" Tramontano, Massimo Gandola, Mathew Irizarry, Matt Roth, Melodie Provencher, Michael Dorn, Michael G Townsend, Murray K Dahm, Nate Swalve, Nick Pater, Oliver von Spreckelsen, Peter Francis Osborne, Rhel ná DecVandé, Robert H. Nichols, Russell Ventimeglia, Sasha Hall, Scott Maynard, Stephen-jon Thompson, Stereofm, TaLeah Wiseman, Tanya, Tobias Schmitt, Tom Johnson, Troy Daniels, Tyler Brenman, Veronica Ellis, Wright S. Johnson, Yuri Clovershid

*Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.*

**Coming soon: Household Magic**  
**Coming in November: World Tree**







I'll be honest here. While most Letters from the Flaming Crab are inspired by journals, letters, and notes we've inadvertently received from the plane-wandering UCS Flaming Crab, Murder Bunnies was instead inspired by images of rabbits murdering people, dogs, and other creatures we found on the internet. It seems at some point in the far past bored monks drew these disturbing but beautiful drawings in illuminated manuscripts. The equivalent, if you will, of scribbling pictures in the margins of your notebook during math class. Those images formed the basis of the Trius Vrai, a race of monstrous humanoid rabbits, in Letters from the Flaming Crab: Inspired by Heraldry. The idea was so good we decided to expand on it and give these Murder Bunnies their own book as a playable race.

We hope you enjoy!

J Gray



# Trius Vrai: A Treatise on the Rabbit Folk

The collective body of knowledge among civilized nations concerning the humanoids known as *lepus hostili/horribli* is pitifully spare. Known more colloquially as rabbit folk, or even ‘murder bunnies’ though they are as dissimilar to the hare as ratfolk are to common vermin, this xenophobic race is feared and distrusted by nearly all others, and not without reason. They are invariably hostile and violent to races other than their own. Many tales have been told about travelers set upon and abused by bands of these creatures. I set these words down now in an attempt to fill the gap of knowledge, as I inadvertently have become something of an expert on these people, after spending an inordinate amount of time as their captive. The small group I was traveling with was set upon by a band of rabbit folk. Most were killed or fled. I was beaten senseless and captured. Apparently one of them recognized my clothing and bearing as someone of worth, and they decided to ransom me. Thus it was that I bode awhile in a warren of rabbit folk—or trius vrai, as they call themselves in their own tongue—until his Grace received word of my predicament and arranged for my release. It was a painful and frightening ordeal. I hope never again to be subjected to such treatment. However, I believe that all things not ending in death should be opportunities for learning.

So it is that I set these words down for a book that shall grace the shelves of the Duke’s library, in gratitude for my rescue and to elucidate his Grace and any others that care to learn about the ways of this strange folk. May this treatise enlighten the reader about the trius vrai and their insular culture. I advise that even those armed with this information treat the rabbit folk with caution. They bear us no love, but they bear weapons with vicious strength and ill intent. Read on, but tread carefully.

—Aldus Emberidge, sage and adviser to the Duke of Brinn

Xenophobic and hostile, the trius vrai are known for their violent dealings with other races. Living contradictions, these humanoid rabbits seek areas of pristine forest or gently rolling plains to dig out their subterranean homes. Herbivorous, they forage or grow their own crops. Where other humanoids are concerned, however, they typically respond with immediate violence, laying low outsiders and taking what they want for their own. Their lives are a strange contrast of pastoral, communal living and savage, war-like tendencies.

## Physical Description

Typical trius vrai stand between 3 ½ and 4 feet in height, while those that grow to Medium size average 5 to 5 ½ feet in height. They have strong, corded muscle hidden beneath their soft, plush fur. Their fur ranges in color from pure white to pure black, with many shades of gray and brown being common. Some trius vrai have blazes of white or black on their chests or faces, or black or white feet and hands. Their strong legs have backward-bending (digitigrade) knees, and end in large, four-toed feet. Large, bloodshot eyes sit above whiskered noses, and two long ears stand atop their heads. Depending on lineage, sometimes one or both ears will instead droop rather than stand.

## Society

Trius vrai societies consist of communal warrens. Each warren is ruled by a council of the eldest and most skilled in the community. Depending on the terrain, a warren is either a gatherer society, agrarian, or a mix of the two. Violence among their own kind is uncommon, except between younger members of the warren. Disputes among the youth are decided by unarmed competitions, judged

by elders whose final say determine the winners and any restitution to be made by the losing party. Trius vrai are skilled crafters with wood and occasionally stone, but show little aptitude towards metal work. Weapons and tools of metal are typically stolen from other races, then passed down through family or from master to apprentice.

## Relations

Trius vrai view other humanoid races as prey to be brutalized, robbed, and killed as they choose. Thus no other race counts the trius vrai as allies, and most view them with distrust, if not outright fear. Humans and halflings in particular seem to draw the most ire from the trius vrai, and those races commonly refer to the trius vrai as “murder bunnies.” (In more scholarly texts, they are referred to as “*lepus hostili*.”) They rarely cross paths with dwarves, as the chosen homelands of the two races rarely intersect. Trius vrai will typically avoid elves, having a healthy respect for their prowess with magic and archery, unless they have a large advantage of numbers. Few races have close enough contact with them to call the race by the name they give themselves—trius vrai—and instead simply refer to them as “rabbit folk.” The trius vrai do not make active war upon other races, but will set upon any travelers they find, especially those that trespass into their territory. When this happens, the trius vrai will react violently, chasing interlopers away or catching them and inflicting serious injury before robbing them and sending them on their way. If intruders die in the conflict, their bodies are dragged out of trius vrai territory and dumped unceremoniously wherever it is convenient. Certain burrows of canny trius vrai may capture members of other races and hold them for ransom.

## Alignment and Religion

While the life in a trius vrai burrow is orderly, it is not overly strict. Nor are their raids and ambushes of other races particularly organized. Most trius vrai are chaotic or neutral in alignment. Only a fraction of them are vicious and callous enough to be considered evil, and most do not care enough for the fate of others outside of their own burrow to claim goodness. Trius vrai myth claims that their race was raised up from mere beasts by a powerful druid, given intelligence and the ability to walk upright. The druid was a protector of the wilds and implacable in her fight against the encroachment of civilization (which may explain why they are so inimical towards other races). This mythical figure is often revered by the rabbit folk as the mother of their race, but none devote any organized religion to their maker. Instead they typically follow the druidic faith, revering nature herself, or occasionally following the faith of gods of nature whose essence is more bestial than humanoid.

## Adventurers

Lone trius vrai are often survivors of burrows wiped out by disaster or enemies. While some integrate into other burrows, a few go abroad into the world and learn to cooperate with other races. (Others of the race tend to view such trius vrai as insane and treat them with pity at best and hostility at worst) Trius vrai lean toward martial classes, particularly brawlers, fighters, rangers, and rogues. Divine casters are typically druids, though occasionally oracles occur among the rabbit folk. Arcane magic is rarely pursued among the trius vrai, though the rare sorcerous bloodline crops up, and sorcerer trius vrai often rise to positions of power.



## Trius Vai Names

Trius vrai names are secret things. True names, bestowed by parents, are entrusted only to family, life partners, and trusted friends. A trius vrai has a common name used by members of the burrow. This name is typically an aspect of nature or a recognized trait of the individual. When a lone trius vrai deals with other races, they will likewise use one of these names, usually translated to Common or the dominant language of the area.

**Male names:** Bigleap, Blackfoot, Clover, Clubber, Runt, Weathermind.

**Female names:** Bow-Wise, Heather, Kindheart, Quick-kick, Sweetwater, Willow.

## Trius Vrai Racial Traits

**+2 Strength, +2 Dexterity, -2 Intelligence (0 RP):** Trius vrai are strong and nimble, but uncreative.

**Monstrous Humanoid (3 RP):** Trius vrai are monstrous humanoids.

**Small (0 RP):** Trius vrai are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to Combat Maneuver Defense, and a +4 size bonus to Stealth checks.

**Fast (0 RP):** Trius vrai are fast for their size, and have a base speed of 30 feet.

**Aptitude for Violence (2 RP):** Trius vrai can use weapons a size category larger than themselves without penalty. Additionally, when using weapons with which they are not proficient, or using lethal weapons to deal nonlethal damage (or vice versa) trius vrai only suffer a -2 penalty for doing so.

**Bite (1 RP):** Trius vrai have a bite attack that deals 1d3 points of damage.

**Burrow (1 RP):** Trius vrai have a burrow speed of 5 feet. Burrowing trius vrai normally do not leave a tunnel behind them or signs of their passage on the surface. A trius vrai can leave a tunnel behind it by moving at half speed spending a full-round action to burrow, but without reinforcement of some type it will typically collapse after 1d10 rounds. Tunnels dug through materials like clay last 2d10 rounds, while one dug in gravel will collapse in 1 round.

**Darkvision (- RP):** Trius vrai can see in the dark up to 60 feet.

**Jumper (2 RP):** Trius vrai are always considered to have a running start when making Acrobatics checks to jump.

**Stalker (1 RP):** Perception and Stealth are always class skills for the trius vrai.



**Weapon Familiarity** (1 RP): Trius vrai are proficient with battle axes, and treat all trius vrai weapons as martial weapons.

**Languages** (0 RP): Trius vrai begin play speaking Trius Vrai. They also have a coded language using beats produced by stomping their feet or by striking a drum or similar object. This drumming can quickly convey simple concepts such as “enemies coming from the woods” or “wildfire in the meadow.” More complex communication takes more time. While speaking is typically a free action, communicating complex concepts with trius vrai drumming requires a full-round action or longer, depending on the information being communicated. Trius vrai with high Intelligence scores can choose from the following: Common, Gnome, Halfling, and Sylvan.

The trius vrai were created using the race building rules as outlined in *Pathfinder Roleplaying Game: Advanced Race Guide*. Their racial abilities total 11 RP, making them an advanced race by PF: ARG standards.

## Alternate Racial Traits

The following racial traits may be selected instead of typical trius vrai racial traits. Consult your GM before selecting any of these new options.

**Hatred:** Trius vrai with this racial trait gain a +1 racial bonus on attack rolls against humanoids with the human and halfling subtypes. This racial trait replaces burrow.

**Medium:** Some trius vrai warrens produce larger specimens than their cousins. Trius vrai with this racial trait deal 1d4 damage with their bite attack and add 10 feet to their base movement rate. This racial trait replaces Small.

**Sprinter:** Some trius vrai sacrifice stealth for speed. Trius vrai with this racial trait gain a +10 racial bonus to their speed when using the charge, run, or withdraw actions. This racial trait replaces stalker.

**Swarming:** Trius vrai often fight communally within the tight confines of their warrens. Up to two trius vrai with this trait can share the same square without penalty. If two trius vrai with this trait attack the same foe while sharing the same square, they are considered to be flanking the foe as if they were in two opposite squares. This racial trait replaces stalker (and increases the total RP cost by 1 if the trius vrai is Medium-sized).

**Thick-furred:** Among the trius vrai there are specimens which grow thick, protective coats, but lack the jaw strength of their cousins. A trius vrai with this trait gains a +1 natural armor bonus. This racial trait replaces bite.

**Warren Seer:** Certain trius vrai have prescient flashes

and an innate talent for divination. Most trius vrai with this racial trait have some outstanding physical characteristic, such as albinism, melanism, lop ears, or other unusual features. Trius vrai with this trait add +1 to the saving throw DC of all divination spells they cast, and can always act during a surprise round, though they remain flat-footed until the end of the surprise round. This racial trait replaces aptitude for violence.

## Racial Subtype

You can combine alternate racial traits to create the following trius vrai subtype.

**Lepus Horibili:** These larger cousins of lepus hostili use more conventional means to dig their burrows, but are even more hostile to humanoids. Lepus hostili have the Medium and hatred racial traits.



## Favored Class Options

The following options are available to all trius vrai who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Brawler:** Add +1/2 circumstance bonus to damage using close weapons against opponents that are denied their Dexterity bonus or grappled.

**Druid:** Add +1 on wild empathy checks made to influence animals and magical beasts that live underground.

**Fighter:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

**Hunter:** Add +1/4 of a teamwork feat.

**Kineticist:** Add 1/3 point of damage to earth element blasts that deal damage.

**Oracle:** Add one spell known from the sorcerer/wizard divination school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as being one level higher, unless it is also on the oracle spell list.

**Rogue:** Reduce the penalty for not being proficient in a weapon by 1/4. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the rogue is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.



# Racial Archetypes

The following archetypes are available to trius vrai.

## Burrowing Bandit (Kineticist Archetype)

Experts in underground movement and combat, burrowing bandits add unpredictability to any raid. Caravans crossing through trius vrai territory watch the ground uneasily, knowing the greatest dangers to their safety might come from below.

**Terra Focus (Ex)** A burrowing bandit must select earth for their elemental focus. This ability alters elemental focus.

**Burrowing Adept (Ex)** A burrowing bandit gains a burrow speed equal to their base land speed as well as breathe underground when burrowing through dirt and sand. Being underground doesn't break line of effect for the burrowing bandit's wild talents, allowing their kinetic blast to travel through dirt and sand unimpeded. This ability replaces the basic kinesis talent gained upon selecting an element and 1st level infusion.

**Dirt Dweller (Su)** At 4th level, a burrowing bandit gains the tremorsense utility wild talent. While they are underground, they are treated as though they have accepted 1 burn when determining the duration of this wild talent.

At 8th level, they gain the greater tremorsense utility wild talent and can see through dirt and stone as though it was completely transparent, ignoring the miss chance for these obstructions, up to their normal range of vision. This ability replaces the 4th and 8th level utility wild talents.

**Subterranean Sniper (Su)** At 9th level, whenever a burrowing bandit makes an attack against an opponent standing on dirt, sand, or stone who can't see or detect them (such as through tremorsense) while the burrowing bandit is underground, double the damage dealt with their elemental overflow on kinetic blasts made with earth blast or composite blasts which require earth blast. This ability replaces metakinesis (maximize).

**Ground Burial (Su)** At 12th level, as a standard action a burrowing bandit can attempt a drag combat maneuver against 1 creature within 60 ft. standing on either dirt or sand (but not stone or metal), using their Constitution modifier in place of their Strength modifier for this check. If this check is successful, the creature is pulled 5 ft. into the ground and must make a Strength check equal to  $10 + \frac{1}{2}$  the burrowing bandit's class level + their Constitution modifier to pull themselves out of the dirt. Any creature buried like this has their base land speed reduced to 0 ft., and medium or smaller creatures cannot move their limbs. Small or smaller creatures risk suffocation while buried by

this ability.

If the burrowing bandit is underground and within 30 ft. of the creature, they treat their burrowing bandit level as their BAB for this combat maneuver check. This ability replaces the 12th level utility wild talent.

## Primal Vessel (Spiritualist Archetype)

The primal vessel does not channel a spirit of the dead, but rather the base rabbit spirit from which all trius vrai are derived.

**Primal Spirit (Su)** Rather than a phantom, the primal vessel forms a link with the ancestral spirit of the trius vrai race. This spirit is not the remnant of an actual entity so much as a racial memory given form through belief, reinforced by tales and legends, a myth brought to life.

Unlike a common phantom, the primal spirit takes the form of a rabbit, though one of the same size category as the primal vessel that summons it. It appears as an idealized form of the animal and follows the Manifested Phantom's Base Statistics chart as a regular phantom to determine its abilities. The primal spirit is manifested in the same manner as a spiritualist's phantom, and can be dismissed or banished in the same fashion. Any class abilities that rely on the phantom special ability are based on this ability instead.

The primal spirit cannot wear armor or use items. The primal spirit, while not shackled with emotions like a phantom, is still a wild and unpredictable entity, kept under control by the focus and will of the primal vessel. As such, the primal vessel cannot be manifested, either fully or in part, while the primal spirit's vessel has a summoned eidolon or shadow in play. If the primal spirit is manifested while such a creature is summoned, the primal vessel loses focus and the primal spirit immediately retreats into the primal vessel's consciousness, and cannot be manifested again until the eidolon or shadow is dismissed. This ability replaces phantom.

**Bonded Manifestation (Su)** At 3rd level, as a swift action, a primal vessel can partially manifest the primal spirit in her own body. When she does, she uses this manifestation to enhance her own abilities while the primal spirit is still bound to her consciousness. For the primal vessel to use this ability, the primal spirit must be confined in the primal vessel's consciousness.

The bonded manifestation follows the same rules as the spiritualist bonded manifestation ability, except for the changes to the abilities granted by each version of the manifestation, as listed below.

*Ectoplasmic Bonded Manifestation:* When a primal vessel uses this ability and chooses ectoplasmic form, she gains an ectoplasmic field that protects like armor without restricting her movement or actions. She gains a +4 armor bonus to Armor Class; this bonus applies to incorporeal touch attacks. The ectoplasmic shield has no armor check



penalty or arcane spell failure chance. At 5th level, the primal vessel is able to move with great speed and jump with preternatural agility, gaining +10 feet to her base speed and the ability to use *jump* as a constant spell-like ability with a caster level equal to her primal vessel level. At 7th level, the primal vessel gains a burrow speed equal to half her base speed. At 13th level, the armor bonus of the ectoplasmic field increases to +8. At 17th level, the primal vessel's bonus to base speed increases to +30 feet, her burrow speed is equal to her base speed, and all DCs for jumping distances and heights are halved.

**Incorporeal Bonded Manifestation:** When a primal vessel uses this ability and chooses incorporeal form, she becomes overlaid with the faintly visible manifestation of the primal rabbit spirit, a form which blurs around the edges and seems to fade into the background. Her senses feed through the spirit, heightening her perception of her surroundings. The primal vessel gains a bonus on Perception and Stealth skill checks equal to half her primal vessel level. At 8th level, she gains the scent ability and the ability to use *see invisibility* as a spell-like ability once per day, with a caster level equal to her primal vessel level. At 13th level, she can make herself even harder to see, taking a standard action to gain concealment until the start of her next turn. At 18th level, she gains the hide in plain sight ability, and can use a swift action to gain blindsight with a range of 30 ft. The blindsight can be used for a number of rounds per day equal to her primal vessel level, and must be spent in 1 round increments. This ability modifies the bonded manifestation ability, and replaces detect undead, calm spirit, and see invisibility.

**Inflict Pain** At 16th level, the primal vessel can channel the pain experienced by rabbits that are hunted and killed through the primal spirit, gaining the ability to use *mass inflict pain* once per day as a spell-like ability, with a caster level equal to her primal vessel level. This ability replaces call spirit.

## Ruthless Abductor (Brawler Archetype)

The ruthless abductor attacks with the intent to capture, hauling victims back to the warren for interrogation or ransom, or simply disabling them so they can be robbed at leisure.

**Class Skills** The ruthless abductor gains Stealth and Survival as class skills, but does not gain Knowledge (dungeoneering) or Ride as class skills.

**Weapon and Armor Proficiency** A ruthless abductor is proficient with all simple weapons, plus the lasso, mancatcher, and net. He is proficient with light armor, but not shields. This replaces the brawler's weapon and armor proficiency.

**Captive Wrangler** At 2nd level, a ruthless abductor

adds half his class level to the DC of any checks made by an opponent to escape bonds when he uses the tie up maneuver.

**Pummel Captive** At 3rd level, a ruthless abductor becomes adept at punishing opponents in his grip. If he is grappling an opponent one-handed, the ruthless abductor can use his brawler's flurry ability on the grappled opponent if he succeeds on his check to maintain the grapple, dealing damage with any wielded close weapon and/or unarmed strikes as if he hit with every attack as part of a flurry. This ability works in conjunction with the increases in attacks from brawler's flurry as the ruthless abductor increases in level. This ability replaces maneuver training 1-5.

**Biting Brawler** At 5th level, a ruthless abductor can use his bite attack as if it were part of the close weapon group for purposes of any bonuses or abilities granted by his class. His bite is considered a primary weapon even when used in conjunction with other melee attacks. This ability replaces the bonus combat feat gained at 5th level.



## Warren Guardian (Druid Archetype)

These followers of nature view the trius vrai and their homes as integral and sacred parts of the natural world. They use their powers to protect their people and ensure their warren remains untouched by enemy forces.

**Spells** A warren guardian adds the following spells to her spell list: 1st—*alarm*; 2nd—*arcane lock*; 3rd—*protection from arrows (communal)*; 4th—*glyph of warding*; 5th—*spell immunity (communal)*; 6th—*guards and wards*; 7th—*banishment*; 8th—*protection from spells*; 9th—*greater spell immunity (communal)*

**Nature Bond** If choosing a domain, the warren guardian must choose one of the following domains: Animal, Earth, Plant, or Protection.

**Watchful Guardian** A warren guardian gains a +2 bonus on Perception and Sense Motive checks. This ability replaces nature sense.



**Protective Power** At 2nd level, a warren guardian can tap into her devotion to the warren to increase her power. As a free action, she can increase her caster level by +1 for 1 round if she is within the warren's territory, in the company of at least three members of the warren, or in combat with at least one other warren member as an ally. Animal companions, familiars, and pets do not count as members of the warren. She can use this ability a number of times per day equal to 3 + her Wisdom modifier. This ability replaces woodland stride and trackless step.

**Wild Shape** At 5th level, a warren guardian's wild shape ability functions at her druid level -1.

## New Racial Rules

The following options are available to trius vrai. At the GM's discretion, other appropriate races may make use of some of these new rules.

### Trius Vrai Equipment

Trius vrai have access to the following equipment.

**Abduction Rope** The ropes used by the trius vrai are specially crafted, woven with nettles and soaked in noxious plant extracts. Those bound in these ropes are discomfited where the rope touches bare flesh, the area becoming puffy and irritated. This swelling makes escape more difficult, adding a +2 to the DC of any Escape Artist checks made to escape these bonds. If the captive fails this check by 5 or more he rubs himself raw on the bindings, exposing himself to more of the toxins and becomes sickened for 1 minute. Abduction ropes typically come in 20 foot lengths. An abduction rope has 3 hit points and can be burst with a DC 23 Strength check.

**Ambush Rope** This 30-foot length of thin, tough cord must be wielded by two allied creatures proficient in its use. The rope deals no damage, but can be used to trip or grapple opponents. If used to trip, the wielder with the highest combat maneuver bonus makes the roll, with an automatic assist from the other wielder. The ambush rope

can be used as part of a charge action, and the +2 attack bonus is added to the combat maneuver roll. Each wielder holds five feet of the rope, leaving 20 feet between. Up to four Small or Medium, or two Large creatures can be tripped by an ambush rope, but every additional target beyond the first applies a -2 penalty to the combat maneuver check. The rope has 3 hit points and can be burst with a DC 23 Strength check.

The ambush rope can also be used to grapple. As with tripping with an ambush rope, the wielder with the highest combat maneuver bonus makes the roll, with an automatic assist from the other wielder. Wielders with the Fur Pile feat can apply the benefits of this feat when using an ambush rope. Wielders must keep both hands on the rope in order to maintain the grapple, but can use the tie up maneuver on a grappled opponent without needing to pin the opponent.

**Ambush Screen** This round or square wicker construction is about 5 feet across and has leather carrying straps on one side. The other side is woven with living grass, or layered with leaves and sticks like the debris found on a forest floor. Trius vrai laying ambush will often burrow into the ground, laying these screens over their hiding places for camouflage. When using an ambush screen, a trius vrai adds a +2 bonus to any Stealth checks made to hide in this manner.

**Rope Harpoon** This weapon appears much like the rope dart, but with a flat, barbed spike instead of a conical one. In the hands of a proficient wielder, it is a grappling weapon. If the wielder has grappled the opponent with the rope harpoon, a successful grapple check can be used to pull the weapon free, dealing normal weapon damage to the opponent and ending the grapple.

**Ruhkstior** This alchemical draught is used by trius vrai warriors to remain alert over long periods of time. If you drink it, it provides a +2 alchemical bonus on saving throws to prevent exhaustion and fatigue for the next 8 hours. The formula is made by and for trius vrai. Other humanoids that drink it gain its effects, but find themselves twitchy and have difficulty focusing, taking a -2 penalty to concentration checks and Intelligence-based skill checks while under its effects.

### Trius Vrai Equipment

Items	Cost	Weight	Craft DC
Abduction rope	25 gp	4 lbs.	20
Ambush screen	50 gp	8 lbs.	20
Ruhkstior	50 gp	-	20

### Trius Vrai Weapons (Exotic for all but Trius Vrai)

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Two-handed Melee Weapons</i>								
Ambush rope	5 gp	-	-	-	-	-	B	reach
<i>Ranged Weapons</i>								
Rope harpoon	3 gp	1d3	1d4	x2	20 ft.	-	P	blocking, distracting, grapple, monk



## Trius Vrai Feats

Trius vrai have access to the following feats.

### Blood-Crazed (Combat)

You react violently to the sight of blood.

**Prerequisites** Base attack bonus +1, trius vrai.

**Benefit** When a creature you can see is suffering from a bleed effect (including yourself), you gain a +2 morale bonus to damage on all attacks. This bonus increases to +3 when you are attacking a bleeding creature or a creature that caused a bleed effect you are currently suffering. The bonus lasts for as long as the bleed effect lasts, plus 1 round.



### Fast Digger

You are more adept at digging.

**Prerequisite** Trius vrai.

**Benefit** Your burrow speed increases to half your land speed.

### Fur Pile (Combat, Teamwork)

When grappling a target with allies, each of you contributes effectively to keeping the opponent held.

**Prerequisites** Improved Grapple, trius vrai.

**Benefit** When you are grappling a target with the help of allies, the primary grappler uses the highest scores of the group rather than her own combat maneuver bonus. Add the highest base attack bonus and Strength modifier of those grappling in order to determine the CMD (the +2 bonus for each assisting ally is also included in this score). The CMD to break, escape, or reverse the grapple is also determined in this manner.

**Normal** When multiple creatures attempt to grapple one target, the creature that first initiates the grapple is the only one that makes a check, using its combat maneuver bonus, +2 for each assisting ally. Attempts to break, escape, or reverse a grapple are made against the CMD of the primary grappler, which gains a +2 for each assisting ally.

### Quick Hop (Combat)

You can use your momentum when dodging an attack to reposition yourself.

**Prerequisites** Dodge, trius vrai.

**Benefit** When an opponent misses you with a melee or ranged attack, you can immediately take a 5-foot step. This feat cannot be used more than once per round.

### Vicious Bite (Combat)

Your bite is more severe than most of your kind.

**Prerequisites** Base attack bonus +2, trius vrai.

**Benefit** When you damage an opponent with your bite attack, you inflict bleed damage equal to your Strength modifier (minimum 1).

### Vicious Hop (Combat)

After kicking an opponent over, you can follow up by jumping on them.

**Prerequisites** Punishing Kick, trius vrai.

**Benefit** When you knock an opponent prone with a punishing kick, you may immediately make a free attack at your highest attack bonus, stomping down on the prone opponent with both feet. This attack deals damage equal to your unarmed strike damage plus 1 1/2 times your Strength modifier.

## Trius Vrai Magic Items

Trius vrai have access to the following magic items.

### LUCKY HALFLING'S FOOT

**Aura** faint evocation; **CL** 5th

**Slot** neck; **Price** 6,000 gp; **Weight** 1/2 lb.

#### DESCRIPTION

This preserved halfling foot hangs from a leather thong and can be worn around the neck. It provides a +1 luck bonus on saving throws, ability checks, and skill checks. Once per day, the wearer can reroll any saving throw, ability check, or skill check. The wearer must accept the results of the second roll.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *divine favor*;  
**Cost** 3,000 gp

### QUARRY POLE OF MANAGEABLE PORTAGE

**Aura** faint transmutation; **CL** 5th

**Slot** none; **Price** 1,600 gp; **Weight** 4 lbs.

#### DESCRIPTION

Trius vrai use these wooden poles for easy transportation of humanoids which they have shanghaied. Anyone carrying a *quarry pole of manageable portage* (either a single creature, or two creatures carrying the pole between them) have their carrying capacity tripled for purposes of the weight of any creatures or objects tied to the pole.



Once per day, the wielder of the pole can pronounce a command word and shrink any creature secured to the pole by one size category and reduce the size and weight of any object secured to the pole to 1/2 of its normal weight. This effect lasts 10 hours.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *communal ant haul, reduce person, shrink item*; Cost 3,200 gp

### STUMBLING STONES

**Aura** faint conjuration; **CL** 5th

**Slot** none; **Price** 2,000 gp; **Weight** 5 lbs.

### DESCRIPTION

This ordinary looking sack of stones, pebbles, and gravel can be opened and tossed at a Medium or smaller creature within 10 feet. The contents of the sack animate and follow the creature, rolling around the creature and beneath its feet, making for treacherous footing. Treat the 5 foot square the creature starts in as difficult terrain, which moves with the creature. The *stumbling stones* cannot leave the ground or ascend any incline that requires a Climb check, but they can roll up slopes and stairs. The *stumbling stones* will follow the targeted creature for up to 1 minute, after which they make their way back into the sack. This item can be used once per day.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *stone call*; Cost 1,000 gp

## Trius Vrai Spells

Trius vrai have access to the following spells.

### STUNNING STRIKE

**School** evocation; **Level** cleric/oracle 1, inquisitor 1, magus 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one melee weapon

**Duration** 1 round/level or until discharged

**Saving Throw** Will negates; **Spell Resistance** yes

You place an enchantment on a melee weapon you touch. The next time the weapon is used in a successful attack and deals damage, the target is stunned for 1 round unless it succeeds at a Will save. If the target successfully saves, it is instead staggered for 1 round.

### PHANTOM DRUMMER

**School** conjuration (creation) [language-dependent]

**Level** bard 2, cleric/oracle 2, sorcerer/wizard 2, spiritualist 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S, F (a small drum)

**Range** 1 mile/level

**Effect** 1 invisible, mindless, shapeless, noise-producing force

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

You create an invisible force that produces drum-like beats, allowing you to send a message in the trius vrai drumming code. The message can be up to 25 words in length. Once you have decided upon the message, you can send the force in any direction you choose and for any distance up to its maximum range. It moves up to 30 feet per round. The phantom drummer will repeatedly drum out the message for the duration of the spell. The base Perception skill check DC to hear the message is -10, modified by distance or any other conditions.

### STICKY DOUBLE

**School** conjuration (creation); **Level** cleric/oracle 5, druid 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 hour

**Components** V, S, M (a small ball of glue, pitch or resin)

**Range** 0 ft.

**Effect** one duplicate creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You create a double of a creature, similar to a simulacrum. The double's Hit Dice or levels cannot exceed your caster level, and are only half the original's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). It remains under your absolute control and follows whatever commands you give to it.

Should a creature strike the double with a natural weapon or unarmed attack, the sticky double may make a grapple check against the attacker as an immediate action, using your caster level as its base attack bonus for purposes of determining its CMB, and gaining a +4 circumstance bonus to the check. If successful, the target is grappled. If the creature's attack roll was successful, its attacking limb is caught in a gooey mess as the limb plunges into the double's body upon impact. Each additional attack allows the double to make another grapple check. If a grapple check succeeds on an already grappled opponent, it is considered pinned.

If an opponent attacks a sticky double with a melee weapon and the attack hits, its weapon is stuck fast. The weapon can be freed as a standard action by making a Strength check (DC = 10 + your caster level + 4 circumstance bonus). An opponent can release a stuck weapon as a free action.

If melee attacks, no matter the type, reduce the the sticky double to 0 hit points, it melts into a gummy mass. Any creature that was grappled by the double or wielding a weapon stuck to it when it dies is considered entangled for a number of minutes equal to your caster level before drying and crumbling away. An application of universal solvent or a successful targeted dispel magic will end the entangled effect immediately.

The double otherwise functions as a simulacrum, but once it has taken damage, Perception checks to determine it is not the real creature automatically succeed.



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## Letters from the Flaming Crab: Murder Bunnies

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