

PLAYTEST PACK 01:

RACES OF OMARKA 1 - BONUS MATERIAL

THE NYMIAN BEASTLANDS

PLAYTEST PACK 01: BONUS MATERIAL

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PP01 BONUS MATERIAL

Since the release of *PLAYTEST PACK 01: RACES OF OMARKA 1*, I have had several questions come up from players regarding the languages offered for these races, and their applicability in a culturally-centered campaign. I would like to cover those here for players interested in taking advantage of languages, outside those offered in the standard language selection available to standard races. Also included here are the languages mentioned in *PLAYTEST PACK 02: FRIEND OR FOE 1*, to help make the best of our currently available materials.

Also, to help make sense of a character created with PC class levels and Racial Levels, we have included an example character created with the new rules – a Nezumi Inquisitor with Nezumi Racial Levels. Additionally, to supplement your playtesting materials and to make use of the newly-released *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*, I have included a Cougar Staff Magus (a magus archetype)

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to accompany the Iconic Magus character from our own material. Enjoy!

OMARKAN LANGUAGES

Outlined below are the standard languages as described by their use in the Lands of Omarka, as well as the new languages presented in our current playtesting material.

SKILL USE – LINGUISTICS

Whenever you put a rank into this skill, you learn a new language, and many new races feature languages below, from which you may also choose. Their usage in the setting is described below the table, which shows the language, the script used, and typical native speakers.

LANGUAGE	SCRIPT	TYPICAL SPEAKERS
Abyssal	Infernal	Demons and chaotic evil outsiders
Aklo	Sylvan	Evil fey and inhuman or otherworldly monsters
Anakim	Anakim	Tikhan'akim serpentfolk, nagas, and orokai
Aquan	Genic	Aquatic creatures and merfolk
Auran	Genic	Flying creatures, phoenixes, tengu, and birdfolk
Celestial	Supernal	Angels, devas, agathion, primaethion, and good outsiders

Common (Omarkan)	Common	Cosmopolitan humans, and the common trade tongue of mortals
Daventi	Common	Canitians, opponents of Faunarian society, and artificers
Druidic	Druidic	Druids and kami (nature spirits)
Faunarian	Sylvan	Catfolk, aristocrats, and Faunarian leadership
Gnoll	Common	Gnolls and allies
Ignan	Genic	Phoenixes and fire-based creatures
Infernal	Infernal	Rakshasas, devils, and lawful evil outsiders
Minotaur	Common	Minotaurs, giants, and allies
Seraphim	Supernal	Seraphim and allies
Sylvan	Sylvan	Fey creatures, plant creatures, kami, and allies
Terran	Genic	Subterranean insectoids and earth-based creatures

COMMON (OMARKAN)

Collectively called '*Omarkan*,' the common tongue is the trade tongue of various tribes and regions, and among the worlds and realms of the multiverse. Most primitive dialects, including *Pygmy*, *Nezumi*, *Rubili*, and others, are spawned from the Common tongue, although they may use different scripts to represent their language. Strangely enough, this tongue and script is relatively the same as it is on many other worlds in the Material Plane, and two characters from different planets or dimensions who speak or write *Common/Omarkan* can understand each other perfectly well.

ANAKIM

Considered to be amongst the oldest languages, the serpent tongue is collectively used between the serpentfolk of Omarka – *nagas*, *tikhan'akim*, and *orokai*. Similar to *Draconic* in many regards, it is one of the most likely scripts to accompany ancient magical text in **THE NYMIAN BEASTLANDS**.

DAVENTI

While based on a hybrid of *Faunarian* and *Omarkan* languages, this tongue uses the *Common Script* of the trade tongue; however, it was purposefully crafted over many years to make deception, subtle nuances, and hidden agendas easier to conceal in speech with allies or foes. *Daventi* is often used for notation by artificers who craft magical, psionic, or other supernatural items of power, including many command words/phrases.

FAUNARIAN

Based on a combination of *Sylvan* and other languages, this eloquent tongue of the Omarkan aristocracy was in many ways crafted around the same principles as the *Daventi* language, save for its linguistic origins. *Faunarian* in some ways acts like a thieves' cant for those who know the proper cipher code to compose hidden messages, and has a deeply-engrained history of sigil use in its script, making deciphering texts somewhat more difficult because of its hybrid nature.

MINOTAUR

A dialect of *Giant* (most giant humanoids being non-native to the setting), this tongue is generally the only source of that language's use in this setting material. An ancient minotaur script pre-dates the current language use, while it is completely unused in the current era.

SERAPHIM

An ancient tongue pre-dating the *Celestial* language and *Modern Supernal Script* by unknown spans of time, this language is the precursor to all heavenly tongues, and is only known in full by its original speakers, the Seraphim angels. Only a character with 10 or more ranks in Linguistics or Knowledge (Planes) may choose to learn this language, and must also speak and understand *Celestial*.

TRIBAL AND REGIONAL DIALECTS

In some areas, various tribes of rural humans or other diverse racial groups may create their own local dialect, and in fact this may be exclusive to a single tribe, or as far-reaching as all tribes of a single race scattered across a continent. Each dialect is based off another language, with tribal humans often speaking a local mixture of *Common*, *Faunarian*, or *Daventi*, or a variation on one of these. The root language(s) should always be noted in parentheses after the name of the dialect; for example, the Stormwing Tribe of humans speaks ***Stomrui*** (*Primitive dialect: Common*), and the nomadic Painted Claw Clan of cougarans speaks ***Prashtui*** (*Regional dialect: Daventi and Faunarian*). Attempting to speak a different dialect of a standard language using the Linguistics skill requires a successful DC 15, or in other circumstances it adds a +5 to the base check; failure means that you did not properly communicate as you'd hoped, and there is a 15% chance that the communication will mean something else entirely.

OTHER LANGUAGES

Less common languages that may be chosen include the following, which may or may not be spoken by natives of the world setting:

- ***Abysal*** is not often spoken in the *Lands of Omarka*,

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as many speakers are extraplanar and not of Omarkan origin

- **Draconic** is almost never spoken except among devout scholars of extraplanar or otherworldly arcane lore (trade for *Anakim*)
- Racial languages, such as **Dwarven**, **Elven**, **Gnome**, **Halfling**, and **Orc**, are almost never spoken by Omarkan natives
- While the **Giant** tongue is the root of the *Minotaur* dialect, the root language is almost never spoken by Omarkan natives
- **Goblin** is only spoken by fey who deal with gremlins, goblinoids, and other darker sylvan type, and is considered a primitive dialect of *Sylvan*
- **Undercommon** is rarely, if ever, used by Omarkan natives (trade for *Aklo*, or *Terran*)

EXAMPLE CHARACTERS

These two characters should give you a head start on playtesting, and some more helpful information for using them can be found below their statistic block and description.

NEZUMI INQUISITOR/RACIAL

OKTAM NIMLI, NEZUMI INQUISITOR

Not entirely trustworthy, Oktam is incredibly skilled, and not the average worshiper of Lamashtu. Raised by a tribe of gnolls and nezumi considered peaceful by most, he viewed his people as being weak-willed when they gave up land for what he considered meaningless passivity. On a personal crusade to ensure that gnolls and nezumi of the Omarkan Outlands remain strong and defiant, he seeks out the weak and doubting, empowering them with enthusiasm and zeal... or else, he destroys them all mercilessly for being apathetic and weak.

OKTAM NIMLI (CR 6) [Humanoid / Mountains / Warm]

XP 2,400

Male nezumi racial 3/inquisitor 4

CN Medium humanoid (nezumi, primitive)

Deity Lamashtu

Init +8; **Senses** darkvision 30 ft., *detect alignment* (see below), low-light vision; **Perception** +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)
hp 42 (7d8+7)

Fort +6, **Ref** +6, **Will** +7 (+2 vs. ingested disease/poison)

Defensive Abilities iron gut, tainted resistance

OFFENSE

Speed 20 ft., burrow 15 ft., climb 20 ft.

Melee bite +8 (1d3+3 plus foul bite), or

mwk katana +10 (1d8+4/19-20/x3), or

mwk katana +5 (1d8+4/19-20/x3), mwk wakizashi +2 (1d6+3/18-20), bite +0 (1d3+1 plus foul bite), or bite +8 (1d3+4 plus foul bite)

Ranged composite shortbow +7 (1d6+3/x3)

Special Attacks foul bite, judgment 2/day, nasty bite (increased save DC)

Domain Spell-Like Abilities (CL 4th; concentration +6)
5/day—strength surge

Domain Strength

Spells Known (CL 4th; concentration +6)

2nd (2/day)—*bloodhound**, *spiritual weapon*

1st (4/day)—*bane*, *burst bonds**, *cause fear*, *true strike*

0 (at will)—*bleed*, *brand**, *daze*, *detect magic*, *guidance*, *stabilize*

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 19

Feats Exotic Weapon Proficiency (katana, wakizashi), Improved Initiative, Power Attack, Precise Strike^T

Skills Bluff +5, Climb +5, Craft (traps) +4, Diplomacy +5, Escape Artist +4, Heal +6, Intimidate +6, Knowledge (dungeoneering) +4, Knowledge (local) +4, Knowledge (nature) +4, Knowledge (religion) +4, Perception +7, Profession (torturer) +6, Sense Motive +8, Sleight of Hand +6, Spellcraft +4, Stealth +6, Survival +6 (+8 to track); **Racial Modifiers** +2 Sleight of Hand, +2 Stealth

Languages Common (Omarkan), Shadow Tail Clan Nezumi (*Primitive dialect*: Common/Gnoll)

SQ cunning initiative, diverse movement, sneaky rat, solo tactics, teamwork feats^T, track +2

Combat Gear acid flasks (3), alchemist's fire (2); **Other Gear**

+1 *hide armor*, mwk katana, mwk wakizashi, composite shortbow (Str 14) with 20 arrows, backpack, wooden unholy symbol of Lamashtu, manacles (2), rations (4), spell component pouch, other treasure

Boon Oktam is a professional torturer, and will perform many interrogation activities for between 30-50 gp, and if assisted, indebted, or by winning his alliance, he will do so at a greatly reduced cost (15 gp, including all interrogation techniques available to him).

SPECIAL ABILITIES

Cunning Initiative (Ex): Oktam adds his Wisdom modifier on initiative checks, in addition to his Dexterity modifier (*included in stat block*).

Detect Alignment (Sp): At will, Oktam may use *detect chaos*, *detect evil*, *detect good*, or *detect law*. He may only use one of these at any given time.

Diverse Movement (Ex): Oktam gains a Climb speed of 30 feet, and a Burrow speed of 20 feet, in addition to his base land speed. He may move in these ways even while threatened, and he may make the run action to move in a straight line directly upward at twice his speed while climbing, and in soft ground, he may make a run action while moving in a straight line at twice his normal speed (instead of the normal 4x base speed made during an overland run action).

Foul Bite (Ex): Oktam's bite transmits a disease known as nezumi fever.

Nezumi Fever (Ex): Bite—injury; *save* Fort DC 16; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Dex damage and 1d2 Con damage; *cure* 1 save. The save DC is Con-based and includes a +4 racial modifier.

Judgment (Su): Oktam can pronounce judgment upon his foes as a swift action, receiving a bonus or special ability based on the type of judgment made. The bonus granted by the judgment continues to improve on following rounds, reaching a maximum bonus that lasts until the judgment ends. Oktam can use this ability 2 times per day. Once activated,

this ability lasts until the combat ends, at which point all of the bonuses end; he must participate in combat to gain these bonuses. If Oktam is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but all of the bonuses reset to those granted on the first round until you participate in the combat again. When he uses this ability, he must select one type of judgment to make (below). As a swift action, he can change this judgment to another type, but doing so resets the bonus granted to those granted on the first round.

Destruction: Oktam is filled with divine wrath, gaining a +2 profane bonus on all weapon damage rolls.

Healing: Oktam is surrounded by a healing light, gaining fast healing 2. This causes him to heal 2 points of damage each round as long as he is alive and the judgment lasts.

Justice: This judgment spurs Oktam to seek justice, granting a +1 profane bonus on all attack rolls.

Piercing: This judgment gives Oktam great focus and makes his spells more potent. This benefit grants a +2 profane bonus on concentration checks and caster level checks made to overcome a target's spell resistance.

Protection: Oktam is surrounded by a protective aura, granting a +1 profane bonus to Armor Class.

Purity: Oktam is protected from the vile taint of her foes, gaining a +1 profane bonus on all saving throws.

Resiliency: This judgment makes Oktam resistant to harm, granting DR 1/magic.

Resistance: Oktam is shielded by a flickering aura, gaining 4 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared.

Smiting: This judgment bathes Oktam's weapons in a divine light. His weapons count as magic for the purposes of bypassing damage reduction.

Monster Lore (Ex): When making Knowledge skill checks to identify the abilities and weaknesses of creatures, Oktam adds his Wisdom modifier as a bonus on the roll. (*Note: This bonus is not included in the stat block skills, since not all Knowledge checks are made for this purpose.*)

Nasty Bite (Ex): The save DC of Oktam's nezumi fever includes a +4 racial bonus.

Solo Tactics (Ex): All of Oktam's allies are treated as if they possessed the same teamwork feats as he does for the purpose of determining whether he receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for Oktam to receive the listed bonus. (*Current Teamwork Feat:* Precise Strike^T, see below.)

Stern Gaze (Ex): Oktam is skilled at sensing deception and intimidating his foes. He receives a +2 morale bonus on all Intimidate and Sense Motive checks.

Tainted Resistance (Ex): Oktam has resistance 2 to negative energy effects (including the channel negative energy class ability of an evil or neutral cleric), or any spells or effects described as 'entropic.' He is also immune to any spell/effect which relies on [Taint](#) or which gives off taint effects. (See <http://www.d20srd.org/srd/variant/campaigns/taint.htm> for more.)

Teamwork Feat (T): Oktam has a single bonus teamwork feat. Twice per day, he can exchange his teamwork feat for a different one. His current teamwork feat is Precise Strike.

Track (Ex): Oktam adds half his level (+2) on Survival checks made to follow or identify tracks.

*Spell found in the *Pathfinder Roleplaying Game Advanced Player's Guide*, with links to the SRD entry from d20pfsrd.com for your convenience

PRECISE STRIKE [COMBAT, TEAMWORK]^T

You are skilled at striking where it counts, as long as an ally distracts your foe.

PREREQUISITES: Dex 13, base attack bonus +1.

BENEFIT: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Favored Class (inquisitor) +2 hp, +2 skill ranks; +1 Con (Elite Array; before adjustments = 15, 14, 10, 8, 13, 12); Gear valued at 2,456 gp.

Character Traits (<http://d20pfsrd.com/traits>): (*Note: Trait bonuses are not included in the stat block above.*)

Anatomist (Combat): Oktam has studied the workings of anatomy as an apprentice. He knows where to aim his blows to strike vital organs and he gains a +1 trait bonus on all rolls made to confirm critical hits.



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Birthmark (Faith): Oktam was born with a strange birthmark that looks very similar to the unholy symbol of Lamashtu. This birthmark can serve him as a divine focus for casting spells, and he gains a +2 trait bonus on all saving throws against charm and compulsion effects.

While this nezumi might be powerful enough against a group of 4th-level playtesters to be a real threat, perhaps you are running a table with a set of 7th-level pregen characters; in this case, try increasing his inquisitor class levels by 4 (he cannot take more racial levels), and give him the following equipment – in addition, perhaps giving him an *Inquisition* (**PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC** new player option), such as the *Vengeance Inquisition* (included below), could help make him a more powerful threat.

INCREASED GEAR

+2 *flaming katana* and +2 *flaming wakizashi* samurai blade set (5,225 gp), +2 *slick silken shirt* (3,860 gp, see **THE NYMIAN BEASTLANDS: A PLAYTESTER'S GUIDE TO THE LANDS & PEOPLES OF OMARKA**), *potion of invisibility* (250 gp), and *potion of see invisibility* (250 gp).

VENGEANCE INQUISITION

DEITY: Lamashtu

GRANTED POWERS: Vengeance is justice naked of pretense. On your oath, you will deliver justice so unbounded.

Divine Retribution (Sp): As a standard action, you can point at one creature within 30 feet to indicate that it is the target of divine wrath. A mishap or an accident appropriate to the environment occurs, such as a branch falling on the creature, rocks falling from the ceiling, or some other nonmagical misfortune; regardless of the cause, the mishap deals 1d6 points of damage + 1 point for every two inquisitor levels you possess (Reflex half). The GM decides whether this damage is bludgeoning, piercing, or slashing damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Final Vengeance (Su): At 8th level, once per day, you can make one melee attack against an opponent within reach in response to an attack that would reduce you to negative hit points. Once your attack is resolved, you suffer the normal effect of the attack that provoked this ability. Effects that kill you or do not reduce you to negative hit points (such as ability damage or drain, negative levels, and *disintegrate*) do not trigger this ability.

COUGARAN STAFF MAGUS

ARAVNI MALOKSHAI, COUGARAN STAFF MAGUS

As she watched her lover die at the hands of a powerful necromancer, under the advisement of a powerful rakshasa sorcerer who once cursed her family, Aravni's quest for understanding of magic and seeking revenge has led her where she is now. Studying under a relative who pledged to help her with his knowledge and experience, and teaching herself combat while protecting her family's wilderness estate, she has become a master of both spell and quarterstaff. She openly seeks out information regarding local necromancers and groups or affiliations to which they belong, hoping to find the lead that will bring her beloved's death to justice.

ARAVNI MALOKSHAI (CR 4) [Humanoid / Urban / Temperate]

XP 1,200

Female cougaran staff magus 5

N Medium humanoid (felynne)

Init +1; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 14, **touch** 11, **flat-footed** 13 (+3 armor, +1 Dex)

hp 32 (5d8+8)

Fort +5, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +7 (1d6+5/1d6+5/x2 plus spellstrike), or

2 claws +5 (1d2+2 plus spellstrike), or

mwk quarterstaff +7 (1d6+5/x2 plus spellstrike), claw +0 (1d2+1 plus spellstrike)

Ranged mwk dart +5 (1d4+2/x2)

Special Attacks spell combat (-2 attack), spellstrike

Spells Prepared (CL 5th; concentration +17)

2nd—*bull's strength*, *mirror image*

1st—*corrosive touch**, *jump*, *shield*, *true strike*

0 (at will)—*detect magic*, *disrupt undead*, *open/close* (DC 12), *ray of frost*, *read magic*

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 15, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Combat Casting, Quarterstaff Master^B, *Piercing Spell*^{UM}, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)^B

Skills Acrobatics +8, Climb +10, Intimidate +5, Knowledge (arcana) +9, Knowledge (local) +9, Knowledge (planes) +9, Perception +8, Profession (weaponsmith) +4, Spellcraft +7, Use Magic Device +5; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Knowledge (local), +2 Perception

Languages Common (Omarkan), Anakim, Daventi, Faunarian

SQ arcane pool (4 points, +2 enhancement bonus), felynne

blood, magus arcane (pool strike), spell recall, weapon familiarity

Combat Gear holy water (4), tanglefoot bags (3), thunderstone (4); **Other Gear** mwk studded leather armor, mwk quarterstaff, mwk darts (4), backpack, spellbook (containing all prepared spells plus the following: 0-level—all; 1—*expeditious retreat*, *feather fall*, *floating disk*, *magic missile*, *obscuring mist*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2—*invisibility*, *levitate*, *spider climb*), spell component pouch, sunrod (3), weapon-smithing tools, other treasure, 242 gp

Boon Provided she is not putting herself in any danger, Aravni will share information about local necromancers, arcane guilds or groups, or current news of any shapeshifters known

in the area. If befriended, she can offer advice on arcane spellcasting, or share spells from her spellbook with interested magi and wizards. She also crafts her own masterwork weapons, having a penchant for simple weaponry, and can offer crafting assistance or services.

SPECIAL ABILITIES

Arcane Pool (Ex): Aravni has a reservoir of mystical energy that she can draw upon to fuel her powers and enhance her weapons. This arcane pool has 4 points, and refreshes once per day when she prepares her spells. She can use these points to add any of the following weapon properties: *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal*. Adding these properties, consumes an amount of bonus equal to the property's base price modifier (see Table 15-9 in the **PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time Aravni uses this ability. These bonuses do not function if the weapon is wielded by anyone other than her, and she may only enhance one weapon in this way at any time; using the ability again immediately ends the first use.

Spell Combat (Ex): Aravni can cast spells and wield her weapons at the same time. This functions like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, she must have one free hand (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other

hand. As a full-round action, she can make all of her attacks with her melee weapon at a -2 penalty and can also cast any spell from the magus list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If she casts this spell defensively, she can decide to take an additional penalty on her attack rolls, up to her Intelligence bonus, and add the same amount as a circumstance bonus on her concentration check. If the check fails, the spell is wasted, but the attack still takes the penalty. Aravni can choose to cast the spell first or make the weapon attacks first, but if she has more than one attack she cannot cast the spell between weapon attacks.

Spellstrike (Ex): Whenever Aravni casts a spell with a range of "touch" from the magus spell list she can deliver the spell through any weapon she is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, Aravni can make one free melee attack with her weapon (at her highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If Aravni makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Magus Arcana (Pool Strike) (Su): Aravni can expend 1 point from her arcane pool (above) as a standard action to charge her free hand with energy. She can make a melee touch attack with that hand as a free action as part of activating this ability, and if it hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire, chosen when she spends the arcane pool point to activate this ability. She can use this ability with the spellstrike class feature, including those made through natural attacks. If she misses with this attack, she can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Spell Recall (Ex): Aravni has learned to use her arcane pool to recall spells she has already cast. With a swift action, she can recall any single magus spell that she has already prepared and cast that day, by expending a number of points from her arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

*Spell found in the **PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE**, with links to the SRD entry from d20pfsrd.com for your convenience

Spell found in the **PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC, with links to the SRD entry from d20pfsrd.com for your convenience

UM Feat found in the **PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC**, with links to the SRD entry from d20pfsrd.com for your convenience

Favored Class (magus) +3 hp, +2 skill ranks; +1 Str (Elite Array; before adjustments = 13, 10, 14, 15, 12, 8); Gear valued at 953 gp (excluding gold pieces possessed).

Character Traits ([HTTP://D20PFSRD.COM/TRAITS](http://d20pfsrd.com/traits)):
(**Note:** Trait bonuses are not included in the stat block above.)

Aravni Malokshai, Cougarian Magus
Bonnie Horton



PLAYTEST PACK 01:

RACES OF OMARKA 1 - BONUS MATERIAL

Deft Dodger (Combat): Growing up in a rough and dangerous environment has honed Aravni's senses; she gains a +1 trait bonus on Reflex saves.

Suspicious (Social): Aravni discovered at a young age that someone she trusted had lied to her very often about something she had come to take for granted, leaving her quick to question the claims of others; she gains a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for her.

Perhaps you need a more powerful NPC to pit up against your players, or Aravni might take a more dramatic role in your playtesting sessions over the long-term, and you will need to raise the stakes. Try increasing her magus class levels (*staff magus* archetype) by 4, and equip her with a *staff of stealth* with 3 unspent charges (see the **PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE**, chapter 7—Magic Items). Perhaps that's not enough, or you want to change things up a bit; try adding couguran racial levels instead of magus class levels, and perhaps equipping her with the following alternative gear.

INCREASED GEAR

+2 *conductive darts** (4 darts; 162 gp total), +2 *staff of stealth** (this quarterstaff also functions as a +2 magical melee weapon; 3 unspent charges – value 13,520 gp; optionally exchange for *staff of the cat magus*, below), +1 *determination studded leather armor** (31,025 gp), *scroll of fireball* (375 gp), *potion of gaseous form* (750 gp), *wand of magic missile* (12 unspent charges – value 180 gp).

*Weapon property or magic item described in **PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE**, chapter 7, with links to the SRD entry from [d20pfsrd.com](#) for your convenience

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STAFF OF THE CAT MAGUS

Aura strong varied; **CL** 10th
Slot none; **Price** # gp; **Weight** 5 lbs.

DESCRIPTION

This finely-crafted wooden staff bears a violet-red gemstone held in the grip of a cat-like claw, and allows the use of the following spells:

- *arcane mark*, *detect magic*, *mage hand*, *prestidigitation* (1 charge; allows 24 hours use of all cantrips)
- *alter self* (1 charge)
- *arcana theft** (3 charges)
- *arcane sight* (2 charges)
- *beast shape I* (felines only) (2 charges)
- *cat's grace* (1 charge)
- *dispel magic* (2 charges)
- *feather fall* (1 charge)
- *haste* (2 charges)
- *invisibility* (1 charge)
- *magic fang* (treated as a magus class spell) (2 charges)
- *shield* (1 charge)
- *shout* (3 charges)

The wielder of a *staff of the cat magus* gains a +2 shield bonus to AC. The staff is also a +2 *throwing returning quarterstaff*, and any magus that wields it may deliver a spell effect using their spellstrike ability during a melee attack made with the staff like a normal quarterstaff.

CONSTRUCTION

Requirements Craft Staff, Craft Magic Arms and Armor, *alter self*, *arcana theft**, *arcane mark*, *arcane sight*, *beast shape I*, *cat's grace*, *detect magic*, *dispel magic*, *feather fall*, *haste*, *invisibility*, *mage hand*, *magic fang*, *prestidigitation*, *shield*, *shout*, spell blending and spell shield magus arcana abilities, Int 14; **Cost** # gp

*Spell found in *Pathfinder Roleplaying Game Ultimate Magic*, with links to the SRD entry from [d20pfsrd.com](#) for your convenience

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IT IS EVERYWHERE – TEEMING WITH LIFE AND DEATH. THE ANCIENT CALL OF THESE LANDS IS SO THICK AND PURE, IT SEEPS INTO YOUR MIND AND SOILS YOUR BODY LIKE A SECOND SWEAT. AT YOUR MOST VULNERABLE, ALONE OUT IN THE WILDS, IN THESE FERAL LANDS OF ANARCHY AND JUNGLE LAW, THAT'S WHEN YOU'LL SEE OR HEAR IT.

GLISTENING FANGS, DRIPPING WITH SALIVA THIRST FOR YOUR BLOOD, HUNGER TO GORGE ON YOUR FLESH. PERHAPS YOUR EARS WILL CATCH A THROATY BREATH, A LOW MOAN, SEARING HOWL, OR THE HORRIFIC ROAR OF THUNDER LIZARDS. WHATEVER IT IS, IT IS THE SIGNAL OF THE PURSUIT, AND IT'S YOUR PERSONAL CHALLENGE TO AVOID DEATH ON THIS DAY.

THE STRONG SURVIVE, THE INTELLIGENT PREVAIL, AND GOODNESS THRIVES IN THESE LANDS, BUT IT IS NOT WITHOUT DANGERS, BOTH MORTAL AND SUPERNAL. THE CALL ECHOES IN EACH OF US, MAKES OUR HEARTS BEAT FASTER, OUR FUR BRISTLE AND SCALES TINGLE. IT CAUSES US TO SEEK THE ANCIENT TRUTHS OR THE WISDOM OF ENLIGHTENMENT.

THIS IS NOT A DAY FOR ENLIGHTENMENT, HOWEVER. TODAY THERE WILL BE NO SEEKING OF ETERNAL TRUTHS, OR FOLLOWING PATHS WITHIN YOURSELF. TODAY, WE HUNT. REMEMBER, THOUGH, THIS IS NOT THE 'HAPPY HUNTING GROUNDS' OF THE ANCIENTS. PERHAPS SOME DAY YOU SHALL HUNT THERE, BUT NOT TODAY... FOLLOW ME IF YOU WISH TO STAY ALIVE; AND STAY AWARE.

*-Maruk Todaksharee of Clan Tallowfeather,
to an apprenticing hunter before a Great Hunt*

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