

# THE NYMIAN BEASTLANDS

## PLAYTEST PACK 01: RACES OF OMARKA 1

R. WILLIAM THOMPSON



LAST UPDATED: APRIL 30TH, 2011

KRHPP01



**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Gaming License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (original characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that previously have been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Krewe of Harpocrates Publication game product are Open Game Content, as defined in the Open Gaming License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Compatibility with the Pathfinder Roleplaying Game** requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC, does not guarantee compatibility, and does not endorse this product.

The Nymian Beastlands Playtest Pack 01: Races of Omarka 1, © 2010, Krewe of Harpocrates Publication, LLC. The Nymian Beastlands Campaign Setting, The Nymian Beastlands, and The Nymian Beastlands Logo are trademarks of Krewe of Harpocrates Publication, LLC, and may not be used in any way without express written consent of the publisher. No interior artwork in this document may be reproduced or redistributed separate from the document without express written consent of the publisher.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**PUBLISHER'S NOTE:** This is a work of fiction. Names, characters, places, and events portrayed in this book are used fictitiously, based on the authors' imaginations or world mythology, and any resemblance to real people – living or deceased – places, or events, is purely coincidental. Any form of violence implied by the mechanics of this game, its flavor text, or its play is purely imaginary, and no form of hostility or violence is recommended in real life; combat should be left at the table, and performed with dice rolls and numeric attack bonuses.

NOTICE: THIS PRODUCT IS INTENDED FOR A  
MATURE AUDIENCE FOR IMAGES CONTAINING NUDITY.



# THE NYMIAN BEASTLANDS

## PLAYTEST PACK 01: RACES OF OMARKA 1

LAST UPDATED: APRIL 30TH, 2011

### CREDITS

#### AUTHOR & LEAD DESIGNER

R. William Thompson (AKA XIDORAVEN)

#### CONTRIBUTING DESIGNER

Matt Batson

#### INTERIOR ARTWORK

Bonnie Horton, Randy Guerra

#### EDITING & DEVELOPMENT

Christopher Coyle, Justin Sluder, Vaughn Reynolds

#### PLAYTESTING OPERATIONS

Justin Sluder, BLACKFANG@KREWEHAR.COM;  
R. William Thompson, XIDORAVEN@KREWEHAR.COM

#### DISTRIBUTION PARTNERS

One Bookshelf, Paizo Publishing

#### KREWE OF HARPOCRATES PUBLICATION, LLC

Lead Rakshasa, R. William Thompson  
(Strategy, Marketing, & Sales)



908 ROWLAND RD.  
LEONARD, MI 48367  
(248) 420-8128

[HTTP://WWW.KREWEHAR.COM](http://www.krewehar.com)



### IN THIS PLAYTEST PACK

-Dear Playtesters-----see left	Omarkan Catfolk-----8
-Playtest Packs & The Nymian	-Fellynne, Cougarán-----9
Beastlands Playtester's Guide-----1	-Cougaran Weapons-----10
-A Note on Primitive Races and Feral	Omarkan Dogfolk-----10
Individuals-----1	-Canitian-----11
Hominids	"What are Primitive Weapons?"-----12
-Humans in the Lands of Omarka-----1	Omarkan Serpentfolk-----12
-Cosmopolitan Humans-----2	-Anakim, Orokai-----12
-Tribal Humans-----2	New Racial Hit Die Levels-----13
-Primitive Humans-----3	-Racial Levels CR Comparison
-Neanderthals in the Lands of	Chart-----14
Omarka-----3	-Nezumi Racial Levels-----15
-Pygmies in the Lands of Omarka-----5	-Minotaur Racial Levels-----16
Nezumi-----6	-Cougaran Racial Levels-----17
-Nezumi, the Taint, Rad-tech Devices,	-Canitian Racial Levels-----19
and Mutation-----7	-Orokai Racial Levels-----20
Omarkan Minotaurs-----7	Appendix-----23
-Minotaur, Minoan-----7	Open Gaming License-----24

### Dear Playtesters,

**This is it:** the hard work we have been trying to get to you playtesters for quite some time, and I am very excited to be able to share it with you now. Let me begin by welcoming you to the playtesting experience, and for sharing it with us by downloading this document – it is great to have you on board!

In this first installment of a long list of **"PLAYTEST PACKS"** to be released leading up to our final publications, we are presenting something that many players will enjoy: new O-HD player races! As you may notice, all the new material presented in these packs will be oriented on the campaign setting for which it is prepared, **THE NYMIAN BEASTLANDS**. However, you can use these races in your home games or other settings just as easily, and there is no limit to their use except your imagination and your GM's approval.

These entries include information on local Humans, as well as new statistics for Neanderthals, Pygmies, Nezumi, Minoan Minotaurs, Cougara, Canitians, and Orokai. Since some of these races may be new and unfamiliar to some players, an explanation of their background and placement in the setting is included with each of them. Although this is by no means the full content we are preparing on these races, this should be plenty to build new player characters (PCs) and non-player characters (NPCs) for playtesting, and we encourage you to try new ways to test them out and give us your feedback on them.

This is a great opportunity for us, and one we are glad to share it with you now. Please enjoy the material, share it with friends and other players, and get as much feedback as you can – it is all very much welcomed!

Many thanks, and best wishes to you and yours!

-R. William Thompson, Lead Designer  
(And the rest of the **KREWE OF HARPOCRATES**!)



Daventi  
Gauntlet

**Exotic One-Handed  
Melee Weapon** **Cost:** 170 gp; **Damage:**  
1d4 (S), 1d6 (M), 1d8  
(L); **Critical:** 18-20/x2\*;  
**Weight:** 2.5 lbs.; **Type** P/S;  
**Special** [\*]: see text  
description on page 11.

**PLAYTEST THIS!**

# PLAYTEST PACK 01: RACES OF OMARKA 1

## PLAYTEST PACKS & THE NYMIAN BEASTLANDS PLAYTESTER'S GUIDE

This material was written to be used with the **PATHFINDER ROLEPLAYING GAME** rules, as well as the free document, **THE NYMIAN BEASTLANDS: A PLAYTESTER'S GUIDE TO THE LANDS & PEOPLES OF OMARKA**, and as such, that free online document should be reviewed prior to playtesting these materials for best possible results. Included in the **PLAYTESTER'S GUIDE** are information on the setting, rules for viable playtesting and data gathering – including guidelines for character creation and utilizing playtesting content – as well as a host of new playtester resources and options, new artwork, and maps of the setting's home world, Nym, or the 'Lands & People of Omarka.'

Please make sure that you are familiar with the sorts of things we are looking for in terms of balance / imbalance, application, and other perspectives, and that your table is well prepared for the playtesting experience just like any other session of regular game-play. And please, don't forget to register with us by email and send back your responses for additional discounts on playtesting materials – and, well... have fun!

## A NOTE ON PRIMITIVE RACES AND FERAL INDIVIDUALS

Some races, and even some individuals of other races, can become feral; abandoned in the wilderness and separated from civilization too long, or simply incapable of orderly and domesticated behaviors and mentality. These beings are identified as being 'Primitive,' either as a race or as an individual, but there are some races that do not tend toward feral behaviors, even when subjected to long or youthful wilderness experience, separate from civilized societies. These will be noted in the individual race descriptions, and some individuals of a given race may have the (Primitive) subtype as an additional measure, beyond their base-subtype Humanoid race. For example, if a Half-Orc character from your homebrew campaign was abandoned in the wilderness at youth, and should they have a racial feral tendency, they might have the creature type, Humanoid (Human, Orc, Primitive).

## RACES OF OMARKA

### HOMINIDS

Although not the most common Humanoid race among the Lands of Omarka, hominids including Humans, Neanderthals, and "Flores hobbits," or Pygmies, are among the base races of the setting, and carry with them

a great deal of the flavor and style of many modern and ancient Earth cultures. Each of these races are covered below, under 'Humans' (*Homo sapiens*), 'Neanderthals' (*Homo sapiens Neanderthalensis*), and 'Pygmies' (*Homo floresiensis*).

### HUMANS IN THE LANDS OF OMARKA

Many varieties of Humans are possible in this setting, the three main groups of which are presented below. Though you can use any typical Human racial traits, we are providing the following as setting-specific options for additional campaign flavor. These groups are not confined to any one region of the world of Nym (collectively known to the people as "the Lands and Peoples of Omarka"), save for those urban Humans living a city lifestyle within the very select and unique 'municipalities' of Omarka, labeled here as 'Cosmopolitan Humans.' Even then, the lure of adventuring is strong and no boundaries are needed within the Omarkan Human mindset. Though they are not the most populous race on Nym, they are the most familiar to us. However, the following physical description may help light up your imagination as well. Also, note that the Aasimar and Tiefling character races are both equally possible within Human lineage as well (see the **PATHFINDER ROLEPLAYING GAME BESTIARY**).

**Physical Description:** Humans of the Omarkan Lands are just as diverse as Humans of other common worlds. Skin tones include dark, medium, and light shades of varying hues including some exotic variations (crimson, dark green, sky blue, and indigo, to name a few), and Humans are well known to possess many different body shapes and distinct facial and other physical features – and of all the races, Humans perhaps have the most diversity in possible appearance. Some Humans, regardless of background, have been known to bleach, stain, pierce, or otherwise further embellish their physical features with methods such as tattooing, henna, temporary or permanent stains, grease paints, and worn or pierced jewelry. Cosmopolitan Humans often adopt one or more of the many changing trends in fashion which occur in the select municipalities of Omarka (for example, Moniprimia and Moksha), and they adorn themselves with all manner of outfits, styles, and accessories.

### HUMAN RACIAL TRAITS

Humans are defined by their class levels—they do not possess racial Hit Dice. The following Humans present various alternate racial trait 'builds,' based on individuals from three primary levels of cultural existence in the Lands of Omarka: Cosmopolitan Humans live in city-states (urban areas) known as municipalities, Tribal Humans lead simple yet cultured lives apart from urban



lifestyle, often as nomads in the wilderness, and those Humans abandoned to the wilds or left in the care of other clans or members of primitive races – this latter group also includes those members which have a tendency of “going feral” in the wild, as some other races do.

## COSMOPOLITAN HUMANS

Highly civilized and ‘urban’ Omarkan Human characters do exist within small, highly centralized and cosmopolitan city-states. In these regions, Humans share many of the same modern traits as their otherworldly counterparts; this is in part due to minor communications with those other Humans, and the knowledge gained from the planes and life experiences – often those gained through joining high Faunar society.

### COSMOPOLITAN HUMAN TRAITS

Humans of Omarkan city-states have the same racial traits as those presented in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, with the following optional alternative racial traits.

**+2 Intelligence:** These Humans are well educated and skilled in a variety of activities.

**Slow but Standing:** Cosmopolitan Humans do not travel often, but are steadier on their feet from moving through crowded streets. These Humans have a base speed of 20 feet, and receive a +2 racial bonus to CMD versus trip or bull rush attempts. Crowds do not count as difficult terrain for them. This trait replaces the normal speed trait.

**Skill Focus:** These Humans gain this feat at first level as a bonus feat for one of the following skills: Acrobatics, Appraise, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Perception, Perform, Profession, Ride, Sense Motive, Sleight of Hand, Stealth, Survival, or Swim. This trait replaces the skilled racial trait.

**Banner/Philosophy:** Humans from civilized Omarkan city-states or other regions performing sanctioned or condoned activities associated with the goals of their overall region, faction, philosophy, or banner may make a single reroll on a failed skill check a number of times per day equal to 1 + their Charisma modifier (minimum 1). This trait replaces the bonus feat racial trait.

**Languages:** These Humans speak Common (Omarkan) and Faunarian. Cosmopolitan Humans with high Intelligence scores can choose from the following: Anakim, Celestial, Daventi, Infernal, Sylvan, or any tribal, regional, or primitive dialect.

## TRIBAL HUMANS

Culturally speaking, Humans are by far one of the most diverse and colorful species, even given their

limited numbers on Nym. Because of their wide range of intellect and organizational methods, there is a blurry line between savagery and sophistication that runs through both. In the spectrum between Cosmopolitan and Primitive Humans lie those clans, tribes, and ethnic groups who tend to adopt simple, practical methods, yet are in no way uncultured or unintelligent. These Humans tend to have their own unique background, as presented in these alternate racial traits.



### TRIBAL HUMAN RACIAL TRAITS

Humans of Omarkan tribal regions have the same racial traits as those presented in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, with the following optional alternative racial traits.

**+2 Wisdom:** Humans of tribal Omarka are perceptive and attuned to their environments.

**Endurance:** Tribal Humans gain this feat as a bonus feat. This feat replaces the bonus feat racial trait.

# PLAYTEST PACK 01:

## RACES OF OMARKA 1

**Warpainted (Ex):** Tribal Humans may spend one minute (10 rounds) performing a small ritual prayer to apply ceremonial warpaint (see sidebar) to exposed flesh; after performing this rite, the character may make a single reroll on a failed Intimidate check once per encounter. This rite cannot be done any more quickly or enhanced to work any faster than after ten full rounds, even if the prayer is finished early. This effect lasts as long as the warpaint is applied, or 6 hours, whichever is shorter. This ability replaces the skilled racial trait.

**Languages:** These Humans speak Common (Omarkan), and one tribal, regional, or primitive dialect. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

**Ceremonial Warpaint** (*equipment; goods & services; adventuring gear*) – **Cost:** 5sp per salve satchel (1/3 lb.)

**Description:** This small leather pouch contains a ceremonial grease paint often used before war or hunting party expeditions; it contains 5 single applications of a grease-based mixture of the following color varieties: pitch black, umber brown, ochre red, and titanium white. Simple application is a full round action that provokes attacks of opportunity, unlike a more complex ceremonial application (see Warpainted Tribal Human alternate racial trait). It can be removed with cloth or dirt then washed away with water and/or soap; otherwise it dries and cracks after 8 hours of exposure on flesh. This grease paint remains stable for 2 months before separating and drying naturally, at which time it is useless once more. Creating this mixture from raw materials requires a CR 8 Craft (dyes/pigments/oils) check.

### PRIMITIVE HUMANS

When Humans become lost to the wilderness, whether as a child or abandoned at birth, or when taken in by other primitive races, they tend to take on characteristics of their primitive upbringing. Often called, “going feral,” these alternate racial traits signify Humans with significantly less civilized behavior than the norm.

#### PRIMITIVE HUMAN RACIAL TRAITS

Humans of the deep Omarkan wilderness or those who have “gone feral” have the same racial traits as those presented in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, with the following optional alternative racial traits.

**+2 Constitution:** Humans of the wilderness of Nym are tough, healthy, and perseverant.

**Fast but Clumsy:** Primitive Humans have a base speed of 40 feet. However, they receive a -2 competence penalty to Acrobatics and Perception skill checks made

to avoid stumbling and -1 racial penalty to CMD checks to avoid being tripped. This ability replaces the normal speed racial trait.

**Endurance:** Primitive Humans gain this feat as a bonus feat. This feat replaces the bonus feat racial trait.

**Heart of the Wilderness:** Humans raised in the wild learn the hard way that only the strong survive. They gain a bonus equal to half their character level on Survival checks. They also gain a +5 bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces the skilled racial trait.

**Languages:** Primitive Humans speak any two tribal, regional, or primitive dialects. Humans with high Intelligence scores can choose Common (Omarkan), Anakim, Celestial, Daventi, Infernal, or Sylvan.

### NEANDERTHALS IN THE LANDS OF OMARKA

These primitive hominids are sometimes considered a separate species from Humans (*Homo sapiens* vs. *Homo Neanderthalensis*), but are often considered a subspecies of Humans (*Homo sapiens Neanderthalensis*). Their bodily and facial differentiation from typical Humans is distinct, however, and their simpler, often primitive, take on life is worth its own racial category. For that reason, for better or for worse, here is the Neanderthal, a hominid with thick brows, a large jawline, with short stature, a penchant for simple lifestyle, and known to be an endearing friend to many once within their circle of trust. For more information on this race, we recommend looking up a wide variety of online information about the historically recorded peoples (see *Appendix* for more information).

Neanderthals of Omarka often lead a very simple, primitive lifestyle of hunting and gathering, with the occasional exception of a settled, agriculture-based Neanderthal clan. They operate well with other primitive races especially, and with those open-minded tribal and cosmopolitan hominids that respect their lifestyle and individuality as sentient life. Though they are by no means complex, they do practice the burial and commemoration of their dead, tool-making, complex language, and other behaviors of cultured life. They often form strong connections with other simple hominids, such as Pygmies, other Neanderthals, or even feral Humans.

#### NEANDERTHAL RACIAL TRAITS

Neanderthals are defined by their class levels—they do not possess racial Hit Dice. All Neanderthals have the following racial traits.

**+2 Strength, +4 Constitution, -2 Intelligence, -2**



**Charisma:** The primitive Neanderthals are strong and amazingly resilient, but do not have diverse intellects and because of the way in which they are treated or looked upon by other Humanoids, they are more introverted and cautious than their close relatives, Humans.

**Medium:** Neanderthals are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Neanderthals have a base speed of 30 feet.

**Primitive Human Blood:** Neanderthals are treated as being Humans and Primitives for all spells and effects that target Humans and/or Primitive races or individuals.

**Primitive Weapon Aggression (Ex):** Neanderthals receive a +1 competence bonus to damage rolls made

with the following primitive and savage weapons because of their use of these items in the wild for hunting and daily activity: atlatl, blowgun, bolas, boomerang (common), club, dagger, primitive koa, shortspear, sling, spear, stingray spear, and wooden stake.

**Climate Tolerant (Ex):** Neanderthals have resistance to fire and cold 2, and they are not required to make any Fortitude saves to endure elements in temperatures between -20F and 140F (-29C to 60C). This ability is treated as having the Cold Endurance and Heat Endurance bonus feats\*, but the Neanderthal need not meet the normal prerequisites. (\*New feats; *Player's Guide*)

**Neanderthal Skills (Ex):** Neanderthal characters gain +2 racial bonuses to Craft, Knowledge (nature), Perception,



# PLAYTEST PACK 01:

## RACES OF OMARKA 1

Sense Motive, and Survival checks. While Knowledge (nature) is treated as a trained skill for skill checks above DC 10, only Survival and one other skill from these may be chosen as class skills.

**Racial Favored and Restricted Classes (Ex):** Neanderthals who choose Barbarian or Druid as their favored class receive double the standard benefits of choosing a favored class (the doubled bonus cannot be split between hit points and skill ranks, nor any other combination). They may not choose Cleric or Wizard as their favored class.

**Illiteracy (Ex):** Neanderthals do not know how to read and write, and must spend 2 ranks in Linguistics in order to know how to read and write all languages known. They are more adept at reading physical emotions, giving them a racial bonus to Perception and Sense Motive checks (see Neanderthal Skills, above).

**Languages:** Common (Omarkan), and one tribal, regional, or primitive dialect. Neanderthals with high Intelligence scores may choose the following bonus languages: Anakim, Celestial, Gnoll, Infernal, Sylvan, or any tribal, regional, or primitive dialect.

### PYGMIES IN THE LANDS OF OMARKA

Similar to other primitive hominids in their simple take on life, the Pygmy race (*Homo floresiensis*) is a Halfling-like hominid with Small-sized stature, a love for nature and its many creatures, and is most often known for being an island culture (found growing smaller because of island life's unique environmental factors). Their skilled boat-making and knowledge of simple sailing techniques in shallow seas are highly valued even among other races. With large eyes, sure feet, and a curious nature, these are the memorable and fun-loving Pygmy hominids of Omarka and of our own prehistory. For more information on this race, we recommend looking up a wide variety of online information about the historically recorded peoples (see [Appendix](#) for more information).

### PYGMY RACIAL TRAITS

Pygmies are defined by their class levels—they do not possess racial Hit Dice. All Pygmies have the following racial traits.

**+2 Dexterity, +2 Wisdom, -2 Charisma:** Pygmies are quick, agile, sensible, and attuned to nature, but they suffer from some lack in self esteem and confidence because of how their people are often looked upon.

**Small:** Pygmies are Small size and receive a +1 size bonus to AC, +1 size bonus to attack rolls, and a +4 on Stealth checks, but use smaller weapons and other equipment than medium sized characters. Lifting and carrying limits for Small characters are three-quarters of those for a Medium sized character.

**Bursts of Speed:** Pygmies have a base speed of 20 feet. Once per minute (every ten rounds) they may take an additional 10 feet of ground movement during a move action at their normal speed (multiplied while charging or running if applicable). This ability is a free action during one's turn and ends immediately after the move action is complete. A Pygmy may perform this ability a number of times per day equal to 3 + their Constitution modifier, then require 8 hours of rest or sleep prior to the next day's uses. It may not be used in long-term or overland speed for any long-term calculations beyond individual encounters.

**Primitive Human Blood:** Pygmies are treated as being Humans and Primitives for all spells and effects that target Humans and/or Primitive races or individuals.

**Low-light Vision:** Pygmies can see twice as far as Humans in torch light, starlight, moonlight, or conditions of dim light.

**Primitive Weapon Familiarity (Ex):** Pygmies are considered proficient with the following primitive and simple weapons because of their use of these simple tools in the wild for hunting and daily activities: atlatl, blowgun, bolas, boomerang (common), club, dagger, net, primitive lasso, shortspear, sling, spear, and wooden stake.

**Pygmy Group Beast Hunting (Ex):** When hunting in a group totaling six or more of their own race, Pygmies receive a +2 racial bonus to attack and damage rolls made against creatures of the animal type at least two size categories larger than the Pygmies (Large or larger, for the average Pygmy) during rounds in which other members in their group designate the same opponent during attacks. Pygmies prefer to hunt dwarf Stegodon proboscids to feed the whole clan for a time, make tools and furs, and to utilize the rest of the remains in some way.

**Avoid Natural Predators (Ex):** Once per day, a Pygmy receives a +2 racial bonus to Reflex saves to avoid damage from special attacks by a predator that rely on natural attack forms and allows a save for less damage. They also gain a +1 competence bonus to attack rolls made against a single designated reptilian animal of Large or larger size (ie, huge constrictor snakes, giant crocodiles, and large carnosaurids). These bonuses last a number of rounds equal to 3 + their Wisdom modifier beginning on the Pygmy's turn (not effective against sneak/surprise attacks).

**Pygmy Skills:** Pygmies receive a +2 racial bonus to Acrobatics, Climb, Stealth, and Survival.

**Languages:** Pygmies speak Common (Omarkan), and Pygmy (primitive dialect). Pygmies with high Intelligence scores may choose the following bonus languages: Anakim, Celestial, Gnoll, Infernal, Sylvan, or any tribal, regional, or primitive dialect.



## NEZUMI

Savage, dirty, and often the most uncivilized of the Omarkan races, the Nezumi are ratfolk with very few concerns for etiquette, morality, or orderliness. They thrive on the excess and run-off from other cultures, and they are well known for being sneaky, sadistic, and revolting pests, despite their intelligent nature. Very rarely can laws be made concrete in Nezumi culture, for once they are laid it is well known that “loopholes” and other “short-cuts” in the law can be found, and with enough of them being attempted and successful, eventually one of these becomes officiated, and the whole system crumbles in on itself in a very predictable manner. Thus, Nezumi culture progresses forward almost invisibly, if at all.

Few races or groups can tolerate the behavior of the Nezumi, and for this reason they are often thought of as the most iconic of the Omarkan Outland racial groups. A culture that thrives on the outskirts of any other cultures, the Nezumi find their only major threat are the gnolls that sometimes brutalize their numbers when they get out of line. Anarchy is the only semi-permanent social structure that they can manage, and they have terrible relations with all other races, save

for those that eat, enslave, or sacrifice them. They have bestial features like those of a mangy rat, including rounded, outward-pointing ears, a long snout with jagged teeth, black green, red, or brown beady eyes, a furry body of various muted colors, and a long hairless tail.

**Nezumi Monster Variants:** In addition to the typical racial options for players and NPCs, there are also some monstrous creatures with abilities and stats unavailable to players. These creatures will also share the Nezumi subtype for those spells and effects which target this race. Look for more in the future from us on these Nezumi-kin!

## NEZUMI RACIAL TRAITS

Nezumi are defined by their class levels—they have access to racial levels, but are not required to take them in place of PC or NPC class levels. All Nezumi have the following racial traits.

**+2 Constitution, +2 Wisdom, -2 Charisma:** Nezumi are hardy creatures with keen senses, but are rather crude and distasteful by most standards.

**Medium:** Nezumi are Medium size creatures with no bonuses or penalties due to size.

**Normal Speed:** Nezumi have a base speed of 30 feet.

**Humanoid (Nezumi, Primitive):** Nezumi are Humanoids with the Nezumi subtype, and are considered Primitive for spells and effects targeting Primitives and/or Nezumi.

**Low-light Vision:** Nezumi can see twice as far as Humans in torch light, starlight, moonlight, or conditions of dim light.

**Sneaky Rat:** Nezumi gain a +2 racial bonus on Sleight of Hand and Stealth checks. One of these is always treated as a class skill for the Nezumi, and once chosen it cannot be changed.

**Iron Gut:** Nezumi gain a +2 racial bonus to Fortitude saving throws to avoid ingested diseases or poisons.

**Tainted Resistance:** Nezumi have 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’. They are considered immune to any spell or effect which relies on Taint or gives off taint effects; Nezumi are well known for being able to inhabit nearly any desolate and uninhabitable place where none dare tread, where the tainted energies linger in every corner.





# PLAYTEST PACK 01:

## RACES OF OMARKA 1

**Natural Attacks:** Nezumi possess a natural bite attack (dealing 1d3 points of damage, plus disease if applicable) as a primary melee attack, or a secondary attack if the Nezumi wields a manufactured weapon.

**Languages:** Common (Omarkan) and Primitive (Nezumi dialect). Nezumi with high Intelligence scores may also choose from the following bonus languages: Anakim, Faunar, Gnoll, Infernal, Sylvan, or any tribal, regional, or primitive dialect.

**Racial Favored and Restricted Classes (Ex):** Nezumi who choose Barbarian or Sorcerer as their favored class receive double the standard benefits of choosing a favored class (the doubled bonus cannot be split between hit points and skill ranks, or any other combination). They may not choose Paladin or Wizard as their favored class.

### NEZUMI, THE TAIN, RAD-TECH DEVICES, AND MUTATIONS

Nezumi are nasty little critters, and they have been known to live in some of the most chemically, biologically, and supernaturally horrific locations, experiencing little of the harm like most other races would experience in such harsh environments. This racial immunity extends beyond typical boundaries, as summarized here.

Along with tolerance for Taint effects and entropic energy resistance (for more on the [Tainted Energy, see the SRD entry](#)), some nezumi take on a certain affinity for Tainted effects or abilities, and this is by far not even the worst news for most other races. Nezumi also have a tendency toward racial mutations that can create gruesome, albeit more powerful, nezumi variants. In addition, when confronted with those nuclear devices (yes, I said nuclear devices – we know what they are, and if one were ever to come around, or leave a lingering effect, then this idea applies, so don't rule it out) or similar radioactive materials which produce negative results such as illness or mutations, nezumi not only seem to shrug off the negative effects, they sometimes benefit from these energies most other races would find truly debilitating.

Racial mutations are covered shortly, in the racial levels material for the nezumi race, below. Rad-tech devices and materials (nuclear energy tech and resources), and other new ideas will be covered in future material. The Taint and its effects can be found in the SRD, and more coming from us in future material as well. Play around with the idea of nezumi thriving in disgusting or brutal places, and see what other ideas you can come up with on how they survive all odds. What mutations would you give them?

### OMARKAN MINOTAURS

Presenting a truly unique take on minotaurs in their society on Nym, this traditional mythological beast gains equal Humanoid sentience, civility, and an extremely organized racial structure composed of subraces known as 'Minotaur Castes.' Covered here is only one of these castes, known as a Minoan (in the spirit of the name of the otherworldly homeland, Minoa, of the lost lands of Zendelon), presented as the most common, and universally recognized, "base" minotaur amongst the Castes. Human-sized, with a standard horn gore attack, and a penchant for being able to maneuver any maze such as their brethren could perform, this is the first minotaur subrace presented in our material: the Minoan, a commoner or worker caste.

The continent of Ravarnoka ("rah-VAR-NO-kah") is a unique and brutal place. Shared by two similar, yet dynamically contrasting, savage racial groups, the minotaurs and taurians of Omarka, this land is at first glance both glamorous and deadly – and with good reason. Known as the Nations of Minotia (the minotaurs) and Taurina (the taurians), these two cultures have for many centuries existed in a delicate, yet predictable, balance. Minotaurs with high Intelligence who take bonus languages often learn the Taurian primitive dialect because of this close proximity, and this pertains to all castes, including Minoans. More on Taurians can be found in future material, and the rest of the Minotaur Castes are soon to come as well!

### MINOTAUR, MINOAN

Civilized minotaurs carry on the culture of Minotia, where they laboriously hold on to their social structure, despite outside influences that try to change them and their ways. While these individuals can be encountered in the wilds, the only real example of a minotaur not attached to its domestic ways are those abandoned to the wilderness, who "go feral" when not integrated into their native culture. These individuals can sometimes be brought back into a domesticated mentality, but often the change is too severe for these members to fully re-integrate into such a foreign mentality. While many races may not understand or respect the ways of this minotaur culture, they are well known to be – by far – one of the most successfully established and preserved ancient society of a race commonly known to be war-like, and they are heavily demonized among many worlds and dimensions as a brutish and bestial race with animalistic intellect. Minotia stands as a testament to the reserve and dedication to the ideals of their ancient progenitors, one of the few civilizations of minotaurkind not set on a downward spiral of destruction or extinction.

**Physical Description:** The Minoans are the most common members of the minotaur castes. They have brown, gray, white, or multi-colored mottled skin/fur coloration, with medium sized white horns like a common bull. They are often six to seven feet tall, weighing between 180-260 pounds, and are the most diverse-looking Caste, often being farmers, laborers, craftspeople, and warriors. Male and female specimens exist in similar numbers.

### MINOAN RACIAL TRAITS

Minoan minotaurs are defined by their class levels—they have access to racial levels, but are not required to take them in place of PC or NPC class levels. The Minoan minotaur has the following racial traits.

**+2 Strength, +2 Constitution, +2 Intelligence, -2 Dexterity, -2 Charisma:** Minoans have substantial strength, physical durability, good health, are well-skilled, but lack agility and a sense of presence.

**Medium:** Minoans are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Minoans have a base speed of 30 feet.

**Humanoid (Minotaur):** Minoans are Humanoids, and have the Minotaur subtype. Minotaurs who take racial levels may become monstrous Humanoids in time.

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

**Leather Skinned:** Minoans receive a +1 natural armor bonus.

**Minotaur Gore (Ex):** Minoans receive a natural gore attack (standard minotaur Horn Attack, 1d4 damage). This is a primary melee attack or a secondary attack if the Minoan wields any manufactured weapon. If the gore is treated as a primary attack, the Minoan may make a Powerful Charge (as the monstrous special ability, see the *PATHFINDER ROLEPLAYING GAME BESTIARY*) at its highest base attack bonus, dealing 1d6 damage +1½ times the Minoan's Strength modifier. Minoans may perform this attack a number of times per day equal to 1 + their Constitution modifier. This is a full-round action that incurs the normal bonuses and penalties of a charge, and the critical threat is 20/x2.

**Resourceful (Ex):** Minoans treat Appraise, Craft, Profession, and Survival as class skills in addition to those received from class levels, and Minoans are proficient with all simple weapons, the Greataxe, Greatclub, Scimitar, and light armor (but not shields), and treat the Khopesh as a martial weapon.

**Minotaur Cunning:** Minoans always know which way is north, and never get lost in mazes or when confronted by directional challenges. They also gain a +2 racial bonus to Perception and Survival checks made to locate, track, hunt, or survive in the wild, as well as any action made to determine direction.

**Minotaur Immunities:** Minoans are immune to magical confusion, including *daze* and the *maze* spell.

**Caste Favored and Restricted Classes (Ex):** Minoans who choose the Expert or Warrior NPC classes as their favored class receive double the normal benefits of choosing a favored class, while Minoans who choose the Commoner NPC class receive triple the benefit in this way. Multiplied favored class benefits cannot be divided between two or more different benefits; multiplied benefits must all apply to one favored class bonus. Minoans may not take levels in the Adept or Aristocrat NPC classes. PC classes are unaffected, and receive the normal favored class benefits.

**Languages:** Omarkan Minotaurs speak Common (Omarkan) and Giant (Minotaur, a regional dialect), and minotaurs with high Intelligence scores may choose the following bonus languages: Anakim, Celestial, Faunar, Infernal, Sylvan, and any tribal, regional, or primitive dialect.

### OMARKAN CATFOLK

The catfolk of Omarka, known as the felynn, happen to be a strange species for many to understand: they are a 'trinity' race, composed of three species in one. Each member of the three races can give birth to any of the other three felynn types as their children. The most common – and least mysterious of the three – is known as the Cougaran, presented here. The other





## PLAYTEST PACK 01: RACES OF OMARKA 1

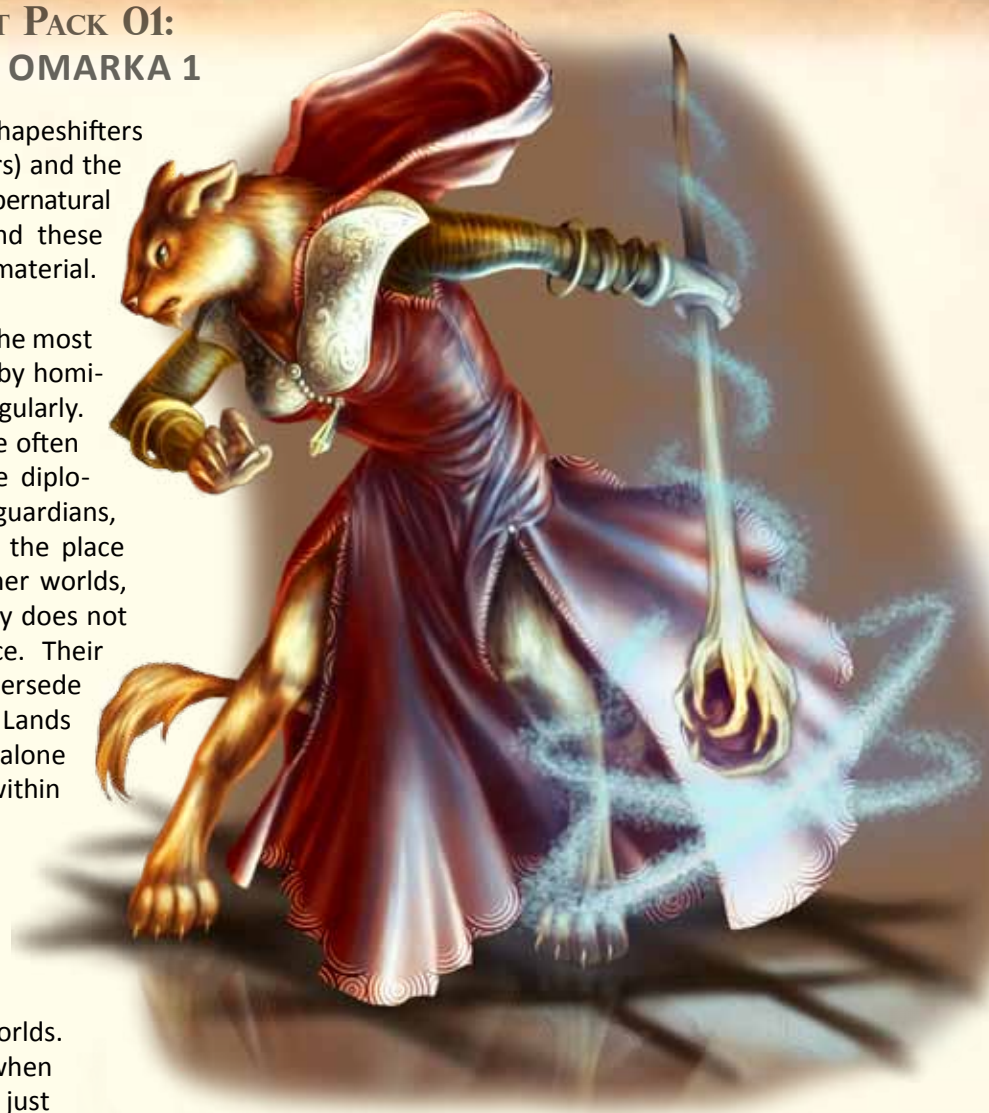
two are known as the Felyanx (shapeshifters of a smaller stature than the others) and the Felidaime (an elf-like catfolk with supernatural abilities and spell-like effects), and these will be featured in future playtest material.

Cougara are often noted as being the most populous race on Nym, seconded by hominids as a group and Canitians singularly. Being this well known, Cougara are often equally encountered as honorable diplomats, infamous criminals, helpful guardians, and dastardly villains. They take the place that Humans often occupy on other worlds, though their population supremacy does not guarantee them cultural dominance. Their racial numbers do nothing to supersede the divine laws placed over the Lands of Omarka, and Faunarian culture alone trumps them in all matters not within their own control.

### FELYNNE, COUGARAN

Cougara can be found in all niches of life, and should be treated as though they were as populated in numbers as Humans in many worlds. They should be the race that, when encountered, your players are just never quite sure of how trustworthy and honorable they might be. Balance them in play by introducing other races such as familiar Humans or their brethren, and the other races will fill in for sentient life in more exotic cultural style and motivations. Cougara can be encountered rich or poor, primitive or feral, tribal or well cultured in urban lifestyle, good, evil, lawful, or chaotic. They occupy many of the lands abroad, both in Faunarian control and outside of it, and are well known for their adventurous nature leading to the exploration of countless foreign regions.

**Physical Description:** Regal-looking, lean-bodied, with vibrantly toned full-body fur in a diverse array of hues and textures like that of any big or small cat species, cougara stand between 5'6" and 6'4, and weighs around 110 to 180 pounds, with males somewhat larger and meatier than females. Males often have thick manes or a prominent section of facial hair growth, but a female always lacks this mane or ornamental facial hair. Females sometimes instead display longer fur, exotic coloration or other features, sometimes like those found in more domesticated species or breeds of cats. There is a lot of diversity in this race in regard to characteristics such



as these, and gender commonality is not concrete. They bear incredibly expressive feline-looking facial features, a moderately short fuzzy or sleek tail, and backward-leaning legs (digitigrade) like those of many other Omarkan races, along with a provocative set of teeth and claws.

### COUGARAN RACIAL TRAITS

Cougara are defined by their class levels—they have access to racial levels, but are not required to take them in place of PC or NPC class levels. All Cougara have the following base racial traits.

**+2 Dexterity, +2 Charisma, -2 Constitution:** Cougara have dexterous and somewhat fragile bodies, and have charming features and vicious prowess.

**Medium:** Cougara are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Cougara have a base speed of 30 feet.

**Felynn Blood:** Cougara are Humanoids with the Felynn subtype, and count as Felynn for all spells and effects that target the three Felynn sub-races (including Felidaime and Felyanx).

**Low-light Vision:** Cougara can see twice as far as Humans in conditions of dim lighting.

'Cougaran Magus'  
Bonnie Horton

**Cougaran Skills:** Cougara are diverse in their focus, well aware of their surroundings, and talented at athletic activities including climbing, leaping, and tumbling. Cougara receive a +2 racial bonus to Acrobatics, Climb, and Perception checks, plus one skill from the following: Diplomacy, Intimidate, Knowledge (History), (Local), (Religion), or Survival. After this choice is made, it cannot be changed. These skills are all considered class skills, and once chosen, they cannot be changed.

**Weapon Familiarity:** Cougara are proficient with their natural attacks and all primitive weapons, and any weapon with “Cougaran” in its name is treated as a martial weapon.

**Natural Weapons:** Cougara possess two natural claw attacks that deal 1d2 on each successful hit. These are primary attacks or secondary attacks if the Cougaran wields any manufactured weapon.

### COUGARAN WEAPONS

**Cougaran Barbed Whip:** This fortified metal cable whip features wicked barbs toward its leading end and it makes an identifiable ratcheting noise as it is cracked. A leather-wrapped handle with a hand guard is the only thing that protects the user from harming themselves, although a proficient user understands the safest way to hold and use the weapon; non-proficient users risk damaging themselves by handling this item normally. On a successful hit, the whip deals no damage to any creature with an armor bonus of +3 or higher or a natural armor bonus of +5 or higher. It is treated as a melee weapon with 10-foot reach, and unlike a normal whip those squares covered by the reach attack are threatened, and you may not use it against adjacent foes. Using the whip provokes an attack of opportunity, just as if you had used a ranged weapon.

**Cougaran Multiclaw:** Similar in many ways to a spiked gauntlet, this Cougaran creation is made to enhance one’s natural claw attacks or provide one if the wielder has none naturally. Thinner and more form-fitting than a gauntlet, the metal frame sits like a sort of metal glove over the palm with piercing wire spikes reaching forth from the palm, curving inward at the end like a second set of claws. If a natural claw attack is made while wearing a multiclaw, either the claw damage or the multiclaw damage is applied, whichever is higher. A Cougaran with one or more advanced racial levels may apply both damage results to the target.

**Languages:** Couraga begin play speaking Common (Omarkan) and Faunarian. Cougara with high Intelligence scores can choose from the following: Anakim, Celestial, Daventi, Infernal, Sylvan, or any tribal, regional, or primitive dialect.

### OMARKAN DOGFOLK

In the formative years on Nym, when culture was first being established and the Divine Laws had not yet taken hold, countless millennia before the current era, Anubis brought the original Canitian people together from a dying world in a faraway galaxy and from several other parallel dimensions, giving them harbor and sanctuary on the soil of Nym, ultimately allowing the race to survive. Some individuals ascribe Anubis as the creator of Canitankind, while others still adopt the ancient ways prior to Anubis’ intervention, and yet others have moved forward from the “Old Ways” into a new, more developed, Daventi era. As the creators of the Daventi style, movement, language, and culture, well-educated Canitians have been a major contributor to Faunarian culture on the whole. Canitian sorcerers often take the Anubisian bloodline, or utilize similar feats – there will be more to come on this from us in later **PLAYTEST PACK** material, specifically the *Friend or Foe* series.

Anubis has never required their worship or penance for his actions benefiting the race, and they are often his strongest willing emissaries for just this reason – their independent goals in his favor are often true to self, virtuous, and candid. However, generally speaking concerning the ‘Daventi’ subculture – as they service and arm the soldiers of Omarkan and Faunarian guardianship, and explore the intricate ways of alchemy, science, arcana, and divinity – the Canitians are singularly one of the most mentionable, qualitative members of Omarkan society as a whole, propelling much of what is known to be ‘modern’ into the reach and experiences of others within Omarka. The most refined weapons, armor, gear, and other goods are often originated within a vague and sometimes racially integrated subculture known singularly as ‘Daventi.’ In this way, while Cougara, Fae, and Shape-shifters tend to be the “face” of Faunar culture, Canitians, Hominids, and sometimes other races are seen as the “face” of Daventi subculture, with the catfolk and dogfolk leading in the common perspective of these two peoples, respectively.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Unarmed Attacks</i>								
<b>Multiclaw, Cougaran</b>	5 gp	1d3	1d4	x2	-	1 lb.	P	see text
<i>One-Handed Melee Weapons</i>								
<b>Barbed whip, Cougaran</b>	12 gp	1d6	1d8	x3	-	2.5 lb.	P or S	disarm, reach, trip



# PLAYTEST PACK 01: RACES OF OMARKA 1

## CANITIAN

Canitians living an urban lifestyle are most commonly found in the municipality of Moksha in Western Omarka, with many other regions harboring a few of these individuals often sent as emissaries or agents into tribal or primitive regions. They also form small tribal communities, and have even been known to go feral, joining other primitive racial clans or having been abandoned in the wilderness during youth. Following Cougara, Canitians are also a very populous race of Omarkan Lands, and they similarly occupy many lands outside the municipality of Moksha, in various niches and social structures much like other civilized Humanoids.

**Physical Description:** These canine Humanoids have clawed hands and feet with digitigrade legs, and a long toothy mouth and snout. They have an impressive sense of smell, and are literally as diverse as the canine family spanning all forms of dog, jackal, wolf, coyote, dingo, and prehistoric varieties. For various reasons, Canitians do not take the form of hyenas or foxes (which gnolls and kitsune embrace in the remainder of the canine racial spectrum, respectively). Though their racial levels provide a moderate amount of change in physical characteristics including size, the average medium-sized Canitian is 5 to 6.5 feet tall, weighing between 120 and 280 pounds. They can have an incredible variety of features, including short or long ears, fur, appendages, different coloration, and the representation of almost any breed or species covered above.

### CANITIAN RACIAL TRAITS

Canitians are defined by their class levels, and they have the option of choosing to take character class levels, as well as base, advanced, and paragon racial HD levels. All Canitians have the following base racial traits.

**+2 Constitution, +2 Wisdom,**

**-2 Charisma:** Canitians are healthy, resilient and perceptive, while overall somewhat introverted and verbally clumsy.

**Medium:** Canitians are Medium creatures and have no bonuses or penalties due to their size.

**Bursts of Speed:** Canitians have a base speed of 30 feet. Once per minute (every ten rounds) they may take an additional 10 feet of ground movement during a move action at their normal speed (multiplied while charging or running if applicable). This ability is a free action during one's turn and ends immediately after the move action is complete. A Canitian may perform this ability a number of times per day equal to 3 + their Constitution modifier, then require 8 hours of rest or sleep prior to the next day's uses. It may not be used in long-term or overland speed for any long-term calculations beyond individual encounters.

**Canine Blood:** Canitians are Humanoids with the Canitian subtype.

**Low-light Vision:** Canitians can see twice as far as Humans in conditions of poor illumination.

**Canine Scent (Ex):** Canitians can track and identify individuals by scent, as the creature special ability (see the *PATHFINDER ROLEPLAYING GAME BESTIARY*), at a base range of 50 feet instead of the usual 30 feet. It can pinpoint the location of an individual scent up to 10 feet away instead of 5 ft. This otherwise acts like the special ability.

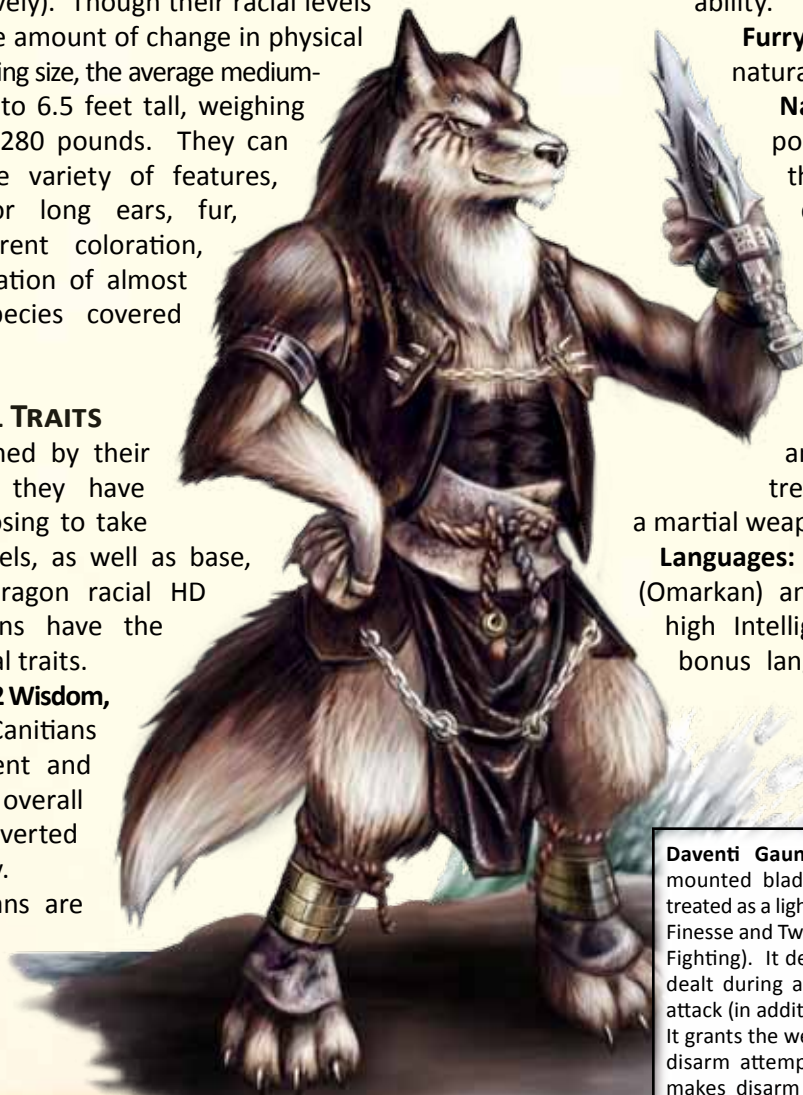
**Furry Hide:** Canitians receive a +1 natural armor bonus.

**Natural Weapon:** Canitians possess a natural bite attack that inflicts 1d3 points of damage on a hit. This is a primary attack or a secondary attack if the Canitian wields a manufactured weapon.

**Weapon Familiarity:** Canitians are proficient with their natural attacks and all primitive weapons, and treat any "Daventi" weapon as a martial weapon.

**Languages:** Canitians speak Common (Omarkan) and Daventi. Canitians with high Intelligence scores may choose bonus languages from the following: Anakim, Celestial, Faunarian, Infernal, Sylvan, or one tribal, regional, or primitive dialect.

**Daventi Gauntlet (pictured):** This exotic wrist-mounted blade is a one-handed weapon, but is treated as a light weapon for the purposes of Weapon Finesse and Two-Weapon Fighting (or Multi-Weapon Fighting). It deals an additional +1 to total damage dealt during a critical hit, power attack, or sneak attack (in addition to the critical threat range listed). It grants the wearer a +8 circumstance bonus versus disarm attempts to the item and its wearer, but makes disarm attempts on others more difficult, granting a -4 circumstance penalty to CMB to disarm an opponent.



## “WHAT ARE ‘PRIMITIVE WEAPONS?’”

A primitive weapon is any simple item or device used in a primitive, hunter-gatherer or early agricultural, lifestyle, and which is or could be used to injure or kill. For this reason, many tools of practicality may find themselves in use as weapons despite their mundane origins. Monks employ this method to a wide degree, however these rules are more helpful for those trying to establish a believable technological spectrum presented between primitive races and their interregional counterparts in the Lands of Omarka. The following simple weapons and tool items are considered primitive weapons, and can be fashioned from their traditional materials or crude natural resources, depending on their origins and implementation in your campaign.

Atlatl, blowgun, bolas, boomerang (common), boulder, bow, club, knife / scraper, dart / piton / arrowhead, net, primitive koa, primitive lasso, primitive quarterstaff, shortspear, sling, spear, stingchuck, stingray spear, and wooden stake... Can you think of any others?

## PRIMITIVE WEAPON TRAITS (OPTIONAL RULE)

Primitive weapons can be altered to fit a very primitive society environment by allowing the following rules for those areas where this level of technology is common or enterprising (at or below ‘cave man’ level of tool-making and implementation). Primitive weapons have the following adjustments and traits:

- **Cost:** Primitive weapons cost 1/3 the standard price (round up to the nearest silver piece), however they are not ‘bought’ in the typical manner, so much as they are crafted from their basic resources (see the following)
- **Resources:** Primitive weapons are composed of simple, crude, or common items of an environment, and their ‘cost’ is not so much price someone will pay at market for the item, but rather what someone might need to spend to purchase elements of the item considered rare, exotic, or sacred. Paying the amount listed gives you the proper parts and resources in order to put them together yourself – it is not your finished item. Typically a Craft check (DC 10 to 12) is enough to craft a primitive weapon from its basic resources.
- **Weight:** Primitive weapons may double the normal weight of a standard item.
- **Breakable (Ex):** A primitive weapon which is used during an attack which results in a natural roll of 1, gains the [broken condition](#), and the wielder takes a -2 circumstance penalty to CMD against sunder attempts. If a broken weapon is used in another attack which results in a natural roll of 1, it is destroyed.

## OMARKAN SERPENTFOLK

The serpentfolk of Omarka, collectively known as ‘Anakim,’ are composed of a variety of races and subraces, the majority of which include nagas, Tikhan’akim (Serpentfolk from *PATHFINDER ROLEPLAYING GAME BESTIARY 2*), couatls, and Orokai; the latter of these is a four-armed neutral Humanoid race with great potential for PCs, NPCs, and those with class levels and/or racial levels. Inspired by a creature concept presented in a popular card game, and named after a Japanese word for ‘serpent,’ “*orochoi*” (also popularly referred to as “*orochoi-bito*,” or ‘serpent folk’), the Orokai are one of the most approachable of the Anakim subraces, excluding those of celestial origins.

## ANAKIM, OROKAI

Orokai do not go feral, and do not have any primitive traits. They are most often encountered in their tribal homeland regions, with a very organized and individualistic, yet integrated clan structure. They occupy several sets of land regions in several locations near the equator, always within a tropical or temperate climate. They retain honorable relations with other Anakim races, despite all confrontations, challenges, and deceptions often related to other mutually dependent races or groups. They are known as being fair and passive compared to their cousins, despite their blood relations to some of the most rancorous and deadly of Omarka’s sentient living dangers make for an interesting mentality, and their relationships with other races – especially those negatively affected by other Anakim individuals, such as evil naga spellcasters, or even those guarded over by the serpentine couatl brought to Nym by celestial forces. Even with this dynamic background, Orokai remain one of the most approachable of the serpent families for many other Humanoids. A singular being of this race is called an Oroka.

**Physical Description:** The Orokai people claim ancestry to snakes through sentient Humanoids who pleaded with their serpent deities – the Ancients – to bless them, and were combined with the essence and traits of the serpents their ancestors venerated. They are Humanoids with four arms and two legs, a short clumsy tail, a wide-faced reptilian head topped with a mass of long hair and scaly patterned skin from head to foot. They have two toes on each of their feet, and two fingers and a fully opposable thumb on each hand. They are quite dexterous in movement and coordination, and their multiple appendages afford them more melee attacks and access to feats such as Multiattack and Multi-Weapon Fighting (see below). Females and males tend to be around the same height and weight, with females sometimes being taller and heavier than males by a small margin.



# PLAYTEST PACK 01: RACES OF OMARKA 1

## OROKAI RACIAL TRAITS

Orokai are defined by their class levels, and they have the option of choosing to take character class levels, as well as base, advanced, and paragon racial HD levels. All Orokai have the following base racial traits.

**+2 Dexterity, +2 Wisdom, -2 Intelligence:** Orokai are quick, agile, philosophical, and close to nature, while they are not very crafty or strategic.

**Humanoid (Anakim):** Orokai have the Humanoid creature type with the Anakim subtype, and are treated as being reptilian and snake-like for any spells or effects that targets snakes or reptiles.

**Medium:** Orokai are Medium creatures and have no bonuses or penalties due to their size.

**Diverse Movement:** Orokai have a base land speed of 30 feet, and a Climb speed of 15 feet. They may make climb checks even while threatened, and they can perform a run action while climbing upward in a straight line, although at only double their base climb speed.

**Limited Darkvision:** Orokai can see in the dark up to 30 feet.

**Snakeskin:** Orokai receive a +1 natural armor bonus to Armor Class.

**Anakim Poison Resistance (Ex):**

Orokai receive a +5 racial bonus to Fortitude saves against poison from other Anakim creatures, and +2 racial bonus to poison of any other form. Any Oroka that gains a natural poisonous attack, such as special abilities and attacks

from Orokai Racial Levels, is immune to the poisons of other Anakim creatures.

**Multiple Limbs (Ex):** Orokai have four arms and are eligible for the monster feats, Multiattack and Multi-Weapon Fighting, and may make up to four melee attacks per round with normal penalties for off-handed attacks; alternatively, they may make two ranged attacks, or one melee and one ranged attack as a full-round attack.

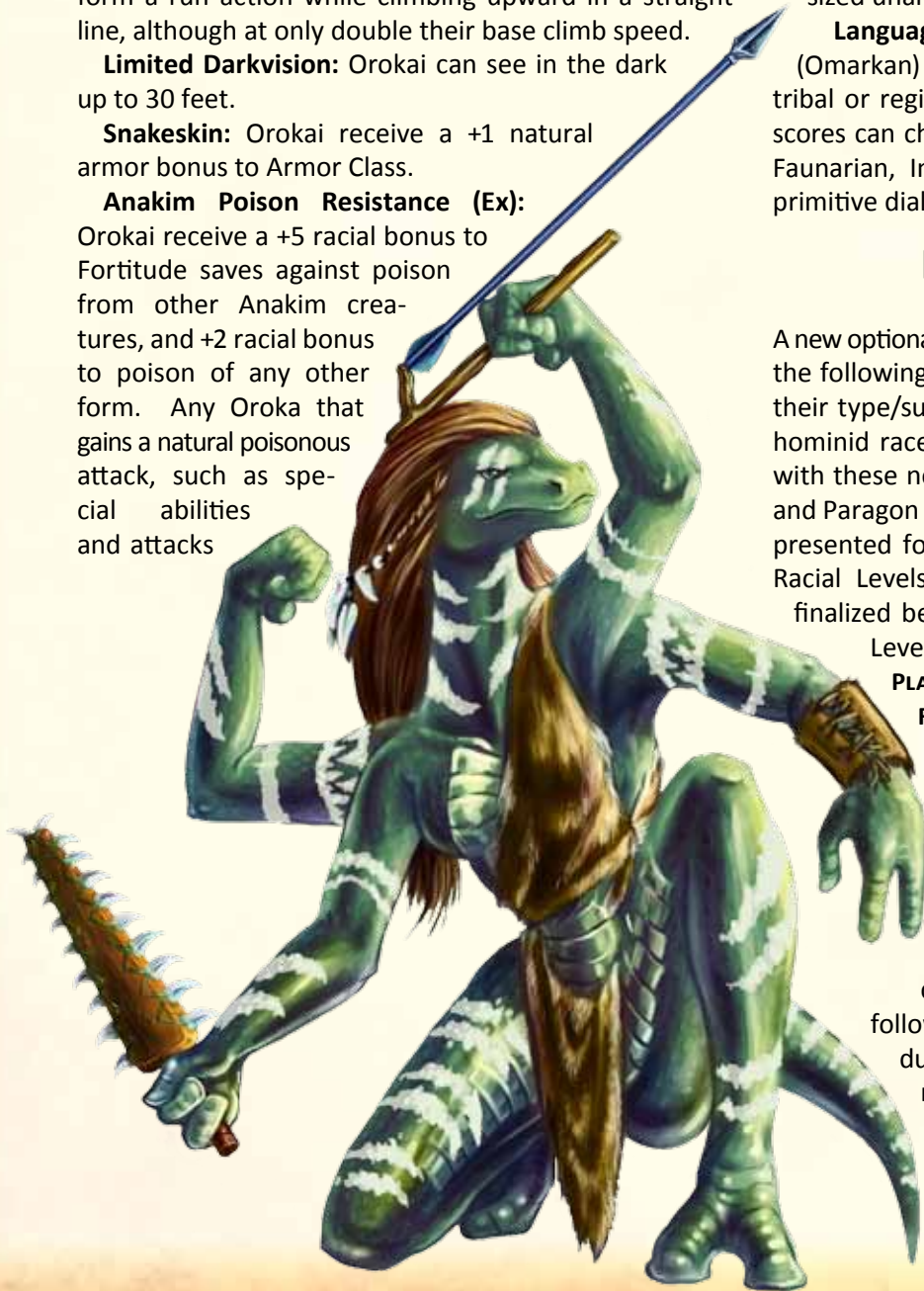
**Natural Weapons:** Orokai have a natural bite attack that deals 1d3 damage on a successful hit, and can deliver venomous poison if the Oroka has the ability to do so, such as those granted by Orokai Racial Levels. This is a primary attack or a secondary attack if the Oroka wields a manufactured weapon. Their unarmed slam attacks are treated as secondary attacks and suffer the normal penalties (-5 to attacks, and half strength modifier bonus to damage), and deal the normal damage for a Medium-sized unarmed strike on a hit.

**Languages:** Orokai begin play speaking Common (Omarkan) and Anakim, as well as one secret, Orokai tribal or regional dialect. Orokai with high Intelligence scores can choose from the following: Celestial, Daventi, Faunarian, Infernal, Sylvan, or any tribal, regional, or primitive dialect.

## NEW RACIAL HIT DIE LEVELS

A new optional rule-set presented in this setting material are the following racial levels presented to specific races by their type/subtype, and are presented here for all non-hominid races in this **PLAYTEST PACK**. Though each race with these new level systems will have Base, Advanced, and Paragon Racial Levels, only the Base Racial Levels are presented for each, with those Advanced and Paragon Racial Levels requirements and/or abilities which are finalized being included for the rest. More on Racial Levels and the races here can be found in the **PLAYER'S GUIDE TO THE LANDS OF OMARKA**, and **RACES OF OMARKA**. Presented in the **ECOLOGIES** will be examples of those races, with some including these optional racial levels in their composition.

Each 'tier' of racial levels has its own prerequisites for being able to continue taking these levels in place of character class levels, and these should be strictly followed (and evaluated like any other statistic during playtesting). A race with optional racial levels often may take these levels at their first or second character level, and must follow the guidelines of that race's specific racial level prerequisites – each



race's requirements differs slightly from others, making them unique to each race that has them. In many cases, the racial levels require that you take no more than a given number of PC or NPC class levels, and each tier also usually has its own unique requirements (like a prestige class) in order to take higher tier racial levels.

For example, a race that has three levels in each of three tiers (Base, Advanced, and Paragon Racial Levels) might require that a player take no more than two character class levels between each Base Racial Level, no more than one class level between each Advanced Racial Level, and no more than five class levels total in its Paragon Racial Levels – in addition, they might require those characters attempting to take Advanced Racial Levels to undergo a ritual, journey, acquire an item, or pay a fee to their tribe elders, with additional requirements to attain Paragon Racial Levels. By the end of the Paragon Racial Levels, with all included character class levels, a character should only reach an effective character level of 20th.

For each race, these requirements tend to differ and relate to their physical, cultural, or resource-oriented features. In general, a character may not take racial levels for any race other than their own, and if the character

cannot fulfill or meet the requirements or limitations to take another of these levels, they are excluded from taking any more levels in the future for any reason. In this way, they are like a prestige class that one must continue to meet certain criterion at every level, and not just at their onset. Base Racial Levels are based on the humanoid creature type traits, with few changes based on the originality of the race itself. Sometimes at higher levels in the Advanced and Paragon tiers, new creature types can be attained, including monstrous humanoids, native outsiders, and fey. Each race is unique, and so are their racial levels!

If you enjoy these racial levels and feel like making them for another race, we encourage you to do so – in the meantime, we will be taking care of most non-hominid player races for our own setting, and hope that this game element continues to take hold in the community!

## RACIAL LEVEL ENTRIES

Each set of racial levels begins by describing the ongoing requirements to continue taking them, in order of Base, Advanced, and finally Paragon tier racial levels. This section ends with a description of what a character with the full number of allowed character class levels and full

<u>Hit Dice</u>	<u>Racial Levels and/ or Class Levels (Intended CR)</u>	<u>PC+NPC Class/ Prestige Level CR by HD</u>	<u>NPC Class Levels Only CR by HD</u>	<u>Humanoid CR by HD</u>	<u>Monstrous Hu- manoid CR by HD</u>
1	1st (1/2)	1/2	1/3	1/2	1/2
2	2nd (1)	1	1/2	1	1
3	3rd (2)	2	1	2	2
4	4th (3)	3	2	3	3
5	5th (4)	4	3	4	4
6	6th (5)	5	4	4	5
7	7th (6)	6	5	5	5
8	8th (7)	7	6	5	6
9	9th (8)	8	7	6	7
10	10th (9)	9	8	7	8
11	11th (10)	10	9	7	8
12	12th (11)	11	10	8	9
13	13th (12)	12	11	8	10
14	14th (13)	13	12	9	11
15	15th (14)	14	13	10	11
16	16th (15)	15	14	11	12
17	17th (16)	16	15	12	12
18	18th (17)	17	16	12	13
19	19th (18)	18	17	13	14
20	20th (19)	19	18	14	15



# PLAYTEST PACK 01: RACES OF OMARKA 1

racial levels would total in effective character level. When a number of character class levels is noted where the character “may not take any more than [#] levels during their racial level progression,” it means that the number cannot exceed this at all levels leading up to, and including, the final racial level of the tier. Finally, the Hit Dice for all included tiers are listed, with the associated creature type(s) of the tier listed in parentheses.

Tables are provided for each tier (Base, Advanced, and Paragon) with the appropriate base stats and special abilities, along with a tier-specific skill list. Weapon and Armor Proficiencies are listed for each tier, which often diversify in higher tiers. These levels are composed like a combination of creature type Hit Dice and prestige class levels – because of this, determining effective CR may be of a higher priority and likely a more difficult challenge during playtesting and revisions. A description of the individual special abilities follows the tables. At each tier, new base attack bonuses and base saves are listed, based on creature type and concept. Each entry that includes a creature type change during level progression will list whether or not, and when, to recalculate previously given game stats for the new creature type.

To properly playtest racial level material, it is important to aim for a Challenge Rating’s (CR) typical stats, and for racial levels it will be a careful balance between creature type CR by Hit Dice, and class level CR by Hit Dice. These are given in the table above. Stats by CR can be found in the *PLAYTESTER’S GUIDE TO THE LANDS & PEOPLES OF OMARKA Appendix*.

## NEZUMI RACIAL LEVELS

Nezumi characters may optionally take nezumi racial levels to replace character class levels. These statistics are supplemental to base racial traits, and some abilities may utilize or enhance a base racial trait.

## NEZUMI BASE RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Primary bite attack, Climb 20 ft., Darkvision 30 ft.
2nd	+1	+0	+3	+0	+1 natural AC, Burrow 20ft., Foul Bite
3rd	+2	+1	+3	+1	Climb 30 ft., Nasty Bite
4th	+3	+1	+4	+1	Minor Mutation, Burrow 30 ft.
5th	+3	+1	+4	+1	Minor Mutation, +1 natural AC, Speed Increase

**Skill Ranks:** 2 + Int modifier (minimum 1).

**Class Skills:** Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (Local, or Nature; choose one) (Int), Perception (Wis), and Survival (Wis).

**Weapon and Armor Proficiency:** Nezumi with base racial levels are proficient with all natural attacks, simple, and primitive weapons. They are proficient with light armor, but not with shields.

**Base Racial Levels:** Nezumi characters may begin taking base racial levels at 1st level only. They can be taken so long as they only take up to three other character class levels during the course of their base racial level progression.

**Advanced Racial Levels:** *[Nezumi Advanced Levels are not included here. The following is presented to showcase a possible extended concept in future material.]* Nezumi characters who have taken all five base racial levels with a total of no more than three other character class levels during their base racial progression, and who have received the blessing (as the spell, *bless*) by a nezumi shaman of any alignment, have access to Advanced Racial levels.

**Paragon Transformation:** *[Nezumi Paragon Levels are not included here. The following is presented to showcase a possible extended concept in future material.]* Nezumi characters who have taken all three advanced racial levels with a total of no more than five other character class levels taken during their advanced racial progression (in addition to the stipulations of their base racial levels), and who prostrate themselves and perform a 24-hour long ceremony to the ancient Nezumi No-Oni Spirits consuming at least 250gp worth of ceremonial materials, have access to a special nezumi mutation. This mutation is a one-way trip to becoming a terrifying aberration of epic magnitude, and many nezumi lose their souls without reward in this deadly ceremony that may forever transform their souls into rare, living abominations.

A nezumi character who can reach Paragon Transformation who has also taken their maximum number of allowed character class levels would be no more than 16th level equivalent (three during base HD, and five during advanced HD), although they are allowed to take class levels beyond their final advanced racial level before performing this ceremony, and the most powerful nezumi are often given favor in this regard.

**Alignment:** any non-lawful.

**Base Racial Hit Die:** d8 (*humanoid*).

**Advanced Racial Hit Die:** d10 (*monstrous humanoid*).

**Paragon Racial Hit Die:** d8 (*aberration*).

**Primary Bite Attack (Ex):** A nezumi's bite attack is treated as a primary melee attack at 1st level.

**Diverse Movement (Ex):** Nezumi characters gain different movement types and speed bonuses. At 1st level, in addition to its base land movement, it gains a climb speed of 20 feet, which increases at 3rd level to 30 feet. At 2nd level, a nezumi gains a burrow speed of 20 feet, which increases at 4th level to 30 feet. At 5th level, the nezumi may choose to increase one of these by 10 feet. Nezumi can use these movement types even while threatened; those with climb speeds may make the run action to move in a straight line directly upward at twice their speed (instead of four times the speed made during an overland run action), and those in soft ground may also burrow, making a run action while moving in a straight line at twice their normal speed.

**Darkvision (Ex):** A nezumi can see in the dark up to 30 feet at 1st level.

**Natural Armor (Ex):** A nezumi's natural armor bonus increases by +1 at 2nd level, and again at 5th level.

**Foul Bite (Ex):** At 2nd level, a nezumi may deliver a racial form of filth fever through any successful bite attack. Stats for this effect are given below.

*Nezumi Fever:* Bite-injury; save Fort DC 10 + half the nezumi's racial Hit Die + Con modifier; onset 1d4 days; frequency 1/day; effect 1d2 Dex damage and 1d2 Con damage; cure 1 save.

**Nasty Bite (Ex):** At 3rd level, a nezumi may choose one of the following: his bite damage could increase two die steps (d3 becomes d6, d4 to d8, etc.), or his save DC for the infected nezumi fever could increase by +4.

**Minor Mutation:** At 4th level, and again at 5th level, a nezumi gains a single mutation from the following selections (input is welcome).

- *Multiple Eyes/Ears (Ex):* Perception +2 racial bonus, cannot be flanked except by a rogue of a level equal to half the nezumi racial Hit Dice (round down)
- *Exposed Septum (Ex):* Perception +2 racial bonus, gains the Scent ability
- *Bulging Eyes (Ex):* Perception +2 racial bonus, darkvision increases by 30 feet
- *Savage Claws (Ex):* gain 2 claw attacks (1d3 damage each, P/S)
- *Vicious Bite (Ex):* bite attack increases damage by one

die type, increased critical threat range by 2 (ie, 19-20/x2 becomes 17-20/x2, etc.)

- *Clawed Tail (Ex):* gain additional claw attack (1d4 damage, P/S), +2 racial bonus to Acrobatics for balance checks
- *Prehensile Tail (Ex):* gain tail slap attack (1d4 damage, B), and additional hand for fine motor skills (able to pick up and dextrously use objects no less than three size categories smaller than the nezumi)
- *Additional Toes (Ex):* gain +4 racial bonus versus bull rush, overrun, and trip attempts
- *Long Legs (Ex):* gain +5 feet land speed increase, +5 to one speed type (land, burrow, or climb), +4 to Acrobatics made to jump, always treated as having taken a running start for jumps
- *Webbed Toes (Ex):* gain a swim speed of 20 feet, can swim while threatened, and may take the run action while moving in a straight line to move double speed

## MINOTAUR RACIAL LEVELS

Minoan characters may optionally take Minotaur racial levels to replace character class levels. These statistics are supplemental to base racial traits, and some abilities may utilize or enhance a base racial trait.

**Base Racial Levels:** Minoan characters may begin taking base racial levels at 1st or 2nd level. They can be taken so long as they only take up to one other player character class level, or three other non-player character class levels, during the course of their base racial level progression. All Minotaur Castes use the same base racial levels, regardless of caste differences.

**Advanced Racial Levels:** [*Minoan Advanced Levels are not included here. The following is presented to showcase a possible extended concept in future material.*] Minoan characters who have taken all four base racial levels with a total of no more than one other player character class level, or three other non-player character class levels, during their base racial progression, and who are petitioned to grant the 'Journey of Geas' by another Minotaur Caste (such as a Horned Caller or Red Horn Minotaur), have access to Advanced Racial levels.

**Paragon Racial Levels:** [*Minoan Paragon Levels are not included here. The following is presented to showcase a possible extended concept in future material.*] Minoan characters who have taken all four advanced racial levels with a total of no more than two other player or non-player character class levels taken during their advanced racial progression (in addition to the stipulations of their base racial levels), and who join a Minoan Craftsperson Guild and perform a 24-hour long oral petition to the Minotaur High Council Member which costs 250gp for their time, considerations and the proper accommodation for such an event, have access to Paragon Racial levels.



# PLAYTEST PACK 01: RACES OF OMARKA 1

## MINOTAUR BASE RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Primary gore attack, Minotaur Charge
2nd	+1	+0	+3	+0	+1 natural AC, Awareness
3rd	+2	+1	+3	+1	Scent, Wild Cunning
4th	+3	+1	+4	+1	+1 natural AC, Devoted Expert

**Skill Ranks:** 2 + Int modifier (minimum 1).

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Profession (Wis), and Survival (Wis). In addition, minoans may choose from one of the following skills: Knowledge (choose one; Dungeoneering, Engineering, or History) (Int), or Linguistics (Int).

**Weapon and Armor Proficiency:** Minotaurs with base racial levels are proficient with all natural attacks, simple, and primitive weapons. They are proficient with light armor and shields (but not tower shields).

Upon taking the first Paragon Racial level (9th level), a minoan character may not take more than three other class levels during their paragon racial progression.

A minoan character who has reached 10th level in Paragon Racial levels who has also taken their maximum number of allowed character class levels would be no more than 17th level equivalent (one during base HD, two during advanced HD, and seven during paragon HD) with only PC class levels, and 20th level equivalent with NPC class levels.

**Alignment:** any non-chaotic.

**Base Racial Hit Die:** d8 (*humanoid*).

**Advanced Racial Hit Die:** d10 (*monstrous humanoid*).

**Paragon Racial Hit Die:** d10 (*monstrous humanoid*).

**Primary Gore Attack (Ex):** A minoan's gore attack is treated as a primary melee attack at 1st level.

**Minotaur Charge (Ex):** At 1st level, a minotaur's charge special attack improves; increase damage rolls by one die type, and critical threat range becomes 19-20/x2. They may perform the charge an additional number of times per day equal to their racial levels.

**Natural Armor (Ex):** A minoan's natural armor bonus increases by +1 at 2nd level, and again at 4th level.

**Awareness (Ex):** A minoan receives a +2 racial bonus to Perception checks, and cannot be flanked except by a rogue of a level equal to the minoan's racial levels.

**Scent (Ex):** At 3rd level, a minoan gains the scent ability (see the *PATHFINDER ROLEPLAYING GAME BESTIARY*).

**Wild Cunning (Ex):** A minoan gains a +4 racial bonus to Survival checks, and a +2 racial bonus to one of the following skills: Knowledge (Dungeoneering, Geography, or Nature). The chosen Knowledge skill is treated as a class skill.

**Devoted Expert (Ex):** At 4th level, a minoan gains a +4 racial bonus to one Craft or Profession skill of his choice.

## COUGARAN RACIAL LEVELS

Cougaran characters may optionally take cougaran racial levels to replace character class levels. These statistics are supplemental to base racial traits, and some abilities may utilize or enhance a base racial trait.

**Base Racial Levels:** Cougaran characters may begin taking base racial levels at 1st or 2nd level. They can be taken so long as they only take up to two other character class levels during the course of their base racial HD level progression.

**Advanced Racial Levels:** Cougaran characters who have taken all three base racial levels with a total of no more than two other character class levels during their base racial progression, and who have received the blessing by a shaman of any alignment (as the spell, *bless*), have access to Advanced Racial levels.

**Paragon Racial Levels:** [Cougaran Paragon Levels are not included here. The following is presented to showcase a possible extended concept in future material.] Cougaran characters who have taken all four advanced racial levels with a total of no more than two other character class levels taken during their advanced racial progression (in addition to the stipulations of their base racial levels), and who receive and read – or have translated – a stachart of their birth consuming at least 250gp worth of services and materials, have access to Paragon Racial levels. Upon taking the first Paragon Racial level (8th level), a cougaran character may not take more than four other class levels during their paragon level progression.

A cougaran character who has reached 10th level in Paragon Racial levels who has also taken their maximum number of allowed character class levels would be no more than 18th level equivalent (one during base HD, two during advanced HD, and seven during paragon HD).

**Alignment:** any.

**Base Racial Hit Die:** d8 (*humanoid*).

**Advanced Racial Hit Die:** d10 (monstrous humanoid).

**Paragon Racial Hit Die:** d10 (monstrous humanoid, other).

**Scent (Ex):** A cougaran gains the scent ability (see the *PATHFINDER ROLEPLAYING GAME BESTIARY*) at 1st level.

**Claw Attacks (Ex):** A cougaran's claw attacks are treated as primary melee attacks at 1st level, dealing 1d3 damage per claw on a successful hit. A cougaran with a base attack bonus of +1 or more may make two claw attacks as a full-round action.

**Bite Attack (Ex):** A cougaran gains a bite attack at 2nd level, which is treated as a secondary attack, and deals 1d2 damage on a successful hit. At 3rd level, this becomes a primary attack, and deals 1d3 damage on a successful hit. A cougaran with a base attack bonus of +4 or more may make one bite and two claw attacks during her full-round attack.

**Savage Strength (Ex):** At 1st level, a cougaran may gain a +2 racial bonus to their Strength ability score for 2 rounds, which they may use a number of time per day equal to 1/2 its racial Hit Dice + her Constitution modifier

(minimum 1). At 4th level, these uses per day apply to the number of Savage Increase uses per day, and this ability becomes a Savage Increase use.

**Speed Increase (Ex):** At 2nd level, a cougaran's base land speed increases to 40 feet. At 4th level, it increases again to 50 feet, and again to 60 feet at 7th level.

**Savage Agility (Ex):** At 2nd level, a cougaran may gain a +2 racial bonus to their Dexterity ability score for 2 rounds, which they may use twice per day. At 4th level, these uses per day apply to the number of Savage Increase uses per day, and this ability becomes a Savage Increase use.

**Savage Endurance (Ex):** At 3rd level, a cougaran may gain a +2 racial bonus to their Constitution ability score for 2 rounds, which they may use once per day. At 4th level, these uses per day apply to the number of Savage Increase uses per day, and this ability becomes a Savage Increase use.

**Monstrous Humanoid (Ex):** At 4th level, a cougaran entering advanced racial levels becomes a monstrous humanoid creature type, and is unaffected by *charm person*, a ranger's favored enemy (humanoid) class ability, and similar effects. Recalculate base attack bonus, base

## COUGARAN BASE RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Scent, primary claw attacks (1d3 damage), Savage Strength
2nd	+1	+0	+3	+0	40 feet land speed, secondary bite attack (1d2 damage), Savage Agility
3rd	+2	+1	+3	+1	Primary bite attack (1d3 damage), Savage Endurance

**Skill Ranks:** 2 + Int modifier (minimum 1).

**Class Skills:** Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (choose one; Arcana, or Nature) (Int), Profession (Wis), Stealth (Dex), and Survival (Wis). These are in addition to those chosen class skills gained from base racial traits (see Cougaran Skills).

**Weapon and Armor Proficiency:** Cougara with base racial levels are proficient with all natural attacks, simple, and primitive weapons. They are proficient with light armor, but not with shields.

## COUGARAN ADVANCED RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
4th	+4	+1	+4	+4	Monstrous Humanoid, 50 feet land speed, Savage Increase, +1 spellcaster level
5th	+5	+1	+4	+4	Savage Increase
6th	+6/+1	+2	+5	+5	Savage Increase (and +1/day uses), +1 spellcaster level
7th	+7/+2	+2	+5	+5	60 feet land speed, Savage Increase

**Skill Ranks:** 4 + Int modifier (minimum 1).

**Additional Class Skills:** Escape Artist (Dex), Intimidate (Cha), Knowledge (choose two; Arcana, Dungeoneering, Engineering, Local, Nature, or Planes) (Int), Perception (Wis), Ride (Dex), and Sense Motive (Wis).

**Weapon and Armor Proficiency:** Cougara with base racial levels are proficient with all natural attacks, simple, primitive, and martial weapons. They are proficient with light armor and shields (but not tower shields).



## PLAYTEST PACK 01: RACES OF OMARKA 1

saves, and hit points to new stats; do not recalculate skill points, but begin using new skill point stats and skill selection for the advanced tier levels.

**Savage Increases (Ex):** Beginning at 4th level, a cougaran may choose from a selection of savage increase forms, which she can perform a number of time per day equal to 2 + her Constitution modifier (minimum 1) by expending a daily use. A daily use of a Savage Increase requires a standard action, unless otherwise noted. Savage Increases do not stack, unless otherwise noted.

At 4th level, she may use her Savage Increase to increase her natural armor bonus by +2 for three rounds, or else she may expend one use to stabilize when she has taken wounds which put her below 0 hit points but not to negative her Constitution score (or technically dead, in case the cougaran has another ability which increases her effective negative Constitution ability score.).

At 5th level, she may also choose to expend a Savage Increase to gain a +1 competence bonus to attack and damage rolls for one attack form (choose one: bite, claw, ranged touch attacks, touch attacks, ray spell, or ray spell-like ability attacks), which lasts for 3 rounds. She may do this as a free action in order to receive the benefits for the rest of the round (ending on the beginning of her turn in the next round).

At 6th level, a cougaran's Savage Increase uses per day increases by one, and she may expend a daily use to increase her bite or claw damage die by two die types, which lasts for 2 rounds, or else she may gain the benefits of the feat, Improved Critical, for one attack type (bite or claw), which lasts for 4 rounds.

At 7th level, she may choose to expend a daily Savage Increase use to increase the duration of another Savage Increase she is using, making it last for a number of additional rounds longer than its current duration, equal to 3 + her Constitution modifier (minimum 2).

**Spellcaster Levels:** At 4th level, and again at 6th level, if the cougaran has levels in any spellcasting class, they may add spells known and spells per day as if they had gained another level in that class. They do not gain any other class abilities or bonuses from the class beyond this additional spellcasting capacity, such as cleric domains, sorcerer bloodline abilities, etc.

### CANITIAN RACIAL LEVELS

Canitian characters may optionally take canitian racial levels to replace character class levels. These statistics are supplemental to base racial traits, and some abilities may utilize or enhance a base racial trait.

**Base Racial Levels:** Canitian characters may begin taking base racial levels at 1st or 2nd level. They can be taken

so long as they only take up to three other character class levels during the course of their base racial HD level progression.

**Advanced Racial Levels:** Canitian characters who have taken all three base racial levels with a total of no more than three other character class levels during their base racial progression, and who have received the blessing of a canitian cleric, paladin, or devout follower of Anubis or another Living God, have access to Advanced Racial HD levels.

**Paragon Racial Levels:** *[Canitian Paragon Levels are not included here. The following is presented to showcase a possible extended concept in future material.]* Canitian characters who have taken all four advanced racial levels with a total of no more than two other character class levels taken during their advanced racial progression (in addition to the stipulations of their base racial levels), and who join a Pack and perform a 24-hour long ceremony to the Ancestral Spirits consuming at least 250gp worth of ceremonial materials, have access to Paragon Racial levels. Upon taking the first Paragon Racial level (8th level), a canitian character may not take more than three other class levels between 9th and 10th level.

A canitian character who has reached 10th level in Paragon Racial levels who has also taken their maximum number of allowed character class levels would be no more than 18th level equivalent (three during base HD, two during advanced HD, and three during paragon HD).

**Alignment:** any.

**Base Racial Hit Die:** d8 (*humanoid*).

**Advanced Racial Hit Die:** d10 (*monstrous humanoid*).

**Paragon Racial Hit Die:** d10 (*monstrous humanoid, outsider*).

**Ability Increase (Ex):** A canitian's ability scores increase steadily, one by one. At 1st level, and again at 6th level, a canitian receives a +1 racial bonus to Strength; similarly, they receive an additional +1 to Constitution and Wisdom at 2nd level, +1 to Dexterity and Charisma at 3rd level, +1 to Intelligence at 4th level, and +1 to Dexterity alone at 7th level.

**Bite Attack (Ex):** A canitian's bite attack is treated as a primary attack at 1st level, doing 1d4 damage on a successful hit. This damage increases to 1d6 damage on a successful hit at 2nd level, and again to 1d8 damage at 5th level.

**Educated (Ex):** A canitian treats all Knowledge skills as though they were class skills. They receive a +2 competence bonus to Diplomacy and Knowledge (Nobility) checks regarding etiquette and civility.

## CANITIAN BASE RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	+1 Strength, primary bite attack (1d4 damage), Educated
2nd	+1	+0	+3	+0	+1 Constitution, +1 Wisdom, +1 natural armor, bite attack (1d6 damage), two claws secondary attacks (1d2 damage each)
3rd	+2	+1	+3	+1	+1 Dexterity, +1 Charisma, claws primary attacks (1d3 damage each)
4th	+3	+1	+4	+1	+1 Intelligence, Evasion, claw attacks (1d4 damage)

**Skill Ranks:** 2 + Int modifier (minimum 1).

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (any two), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Weapon and Armor Proficiency:** Canitians with base racial levels are proficient with all natural attacks, simple, and primitive weapons. They are proficient with light armor and shields (but not tower shields).

## CANITIAN ADVANCED RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
5th	+5	+0	+2	+0	Monstrous Humanoid, +1 natural armor, bite attack (1d8 damage), Advanced Form
6th	+6/+1	+0	+3	+0	+1 Str, claw attacks (1d6 damage), +1 spellcaster level, if any
7th	+7/+2	+1	+3	+1	+1 Dex, +1 natural armor, Multiattack
8th	+8/+3	+1	+4	+1	Attack damage increase, +1 spellcaster level, if any

**Skill Ranks:** 4 + Int modifier (minimum 1).

**Additional Class Skills:** Appraise (Int), Diplomacy (Cha), Fly (Dex), Perception (Wis), and Sense Motive (Wis).

**Weapon and Armor Proficiency:** Canitians with advanced racial HD levels are proficient with all natural attacks, simple, primitive, martial, and savage weapons. They are proficient with light and medium armor and shields (but not tower shields). (*Note: 'Savage Weapons' will be covered in future material.*)

**Natural Armor (Ex):** A canitian's natural armor bonus increases by +1 at 2nd level, and again at 5th level and level.

to new stats; do not recalculate skill points, but begin using new skill point stats and skill selection for the advanced tier levels.

**Claw Attacks (Ex):** A canitian gains two claw attacks at 2nd level, which are treated as secondary melee attacks, and deal 1d2 damage each on a successful hit. At 3rd level, these attacks become primary attacks which deal 1d3 damage per successful claw attack, and increase again to 1d4 damage at 4th level, and to 1d6 damage per claw at 6th level. A canitian with a base attack bonus of +2 or more may make 2 bite attacks in a single round as a full-round action. A canitian with a base attack bonus of +4 or more may make a bite attack and two claw attacks during this full-round attack.

**Advanced Form (Ex):** A canitian may choose to take on a smaller or larger body form, or keep their medium size form and gain the ability Improved Evasion, which functions like the rogue class ability of the same name.

**Spellcaster Levels:** At 6th level, and again at 8th level, if the canitian has levels in any spellcasting class, they may add spells known and spells per day as if they had gained another level in that class. They do not gain any other class abilities or bonuses from the class beyond this additional spellcasting capacity, such as cleric domains, sorcerer bloodline abilities, etc.

**Evasion (Ex):** At 4th level, orokai gain this ability, which functions like the rogue class ability of the same name.

## OROKAI RACIAL LEVELS

Orokai characters may optionally take orokai racial levels to replace character class levels. These statistics are supplemental to base racial traits, and some abilities may utilize or enhance a base racial trait.

**Monstrous Humanoid (Ex):** At 5th level, a canitian entering advanced racial levels becomes a monstrous humanoid creature type, and is unaffected to *charm person*, a ranger's favored enemy (humanoid) class ability, and similar effects. Recalculate base attack bonus, base saves, and hit points

**Base Racial Levels:** Orokai characters may begin taking base racial levels at 1st or 2nd level. They can



# PLAYTEST PACK 01: RACES OF OMARKA 1

be taken so long as they only take up to one character class level during the course of their base racial HD level progression.

**Advanced Racial Levels:** Orokai characters who have taken all three base racial levels with a total of no more than one other character class level during their base racial progression, and who have received the blessing by an Orokai Clan Tradition Shaman (as the spell, *bless*), have access to Advanced Racial levels.

**Paragon Racial Levels:** [Orokai Paragon Levels are not included here. The following is presented to showcase a possible extended concept in future material.] Orokai characters who have taken all four advanced racial levels with a total of no more than two other character class levels taken during their advanced racial progression (in addition to the stipulations of their base racial levels), and who join an Orokai Clan Tradition and perform a 24-hour long ceremony to the Anakim Ancients consuming at least 250gp worth of ceremonial materials, have access to Paragon Racial levels. Upon taking the first Paragon Racial level (8th level), an orokai character may not take more than three other class levels between 8th and 9th level, and no more than four other character class levels between 9th and 10th level.

An orokai character who has reached 10th level in

Paragon Racial levels who has also taken their maximum number of allowed character class levels would be no more than 20th level equivalent (one during base HD, two during advanced HD, and seven during paragon HD).

**Alignment:** any non-chaotic.

**Base Racial Hit Die:** d8 (*humanoid*).

**Advanced Racial Hit Die:** d10 (*monstrous humanoid*).

**Paragon Racial Hit Die:** d10 (*monstrous humanoid, outsider*).

**Bite Attack (Ex):** At 1st level, an oroka's bite attack becomes a primary melee attack that deals 1d4 damage on a successful hit, and through this bite attack they can deliver a poisonous venom, if applicable (see Venomous Bite, below).

**Bonus Feats:** At 1st level orokai receive the racial bonus feat, Multi-Weapon Fighting. At 3rd level, they gain the feat, Multiattack, even if they do not meet the requirements. See the monstrous feats in the **PATHFINDER ROLEPLAYING GAME BESTIARY**.

**Climb & Swim Speed (Ex):** Beginning at 1st level, an oroka's Climb speed improves, and they gain a Swim speed (they may make Climb and Swim checks even

## OROKAI BASE RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Primary bite attack (1d4), Multi-weapon Fighting, Climb 20 ft., Swim 15 ft.
2nd	+1	+0	+3	+0	Venomous Bite, +1 natural armor, Darkvision 40 ft., Climb 25 ft., Swim 20ft.
3rd	+2	+1	+3	+1	Multiattack, +1 natural armor, Climb 30 ft., Swim 25 ft.

**Skill Ranks:** 2 + Int modifier (minimum 1).

**Class Skills:** Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Nature, or Nobility; choose one) (Int), Perception (Wis), Profession (Wis), Survival (Wis), and Swim (Str).

**Weapon and Armor Proficiency:** Orokai with base racial levels are proficient with all natural attacks, simple, and primitive weapons. They are proficient with light armor and shields (but not tower shields).

## OROKAI ADVANCED RACIAL LEVELS

Level	BAB	Fort	Ref	Will	Special
4th	+4	+1	+4	+4	Monstrous Humanoid, Serpent Style (Grab), +1 natural armor, Darkvision 50 ft., Scent, Swim 30 ft.
5th	+5	+1	+4	+4	Secondary tail attack (1d3), Advanced Venom, Change Shape, Climb 40 ft.
6th	+6/+1	+2	+5	+5	Primary tail attack (1d4), Serpent Style (Rend/Swallow Whole), Darkvision 60 ft., Tremorsense 30 ft., +1 natural armor
7th	+7/+2	+2	+5	+5	Serpent Style (Constrict/Advanced Venom), +1 natural armor, Climb 50 ft.

**Skill Ranks:** 4 + Int modifier (minimum 1).

**Additional Class Skills:** Diplomacy (Cha), Stealth (Dex), and they may choose one: Knowledge (Local) or (Religion) (Int) as an additional class skill.

**Weapon and Armor Proficiency:** Orokai with advanced racial levels are proficient with all natural attacks, simple, primitive, and martial weapons. They are proficient with light and medium armor, and shields (but not tower shields).

while threatened, and may perform a run action while swimming in a straight line). These speeds improve over time: their Climb speed increases to 20 feet at 1st level, 25 feet at 2nd level, 30 feet at 3rd level, 40 feet at 5th level, 50 feet at 7th level, 60 feet at 9th level, and 70 feet at 10th level; their Swim speed begins at 15 feet at 1st level, and increases to 20 feet at 2nd level, 25 feet at 3rd level, 30 feet at 4th level, 40 feet at 8th level, and 50 feet at 10th level. Orokai with Climb or Swim speeds from racial levels receive a +2 racial bonus to Climb and/or Swim checks, respectively.

**Venomous Bite (Ex):** At 2nd level, an oroka may inject its opponent with a natural poison during a successful bite attack. Unless the victim succeeds a Fort save (see below), the creature falls victim to its effects. The base stats for this venom are shown below.

*Orokai Venom:* Bite—injury; save Fort (DC 10 + 1/2 orokai racial HD [minimum 1] + Con); frequency 1/round for 3 rounds; effect 1d2 Str and 1d2 Dex; cure 1 save.

The save DC against this venom improves at 5th level, gaining a +3 racial bonus (see Advanced Venom, below). Orokai produce enough venom to use this ability once per day at 2nd level. This poison is further augmented by choosing the Cobra Serpent Style (see Serpent Style, below). Orokai with advanced racial levels may use their venom one additional time per day equal to their advanced racial Hit Die, and those with paragon racial levels can use it two additional times per day for each paragon racial Hit Die. Orokai venom is also considered Anakim poison, for all effects which target Anakim poisons.

**Natural Armor Bonus (Ex):** An oroka's natural armor bonus improves by +1 at 2nd level, and again at 3rd, 4th, 6th, 7th, and 9th levels.

**Darkvision (Ex):** Beginning at 2nd level, an oroka's darkvision improves. It extends to 40 feet at 2nd level, 50 feet at 4th level, 60 feet at 6th level, 80 feet at 8th level, and 100 feet at 10th level.

**Monstrous Humanoid (Ex):** At 4th level, an oroka entering advanced racial levels becomes a monstrous humanoid creature type, and is unaffected to *charm person*, a ranger's favored enemy (humanoid) class ability, and similar effects. Recalculate base attack bonus, base saves, and hit points to new stats; do not recalculate skill points, but begin using new skill point stats and skill selection for the advanced tier levels.

**Serpent Style (Ex):** During orokai advanced levels (4th to 7th levels), an oroka must choose a style of combat and physical prowess of one of two forms: Boa Style

(Constrictor, slams), or Cobra Style (Venomous, bite). This style improves over the course of the orokai advanced racial levels. An oroka chooses a Serpent Style at 4th level, and once this style is chosen it cannot be changed. Grab, Rend, Swallow Whole, and Constrict are monstrous special abilities, which are detailed in the **PATHFINDER ROLEPLAYING GAME BESTIARY**.

At 4th level, a Boa Style oroka gains four primary slam attacks (1d3 bludgeoning damage on a successful hit), and receives the Grab ability while using their slams; a Boa Style oroka may establish a successful grapple in this way against an opponent up to one size category smaller than itself with a single successful grapple with a natural attack, and against an opponent the same size as the oroka with two successful natural attacks (if a second natural attack does not land when used in this way, an opponent of the same size as the oroka is not successfully grappled). Cobra style orokai receive the Grab ability while using their bite attacks against opponents no larger than one size category less than the oroka, and bite damage improves by one step (to 1d6 piercing damage on a successful hit); in addition, a Cobra Style oroka's poison effect improves to 1d3 Str and 1d3 Dex ability damage, and requires one additional (but not consecutive) save to cure.

At 5th level, an oroka can assume the form of a snake (see Change Shape, below); Boa Style orokai can become a Medium size constrictor snake, and Cobra Style orokai can become a Medium size viper snake.

At 6th level, Boa Style orokai receive the Rend ability while using their slam attacks after a successful grapple, and their slam damage improves by two die steps (to 1d6 damage for the average Boa Style oroka, see description below); Cobra Style orokai receive the Swallow Whole ability (see description below) while using their bite attack after a successful grapple against a creature no larger than two size categories smaller than the oroka, and their bite damage improves by one die type (to 1d8 damage for the average oroka), and the poison damage increases to 1d4 Str and 1d4 Dex ability damage.

*Boa Style Oroka Rend (Ex):* if the oroka hit with any two or more natural attacks in a round, they may perform a Rend special attack. The Strength bonus to damage rolls increases to 1-1/2 the creature's Strength bonus for all natural attack forms used during a successful grab attempt.

*Cobra Style Oroka Swallow Whole (Ex):* 2d6 acid damage per round once swallowed, AC 10 + 1/2 the oroka's total natural armor bonus, and damage required to exit is 1/10 of the oroka's total hit points (round down).

At 7th level, Boa Style orokai receive the Constrict ability with any successful grapple attempt using any two or more natural attacks (see description below); a Cobra



# PLAYTEST PACK 01:

## RACES OF OMARKA 1

Style oroka's venom gains a +3 racial bonus to the Fort save DC, and ability damage increases to 1d6 Str and 1d6 Dex; in addition, they may choose to substitute ability damage to their opponent for complete paralysis, and an additional 2d6 acid damage per round for any swallowed opponent, which may be no larger than one size category smaller than the oroka.

**Boa Style Oroka Constrict (Ex):** any natural attack deals normal individual damage per round of a maintained grapple.

**Scent (Ex):** At 4th level, an oroka receives the scent ability, as stated in the *PATHFINDER ROLEPLAYING GAME BESTIARY*.

**Tail Attack (Ex):** At 5th level, an oroka gains a secondary melee tail attack (doing 1d3 damage on a successful hit). This attack becomes a primary melee attack at 6th level, doing additional damage (to 1d4 damage for the average oroka). When the tail is a primary melee attack, it may be used to initiate a grapple, as with the other attack forms covered by the Grab ability (see Serpent Style, above).

**Advanced Venom (Ex):** At 5th level, an oroka of either chosen Serpent Style benefits from an increase in venom potency. The venom's save DC increases by +3 (racial bonus, as above, see Venomous Bite), its saving throw frequency increases to 1/round for an additional 3 rounds, and the required cure is increased by one more successful (but not consecutive) save.

**Change Shape (Su):** At 5th level as part of their Serpent Style progression, orokai gain the ability to take the form of a snake corresponding to those serpentine characteristics she emulates. This ability functions like the spell, *beast shape I* (Medium snake only), where a Boa Style oroka can take the form of a constrictor snake, and a Cobra Style oroka can take the form a viper snake, except as noted below. The change does not alter their own ability scores; they retain their own ability scores in place of the animal's while in animal form. This change lasts until the oroka dismisses the effect, and can be performed a number of times per day equal to 2 + Wisdom modifier (minimum 1).

**Tremorsense (Ex):** An oroka gains tremorsense 30 ft. at 6th level.

## FEEDBACK FORMS

A set of feedback forms can be found at the end of this document which can be used to help make playtesting data easier to record and compile, both for players, and for playtest-leading Game Masters. Included here are a set of GM and Player Forms for encountering creatures (including NPCs using new base race traits), and a form for evaluating new racial levels – a completely new set of game mechanics that we hope you will enjoy and playtest with enthusiasm. Included to help you make sense of how to use them is an example of each, as filled in by an imaginary player, Mary, and her dedicated GM, Joe.

## APPENDIX: MORE INFORMATION ON PREHISTORIC HOMINIDS

**THE NYMIAN BEASTLANDS** uses a lot of information about prehistoric biology and ancient pre-history and alternative historical concepts to create a believable yet unique fictional world setting, and one of our biggest goals is to present the information with as much realism as we can draw into the fiction without making it seem forced. For that reason (and because we value educational strength in our players), we invite the playtesters and gamers out there to learn more about these real-world living beings that existed in our own history, so that your new character can be more believable in a truly unbelievable world setting among races of fantasy, myth, legends, and savage nightmares.

Please check out the following online resources to learn more about Neanderthals and the Flores Hobbits (Pygmies).

## NEANDERTHALS

[‘Neanderthal’ on Wikipedia](#)

[NYTimes.com Article: ‘Signs of Neanderthals Mating with Humans’](#)

[HumanOrigins.SI.edu Article \(Smithsonian Institute\): ‘Homo Neanderthalensis’](#)

[Google Books: ‘The Neanderthal Legacy: An Archaeological Perspective from Western Europe’](#)

[Nature.com Article: ‘A Late Neanderthal Associated with Upper Palaeolithic Artefacts’](#)

[ScienceMag.org Article: ‘Sequencing and Analysis of Neanderthal Genomic DNA’](#)

[JSTOR.org Article: ‘On the Speech of Neanderthal Man’](#)

[PNAS.org Article: ‘Neanderthal Diet at Vindija and Neanderthal Predation: the Evidence from Stable Isotopes’](#)

[Nature.com Article: ‘Neanderthal Cranial Ontogeny and its Implications for Late Hominid Diversity’](#)

## PYGMIES

[‘Homo floresiensis’ on Wikipedia](#)

[Discovery News Article: ‘Why the Fossil ‘Hobbit’ of Flores Isn’t so Strange’](#)

[ScienceMag.org Article: ‘Hobbit Ancestors Arrived on Flores Early’](#)

[The Telegraph \(UK\) Article: ‘Giant Stork ‘Preyed on Flores Hobbit’](#)

[WSWS.org Article: ‘“Hobbits” of Flores: Implications for the Pattern of Human Evolution’](#)

[Elsevier \(Journal of Human Evolution\) Article: ‘Homo floresiensis: Microcephalic, pygmoid, Australopithecus, or Homo?’](#)

[PNAS.org Article: ‘Brain Shape in Human Microcephalics and Homo floresiensis’](#)

[Journal of Evolutionary Biology Article: ‘Genetic, Physiologic, and Ecogeographic Factors Contributing to Variation in Homo sapiens: Homo floresiensis reconsidered’](#)

[American Journal of Physical Anthropology Article: ‘Comparative Skeletal Features Between Homo floresiensis and Patients with Primary Growth Hormone Insensitivity \(Laron Syndrome\)’](#)

[Nature.com Article: ‘Early Stone Technology on Flores and its Implications for Homo floresiensis’](#)

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a)“Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b)“Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)“Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathon Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Pathfinder RPG Bestiary.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathon Tweet, Monte Cook, and Skip Williams.

**Pathfinder RPG Advanced Player’s Guide.** Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Unearthed Arcana.** Copyright 2004, Wizards of the Coast, Inc.; Authors: Andy Collins, Jesse Decker, David Noonan, and Rich Redman.

**The Nymnian Beastlands: Playtest Pack 01: Races of Omara 1.** Copyright 2011, Krew of Harpocrates Publication, LLC; Author: R. William Thompson.

**Taurian racial traits from In the Company of Minotaurs.** Copyright 2010, Steven D. Russell; Authors: Jonathan McNulty and Steven D. Russell.

**Equipment (stingchuck) from Pathfinder Companion: Adventurer’s Armory.** Copyright 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wiker, and Keri Walker.



## Creature Encounter Playtest (GM)

How does this creature's CR compare to another creature of the same or similar CR?

Is this creature suitable as a player race, including base racial traits, Racial Levels, and/or with class levels?

How did the tactics & strategy during combat work out when compared to the actual encounter outcome?

Does this creature have any elements which are too strong or too weak for the concept, creature type, or CR?

Any other thoughts or concerns?

## Playtester Feedback Form 1a: for GMs

Yes, this example of a multiclass cleric/druid character with new racial traits seemed equal enough to the same character build in other races (and other base racial traits).

I only tried the nezumi base racial traits with PC levels, and not the new racial levels.

The nezumi "shaman" with cleric and druid levels did well enough, but was suitably eliminated by the PCs.

None.

I can't wait to see more about mutations, the Taint, and... nuclear deivces...? :)  
Awesome.

<b>Creature:</b>	Nezumi Shaman PC - Cleric3 / Druid5		
<b>Session # or Series Name:</b>	Comic Store Playtest Sessions (April 30, 2011)		
<b>Game Master:</b>	Joe (Just Joe88)	<b>Creature's Intended CR:</b>	7
<b>Players:</b>	Mary, Lu, Ian, Jon, and Corina		
<b>Control / Comparison Creature &amp; CR:</b>	Human Shaman (same levels) and Dwarf Shaman (same levels)		
<b>Does it embody this CR?</b>	<input checked="" type="radio"/> Yes <input type="radio"/> No	<b>Suggested CR:</b>	Same - CR 7
<b>What if any aspects of this creature fall outside the expected stats of the CR?</b>			
None, really - the base racial traits seem balanced.			
<b>Creature HD:</b>	None	<b>Base Racial Traits?</b>	<input type="radio"/> Yes <input checked="" type="radio"/> No
<b>PC Class Levels:</b>	Cleric 3 (NE - Urgathoa) + Druid 5	<b>NPC Class Levels:</b>	None
<b>What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?</b>			
None			
<b>Base Racial HD:</b>	None	<b>Racial Levels Input:</b>	
<b>Advanced HD:</b>	None	N/A	
<b>Paragon HD:</b>	None		
<b>Other Racial Levels Adjustments or Balance Factors:</b>			
Next time I am going to try some racial levels, especially after I look at the 'minor mutations' again.			
<b>New Special Abilities &amp; Considerations:</b>		Iron Gut is great, and I think when the character gets the filth fever thing that it will be really cool.	
<b>Tactics &amp; Strategy during combat:</b>	Beginning in wild shape form as a dire rat with some protective spells already cast, the character had a pretty significant advantage at first, dealing damage during the surprise round and first two rounds of combat, but the PCs eventually overcame the nezumi shaman as I anticipated. Using the negative channel energy cleric ability was a bad idea, as it would have been more helpful to use healing spells on itself during combat.		

## Creature Encounter Playtest (Player)

How does this creature's CR compare to another creature of the same or similar CR?

Is this creature suitable as a player race, including base racial traits, Racial Levels, and/or with class levels?

How did the tactics & strategy during combat work out when compared to the actual encounter outcome?

Does this creature have any elements which are too strong or too weak for the concept, creature type, or CR?

Did this creature have any elements of mystery or surprise, and if so how did they affect the encounter? If you have an answer here, answer the next question as well.

What did you know about the creature before or during the initial encounter? What do you know now that is different?

Any other thoughts or concerns?

## Playtester Feedback Form 1b: for Players

This seemed like a really tough fight, but it could have just been our circumstances during combat. It seems alright.

I think I want to make a Neanderthal character now - they seem like they're pretty unique, and could have a lot of fun. She's so cute!

Our neanderthal barbarian was male, but he was still very powerful. We have a really good group that can do tactics, so it was about right.

Nope - I want to be climate tolerant now! I didn't have enough gold to buy thick clothes for our journey into the cold, snowy mountains!

After he raged, we knew he was a barbarian, so it wasn't very surprising.

We knew that the mountain cavern was protected by a mean caveman warrior, but not what his abilities would be.

I still don't really understand primitive weapons, so I am unsure if I want to make a neanderthal character right now. Can these weapons be made where they're not crappy? (Oh yeah, Joe let us look at the playtest pack - I don't know if that's allowed.)

<b>Creature:</b>	Neanderthal Barbarian		
<b>Player:</b>	Mary (m31111244)		<b>Race:</b>
<b>Character:</b>	Amia Erlaxis		<b>Class / Level:</b>
<b>Str:</b>	14	<b>Racial Abilities &amp; Character Traits:</b>	
<b>Dex:</b>	14	Felynn Blood, Low-light Vision, Cougar Skills (Acrobatics, Climb, Perception, and Knowledge [Religion]), Weapon Familiarity - natural, primitive, "cougar" (martial), Natural Weapons - 2 claws (1d2 each), Traits: Anatomist (Combat), Focused Mind (Magic)	
<b>Con:</b>	13		
<b>Int:</b>	11		
<b>Wis:</b>	12	<b>Primary Class Abilities:</b>	
<b>Cha:</b>	17	d6, simple weapons, no armor (arcane spell failure), 2+Int skills: Appraise, Bluff, Craft, Fly, Intimidate, Knowledge [Arcana], Knowledge [Planes], Profession, Spellcraft, Use Magic Device; Bonus spells - identify (3rd), invisibility (5th), dispel magic (7th); Bloodline Arcana (metamagic feat, DC +1), Arcane Bond (scimitar), Metamagic Adept	
<b>Feats:</b>	Martial Weapon Proficiency, Eschew Material Components <sup>®</sup> , Still Spell <sup>®</sup> , Silent Spell, Combat Casting, Dodge		
<b>Character Notes:</b>	Amia uses a scimitar and quarterstaff, as well as the cougar weapons, multiclaws and barbed whip. She is seeking more information about Faunar Society, and how to join it. She doesn't get along well with the caninian fighter in our group, but it seems to be working out okay for now. She wears bracers of mage armor +3, and uses an old bag of holding the group found in order to carry some of our stuff without weighing down the smaller and weaker members. Amia gets along really well with the female neanderthal PC and male pygmy NPC in our campaign sessions, but she's really starting to hate minotaurs! LOL!		



## Racial Levels Playtest (GM or Player)

Is this creature an NPC encountered which includes Racial Levels, or is this a PC with Racial Levels?

Do they have any levels in other PC or NPC classes?

Is this creature suitable as a player race, including base racial traits, Racial Levels, and/or with class levels? Does it require a "Level Adjustment" or similar balancing?

How do the abilities and statistics of these Racial Levels compare to the abilities of other classes? What are their imbalances, strengths, and weaknesses?

What would you change about these Racial Levels?

Do the requirements and restrictions make sense for level progression in these Racial Levels and when multiclassing with other class levels? If not, what is confusing?

Any ideas on how to make the Racial Levels more applicable or interesting for the race, or their intended outcome by reaching the paragon tier?

Any other thoughts or concerns?

Joe (JustJoe88)

## Playtester Feedback Form 2a: Racial Levels

☒ NPC Encountered Creature ☐ NPC with Racial Levels

☐ NPC class levels ☒ NPC class levels ☐ None

Yes; racial levels are neat, they seem okay with NPC class levels, but I have not tried them with PC class levels multiclassing just yet. It might need an adjustment, but not an LA - we should leave that in v.3.5.

I think they are very different from class levels, and maybe even more like prestige class levels, but they are so different it's hard to say, really. The minotaur racial seem kind of overpowered physically, but I think it could have been because of Power Attack for our group, too.

Maybe not increase their AC so much...

Not really, but I guess they are okay. They make sense, and I guess I would know more if I saw the rest of the advanced and paragon racial levels. It's hard to say from just this material.

Maybe give them flaming horns...??...!!! :-D

None

<b>Creature Race:</b>		Minoan Minotaur	
<b>Control / Comparison Creature &amp; CR:</b>		Half-Fiend Minotaur (CR 6)	
<b>Does it embody this CR?</b>		<input type="radio"/> Yes <input checked="" type="radio"/> No	<b>Suggested CR:</b> CR +1 at 4 minotaur racial levels
<b>What if any aspects of this creature fall outside the expected stats of the CR?</b>			
It seems like it could get really unbalanced in any kind of combat-oriented build, especially with Power Attack and related feats involved.			
<b>Creature HD:</b>	Only Racial Levels	<b>Base Racial Traits?</b>	<input checked="" type="radio"/> Yes <input type="radio"/> No
<b>PC Class Levels:</b>	Fighter 3	<b>NPC Class Levels:</b>	None
<b>What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?</b>			
I haven't looked at how the averages line up to the CR, but with the right circumstances and builds, these ideas could get out of control.			
<b>Base Racial HD:</b>	4	<b>Racial Levels Input:</b>	
<b>Advanced HD:</b>	None	These minotaur base racial levels do not have much flavor, but the base racial traits are nice.	
<b>Paragon HD:</b>	None		
<b>Other Racial Levels Adjustments or Balance Factors:</b>			
Maybe give them electrical horns...??...!!!! X-P			
<b>New Special Abilities &amp; Considerations:</b>		I have played with Rite Publishing's 'In the Company of Minotaurs,' so a lot of this is familiar territory for me. But maybe freezing cold horns could be better ?!?!?	

## Racial Levels Playtest (GM or Player)

Is this creature an NPC encountered which includes Racial Levels, or is this a PC with Racial Levels?

Do they have any levels in other PC or NPC classes?

Is this creature suitable as a player race, including base racial traits, Racial Levels, and/or with class levels? Does it require a "Level Adjustment" or similar balancing?

How do the abilities and statistics of these Racial Levels compare to the abilities of other classes? What are their imbalances, strengths, and weaknesses?

What would you change about these Racial Levels?

Do the requirements and restrictions make sense for level progression in these Racial Levels and when multiclassing with other class levels? If not, what is confusing?

Any ideas on how to make the Racial Levels more applicable or interesting for the race, or their intended outcome by reaching the paragon tier?

Any other thoughts or concerns?

Mary (m3lur24)

## Playtester Feedback Form 2a: Racial Levels

☒ NPC Encountered Creature ☐ OPC with Racial Levels

OPC class levels ☒ NPC class levels ☐ None

I'm not really sure for player race, but I know someone else playing the minoan caste enjoys it. I don't know what a Level Adjustment is.

I'm not sure what abilities were from the racial levels, but the minotaur was really tough with power attack, and how Joe played it. I would even say that the horns could be more powerful, maybe.

Not sure.

Joe said that they were like class levels, but you could only take so many levels of other classes while still taking the racial levels, and that makes sense.

Joe is right about the flaming horns, you know. Maybe a minotaur that is a lot like a bard, which can play the flute! That would be neat!

None

<b>Creature Race:</b>		Minotaur Fighter	
<b>Control / Comparison Creature &amp; CR:</b>		Half-fiend Minotaur (CR 6)	
<b>Does it embody this CR?</b>		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	<b>Suggested CR:</b> Same - CR 6
<b>What if any aspects of this creature fall outside the expected stats of the CR?</b>			
I don't think anything seems unbalanced, even if Joe thinks so.			
<b>Creature HD:</b>	Racial Levels	<b>Base Racial Traits?</b>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
<b>PC Class Levels:</b>	Fighter (I had to ask Joe)	<b>NPC Class Levels:</b>	Joe says none.
<b>What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?</b>			
Joe taught me how to get the average for damage rolls, and even though some parts were overpowered, other parts were above average the same amount - so I think this seems really balanced.			
<b>Base Racial HD:</b>	Four, I guess	<b>Racial Levels Input:</b>	
<b>Advanced HD:</b>	None	This seems sort of repetitive, but Joe says we should fill it all out. I don't think the racial level stuff is imbalanced - but maybe Joe is. I wonder if he reads these.	
<b>Paragon HD:</b>	None		
<b>Other Racial Levels Adjustments or Balance Factors:</b>			
See my responses above, for dear sake!			
<b>New Special Abilities &amp; Considerations:</b>		I'm not sure if any of the abilities are new, but I looked at the base racial traits, and they are interesting! Maybe I will make a minoan character, but I will make her a villain!!! Ha Ha Ha!!! >:-D	



# HEED THE CALL OF THE BEASTLANDS!

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

HELP US GO FROM CONCEPT TO REALITY!

On our path to a full-color, print-on-demand, creature sourcebook and campaign setting series, we welcome you to help us by playtesting our newest materials – leading up to the publication of **OMARKAN ECOLOGY I: THUNDER LIZARDS & LEGENDS**. Registered playtesters will receive extra benefits, and anyone who submits feedback will be helping us finalize and balance our game mechanics – so please, get involved – and heed the call of **THE NYMIAN BEASTLANDS!** Playtest Packs are now available!

## 5 STEPS TO PLAYTEST

- 1) SEND YOUR NAME AND EMAIL TO [REGISTER](#)
- 2) RECEIVE SPECIAL OFFERS AND NOTICES FOR UPCOMING PRODUCTS
- 3) DOWNLOAD THE FREE [PLAYTESTER'S GUIDE](#), OR ORDER A COPY IN PRINT-ON-DEMAND
- 4) DOWNLOAD A [PLAYTEST PACK](#) OF NEW MATERIAL
- 5) SEND IN [FEEDBACK](#) FOR FREE PLAYTEST PACKS, OR DISCOUNTS ON UPCOMING PRODUCTS

# HEED

GET INVOLVED!

# REGISTER\* TO PLAYTEST NOW!

# THE

# THE NYMIAN BEASTLANDS

# CALL!

Artwork by Bonnie Horton  
(C) 2011 Krewe of Harpocrates Publication, LLC

\*Email Justin Sluder, Playtesting Operations:  
[blackfang@krewehar.com](mailto:blackfang@krewehar.com) - Provide your name (full name - first and last - or nickname) and a primary email address contact that we can send you replies to your submitted feedback, notices of upcoming products and playtesting materials, as well as discounts and specials just for playtesters!

**KREWE OF HARPOCRATES**  
PUBLICATION  
Serving up warm, fresh-baked, homemade gaming goodness since 2800 BCE!

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See [paizo.com/pathfinderRPG](http://paizo.com/pathfinderRPG) for more information on the **PATHFINDER ROLEPLAYING GAME**. The Nymian Beastlands Campaign Setting and all associated marks and logos are trademarks of Krewe of Harpocrates Publication, LLC; All rights reserved.

VISIT OUR WEBSITE AT [HTTP://WWW.KREWEHAR.COM](http://www.krewehar.com)