

THE NYMIAN BEASTLANDS

A PLAYTESTER'S GUIDE
TO THE LANDS &
PEOPLES OF OMARKA

R. WILLIAM THOMPSON



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**KREWE OF
HARPOCRATES**
PUBLICATION

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V.1.0 - FIRST PRINTING, FEBRUARY 2011



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CAMPAIGN SETTING

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Dedicated To: E. Gary Gygax, Dave Arneson, Lee Holmes, Don Sousie, and our many fallen heroes.

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

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INTRODUCTION

Greetings, adventurers! Your journey to a faraway world has been long and arduous, and now you find yourself in strange, exotic and savage lands. Fear not, though, for you are not alone in these endeavors - others are sure to join you. In the *Omarkan Lands*, there is more than enough bounty to find and mysteries to be uncovered; a new world, ripe for discovery.

THE NYMIAN BEASTLANDS – the collective lands and peoples of *Omarka* – exist as a world of beasts; savage, primitive, and wild. But it is also a cultured land, populated with sentient races, who can be as savage and wild as the beasts, or surprisingly and deceptively civilized; culture found even in the most remote regions of the brutal wilderness.

Be wary and keep your senses alert, adventurers, for not all is as it seems in the lands of the Omarkan peoples. A cautious explorer would do well to never take any one thing at face value. Unless, of course, you do not value your life... or your soul.

ABOUT THE SETTING

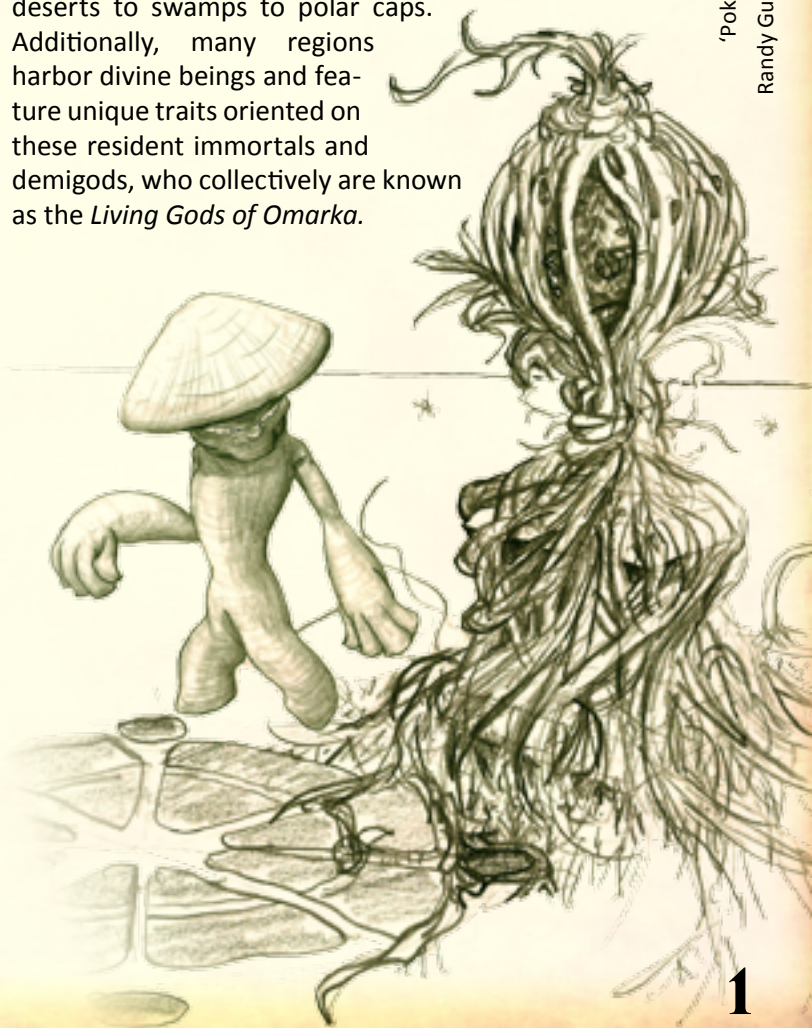
THE LANDS OF OMARKA

THE NYMIAN BEASTLANDS is a campaign setting to be published (2010-2013) as an entirely new series of sourcebooks for role-playing game (RPG) material compatible with the **PATHFINDER ROLEPLAYING GAME**

(**PFRPG**) It takes place on the world of *Nym*, which locals collectively refer to as the “lands and peoples of Omarka.” [Setting Note: Few, if any, would ever call their home-world ‘Nym,’ because that word is commonly used in the Faunarian language to mean “life” or “alive,” and the composite word, ‘Nymian’ or ‘Nymien,’ would translate as “to be alive” or “to be with life.”]

All people are of the *Omarkan* peoples, and even the outlying regions of unruled territories are known as the *Omarkan Outlands*. The word *Omarka* refers both to the lands and the people, who are the caretakers of the lands. With wild, rural, and select urban locales set on a global landscape, and civilizations ranging from savage tyrants dominating their regions, to wildly anarchic lands where the strongest rule, a whole spectrum of urban and wilderness environments are possible. Both savage and cultured encounters are possible; sometimes in the very same place. **THE NYMIAN BEASTLANDS CAMPAIGN SETTING** provides a rich assortment of combat, skill, and social challenges, and players are sure to enjoy exploring the Omarkan Lands’ richness.

The world of *Nym* is composed of every possible, standard variety of terrain found in the Material Plane - from deserts to swamps to polar caps. Additionally, many regions harbor divine beings and feature unique traits oriented on these resident immortals and demigods, who collectively are known as the *Living Gods of Omarka*.



‘Pokap & Cicada Altar Vine’
Randy Guerra & R. William Thompson



'Grig'
Randy Guerra

THE PEOPLE OF OMARKA

The races of the Omarkan peoples are as diverse as the world's vast ecological spectrum. This brief summary by no means describes the true range of races of the *Omarkan Peoples*. Many new player races are presented in this material, including new base racial traits for old favorites and surely many new ones, and the material presents a whole new set of variant racial mechanics for many of the setting's races. These 'Racial Levels' can substitute for class levels for many of the races presented, and many of these beings have ties to other less-than-hospitable monstrous relatives, including serpentfolk, mischievous fey, and even the Living Gods!

GAME MATERIALS IN THE CONTENT BOXES

Distributed throughout this guide are munchy tidbits of game material pre-released during its development, and are also presented as a means of beginning the playtesting process. They include several feats, including a section on racial feats for boggards, lizardfolk, and tengus (races from the **PATHFINDER ROLEPLAYING GAME BESTIARY**), new familiars, animal companions, cleric domains and subdomains, a sorcerer bloodline, and a bunch of new equipment.

Playtesting for this material can be done by reviewing it and comparing to other similar material, as well as using the listed considerations in the later section of this book. This can be done by using it during other game sessions, or else during playtesting sessions in which they have

These *Omarkan Lands* constitute an entire worldwide culture separated by regional boundaries and various social and cultural delineations, with each region being ruled independently as sovereign territories, under the rule of the *Faunarian* leadership, or – in the case of the *Outlands of Omarka* – complete and total anarchy, where the strongest takes all. These sentient beings live empowered, faithfully loyal and roaming as nomads, settling in tribes or clans; or they are tyrannically dominated by powerful shamans and sorcerers - who create endlessly complex social and political interactions with the simple stroke of a pen.

In one region, alliances between celestial beings, the fey, and legendary spirit guardians might create a tenuous peace; while in another, a great and powerful group of rakshasas may vie with one another for dominance, doing business and plotting with vile nagas and other serpentfolk.

Many new storylines and plot hooks will be presented, to provide accessibility to the game material; while old tropes will be revisited, providing clarity between interesting parties. The diversity also makes for dynamic conflict when it arises – and the fangs and claws will definitely come out!

Away from watchful eyes, the serpentfolk of the western jungles are known for wrongdoings often overlooked by outsiders, calling forth beings of power to gain ancestral powers from the eons-long slumbering *Anakim* Ancestors. Partaking of dark and sinister blood rites, they deal with the sin-ridden evil nagas, with which whom few or no others will trade, while other bloodlines of the serpentfolk (or *Anakim*) deal with guardian nagas in order to prevent the spread of these evils outside the regions

been established as being finalized. The more input we get from playtesters, the better - so be sure to let us know what you thought about the material.

You can tell us your thoughts by submitting your input through email, or else through one of two online venues: Paizo.com, on the product discussions for each playtest product as it is released and distributed, and on RPGlife.com, where **KREWE OF HARPOCRATES** has posted a new discussion forum thread for these playtests. See those links here:

- <http://bit.ly/i2JEkt> (Paizo product discussions)
- <http://bit.ly/hy1UEs> (RPGlife playtesters forum)
- blackfang@krewewhar.com
- xidoraven@krewewhar.com

of their origin. This unique diversity offers players a chance to see allies sharing relations with enemies, and enemies with allies, where necessity makes for strange bedfellows and provides the basis for a deep level of intra-political intrigue between ruling powers. Not to mention having some challenging combats to look forward to in your next campaign arc!

THE OMARKAN ECOLOGY

THE NYMIAN BEASTLANDS as a creature-themed setting focuses on animals, beasts, prehistoric critters, creepy-crawlies, dinosaurs, savages, primitives, and elements drawn from a “lost world” popular style. It also maintains a clever amount of intriguing mysteries, bounty, magic, and deceptions surrounding the beasts and their masters. The material will expand on the variety of animals, fey, monstrous humanoids, plants, and vermin available to Game Masters, with the defined local ecology excluding some creature types (dragons and many demihumans being almost non-existent within this world). Many new examples of shapechangers including rakshasas, playable humanoid races, magical beasts, and an amazing array of outsiders; all are designed around the central theme of the exotic “beastlands.” In addition, the core **PATHFINDER ROLEPLAYING GAME BESTIARY** creatures will be explained in their usage and existence (or nonexistence) within the *Lands of Omarka*, since many of them will undoubtedly show up, requiring proper explanations.

The *Ecologies of Omarka* will be covered in three separate publications, the three **ARCHIVAL TOMES OF OMARKAN ECOLOGY**: *Thunder Lizards & Legends*; *Primitive Critters & Creeps*; and *Terrible Fiends & Foes*. The first two books will feature invaluable listings of as many possible dinosaurs and prehistoric animals that can be contained within those pages, and all three books will feature new plants, and both fictional and real-world animals, including ‘dire’ varieties. They will also feature standard information regarding many of the sentient humanoids with examples of NPCs and base racial traits (including base Racial Levels, if applicable), these tomes will be invaluable to players and storytellers alike. By the end of the third installment and the series finalization, the many, many secrets of Nym and its inhabitants will have been revealed to our world once and for all.

THE MYSTERIES OF AN EXOTIC WORLD

THE NYMIAN BEASTLANDS presents an intriguing take on a seemingly primitive society where the guise of savagery can cover a distinctly educated and sentient mentality present in the many powerful, monstrous, and otherworldly races of Omarka. The elements of the

savage and primitive ‘lost world’ will be thoroughly erased when you delve into the **SECRETS OF NYM**; what once was lowly or savage might soon show itself to be your greatest advantage, needed for the next interplanar mission, space voyage, mystical journey, or secretive expedition to secure the protection and well-being of the homeland from epic onslaughts of a fantastical nature.

THE NYMIAN BEASTLANDS CAMPAIGN SETTING is initially presented as a simple, primitive utopian locale where jungle law rules above all, and the extraordinary is still outside the day-to-day activities of the common races – save for those of an esteemed upper class with strange and complex methods of establishing status. Where in the beginning, the setting might appear to be deceptively simple, much like the jungles and deep forests, further exploration will uncover it to be heavily laden with socio-political and spiritual underpinnings, with the intrigue of a dialogue-oriented and skill-focused campaign arc. Those who delve into the deepest parts of the culture of and behind Omarka recognize things for what they are: the hanging strings of a puppet show put on by the most powerful and ironically coordinated entities in known existence.



‘Orokai Primordial’
Bonnie Horton

Faunarian Culture might seem strange and alien, but it’s inherent function is simple; this secret society – forged on the basis of a mighty alliance between otherwise constantly-warring factions of powerful divine beings and outsiders – rules everything and everyone, whether they realize it or not. A storyteller’s guide will delineate which regions of the world are directly influenced by the Faunar, and which regions are more independent. In the **SECRETS GUIDE**, the truth shall be brought to light, which may only lead to more questions and secrets.

ABOUT THE BOOKS

THE LINEUP

• A **PLAYER’S GUIDE TO OMARKA** will be the comprehensive guidebook for players in the setting of **THE NYMIAN BEASTLANDS**, or who would like to accessorize their own character concepts to the supplemental material provided beyond the core **PATHFINDER ROLEPLAYING GAME**. Including new base classes, class options and resources for players, this guide will also provide the basis for many common player races of the setting including new Racial Levels, racial feats and prestige classes, new class spells, spell lists, and more. Prepare for the beastlands with the right tools and skills!

New classes include: the **AKASHA-GURU**, a specialist class that can delve into the metaphysical *Akashic Records* to access supernatural information and power; the **BEAST-MASTER**, a naturalist class that focuses on the dominance or spiritual authority over animals, vermin, plants, and beasts; the **SHAMANS** (**JUJU SHAMAN**, and **MEDICINE SHAMAN**), divine casters of two distinct methods: those who use ‘juju,’ using idolatry, symbolic spiritual tools, and physical objects of veneration, or those who call upon totemic animal medicine, which focuses on the use of healing and spiritual guidance by an animal spirit; the **JUNGLETHORN**, a psychic warrior capable of wielding a blade of magical power and elemental forces; the **OUT-RIDER**, a mounted combatant whose special bond with his mount is second to none; and the **PRIMORDIAL**, whose prowess in the wilderness against savage enemies puts a little challenge in the local food chain.

• A **STORYTELLER’S GUIDE TO THE BEASTLANDS** will serve as a detailed, culturally rich sourcebook for Game Masters looking to run campaigns within the setting, as well as those looking to include elements from the campaign setting within their own homebrew campaigns or other ‘default’ **PATHFINDER ROLEPLAYING GAME CAMPAIGN SETTING** games. Detailing unique dangers, features, and characteristics of the regions within the *Lands of Omarka*, and serving as the hub of unique new games set in



this expansive world, the **STORYTELLER’S GUIDE** is sure to serve as an inspirational source for many games to come. Covering the major elements of any ‘typical’ **NYMIAN BEASTLANDS** campaign, this guide will also give storytellers a rare glimpse behind the scenes, and how they can make their games go further and remain memorable for years to come as their players explore these lands.

As well as giving storytellers gads of new ideas and ways in which to apply them, this sourcebook will also help game masters to understand and deal with newly presented rules mechanics, such as the Racial Levels covered in the **PLAYER’S GUIDE** and **RACES OF OMARKA**, and a vibrant new supernatural option for even non-spellcasters known as the *Art of Sigilry*. *Omarkan Sigilry* allows player characters and non-player characters alike the ability to use sigils – symbols or runes which designate the person’s identity or other worldly archetypal elements – in order to be a part of, or subvert the order of, the ruling Faunar society. Though no book will delve so deeply into the mysteries in Omarka as the upcoming ‘**SECRETS OF NYM**,’ the **STORYTELLER’S GUIDE** will surely open Game Masters up to a whole new world and culture within Omarka that none of your players will have expected!

As a unique feature of this series, books will be clearly marked as being intended for players, game masters, or both; certain elements of the entire setting will be considered for Game-Masters-Eyes-Only, to serve as a for-



'The Lands of Omarka' - World Map of Nym
Matt Batson & R. William Thompson

ward warning to would-be players not to spoil their gaming experiences or the experiences of others who wish to enjoy the setting the way it was intended.

- The **OMARKAN ECOLOGY TOMES** will bring new critters to your table and players' imaginations! Creature books are pretty universal in scope, but none go so far as to detail a rich and diverse ecological spectrum as **THE NYMIAN BEASTLANDS' ECOLOGY TOMES**. These three archival books of ecologies on all manner of beasts and civilized races serve not only to inform players and storytellers about the creatures, but also their specific habitats within Omarka, typical domesticated uses, ecological niches, scientific names for many real animals, common setting-oriented names, plus much, much more.

- **OMARKAN ECOLOGY I: THUNDER LIZARDS & LEGENDS** will detail dinosaurs and related abilities, feats, and information, plus many prehistoric and monstrous races and beasts, new animals, familiars, animal companions, mounts, fey, plants, outsiders (including new prehistoric versions of the Agathions known as *Primaethions*), creature templates, new subtypes including spirits, and a whole host of new races and creatures you will likely be drooling over for a long time to come.

- **OMARKAN ECOLOGY II: PRIMITIVE CRITTERS & CREEPS** will detail many prehistoric animals and dinosaur-

similes, such as pterosaurs and plesiosaurs, plus a whole host of new vermin, creepies & critters, new races, and exactly what you would expect in a second installment of the **OMARKAN ECOLOGIES**. If the Saurians of book one didn't cut it for you, there are more; the same goes for primaethion, kami, oni, and much, much more – and there is still a third **ECOLOGY** left... Perhaps the most enticing of them all.

- **OMARKAN ECOLOGY III: TERRIBLE FIENDS & FOES** is scheduled to be released in tandem with, or within months of, the release of **'SECRETS OF NYM.'** This is no accident. This third **ECOLOGY** will resolve all the unanswered questions about the *Living Gods of Omarka* and their minions, plus give gamers some of the biggest, baddest bad guys, and amazingly epic good guys, including the "secret weapon" races of some of your favorite outsiders and villains, as well as hidden subraces, and much, much, much more. This archival tome is sure to make the capstone of your monster library and the comprehensive setting material whether you are a storyteller or an avid monster hunter. These books are strong in and of themselves, but the true power lies in the scope of the full set and the cohesive campaign setting series. Never before have monsters actually been so scary and storytellers so prepared.

- **RACES OF OMARKA** will stand as the essential sourcebook for any player wishing to play one of the new pow-

erful or monstrous races, storytellers wishing to fully detail and round out their NPC races and natives of the *Lands of Omarka*, or even for the player who wishes to know more about his primitive, savage, or cultured neighbors. Covering the major segments of the sentient races of Omarka, and detailing them in a biography-style snapshot of their current state, as well as detailing vibrant new races, subraces, and expanded Racial Hit Die Level options, including Advanced Racial HD and Paragon Racial Levels for many player races, racial feats, prestige classes, and much more to help your tengu character fly, your catfolk character prowl, and your... Well, you get the idea.

- Within the **SECRETS OF NYM** we learn about the mystic and intricate mysteries, deceptions, and yes, secrets of the setting. This is sure to be the book that causes fights to break out. It will clearly state on the front cover, something to the effect of, "Game Masters Eyes Only – Players HANDS OFF!" It will be the rule most likely broken – and can you blame your hungry, curious players? [Well, yes, you can – no cheating, and no breaking rules allowed; it really is for the better of the players and everyone involved.]

I can't really say much more about this book; it really is just that serious. The mysteries, adventure hooks, plot lines, schemes, new features and traits, plus a virtual plethora of ideas to keep your players on their toes for many adventure sessions to come – whether in this campaign setting, the *PFRPG* default campaign setting, or your own. This is the book that will cause blood to spill.

TIMELINE

This series is currently in development as of fall of 2010 (begun in fall 2009), and with the release of this **PLAYTESTER'S GUIDE** the project is in full gear for the pre-release of some really phenomenal playtest material including new monsters and player options. While many playtest materials will continue to be offered for free, or inexpensively, up to and through the release of the final products, the publication series is set to release with our first full-color digital and print-on-demand installment, **OMARKAN ECOLOGY I: THUNDER LIZARDS & LEGENDS**, due out June 2011. While the schedule following our first release is still highly tentative based on sales, profits, feedback, and public interest, the goals are as follows:

- **ECOLOGY I** – June 2011
- **PLAYER'S GUIDE** – December 2011
- **RACES GUIDE** – April 2012
- **ECOLOGY II** – August 2012
- **STORYTELLER'S GUIDE** – December 2012
- **SECRETS GUIDE** – March 2013
- **ECOLOGY III** – May 2013

OPEN GAME CONTENT & THE SETTING

The goal of this series is to provide a wealth of new Open Game Content for players and storytellers, while keeping some storyteller-only material designated as Closed Content for a period of time following the eventual completion of the series. After this, the entirety of the written material might be committed to Open Game Content status after a period of 5-10 years for the material to mature in the market. This would inevitably prove to showcase the material as one of, if not the very first, fully Open Game Content campaign setting at that time.

Reasoning for this line of action includes the urge to produce such an OGC precedent while first allowing the material to see its own lifespan as a viable product line in the market, and then to allow the intellectual property rights to be altered to a fully Open Content precedent. Other options might include selling or licensing the material to another publisher with ethical integrity and a well-established history of valuing customers, which would only be done under heavily scrutinized conditions – but this long-term goal of the series could have a variety of



FEATS

LIES WITHIN LIES [GENERAL]

You are capable of weaving truth and lies, always having a cover story to back up your deceptions.

Prerequisites: Cha 13, Bluff 4 ranks.

Benefit: When someone sees through your lies, you have a second cover story waiting, explaining the lies and casting you in the best possible light. Once per day, you may reroll a failed Bluff check immediately after you learn it has failed. The target still realizes you were just lying, so you must choose a new story – true or false – for the reroll attempt. The difficulty for the new check is determined normally.

Normal: When you fail a Bluff check, successive Bluff checks are made at a -10 penalty for the initial failure.

PRIMAL SPELL [GENERAL]

Prehistoric creatures are more vulnerable to your spells.

Prerequisites: Spellcaster level 1st, Spellcraft 1 rank.

Benefit: On a successful Spellcraft check (DC 10 + the spell level), dinosaurs and dire animals suffer a -3 penalty on saves against your spells.

FOE OF THE SCALED [COMBAT]

You have a special enmity toward reptiles and scaled critters.

Prerequisites: Knowledge (nature) 2 ranks, base attack bonus +1.

Benefit: You gain a +1 bonus on attack and damage rolls against normal reptiles (snakes, lizards, and crocodiles), dinosaurs, and creatures of the dragon type or the reptilian subtype.

solutions that will be explored over the course of the material's lifespan.

PLAYERS AND STORYTELLERS

The questions, "Who are these books for?" and "How will gamers use them?" required thoughtful answers and solutions for an array of considerations. **KREWE OF HARPOCRATES'** choice to create something that would inspire all **PATHFINDER ROLEPLAYING GAME** players across the board and provide new material for both players and storytellers alike was the ultimate goal. It was necessary to make sure that this setting provided a wide range of materials that could be used in a closed-circle, comprehensive campaign setting set apart from any other. Other considerations required us to provide material to those players and game masters running sessions in another setting, including the **PF RPG** default campaign setting and organized gaming group that operates within it, or even other homebrew games.

PLAYERS

Players are sure to enjoy new player races, as well as racial Hit Die level options for many interesting and enjoyable new races, as well as the many racial feats and prestige class options available for their bestial characters. New base classes will provide entirely new paths for many player characters, as well as powerful NPC foes to defeat with combat, magic, and skill. Culturally inspired new deities, abilities, equipment, unique magic items, and all manner of player options will abound in many books. Including material in a **PLAYER'S GUIDE**, **RACES OF OMARKA** guide, and even helpful entries in the **ECOLOGY** tomes and optional abilities in the **STORYTELLER'S GUIDE**, the series is sure to fire up players' imaginations.

STORYTELLERS (GAME MASTERS)

Game Masters, who will respectfully be referred to in the sourcebooks as *Storytellers*, will likely prove to be more enticed by the assets of the setting than any other players. The **SECRETS OF NYM** guide will be meant for Storytellers only, to arm them with invaluable information regarding the setting. This entire series is built with this storytelling gamer in mind. Comprehensive, definitive, creative, illustrated, and accessible – this setting is sure to inspire even the most jaded game master to try something new, and to give in to the raw power that is the Beastlands.

COMPREHENSIVE CAMPAIGN SETTING

New campaign settings are said to be highly unmarketable. Few, if any, settings exist in full **PATHFINDER ROLEPLAYING GAME COMPATIBLE** mechanics and licensing, and none exclusively so. However, because of the unique nature and application of new material in a broad and diverse manner, **KREWE OF HARPOCRATES PUBLICATION, LLC**, chooses to outmaneuver this notion. We offer this product line as a refreshing reminder to the market that the impossible can be accomplished, and even old ideas can perform new tricks. This setting will be covered in a series of seven books and no more – this means that the setting will be compiled in a definitive source without player's fears of newly released publications outdated or expanding the vastness of an already huge concept and forcing players to purchase new books every few months to a year. We will also pack a few metric tons of amazing new material into this series, so even if you're not into cavemen, dinosaurs, anthropomorphic races, and near-endless wilderness, there is still something here for you; it may be hidden away or well disguised, but it's just waiting to be explored.

HOME BREW WORLDS

For those gamers who want to expand their horizons beyond the core rules, and the gaming aficionados who purchase every book in existence solely based on its relation to their favorite gaming line, players with these books are likely to pick and choose their favorite elements without ever running a native-setting adventure. Players in various games and settings might want a new prehistoric animal companion, wish to play a *Canitian*, *Nezumi*, or *Pygmy*, or even those with interest in *Omarkan Sigilry*, there are players who are bound to delve into various elements from the setting with no other commitment. Whether players wish to use some of the setting's secrets, create NPCs with unique feats to understand the hidden truths below well-known lies, and even game masters implementing unique and dangerous opponents like new rakshasas, faunarian shapechangers, or new fey and savage beasts; the setting remains universally applicable. Many options from this setting can find their place far outside the scope of the *Beastlands of Nym* and the *Peoples of Omarka*.

IN YOUR DEFAULT PFRPG SETTING

Players and game masters alike may choose to venture off-world or encounter elements from this setting on the official world of the **PATHFINDER ROLEPLAYING GAME**. The setting will be made to remain accessible most of all to those players involved in PFRPG organized gaming. It is well known that the default campaign setting for **PATHFINDER ROLEPLAYING GAMES** and the **PFRPG** group for organized gaming may never change or expand. However, this setting aims to provide a sort of post-retirement or even an alternate setting for homebrew **PF SOCIETY** adventures and exploratory activities for those characters born or living in the **PFRPG** default setting. With all elements aimed at being appropriate for characters of non-Omarkan origins, players from their previous **PATHFINDER ROLEPLAYING GAMES** can find solace in this material as well.

Though likelihood of implementation of this new setting in official **PFRPG** organized games is almost nil, the precedent of quality, broadly diverse material, and accessibility like that of organized gaming activities remains the goal of the setting.

PLAYTESTING – HOW YOU CAN HELP

The entire **PATHFINDER ROLEPLAYING GAME** system and many other supplemental game materials such as base classes have used playtesting as an integral part of rounding out new material and raising player interest, also allowing them to see their input considered and even implemented during development. This interaction

of producer and consumer is an unparalleled source of imagination, feedback, and a continuing relationship between designer and gamers worldwide.

KREWE OF HARPOCRATES chooses to follow suit and allow playtest material to be released prior to final publication of print-on-demand material. With the design and production of each book in the series, there will be a segment of material which will be pre-released for playtesting and feedback prior to the final publication. Ranging from new creatures to abilities, class options, and new racial HD level mechanics for many player races, player input will be sought on all topics.

FEEDBACK WANTED

Feedback on a wide variety of material will be necessary, but a rough outline of this material will likely be as follows: new creatures, player races and new racial Hit Die level mechanics, base classes, class builds & options, feats, spells, equipment/magic items, and variant rules systems such as *Omarkan Sigilry*. It's necessary for **KREWE OF HARPOCRATES** to set up a line of communication between the players and designer(s), and this will be done through the Paizo.com forums, email submission, and perhaps other web-oriented methods. Players will then be asked to contribute feedback or data harvested in a variety of ways. Documentation and forms for gathering data on playtest material including player feedback will be attached and updated as necessary and as new material is released. Playtesters registered with **KREWE OF HARPOCRATES** will be updated when revisions or additions are made to documents included in the **PLAYTESTER'S GUIDE**; a direct download may also be offered from our website, at <http://www.krewehar.com>.

PLAYTESTING TIMELINE

The playtesting period for pre-released material will occur prior to the release of each publication, up to 60 days before the final release. The exception to this will be the first **ECOLOGY**, which playtesting will be held up to a period 3 to 4 weeks prior to the release; this is because playtesting for our first publication will be crucial nearly right up to the deadline for final publication. This schedule of playtesting may overlap for various publications depending on the release date, and will conclude for each segment of material as the publication deadline approaches for each. Playtesting time periods should occur in the following time spans provided there is no delay:

- **ECOLOGY I** – December 12 through April 30, 2011
- **PLAYER'S GUIDE** – TBD through September 30, 2011
- **RACES GUIDE** – TBD through January 31, 2012
- **ECOLOGY II** – TBD through May 30, 2012

- **STORYTELLER'S GUIDE** – TBD through Sept. 30, 2012
- **SECRETS GUIDE** – TBD through January 31, 2013
- **ECOLOGY III** – TBD through March 31, 2013

How Will This Help?

Players sharing playtest feedback will provide invaluable input regarding new material by reviewing, testing, and reporting findings and opinions – and this method will continue the great legacy of **PATHFINDER ROLEPLAYING GAME COMPATIBLE** material being playtested and scrutinized by the amazing players who love it. Any feedback based on data will surely help delineate necessary revisions and player opinions of any background or strengths are always welcomed. **KREWE OF HARPOCRATES** chooses to utilize this method because of its proven success, quality and diversity of reviews, inherent advertising potential, and ability to include players in the design process. May the playtesting legacy continue, ad infinitum!

Benefits of Playtesting

Along with the obvious benefit of seeing material before it is released in its final form, playtesters will have a unique insight into the creation and development of a truly distinctive set of material that many players are sure to enjoy. Having their input reviewed and considered for the final release is sure to prove to many players their opinion matters, and any playtesters who provide feedback and register will also have a chance of seeing their names in print in the book credits. It is also entirely possible within certain circumstances that **KREWE OF HARPOCRATES** will be able to release certain materials at discount or to registered playtesters only! Because of the necessity of playtesting input during design, those who volunteer are sure to rank high on our priorities when it comes to freebies, discounts, and other perks. At this early stage we can make no promises, but we know who matters most: the players.

PLAYTESTING FEEDBACK & FORMS

The following information is made to help gamers wishing to host playtesting sessions as a game master and primary evaluator, and also covers many aspects of what to consider in regard to players and their feedback. This section of the **PLAYTESTER'S GUIDE** is intended to help playtesters utilize the following evaluation material in the most efficient and effective possible manner. Although some game masters will have variations on how they run a playtesting session, these general recommendation and restrictions should be very helpful for most, and most importantly for the review of **KREWE OF HARPOCRATES** to produce more balanced, applicable, and enjoyable material.

This material should be reviewed prior to playtesting and during a logging/evaluation period following the sessions. GMs may choose to run sessions as single encounters, detailed scenes, or multiple-scene arcs; however they feel it will be most helpful for evaluating the playtesting material. It may be helpful for players to encounter creatures, NPCs, and other applications of new gaming options during in-game encounters run in two separate manners: as a control, and as a variable – just like in a science experiment. In one session/series, players have encounters with game elements and material based solely on core rules and established creature and player options precedent (control session), and another session/series with new playtesting material to be evaluated (variable session). This method will provide the best possible standard for comparisons during evaluation, however, it can prove very time-consuming and redundant for many players, and host GMs may choose to evaluate new material without a control, based on previous player experience alone. Choose the method that will best suit your group of playtesters.

This guide implements a standard of playtesting by establishing the following guidelines, and all playtesters should agree to abide by these standards or those set forth by the GMs running these playtesting sessions. **KREWE OF HARPOCRATES** can and may revise or update this guide at any time to better represent the intentions and methods of moderating, logging, evaluating,



'Merfolk, Octimerrae'
Vaughn Reynolds

reviewing, and submitting feedback on the playtest materials.

Because of the timeline for release of publications, new playtesting material will be released in segments prior to the publication in which it will be featured. The **FIRST TOME OF OMARKAN ECOLOGY (THE NYMIAN BEASTLANDS 'Bestiary', so to speak)** will be covered first in the publication series, so many creatures, monstrous options, and some new playable races will hold most of the spotlight at the time of this guide's initial creation, and more material will follow afterward, including player options, new campaign-specific options, and much more.

CREATURES & MONSTER OPTIONS

The creatures involved in the publication of **OMARKAN ECOLOGY I: THUNDER LIZARDS & LEGENDS** will comprise a vast majority of some of the first available playtesting content, along with some new material presented in the sidebars and inclusions within this guide. Some of the playtesting material in this guide is Open Game Content from the author's own previously published '*ECOLOGY OF THE TENGU*' print/PDF article and web enhancement supplemental material, which was professionally edited prior to publication, as opposed to being publicly playtested. The former creature material is the subject of the following information, as opposed to any of the more player-oriented materials included in the **PLAYTESTER'S GUIDE**.

GMs can take the following information into consideration with encounters utilizing these new monsters, player and NPC races, and new monstrous feats. Note: many new feats focus explicitly on dinosaurs and similar beasts of savagery, one of the central themes of the first **OMARKAN ECOLOGY TOME**. It's best if the players do not see the creature stat block or description before an encounter, in case there is an element of mystery or deception, such as polymorph effects or other social disguises. Similarly, it is best to verbally describe the encountered creature rather than showing an illustration, in case it is disguised or there is some element that must be noticed actively.

When composing groups of player characters for playtest encounter sessions/scenarios against or involving new creatures and related mechanics, it is best that players use only character material provided by publishers who have put it through the proper playtesting methods. Player characters should only use base classes, feats, skills, equipment and any other player options from supplemental publications for the **PATHFINDER ROLEPLAYING GAME** by its publisher, and those third-party publications clearly stating compatibility with the **PATHFINDER ROLEPLAYING GAME**.



TENGU FEATS

TENGU DITTO [GENERAL]

You are a vocal copycat... copybird, rather.

Prerequisites: Tengu, Int 13, Linguistics 3 ranks.

Benefit: By spending at least 10 minutes within hearing distance of a talk-

ing person or in direct conversation with them, you gain a +3 competence bonus to all Bluff and Disguise checks made to imitate that person. If you are unable to be seen or similarly well disguised (including situations where only a specific identifying feature are conspicuous, such as seeing only the imitated person's shoes and trousers below a restroom door during the Disguise check), you gain an added +5 stacking circumstance bonus to these checks.

TENGU MIMICRY [GENERAL]

You can use your voice so well you can recreate any audible sounds, voices, or noise.

Prerequisites: Tengu, Linguistics 6 ranks.

Benefit: You can recreate any sounds of the surrounding environment with perfect clarity and detail, as well as street noises, animal calls, natural sounds (such as wind or leaves), and voices with accents in any language that you can speak. When duplicating a specific person's voice, you must make a Bluff check; creatures familiar with the voice being imitated make opposed Sense Motive checks against your Bluff. You receive a +4 competence bonus to this check if you have spoken with the imitated person for at least 30 minutes.

TENGU TEMPLE WATCHER [COMBAT]

You have been charged with watching over a given temple, shrine, or sacred place.

Prerequisites: Tengu, BAB +4, Perception 6 ranks.

Special: You must have been hired or charged by an elder to protect a specific sacred site, temple, shrine, or religious group.

Benefit: As a temple watcher, you gain a +1 bonus to all attacks, a +2 bonus on saves against enchantments, and a +4 bonus to Perception checks when made within 300 ft. of the temple, religious event, or holy site you have been charged with protecting. A tengu fighter may take this as a class bonus feat.



Such publications could include the following:

- The **PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**
- The **PATHFINDER ROLEPLAYING GAME BESTIARY** – for creature player races and those monstrous feats usable by player characters based on racial abilities, etc.
- The **PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE** – this could include new base classes or variant builds / archetypes, feats, prestige classes, etc.
- **PFRPG** supplemental material for players or Game Masters released by its publisher; if something seems questionable to its in-game balancing effects, please see the most current version of your favorite **PFRPG** organized play guide for materials they consider legal for character creation, purchasing, item creation, spellcasting, and more – precedents like this can be referenced at the GM's discretion during questionable player character issues
- Materials with the **PATHFINDER ROLEPLAYING GAME COMPATIBILITY LOGO** by established publishers such as **RITE PUBLISHING** for example could all be used with GM permission – these are all considered to be fully playtested or edited and finalized according to an established precedent prior to publication

Players should not use any of the following material, which has been established under a different set of standards and precedents:

- Any material from previous versions of Open Game Content including the **SYSTEM REFERENCE DOCUMENT**, or any material from any non-**PFRPG** gaming mechanics systems, even those materials “translated” or converted to the **PFRPG** system from another system
- Any “homebrew” or independently created material by players or GMs, or any other non-published entity (such as that of **KREWE OF HARPOCRATES** or the publisher of the **PFRPG**)
- Any materials not fully playtested and revised, including even those pre-released by the publisher of **PFRPG** for the purpose of playtesting; these elements create multiple variables that change our data
- Any material found or attained via online or other means which is in any way unverifiable to its authenticity or established playtesting, finalization, or other more refined publication methods

While running encounters designed to playtest creatures and creature options, the following should be considered prior to playtesting and again during evaluation following the encounter/series using the forms here, or those provided with the playtest packs or available online from our website:

1. What is the creature's intended *Challenge Rating (CR)*? Does it feel like it meets this standard when

compared to other creatures of the same CR? (If you do not run or have not run an encounter against another creature of the same CR in a different encounter series, with players receiving full hp, daily spells, etc., while completing the separate encounter, please enter “no data” or “n/a”) What do you suggest for the CR of this creature?

2. Based on the creature's CR, it should have stats and abilities of a certain quantity as part of its intended challenge to players (see [Appendix Table: Creature CR Expected Stats](#), below). Does it meet these requirements? If not, in what aspect? If the creature's stat surpasses the goals, what is it and by how far?
3. If the creature is a race which has base racial traits and levels in a player or non-player character class or new racial Hit Die (HD) levels, how does its CR compare to the standard precedents? (Note: races with player character classes CR= [HD minus 1], races with only non-player character classes CR= [HD minus 2], and races with both PC + NPC classes CR= the same as races with PC classes alone.) Does it stand up to the standards for that CR rating? How do you think these levels affect the creature example given, whether good or bad? Do you think they are executed well, and appropriate? If the creature uses new Racial Levels, answer the following question; if not, go on.
4. In the past, a ‘*Level Adjustment*’ would have been applied at first level (and never again after) to creatures listed with stats for making player characters of that type; this could include races such as those built with highly overpowered or unbalancing abilities included in base racial traits applied at first level, races with creature Hit Dice related to their type/subtype (often also included at first level), or otherwise contributing factors to base character builds and class level progression. With that in mind, does this playtesting material feel unbalanced for the given and intended level and/or CR? Does it deserve a level adjustment or similar revision to its usage regarding class level progression, and if so, what? If you are familiar with the monsters-as-PCs rules mention provided in the **PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**, please describe your suggested level progression when used with a base PC or NPC class with 20 levels in regard to the creature's ECL (effective character level). Racial Levels are also covered again below as a separate section.
5. If the creature has a special ability that you have never seen, encountered, or used before, what are your thoughts on it? If it is indeed new to the setting playtesting material, what are its strengths, weaknesses, or potential imbalances?

6. *For GMs only:* When you began the encounter, did you have any intended results, such as tactics, priorities during combat/non-combat, pre-encounter preparation, or party weaknesses? If so, how did this work out? Why or why not?
7. *For GMs only:* Do you have any feedback or suggestions for this creature? Do your players? Always ask for player input after encounters, whether combat or non-combat. If the players do not realize that they had met an intended creature, explain which NPC that creature was and why they missed it. What is their reaction? If you hand out a player feedback form, please attach it when you return the completed forms of feedback data material.

BASE CLASSES

The following setting-specific base classes will have individual feedback forms and instructions for each distributed class for its current version at the time of release. Since these new base classes will be so varied, they will require separate forms for consideration that can be made more unique to each class and refined over the course of the releases.

- Akasha-guru (built with no precedent)
- Beastmaster (built with no precedent, with consider-

ations taken from *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE* Ranger class archetype, 'Beast Master')

- Junglethorn (precedent & inspiration: Soulnife, *PSIONICS UNLEASHED*)
- Outrider (built with no precedent, considerations from *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE* new Cavalier class included)
- Primordial (built with no precedent)
- Shaman (built with no precedent, with considerations taken from *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE* Druid class archetypes, 'Animal Shamans')

PRESTIGE CLASSES, FEATS, AND PLAYER OPTIONS

Some new prestige classes are in the early development stage, as are many supplemental player options. These will likely be covered in an upcoming playtest series leading up to the finalization and publication of the *PLAYER'S GUIDE TO THE LANDS OF OMARKA* and even *RACES OF OMARKA*. Some feats will be released for playtesting along with base classes, and will include feedback forms and considerations in those playtest packs. The feats and options in this guide are available for playtest immediately!

FAMILIARS

Tarsier	Master's low-light vision improves by one multiple
Gold Lion Marmoset	Master gains a +3 bonus on Diplomacy checks
Flying Lizard	Master gains a +3 bonus on Fly checks

TARSIER CR 1/6

As the monkey familiar, except as follows:



Init +4; **Senses** superior low-light vision; **Perception** +11

DEFENSE

AC 17, **touch** 17, **flat-footed** 13 (+4 Dex, +3 size)

Fort +0, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +7 melee (1d2–5)

Space 1 ft.

STATISTICS

Str 1, **Dex** 19, **Con** 6, **Wis** 14

Base Atk +0; **CMB** +2; **CMD** 7

Skills Acrobatics +4, Perception +11; **Racial Modifiers** +2 Acrobatics, +6 Perception

Superior Low-Light Vision (Ex): A tarsier can see four times as far as a human in low-light conditions.

GOLD LION MARMOSET CR 1/4

As the monkey familiar, except as follows:

Init +3; **Senses** Perception +4

DEFENSE

AC 15, **touch** 15, **flat-footed** 12 (+3 Dex, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +0

OFFENSE

Melee bite +5 melee (1d3–4)

STATISTICS

Str 3, **Dex** 17, **Con** 8, **Wis** 10, **Cha** 9

CMB +1; **CMD** 7

Skills Perception +4

FLYING LIZARD (COELUROSAURAVUS) CR 1/6

As the lizard familiar, with the following exceptions:

OFFENSE

Speed 15 ft., climb 15 ft.

STATISTICS

Cha 4

Skills Acrobatics +6, Fly +6;

Racial Modifiers +4 Acrobatics, +4 Fly

SQ glide

Glide (Ex): From a height of 10 ft. or more, a flying lizard may leap and glide down safely. It travels 10 ft. of lateral movement for every 5 ft. of downward movement, and takes no damage from any height. This ability does not function if the flying lizard is unconscious or stunned.

RACIAL LEVELS

Racial Levels are a variant rule system loosely based on previous incarnations of monstrous HD levels or player races, and created to be a unique new take on racial abilities beyond merely base racial traits. The key restriction is that they are only available to races of a specified type, and no one else. Having a 'bloodline,' such as a feat or sorcerer class ability, might allow someone else access to some elements of the racial features, however Racial Levels should only be offered to those specific named race or subraces.

Humans and other hominids as a general rule will not be given this variant rule option, and it should be noted that races like other 'demihuman' races from the core rules, will not be provided such rules for use in the setting. Races offered these racial HD level options will be specified by the campaign setting material, though other progressions are possible and it is ultimately up to the GM's discretion whether these or any other variant rule options are offered to players for gaming outside of playtesting-only sessions focusing on them.

These Racial Levels were designed with a few factors in mind: the creature type and related Hit Dice of the race, their overall placement in the campaign setting material, its placement within the other cultures, and how they could evolve into higher forms of their race unrelated to class abilities or feats.

They also have special rules and restrictions which prevent them from being abused by players looking to "out-smart" the system, and which also add to the overall flavor of the Racial Levels. Racial Levels have base attack bonus (BAB), base saving throws, and prerequisites which function like prestige classes, special abilities and skill choices which reflect the creature type, and also allow for new and creative features unique to a particular race or their "paragon" specimens.

Each of them include one or more of the following 'tiers' of Racial Levels within a given type: base, advanced, and paragon Racial Levels. Each of these 'tiers' has its own limitations on utilizing the Racial Levels in a manner similar to multiclassing with other PC or NPC classes, while each race may include its own unique requirements. Though these might be simply to add another layer of challenge to attaining them, these requirements may also be prerequisite to specific abilities, or they might relate to the culture, physiology, or intended outcomes of racial level progression and its outcomes by the paragon racial HD tier.

When evaluating the racial HD level-related features, either as a GM using an NPC during an encounter, or as a player utilizing the material for a character, the following data should be considered prior to playtesting, and again during evaluation using feedback forms provided with the packs or available online (download method and venue to be determined):

1. What race is used, and how many base Racial Levels were used? How many advanced Racial Levels? How many paragon Racial Levels?
2. Does this creature also have other PC or NPC class levels, and if so, how many and which classes? (Note: they must be levels in character classes as described in the recommendations above, or else NPC classes, unless they are noted as having the currently finalized or fully-playtested class levels from the setting material at the appropriate time when those base classes are made available.)
3. How do the abilities of these levels compare to other class levels? What are their strengths and weaknesses? Are they balanced? What would you change?
4. Do the restrictions for attaining more Racial Levels of various levels make sense? If not, what part is confusing? Do you have any suggestions for how to make it clearer? Do you have any suggestions for how they could be more interesting or applicable?
5. Oftentimes, the Racial Levels were written to be like other similar special abilities in how they are limited or applied (such as uses per day, save DCs, targets, etc.); do you feel the abilities of this creature were well balanced in this way? Are they different from what you expect, and how? What do you think the special abilities of the Racial Levels share in common with other material from the core rules? Make sure to note which core rules or other rules precedent it share similarities to, and from which source the material comes.
6. Which features seem unbalancing about the Racial Levels or their abilities, specifically in the game mechanics? How about the flavor of the race, its level progression, or their intended/actual outcome? Do you have other suggestions?
7. *For GMs Only:* Include both player and playtesting game master feedback with results from encounters if possible.

SPECIAL MATERIALS

The setting will feature many new materials which can be used for items like standard equipment, magic items, technology, and magical or divine effects. This will be released separately as it is developed and drafted for playtesting, and will be included with those releases and online for download.

MAGIC ITEMS & EQUIPMENT

Much of the originally proposed content of this project was actually found in the Open Game Content sector, including many cultural weapons found here on Earth, available as Open Content from supplemental *PFRPG* equipment material. Along with this, variations on standard weapons are included, as well as some new setting- and race-specific items. New weapons, armors, and alchemical items should be compared to previously established item precedents, to make sure that they are equivalent to other items regarding price, cost to create, damage / protection / outcomes / effects, and similar comparisons to other gear or effects. Many goods and additional items unique to the setting, or expanding upon core rules and equipment basing / pricing, will likely be less detrimental to game balance, but nonetheless can still be reviewed when playtesting. These items will be released in playtest packs related to Gear and Powerful Items, and these will include their own feedback format and recommended input.

Magic Items will require feedback on their caster requirements, pricing, included spells and related effects, level, and similar statistics in the stat block. These will need a thorough critique by those familiar with item creation builds to make sure they are balanced, though all items will follow closely to the requirements and precedents set in the core rules. These may or may not require visitations to the material regarding *Spells & Effects* for new rules on psi-like powers, effects, etc., including potentially new variant rules material regarding *prana*, *pranic abilities*, and similarly *akashic* abilities and effects. New effects or applications will be noted where present in the playtesting material, and any related rules or considerations for its usage.

SPELLS & EFFECTS... AND MORE?

While spells can simply be reviewed with a careful eye and close attention to printed precedents regarding components, stats, and effects, new variant rules systems including *Omarkan Sigilry*, *akashic* and *pranic* effects known as *pranamelds* and *akashic matrices*—all of this will need careful playtesting with an increasingly careful eye. Each of these will include and deserve individual feedback forms and considerations.

Such new magical effects and abilities will likely include a sampling of the following:

- New spells relating to the setting's base classes and other character options
- Psionic 'spell-like' psychic abilities (converting some psionics into a magic/caster format)
- Sigilry, a form of calligraphic power-calling which can be used by characters of a variety of backgrounds

- Prana points, pranic abilities, and other effects (including *pranamelds*, new and related supernatural abilities, and *akashic* matrices)

Beyond this new set of pure-fantasy material, there will also be a sampling of new material on technology and advancements in items and materials from among the many worlds and planes of existence which will be made available in later publications of the series. The origins of this cannot be explained here.

Such new 'tech' types will likely include a sampling of the following:

- A new item descriptor set and characteristics for all of the following items and their distinct categories
- *Steam-tech* (fire-water interactions, including pressure and coalworks)
- *Firearms & Canonry* (explosives and projectiles)
- *Alchemi-tech* (alchemy-fueled or -inspired contraptions)
- *Tinkery & Clockwork* ("Pre-tech"; engineering-based masterwork craftsmanship items)
- *Industrialism* (large-scale creation/automation/ease-of-use)
- *Modern Tech*:
 - *Guns, Devices & Accessories*
 - *Digital Tech*
 - *Nuclear / Rad-tech*
 - *Bio-tech*
 - *AI* (artificial intelligence)
- *Future Tech*:
 - *High Tech* (advanced modern devices)
 - *Quantum Tech*
 - *Cybernetics & Droids*
- *Fantasy Tech*:
 - *Magic-tech* (including a new arcane school of technomancy)
 - *Deitech* (technology that relies on or affects divine energies)
 - *Psi-tech* (relying on or reflecting psionic effects)
 - *Living Constructs* (using magic, souls, or spiritual energies)



SILKEN ARMOR
(see description, pg. 21)

EQUIPMENT

Tools of aboriginal tribes, prehistoric hunters, noble Maori warriors, and feudal aristocratic protectorates, the following weapons are designed for use in **THE NYMIAN BEASTLANDS CAMPAIGN SETTING**, but can be used in other games with GM approval.

WEAPONS

Atlatl and Atlatl Javelin: Utilizing a unique javelin much like a short spear and fitted for the atlatl shaft, which grants the projectile a force much more than that caused by a simple throw. It uses a flat cupped, spurred, or canoe-shaped throwing shaft made of wood or antler, ranging from 1 to 3 long to launch the atlatl javelin. The gripped end of the shaft is held with the fingers grasping the javelin near the center, or closer to the pointed end, while the butt end rests in the atlatl's groove, cup, or spur. You hold the loaded spear and handle end of the atlatl

in the same hand until you make an attack, releasing the javelin and launching it with the shaft with a sidearm or overhead throw. An atlatl often has a carved stone weight attached to the board's underside to help weigh it for ideal use, a leather-strapped handle grip, and a cord attached to the shaft handle to string it around the wrist, keeping it from being tossed with the javelin during an attack. A standard atlatl is considered a primitive weapon despite its martial nature, and is treated under the same rules for natural 1 rolls and breaking (see the koa item description for more on primitive weapon breakage). An atlatl javelin is treated as ammunition, but only has a 25% chance of being lost or broken after a failed or successful attack.

Koa, Primitive: Also known as a *terbutje* or 'shark-tooth axe,' this fearsome primitive weapon is often used by coastal peoples who

hunt sharks, using their teeth (or substituting them with shards of stone or glass) to mount onto a wooden haft, creating a deadly weapon. Using durable twine or other means, the teeth or shards are mounted onto the grooved edge of the tempered wooden club, and the handle is wrapped in cloth or leather. This primitive weapon's design makes it fragile. Rolling a natural 1 when attacking with a primitive koa, the weapon automatically gains the broken quality. Rolling a 1 with a broken koa destroys the weapon.

Koa, Savage: A more refined version of the primitive design, this thin club is made of metal and within its grooved edge are inlaid shards of obsidian or steel, which are fastened in place and twined with a tempered steel cable to keep the fragments from falling off if they dislodge from their notches. This weapon does not suffer the same primitive downfalls as its ancestor.

'Kami of the Sacred Gate'
Bonnie Horton



WEAPONS

NEW EQUIPMENT STAT BLOCKS

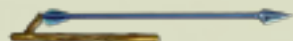
MARTIAL WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
ONE-HANDED MELEE WEAPONS								
Koa, Primitive	6 gp	1d6	1d8	19-20/x2	-	2 lbs.	P or S	see text
Koa, Savage	35 gp	1d8	1d10	18-20/x2	-	5 lbs.	P or S	-
RANGED WEAPONS								
Atlatl	10 gp	1d6	1d8	x3	50 ft.	2 lbs.	P	see text
Atlatl Javelin	1 gp	-	-	x3	-	2 lbs.	P	see text
TWO-HANDED MELEE WEAPONS								
Taiaha	124 gp	1d4/1d6	1d6/1d8	19-20/x2	-	8 lbs.	B or P	see text
EXOTIC WEAPONS								
SAMURAI BLADE SET	COST ¹	ATTACK BONUS ²	DAMAGE (S) ³	DAMAGE (M) ³	CRITICAL	WEIGHT	TYPE	
LIGHT MELEE WEAPON								
Wakizashi	710 gp	+2	1d4+2	1d6+2	18-20/ x2	4 lb.	P or S	KOA
ONE OR TWO-HANDED MELEE WEAPON								
Katana	515 gp	+1	1d6+1	1d8+1	19-20/ x3	7 lb.	P or S	

¹ These weapons are never sold separately except on the black market and are always created together by a master artisan at a total cost of at least 1,225 gp.

² The bonus to attacks is applied only when you have both weapons on your person and are proficient with both of them. This does not stack with magical enhancement bonus.

³ The bonus to damage rolls is only applied when you have both weapons on your person and are proficient with both of them. This additional damage is not multiplied in a critical hit. This bonus goes up when used to sunder another weapon (see description text).



ATLATL

SAMURAI BLADE SET



TAIAHA

SILKEN SHIRT



ARMOR

						SPEED		
		ARMOR	MAXIMUM	ARMOR CHECK	ARCANE SPELL			
ARMOR	COST	BONUS	DEX BONUS	PENALTY	FAILURE CHANCE	30 FT.	20 FT.	WEIGHT
LIGHT ARMOR								
Omarkan Composite	80 gp	+3	+5	-2	10%	30 ft.	20 ft.	25 lbs.
Ceramic Half-Plate								
Silken Armor	200 gp	+2	+3	-3	25%	30 ft.	20 ft.	22 lbs.
Silken Shirt	110 gp	+1	+4	-1	15%	30 ft.	20 ft.	10 lbs.
MEDIUM ARMOR								
Omarkan Composite	120 gp	+5	+3	-3	20%	20 ft.	15 ft.	35 lbs.
Ceramic Full-Plate								

ANIMAL COMPANIONS

DINOSAUR, AVIMIMUS

Starting Statistics: Size Tiny; Speed

30 ft.; AC +1 natural armor;

Attack 2 claws (1d2), bite (1d3);

Ability Scores Str 7, Dex 19, Con 15,

Int 2, Wis 12, Cha 14;

Special Qualities low-light vision, scent.

4th-Level Advancement:

Size Small; AC +2 natural

armor; **Attack** 2 claws (1d4),

bite (1d6) **Ability Scores**

Str +4, Dex -2, Con +2;

Special Attacks pounce.



DINOSAUR, COELURUS

Starting Statistics: Size Small;

Speed 40 ft.; AC +1 natural armor;

Attack tail slam (1d4), 2 claws (1d3);

Ability Scores Str 11, Dex 17,

Con 17, Int 2, Wis 14, Cha 12;

Special Qualities low-light vision, scent.

4th-Level Advancement:

Size Medium; **Speed**

50 ft.; AC +2 natural

armor; **Attack** tail

slam (1d6), 2 claws

(1d4) **Ability Scores**

Str +4, Dex -2, Con +2.

DINOSAUR, UTAHRACTOR

Starting Statistics: Size Medium;

Speed 40 ft.; AC +1 natural armor;

Attack 2 talons (1d6), bite (1d4);

Ability Scores Str 17, Dex 13, Con

19, Int 2, Wis 12, Cha 14; **Special**

Qualities low-light vision, scent.

7th-Level Advancement: Size Large;

Speed 60 ft.; AC +3 natural

armor; **Attack** 2 talons (2d6), bite

(1d8), 2 claws (1d6); **Ability Scores**

Str +4, Dex -2, Con +2; **Special**

Attacks pounce.

Pictured: 'Avimimus,' at left, and 'Coelurus,' on pg. 23 with the Appendix. 'Utahraptor' can be found on pg. 26 with the OGL.

MORE EQUIPMENT - WEAPONS

Samurai Blade Set, Katana and Wakizashi: These samurai blade sets are crafted by master smith monks of at least 15th level who study the philosophy of the samurai and know the ancient code of *bushido*, or “way of the sword” (or *hanedo*, “way of the feather” in the case of *tengus*). Any plagiarized items or replicas are treated as a longsword (katana) and short sword (wakizashi) and do not receive the bonuses or statistics presented here. A set is sometimes given as noble gifts to prominent, heroic, or otherwise notable aristocrats, as well as renowned political or military leaders.

- **Samurai Set Katana:** Created as a matched set with an accompanying blade, the wakizashi, this exotic weapon can be handled with one or two hands and is weighted to be steady in both techniques. Crafted with immense skill by a studied artisan, this masterwork longsword equivalent grants an attack bonus and bonus to damage rolls when used in tandem with its partner blade in the hands of a skilled combatant.

If you use a samurai set katana to sunder another weapon, you receive a +1 bonus to your CMB and an additional +1 damage to the other weapon on a successful attack (that is, 1d8+2 damage for a medium sword and wielder). You may use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a katana of appropriate size, even though it isn't a light weapon.

- **Samurai Set Wakizashi:** Created as a matched set with a katana (see above), this light martial weapon is a masterwork short sword with a slightly broader blade than its counterpart. It grants a double-masterwork attack bonus and bonus to damage rolls when used in tandem with its partner blade.

If you use a samurai set wakizashi to sunder another weapon, you receive a +1 bonus to your CMB and an additional +1 bonus to damage dealt to the other weapon on a successful attack (that is, 1d6+3 damage for a medium sword and wielder). It is an honorable blade, always paired with a katana, and the two are a symbol of honor for any samurai or lawful nobleperson who wields or owns them.

Taiaha: Nearly always constructed uniquely for an individual, these weapons are always treated as having the masterwork quality at 1/3 the cost modifier, represented in their base cost. A wooden shaft with a flat end called the *ate* (“AH-tay”, or liver) is used for striking and parrying, seconded by the projection at the other end known as the *arero* (“ah-REH-ro” or tongue). Also represented at the base of the tongue is the symbolic representation of the ancestors on the place known as the *upoko* (“oo-

POH-koh”, or head), which is often a handcrafted head of a chosen race with a frill of feathers, durable leaves, or other adornments at the base of the head. The tongue is often made of nephrite jade, the same material as a mere club, another weapon often used in tandem with the taiaha.

ARMOR

Omarkan Composite Ceramic Armor Full-Plate: Composed of a mixture of a porous ceramic base, incredibly durable hardening cement (*armourium*), and laid to dry on a steel grate latticework shaped into plates, these incredibly protective plates are placed into a cloth-based outfit, and often held in place by leather or finely woven cloth straps, most of which is decorated with camouflaging paints and natural foliage or embellishments to blend in well with the environment. This full suit covers the head, torso, arms, and legs with plates under an indiscernible overlay of cloth and camo.

Omarkan Composite Ceramic Armor Half-Plate: This is the shirt and arm protection of the Omarkan Composite Ceramic Full-Plate, made in the same manner and often decorated much the same for stealthy locomotion into, through, and out of nearby environments.

Silken Armor: This armor is made to appear as an average outfit of noble aristocrats, crafted with hand-woven, finely spun silk and criss-crossed with stretched metal threads. Its exterior is adorned with copper or brass studs and decorative heraldic or protective plates, and the interior is inlaid with fine leathers or layers of hide. This full-mail suit consists of a full-sleeved shirt, leg coverings, and an optional war helmet.

Silken Shirt: This silken shirt with full sleeves is made in the same fashion as the full-mail silken armor suit above, but does not feature the leg coverings or war helmet.

MORE FEATS - LIZARDFOLK FEATS

SAURIAN CREST [GENERAL]

Your head displays a thick bony crest with spines and horns, making you appear like a saurian.

Prerequisites: Lizardfolk (non-Saurian), Con 15, Cha 13, BAB +3.

Benefit: You have a head crest that improves your defense against critical threats, grants a gore attack, and grants the features of some saurian types. All rolls to confirm critical hits take a -1 circumstance penalty, and Disguise checks made to imitate saurian lizardfolk variants receive a +2 circumstance bonus. In addition, you gain a gore attack (that deals 1d6 damage for medium lizardfolk) as a primary attack, or a secondary attack if the lizardfolk wields a manufactured weapon.

WHIPTAIL [GENERAL]

You have a tail that grants an attack, and can detach if necessary.

Prerequisites: Lizardfolk, Con 14, BAB +1.

Benefit: You gain a tail attack that deals 1d6 damage as a primary melee attack, or a secondary attack if you wield a manufactured weapon. In addition, you may choose to defend yourself with your tail as a full defense action, in which case any damage dealt first deals non-lethal damage to you up to 10 hp, when the tail breaks away. It is treated as having hardness 0 and 10 hp. If you become grappled during a round in which you made a tail attack (and failing any Escape Artist checks, if applicable), you may choose to take 1d10 non-lethal damage to escape the grapple, severing the tail. A tail lost in this way takes one week to re-grow to normal size, and cannot be used to make a tail attack in that time. It grows for an additional week while it gains mass and loses its sensitivity. An attack made with the tail during the second week of re-growth has a -4 penalty on attack rolls, and deals 1d4 damage to the opponent, as well as 1d4 non-lethal damage to the lizardfolk.

MORE FEATS - BOGGARD FEATS

FROG TONGUE [GENERAL]

Your extended tongue attacks can drag opponents back toward you.

Prerequisites: Boggard, Str 13, Con 13, BAB +1.

Benefit: Your sticky tongue is 15 ft. long when out-stretched and can pull opponents back toward you like a Giant Frog after a successful melee reach touch attack. This is treated as a primary attack with a reach of 10 ft., and you gain the Pull special ability, dragging a stuck opponent toward you at a rate of 5 ft. per round with a successful grapple check made with a +4 circumstance bonus. You may still release the grappled opponent as a free action.

Normal: A boggard's Sticky Tongue attack is not strong enough to pull opponents closer to the boggard, and only 10 ft. when stretched by an opponent only.

HORN TOAD [GENERAL]

You have a tough hide like that of a toad, including sharp knobs and horny protrusions.

Prerequisites: Boggard or Giant Frog, Con 15.

Benefit: You gain an additional +1 natural armor bonus. In addition, whenever you are grappled by an unarmored opponent or struck by an unarmed attack, the opponent must make a Reflex save (DC 10 + 1/2 HD + Con modifier) or take an additional 1d6 piercing damage.

VENOMOUS SKIN [GENERAL]

Don't lick this frog!

Prerequisites: Boggard or Giant Frog, 4 HD, Con 14.

Benefit: You excrete a poison through your skin. You and

other Boggards and Giant Frogs are immune to this poison, but any other creatures must make a Fortitude save (DC 10 + 1/2 HD + Con modifier) to avoid the effects of the poison. The poison is listed below, and is an extraordinary ability.

Frog Venom (Ex) Ingestion or injury; *save* Fort special (above); *frequency* 1/round for 6 rounds; *effect* 1d2 Con and 1d2 Wis damage (hallucinations); *cure* 2 saves

SORCERER BLOODLINE: RAKSHASA

The devious plots and schemes of rakshasas are well known throughout the multiverse, and you have been born in the lineage of one of these insatiable, gluttonous living evils. You are adept at deception, intrigue, disguise, and reading the emotions of others.

Class Skill Sense Motive

Bonus Spells alter self (3rd), nondetection (5th), beast shape I (7th), confusion (9th), dominate person (11th), dispel magic, greater (13th), greater polymorph (15th), clone (17th), soul bind (19th)

Bonus Feats Alertness, Combat Expertise, Deceitful, Dodge, Empower Spell, Improved Critical, Improved Disarm, Spell Penetration

Bloodline Arcana Whenever you cast a polymorph spell on yourself, your new form gains a +2 enhancement bonus to Charisma.

Bloodline Powers Control over mind, body, and deception, the rakshasa lineage grants the ability to deceive, read minds, and take on the traits of an unholy yogi or deceiver guru.

Touch of the Deceiver (Sp): Starting at 1st level, you can make a melee touch attack to deceive an opponent for one round, as the spell *lesser confusion*. You may use this ability a number of times per day equal to 3 + your Charisma modifier (minimum 1/day); doing so is a standard action that does not provoke attacks of opportunity.

Mind Reader (Sp, Su): At 3rd level, you can read minds as the spell *detect thoughts*. You may use this ability a number of times equal to 1 + your Charisma modifier at 3rd level (minimum 1), and an additional time for every four levels after



(up to 5 + your Charisma modifier at 19th level). At 20th level, you may use this ability at will, and it becomes a supernatural ability.

Ardent Deceiver (Su) At 9th level, you gain a +1 bonus to natural armor, a +2 racial bonus on saves against illusion spells or effects, and a +2 bonus on Disguise checks. At 13th level and 17th level, these bonuses increase by +1.

Body of the Yogi (Su) At 15th level, your base speed increases by 10 ft. You may also lift your legs off the ground to fly in a seated position, gaining a fly speed of 20 ft. (good). You are also treated as having the Hover feat (see **PATHFINDER ROLEPLAYING GAME BESTIARY**), except you do not generate a cloud of debris (no wings or propulsion).

Body of the Living Evil (Su) At 20th level, you take on rakshasa form, gaining a bestial or animal head with a bite or gore attack that deals 1d8 damage, and two claw attacks that deal 1d6 damage each. These are treated as primary attacks, or secondary attacks if you wield any manufactured weapons. You also gain DR 15/good and piercing, and a +4 racial bonus to Bluff, Disguise, and Sense Motive checks. Your type changes to Outsider (native); do not recalculate hit points, saves, skills, or base attack bonus.

CLERIC DOMAINS / SUBDOMAINS

PHILOSOPHY SUBDOMAIN

Associated Domain: Law.

Replacement Powers: A written creed composed of various philosophical notions, dogmatic embodiments, secular ideations, or spiritual insights governs your life. All Craft (calligraphy) and Knowledge (religion) checks are made with a +1 competence bonus. In addition, the following granted power replaces the touch of law power of the Law domain.

Aura of Reason (Sp) You emanate a field of reasonability within a radius that equals 10 ft. + 5 ft. per level. This ability acts like the spell, calm emotions, except that it does not suppress morale bonuses or affect a bard's performance or a barbarian's rage; it does, however prevent them and anyone affected within the aura from attacking. Those affected still possess the capacity to reason loudly, as if orating a path of logic, and Intimidate checks can still be made. You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier; these rounds need not be consecutive.

Replacement Domain Spells: 2nd—calm emotions, 5th—break enchantment, 6th—banishment, 9th—mind blank.

ENLIGHTENMENT SUBDOMAIN

Associated Domain: Glory.

Replacement Power: The following granted power replaces the touch of glory power of the Glory domain.

Chakra Alignment (Su) Your touch to a creature can, as a

standard action, give it a bonus equal to your cleric level on a single Wisdom-based skill check or Wisdom ability check. This ability otherwise functions like the Touch of Glory cleric granted power of 1st level.

Replacement Domain Spells: 3rd—protection from energy, 7th—ethereal jaunt, 9th—astral projection.

JUJU DOMAIN

Granted Powers: You are a servant of the wendo, powerful spiritual beings that rule over the domain of 'juju' and its practitioners.

Craft Juju Fetish (Ex) You can craft juju fetishes as if you possessed the Craft Wondrous Item feat. You craft these at your cleric caster level; if you possess Craft Wondrous Item, all juju fetishes you create are treated as being Caster Level +1.

Juju Zombies (Sp) At 8th level, you can animate corpses into juju zombies as the spell, animate dead; any undead created are considered juju zombies. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—charm person, 2nd—death knell, 3rd—animate dead, 4th—divination, 5th—hallow, 6th—animate object, 7th—destruction, 8th—divine vessel*, 9th—winds of vengeance.

ANCESTRAL DOMAIN

Granted Powers: The knowledge of the ancestors runs deep within you, and your ancestral faith removes the fear of others. In addition, you treat Knowledge (history) as a class skill.

Touch of the Ancestors (Su) You can touch a creature as a standard action to grant it a competence bonus to their next skill check, saving throw, or attack roll equal to +1 per two cleric levels (minimum +1, to a maximum of +5). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Ancestral Prescience (Su) At 8th level, whenever a confusion, fear, hex, or curse spell or effect targets one or more allies within 30 feet, you can use this ability to allow your allies to make two saving throws and use the higher of the two. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

Domain Spells: 1st—bless, 2nd—gentle repose, 3rd—prayer, 4th—tongues, 5th—atonement, 6th—find the path, 7th—control weather, 8th—holy aura, 9th—true resurrection (resurrects ancestral figures, or those of an ancestral lineage).

(Spells marked with an * asterisk are found in the **PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE**, Chapter 5. Juju Zombies can be found in **PATHFINDER ROLE-**

PLAYING GAME BESTIARY II, as well as described in current material on the Juju path by the publisher of **PFRPG**. You can expect more from us on juju tradition, variant shamanism, and Juju Zombies within **THE NYMIAN BEASTLANDS CAMPAIGN SETTING** material.)

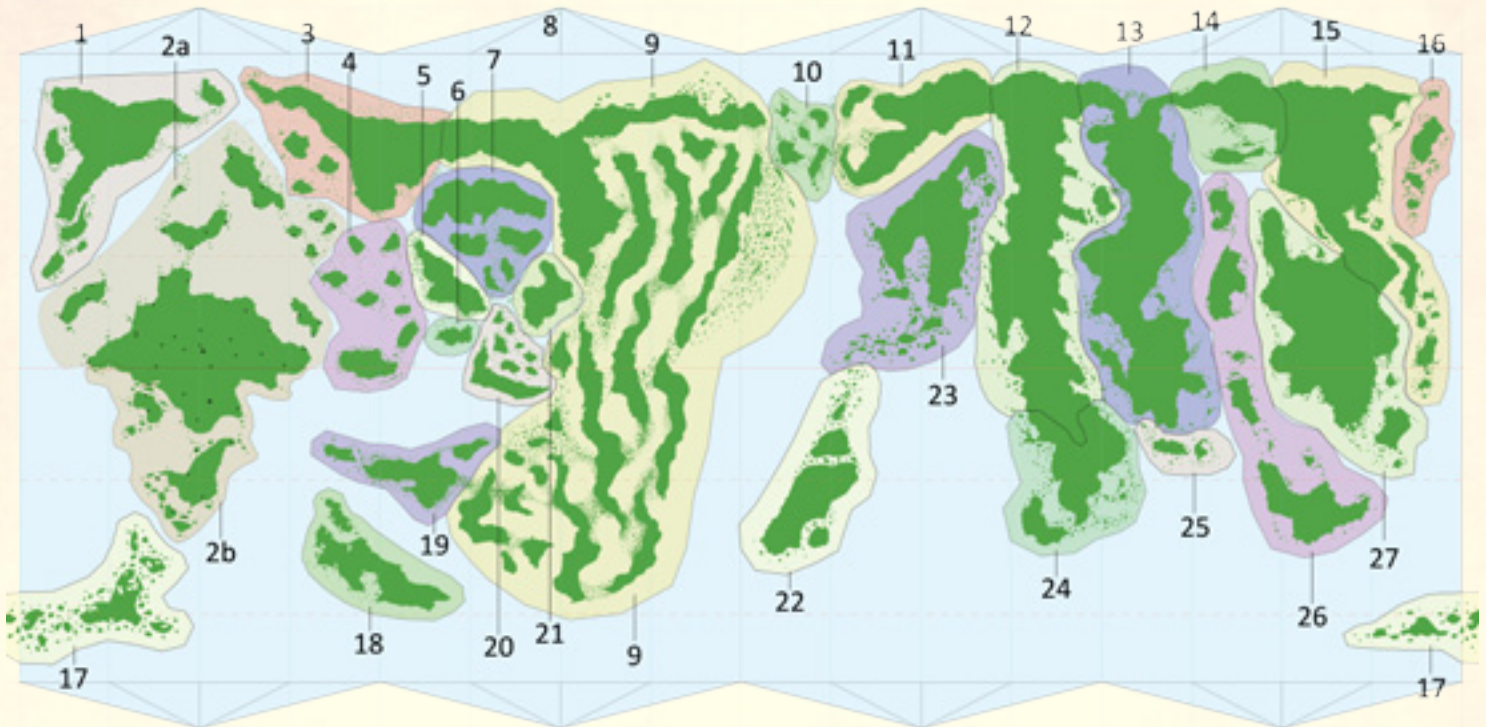
PLAYTESTER NOTES

'Minotaur, Minoan'
Bonnie Horton



MAPS: PART 1

MAP I: REGIONAL BOUNDARIES



1 - Namta (Neanderthalia)

2 - Ravarnoka

2a - Minotia

2b - Taurina

3 - Sabrea

4 - Jamba ("the anarch lands");
Twilight Dusk D

5 - Tapos; Twilight Dusk B

6 - Moksha (Kama)

7 - Promos; Twilight Dusk A

8 - Polar monument

9 - Omarkan Outlands

10 - Omakwa ("the bridge lands")

11 - Pashti

12 - Brahmidvati

13 - Hamarjhan

14 - Pajarashni

15 - Hakmaal / Mao'ki-lan

16 - Jharnda-han

17 - Dinopriminas

18 - Saurinam

19 - Primijustea

20 - Aventos; Twilight Dusk C

21 - Moniprimia ("the Isle of
Banners")

22 - Paohuti-marna

23 - Mivini

24 - Mahatpa

25 - Viarhuni

26 - Haptea

27 - Tikhan / Hakmaal / Mao'ki



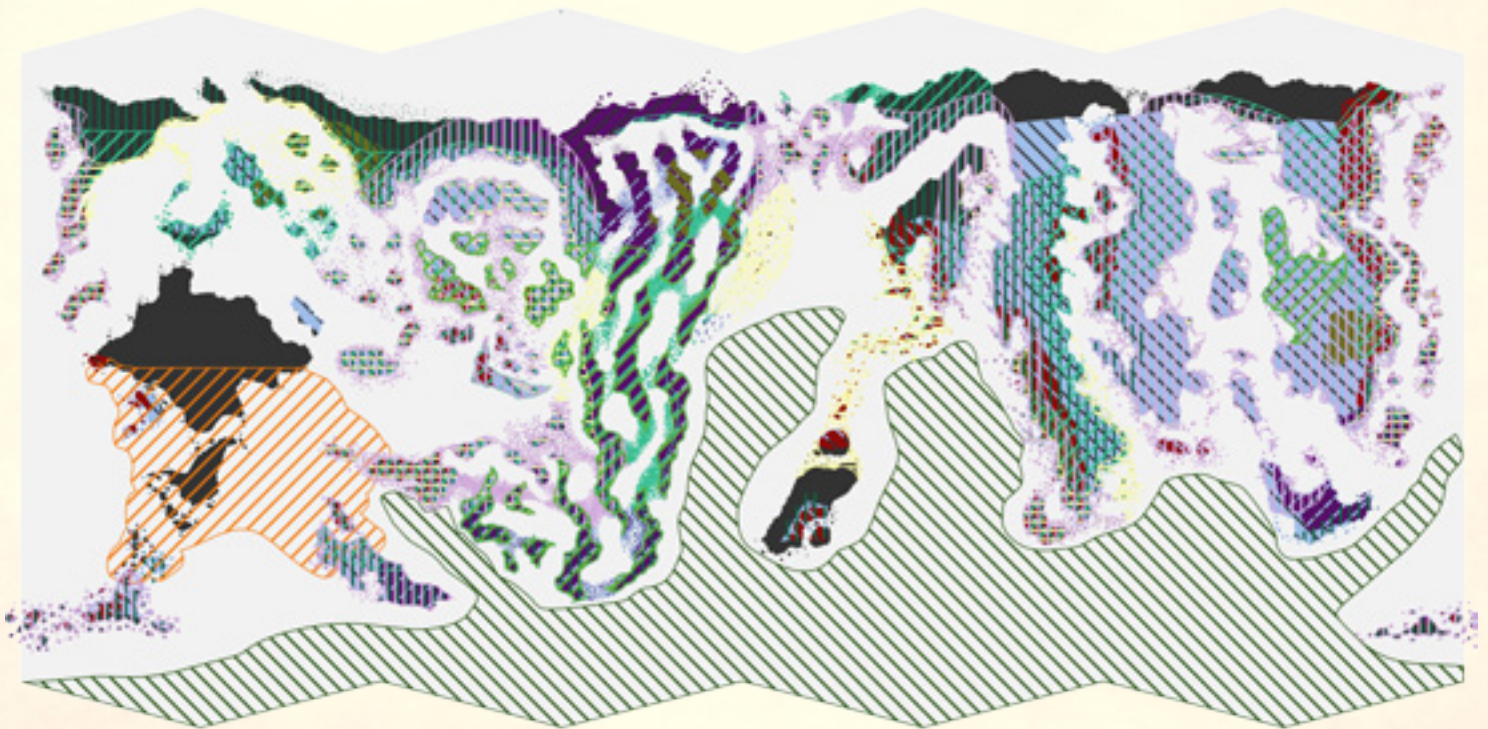
MAP II: TOPOGRAPHY (IN PROGRESS)



MAP III

	Cosmopolitan Humans		Av		Fae, Sylvars, & Faunarian		Nezumi		Tengus		Glydians
	Celestials, Allies, & Primaethion		Boggard & Gripli		Anakim - Nagas, Orokal, & Serpentfolk		Lizardfolk & Saurians		Pygmies		Gnoll
	Insectoids		Canitians		Hengeyokai		Kitsune		Neanderthals		Taurians
	Minotaurs		Sahuagin				Tribal Humans		Merfolk		

MAP IV



MAP IV: RACIAL DEMOGRAPHICS B

APPENDIX TABLE: CREATURE CR EXPECTED STATISTICS

CR ½: 10 hp, AC 11, Attacks (high +1, low +0; average damage – high 4, low 3), ability DC (primary 11, secondary 8), Saves (good +3, bad +0).

CR 1: 15 hp, AC 12, Attacks (high +2, low +1; average damage – high 7, low 5), ability DC (primary 12, secondary 9), Saves (good +4, bad +1).

CR 2: 20 hp, AC 14, Attacks (high +4, low +3; average damage – high 10, low 7), ability DC (primary 13, secondary 9), Saves (good +5, bad +1).

CR 3: 30 hp, AC 15, Attacks (high +6, low +4; average damage – high 13, low 9), ability DC (primary 14, secondary 10), Saves (good +3, bad +0).

CR 4: 40 hp, AC 17, Attacks (high +8, low +6; average damage – high 16, low 12), ability DC (primary 15, secondary 10), Saves (good +7, bad +3).

CR 5: 55 hp, AC 18, Attacks (high +10, low +7; average damage – high 20, low 15), ability DC (primary 15, secondary 11), Saves (good +8, bad +4).

CR 6: 70 hp, AC 19, Attacks (high +12, low +8; average damage – high 25, low 18), ability DC (primary 16, secondary 11), Saves (good +9, bad +5).

CR 7: 85 hp, AC 20, Attacks (high +13, low +10; average damage – high 30, low 22), ability DC (primary 17, secondary 12), Saves (good +10, bad +6).

CR 8: 100 hp, AC 21, Attacks (high +15, low +11; average damage – high 35, low 26), ability DC (primary 18, secondary 12), Saves (good +11, bad +7).

CR 9: 115 hp, AC 23, Attacks (high +17, low +12; average damage – high 40, low 30), ability DC (primary 18, secondary 13), Saves (good +12, bad +8).

CR 10: 130 hp, AC 24, Attacks (high +18, low +13; average damage – high 45, low 33), ability DC (primary 19, secondary 13), Saves (good +13, bad +9).

CR 11: 145 hp, AC 25, Attacks (high +19, low +14; average damage – high 50, low 37), ability DC (primary 20, secondary 14), Saves (good +14, bad +10).

CR 12: 160 hp, AC 27, Attacks (high +21, low +15; average damage – high 55, low 41), ability DC (primary 21, secondary 15), Saves (good +15, bad +11).

CR 13: 180 hp, AC 28, Attacks (high +22, low +16; average damage – high 60, low 45), ability DC (primary 21, secondary 15), Saves (good +16, bad +12).

CR 14: 200 hp, AC 29, Attacks (high +23, low +17; average damage – high 65, low 48), ability DC (primary 22, secondary 16), Saves (good +17, bad +12).

CR 15: 220 hp, AC 30, Attacks (high +24, low +18; average damage – high 70, low 52), ability DC (primary 23, secondary 16), Saves (good +18, bad +13).

CR 16: 240 hp, AC 31, Attacks (high +26, low +19; average damage – high 80, low 60), ability DC (primary 24, secondary 17), Saves (good +19, bad +14).

CR 17: 270 hp, AC 32, Attacks (high +27, low +20; average damage – high 90, low 67), ability DC (primary 24, secondary 18), Saves (good +20, bad +15).

CR 18: 300 hp, AC 33, Attacks (high +28, low +21; average damage – high 100, low 75), ability DC (primary 25, secondary 18), Saves (good +20, bad +16).

CR 19: 330 hp, AC 34, Attacks (high +29, low +22; average damage – high 110, low 82), ability DC (primary 26, secondary 19), Saves (good +21, bad +16).

CR 20: 370 hp, AC 36, Attacks (high +30, low +23; average damage – high 120, low 90), ability DC (primary 27, secondary 20), Saves (good +22, bad +17).

[These statistic goals are based on the *Monster Creation* material in the **PATHFINDER REFERENCE DOCUMENT** at <http://paizo.com/pathfinderRPG/prd/monsters/monsterCreation.html>, and in the **PATHFINDER ROLEPLAYING GAME BESTIARY**, Appendix 1.]



CREATURE ENCOUNTER PLAYTEST (GM)

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

PLAYTESTER FEEDBACK FORM 1A: FOR GMS

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?

CREATURE:			
Session # or Series Name:			
Game Master:		Creature’s Intended CR:	
Players:			
Control / Comparison Creature & CR:			
Does it embody this CR?	<input type="radio"/> Yes <input type="radio"/> No	Suggested CR:	
What if any aspects of this creature fall outside the expected stats of the CR?			
Creature HD:		Base Racial Traits?	<input type="radio"/> Yes <input type="radio"/> No
PC Class Levels:		NPC Class Levels:	
What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?			
Base Racial HD:		Racial Levels Input:	
Advanced HD:			
Paragon HD:			
Other Racial Levels Adjustments or Balance Factors:			
New Special Abilities & Considerations:			
Tactics & Strategy 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

CREATURE:			
Player:		Race:	
Character:		Class / Level:	
Str:		Racial Abilities & Character Traits:	
Dex:			
Con:			
Int:			
Wis:		Primary Class Abilities:	
Cha:			
Feats:			
Character Notes:			

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?

PLAYTESTER FEEDBACK FORM 2A: RACIAL LEVELS

☐ NPC Encountered Creature ☐ PC with Racial Levels

☐ PC class levels ☐ NPC class levels ☐ None

CREATURE RACE:			
Control / Comparison Creature & CR:			
Does it embody this CR?		<input type="radio"/> Yes <input type="radio"/> No	Suggested CR:
What if any aspects of this creature fall outside the expected stats of the CR?			
Creature HD:		Base Racial Traits?	<input type="radio"/> Yes <input type="radio"/> No
PC Class Levels:		NPC Class Levels:	
What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?			
Base Racial HD:		Racial Levels Input:	
Advanced HD:			
Paragon HD:			
Other Racial Levels Adjustments or Balance Factors:			
New Special Abilities & Considerations:			

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Also, see Chapter 5, 'The Path of Juju' for more on the Juju Tradition and for more on Juju Zombies.



INTO THE FOLDS OF THE PRIMAEVAL,
THE SAVAGE, THE MYSTERIOUS, AND
THE UNKNOWN...

THE NYMIAN BEASTLANDS

A PLAYTESTER'S GUIDE TO THE LANDS & PEOPLES OF OMARCA

V.1.0 - FIRST PRINTING, FEBRUARY 2011

The very first in a series of playtesting products regarding The Nymian Beastlands Campaign Setting, this guide shows Pathfinder Roleplaying Game players and Game Masters (respectfully called 'Storytellers' in this setting material) everything they need to know to begin the hard work of playtesting the upcoming material for an entirely new campaign setting. Along with a summary of the setting elements, a bunch of new playtest material is available inside these pages. These new materials are fully compatible with your other core material, and can be used to get playtesters off on the right foot!

THE BEASTLANDS AWAIT! TIME TO BEGIN!



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