

# THE NYMIAN BEASTLANDS™

## PLAYTEST PACK 02: FRIEND OR FOE 1

R. WILLIAM THOMPSON



LAST UPDATED: JUNE 13TH, 2011

KRHPP02



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Dear Playtesters,

In this installment of the **PLAYTEST PACK** series leading up to **OMARKAN ECOLOGY I: THUNDER LIZARDS & LEGENDS**, we introduce you to our creature collection, including allies, adjudicators, and antagonists alike. If these creatures are friend or foe, it is for you to decide.

We begin with the Seraph, a new avian angel with an erratic streak and warrior history; the Seraphim, beings whose celestial bloodline mixes with many others, provide a basis for some of our future monsters, including the Seraphoenix and Seraph-sphinx. A sacred protector of the cults of Anubis, the Jackal Warrior, is presented as our first example of the Anubisians, an outsider racial group. A folklore favorite of ours is the Selkie, who in this material is a shapeshifting fey creature with a unique seal pelt. A creative design challenge for the **KREWE** illustrators, are the Kami, spirit beings who are often found in neutral standing, or else alien and beyond most mortals' comprehension, yet they are powerful and benevolent guardians of nature and the connection between the Material Plane and the Spirit World. Presented here are protectors of temperate woodlands, and of the sacred gates of ancestral spiritualism, the *torii* gate of Shinto. Making the first appearance from the depths of the sea is a new merfolk type based on an octopus, the Octimerrae. Finally, a revision on an ancient creature of Babylonian architecture and faith, the Sedu is a creature birthed in antiquity and revised for the modern day to represent a more symbolic aspect of the original creature – this new perspective on an old gaming creature is based on an original concept by author, Storm Constantine, from her *Wraththu Mythos*, and is used with permission.

Here they are – friend or foe – it's up to you playtesters and your tables to decide!

Many thanks, and best wishes to you and yours!

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

HAVE YOU REGISTERED TO PLAYTEST YET? IF NOT,  
THEN PLEASE DO IT NOW! REGISTERED PLAYTESTERS  
GET ALL THE GOOD STUFF! BONUS MATERIAL IS  
AVAILABLE FOR THIS PLAYTEST PACK!

# PLAYTEST PACK O2: FRIEND OR FOE 1

## PLAYTESTING & THE 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 this free online document should be reviewed prior to playtesting this material. In this guide are included information on the setting, rules for viable playtesting and data gathering resources, including character creation standards, new playtesting content, and setting-specific player options.

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 future playtesting materials and/or products!

## FRIENDS AND FOES

This is your chance to pit your playtesting groups against some serious enemies. Try fighting them on their own, or in a group or encounter series with other familiar creatures. If you have other playtest material by us, try adding an NPC with player options from the campaign setting, and make sure that players have characters which are not using playtest material! Too many variables makes for confusing data, so only pit PCs with playtesting options against normal encounters, and normal characters against new creature playtesting encounters! Also, most game sessions assume a good/neutral adventuring party, against evil/neutral antagonists and enemies; if the playtesting creature is good/neutral-aligned, make sure the characters and their abilities are the opposite, just to be sure of the effectiveness of their stats. Now, get to playtesting, and by the *Living Gods*, have fun!






















## ANGEL, SERAPHIM

These angels are beyond ancient, hailing from a previous epoch prior to the current universe, and perhaps further back even still! They are in no way your typical angel, though many ancient celestial cultural elements appear to have their origins in this race's mortal beginnings. Known to be an ascended race of bird-like beings with many wings, they are also well known for being elite warriors and capable planar physical combatants. Their alignment shifts can be sudden and drastic, so just when you think you can trust an angel... just watch out.

## SERAPHIM AND THE CELESTIAL COURTS

Seraphim, as a race of unique and dynamic angels, present many new aspects of celestials, but their connections to the angelic and other celestial courts is similarly unique in THE NYMIAN BEASTLANDS setting as well. Characters with 10 or more ranks in Linguistics or Knowledge (Planes) can have the opportunity to recognize the ancient Seraphim culture for what it truly is: the precursor society to current celestial societies and governmental structures. Developed on their home world during their first eons as mortals, and carried through possibly as many as three different successive realities before the current state, the Seraphim culture, language, history, and laws are ancient beyond most mortal comprehension. As such, this race can be presented in a truly powerful manner, bearing elements of prehistory considered ancient to even many of the most ancient and powerful outsiders. This intense history can often be used to back up intense personalities, dynamic reactions to seemingly benign events, and even more storyline events that will be sure to leave your players wondering at the origins and motivations of this strange outsider species. If you are using a different historical progression in your own setting's celestial societal structure, feel free to treat these as any other angelic being – with the usual quirks, of course.

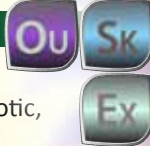
## MONSTER ICONS

<u>CREATURE TYPE</u>		<u>TERRAIN TYPE</u>	
	 FEY	 DESERT	
	 HUMANOID	 FOREST	
	 MAGICAL BEAST	 PLAINS	
	 OUTSIDER	 SKY	
	 EXTRAPLANAR	 WATER	
	 TEMPERATE		
	 TROPICAL/WARM		

## ANGEL, SERAPH

This looming bird-like creature has a vaguely humanoid appearance. It has a striking beaked face, clawed talons on its hands and feet, vibrantly colored plumage assailing the eyes, and a burning sense of holiness emanates from this strange celestial being. Six large primary wings jut out from its back and many other smaller wing sets extend from various points on the body as well; they sprout forth from the wrists, ankles, and other portions of the torso and appendages including crests along back of the head. Its eyes appear feral and untamed, and yet its posture asserts a confidence like that of a military officer hardened by many years of battle.

### SERAPH (CR 10)



#### XP 9,600

CG Large outsider (angel, chaotic, extraplanar, good)

**Init** +7; **Senses** darkvision 60 ft., superior low-light vision; Perception +17 (+8 in any form of illumination)

**Aura** protective aura

#### DEFENSE

**AC** 23, touch 12, flat-footed 20 (+6 armor, +3 Dex, +5 natural, -1 size, +4 deflection vs. evil)

**hp** 114 (12d10+48)

**Fort** +8, **Ref** +11, **Will** +11; +4 vs. poison, +4 vs. evil spells/effects

**Defensive Abilities** uncanny dodge; **DR** 15/adamantine, evil, or magic; **Immune** acid, charm, cold, compulsion, petrification; **Resist** electricity 10, fire 10; **SR** 21 (25 vs. evil spells/effects; 29 vs. the effects of evil outsiders)

#### OFFENSE

**Speed** 40 ft., fly 80 ft. (good); seraphim flight

**Melee** +2 *flaming scimitar* +18/+13/+8 (1d8+7 plus 1d6 fire/18-20), bite +14 (1d8+2 plus grab), claw +14 (1d6+2 plus grab/19-20), 4 wings +14 (1d6+2 plus stun/19-20), **OR** bite +16 (1d8+5 plus grab), 2 claws +16 (1d6+5 plus grab/19-20), 4 wings +16 (1d6+5 plus stun/19-20)

**Ranged** +2 *darkwood/jade spear* +17 (2d6+9/x3)

**Space** 10 ft.; Reach 10 ft.

**Special Attacks** burning righteousness

**Spell-Like Abilities** (CL 10th; concentration +15)

At will—*aid*, *continual flame*, *detect evil*, *detect law*, *detect magic*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy smite* (DC 19), *holy word* (DC 22), *plane shift* (DC 22), *remove curse*, *remove disease*, *remove fear*

5/day—*cure light wounds* (DC 16), *see invisibility*, *shield of faith*

3/day—*dimensional anchor*, *levitate*, *neutralize poison*

2/day—*greater invisibility* (self only), *holy aura* (DC 23), *true seeing*

1/day—*atonement*, *hallow*, *heal*, *flame strike* (DC 20)



#### STATISTICS

**Str** 20, **Dex** 16, **Con** 18, **Int** 18, **Wis** 16, **Cha** 20  
**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 31

**Feats** Flyby Attack, Improved Initiative, Improved Critical (claw, wing), Multiattack, Wingover

**Skills** Acrobatics +18, Craft (any one) +17, Diplomacy +19, Fly +22, Heal +14, Intimidate +19, Knowledge (planes) +20, Knowledge (religion) +20, Linguistics +8 (to decipher ancient or supernatural scripts only), Perception +17 (+25 in any form of illumination), Sense Motive +17, Stealth +16, Survival +7 (on any non-native plane); **Racial Modifiers** +2 Acrobatics, +6 Fly, +2 Knowledge (planes), +2 Knowledge (religion), +4 Linguistics to decipher ancient or supernatural scripts, +8 Perception checks made in poor illumination or better, +4 Survival on any non-native plane

**Languages** Abyssal, Celestial, Faunarian, Infernal, Sylvan; truespeech

**SQ** challenge of holy divergence

#### ECOLOGY

**Environment** Any chaotic or good aligned plane

**Organization** Solitary, pair, troop (3-5), eyrie (3-8 seraphim plus 1-4 celestial giant eagles), or host (5-12 seraphim plus 3-8 astral devas, and 2-6 celestial giant eagles)

**Treasure** standard coins & goods, double armor & weapons (mithral breastplate, +2 *flaming scimitar*, +2 *darkwood/jade spear*, other treasure)

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### SPECIAL ABILITIES

**Superior Low-light Vision (Ex):** A seraph can see five times as far as a human can in dim light, and its daytime vision is so acute that it can spot something with perfect clarity up to five miles away. It gains a +8 racial bonus to Perception checks made in any illumination.

**Protective Aura (Su):** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level 12th). The defensive benefits from the circle are not included in the statistics block.

**Uncanny Dodge (Ex):** This ability functions as the rogue class ability. If a seraph gains Uncanny Dodge from class levels, it instead gains Improved Uncanny Dodge.

**Burning Righteousness (Su):** A seraph can beat any four of its wings as a standard action, whether while standing or in flight, to generate a searing wave of heat and divine power that deals 2d6 points of non-igniting fire damage and 1d6 holy damage to all creatures within a 20-foot cone. Non-evil creatures that make a successful Fortitude save (DC 21) take half fire damage and no holy damage, and evil creatures take half damage of both types. Undead and evil outsiders that

succeed take half the fire damage, and all of the holy damage. The save DC is Cha-based. If a seraph's alignment changes (see *Challenge of Holy Divergence*, below), the alignments of those creatures affected do not change – for example, if a seraph's Challenge causes him to become evil, non-evil creatures are not in any more danger of the holy emanations of spiritual fire than they were before the alignment shift.

**Stun (Su):** If a seraph strikes an opponent twice in one round with its wing slams, that creature must succeed on a DC 21 Fortitude save or be stunned for 1d2 rounds. The save DC is Strength-based.

**Truespeech (Su):** Seraphim can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

**Challenge of Holy Divergence (Ex):** Long ago, seraphim were given divine blessings, one of which was a challenge to their very devotion to the divinities, which would incorporate their fierce protection of free will, independence, and passionate lives of destiny. Every once in a while, seraphim undergo a change that affects their alignment, persona, and elements of how they deal with others. It is a divine challenge which they see as a blessing, even though others may see it as a curse.

Every 1d4 years (with an annual rotation about the central star consisting of between 300 and 850 days on most planet-like worlds in the Material Plane), seraphim experience a divine alignment change that challenges their ability to be devoted to the highest ideals of goodness and independence. It is considered a blessing by their race, even though the

changed alignment of seraphim can seem like a curse to others who are affected by the newly divergent creatures. When the shift occurs, they must make a Willpower save (DC 30) or else change alignment (see table below). The shift in personality affects all aspects of their perception and attitude, and it requires a strong will in order to return to the path of goodness they previously walked. Every month (30 days), seraphim may make a new Willpower save (the save DC increases by cumulative +2 every time it is rolled) to change back to their previous or natural alignment.

This effect does not change the angel's subtype for the purposes of overcoming damage reduction or aligned attacks, nor does it affect the relationship to the alignments affected by its *Burning Righteousness* ability – the seraphim are inherently

good and chaotic in nature, and that essence of them is protected, however their perspective and alignment are not. They do not suffer any other penalties, level adjustment or any other changes for changing alignment after initial creation. Diplomacy, bluff, intimidate and similar social checks made may be difficult until a character begins to sense the motive of the creature, and recognizes that the entire being's personality and conscience may have change in an instant without any notice. There are no Spot or Sense Motive bonuses or penalties to recognize that a seraph has undergone its challenge – it simply happens instantaneously. Being incredible warriors, this can make for

a very shocking and surprising turn of events if witnessed or experienced first-hand. A seraph may detect his own alignment shift without confusion or unwilling expression with a Wisdom check (DC 10 +½ HD, or 15 for a standard seraph). They may choose to react or express their recognition if they please.

**Seraphim Flight (Ex):** A seraph has over twenty wing-like protrusions from various parts of its otherwise humanoid-avian body, granting it a unique ability during flight to perform movements of its standard flight and still make wing attacks. By trading maneuverability during flight for up to two wing attacks per flight maneuverability category lowered, the seraph can make these wing attacks with no penalty, to a minimum flight maneuverability category of poor (traded for up to four wing attacks while moving at full speed). Seraphim can move at half their fly speed to improve their flight maneuverability by a single category in this way. All seraphim receive a +6 racial bonus to Fly checks, can perform the run action if unobstructed and flying in a straight line, and can make Fly checks even while threatened or distracted. Seraphim can perform a charge action by diving and moving at double the typical charge speed. If the seraph is rendered unconscious or paralyzed, powerful ligaments in the wings will unfurl them in a way that makes the seraph glide down in a tight corkscrew, taking a maximum of 1d6 points of falling damage no matter from which height a seraph falls.

### Seraphim Challenge of Holy Divergence: Random Alignment Shift

% roll	New Alignment
96-00	No change
59-94	Chaotic Neutral
21-58	Neutral Good
16-20	Lawful Neutral
11-15	True Neutral
7-10	Chaotic Neutral
5-6	Chaotic Evil
3-4	Neutral Evil
1-2	Lawful Evil

## ANUBISIANS

Anubis, superior among the Pharaonic Pantheon members of the Living Gods on Omarka, has an extensive cult of worshippers on Nym and abroad, with his primary outsider race of protectorates, the Anubisians, reigning first and foremost amidst the planes and here on Nym. Officially stationed as guardians and sent as planar allies of the sacred pharaonic sites and the luxurious palaces of Anubis, they also find great success in being diplomats among canitian-kind (dogfolk), as well as the most successful of any beings in educating and civilizing the gnolls of the Omarkan Outlands. Presented here are the brutal, mighty guardians of Anubis' sacred palaces, the Jackal Warriors.

## ANUBISIAN TRAITS

Anubisians are a diverse race, split up into castes. While each of these castes has its own unique form and powers, they share the following traits in common.

**Outsider Subtypes:** Anubisians are outsiders (often native, and always considered native to Nym) with the Anubisian and lawful subtypes. Those with damage reduction have its effect negated by chaotic and obsidian attacks or weapons.

**Emanation of Order (Su):** All Anubisians produce an aura of lawfulness which has an area that varies by Anubisian type. Within the emanation, all non-lawful creatures must make a Will save (DC varies by type, and equals half the Anubisian's Hit Dice; Charisma-based), or else be affected by the following effects based on their alignment. Chaotic creatures who fail their save must repeat the same action they made in the previous round, either while entering the aura, or while within it, whichever is most recent. Neutral creatures (law-vs.-chaos axis only) who fail their save gain the sickened condition. Lawful creatures remain unaffected, with the following exceptions: lawful-aligned paladins and monks receive the effects of a *bleed* spell (caster level equals the Anubisian's Hit Dice).

**Regeneration:** All Anubisians regenerate, though the rate of regeneration varies. Damage from cold and force effects, as well as weapons made of obsidian can kill an Anubisian.

**Anubisian Immunities:** All Anubisians are immune to charm, compulsion, death effects, disease, petrification, poison, and polymorph spell/effects.

**Benevolent Passing (Su):** When an Anubisian is brought to 0 hit points or below, it may choose to make its death helpful to its allies by causing a positive energy burst that affects a 60-foot radius, healing an amount of damage that varies by the Anubisian, and affects only those individuals the Anubisian chooses prior to death. They may choose to use the *Wrathful Passing* ability in place of this ability upon reaching 0 hit points; they may choose to do one or the other, or else neither, but not both. This ability otherwise functions like the channel energy cleric class ability, as though the Anubisian had the *Selective Channel* feat in addition to the channel energy class ability, with its cleric level equal to its Hit Dice.

**Wrathful Passing (Su):** When an Anubisian is brought to 0 hit points or below, it may choose to make its death more poignant by causing a negative energy burst that affects a 60-foot radius, dealing an amount of damage that varies by

## ANUBIS (PHARAONIC PANTHEON DEITY)

Anubis, like Apep, Sobek, and Set, brings his avatar to Nym on an irregular basis, and brings with his presence great numbers of his cult members from all races, worlds, and planes. Anubis as a deity has the following characteristics.

### ANUBIS (PHARAONIC PANTHEON)

**Intermediate Deity** (*Divine Rank* 11)

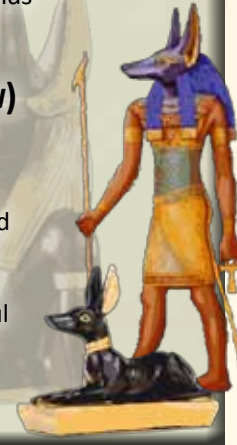
**Alignment:** Lawful Neutral

**Favored Weapon:** Mace

**Symbol:** A black jackal, or the jackal-headed form of Anubis himself

**Portfolio:** Death, Rebirth, Judgment, Mummification, Ceremony, Ritual, Powerful Magics (especially over life & death)

**Domains:** Community, Knowledge, Law, Magic, Repose



the Anubisian. Those that succeed on a Fort save (DC 10 + 1/2 the Anubisian's Hit Dice + Charisma modifier) are unaffected. They may choose to use the *Benevolent Passing* ability in place of this ability upon reaching 0 hit points; they may choose to do one or the other, or else neither, but not both. This ability otherwise functions like the channel energy cleric class ability, with its cleric level equal to its Hit Dice.

## ANUBISIAN, JACKAL WARRIOR

*This immense, jackal-headed humanoid being has the feral look one expects of the warriors of Anubis, and often has the traditional headdress of the Pharaonic Pantheon, brandishing a large khopesh with accuracy and poise.*

### JACKAL WARRIOR (CR 9)



**XP 6,400**

LN Large outsider (Anubisian, lawful, native)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; **Perception** +16

**Aura** emanation of order (DC 19)

#### DEFENSE

**AC** 23, touch 10, flat-footed 22 (+4 armor, +1 dodge, +9 natural, -1 size)

**hp** 114 (12d10+48); regeneration 5/cold, force, or obsidian

**Fort** +13, **Ref** +4, **Will** +12

**DR** 10/chaotic, magic or obsidian; **Immune** charm, compulsion, death effects, disease, petrification, poison, polymorph effects; **SR** 20

#### OFFENSE

**Speed** 40 ft.

**Melee** +1 *khopesh* +17/+12/+7 (2d6+6 plus trip/19-20), bite +11 (1d8+2), claw +11 (1d6+2), **OR** bite +16 (1d8+5), 2 claws +16 (1d6+5)

**Ranged** spear +11 (2d6+7/x3)

**Space** 10 ft.; **Reach** 10 ft.

**Spell-Like Abilities** (CL 13th; concentration +15)

Constant—*true seeing*

At will—*calm animals* (DC 14), *calm emotions* (DC 15), *death knell* (DC 15), *detect chaos*, *detect magic*, *dominate animal* (canines only, CL 12th; DC 16)

3/day—*bane* (DC 14), *bleed*, *cure moderate wounds* (DC 15),

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*inflict moderate wounds* (DC 15), *plane shift* (DC 20)

*1/day—banishment* (DC 19), *dimensional anchor*, *harm* (DC 19), *heal* (DC 20)

**Special Attacks** jackals curse, khopesh affinity, power of the grave (6/day, DC 16)

### STATISTICS

**Str** 20, **Dex** 11, **Con** 18, **Int** 11, **Wis** 14, **Cha** 16

**Base Atk** +12; **CMB** +18 (+20 to bull rush); **CMD** 29 (+31 vs. bull rush)

**Feats** Ability Focus (jackal curse), Command Undead<sup>B</sup>, Dodge, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Turn Undead<sup>B</sup>

**Skills** Acrobatics +6, Climb +11, Diplomacy +10, Intimidate

+13, Knowledge (arcana) +11, Knowledge (planes) +11, Knowledge (religion) +14, Perception +16, Sense Motive +12, Spellcraft +10; Racial Modifiers +4 Knowledge (religion), +4 Perception

**Languages** truespeech

**SQ** alternate form (dire jackal [dire wolf], *beast shape II*), benevolent passing, wrathful passing

### ECOLOGY

**Environment** any lawful-aligned plane, or any warm land

**Organization** solitary or guard (1-4)

**Treasure** standard (mwk khopesh, +2 *chain shirt*, 6 spears, other treasure)

### SPECIAL ABILITIES

**Benevolent Passing (Su)** A jackal warrior's benevolent passing heals 6d6 points of damage to all living creatures within 60 ft. A jackal warrior can select up to 3 creatures in the area that are not healed.

**Jackals Curse (Su)** As a full-round action, a jackal warrior can focus its will upon a single creature, reshaping it should the target fail a Fort save (DC 21). Targets failing this save are changed into jackals (treat as dogs). This ability functions as a 5th-level spell with a caster level of 12. The save DC is Charisma-based.

**Khopesh Affinity (Ex)** Jackal warriors prefer to wield the khopesh over all other melee weapons. Whenever a successful attack is made by a jackal warrior with a khopesh, they receive a free trip attempt, and gain the benefit of *Improved Trip* on this trip attempt. Any khopesh a jackal warrior wields gains a +1 enhancement bonus over any it already head (maximum +5).

**Power of the Grave (Su)** Jackal warriors can channel energy as a cleric, and possess both the *Command Undead* and *Turn Undead* feats as bonus feats for use with this ability alone. A jackal warrior's effective cleric level with this ability is equal to their total hit dice minus 5, or 7th-level for a typical jackal warrior.

**Wrathful Passing (Su)** A jackal warrior's wrathful passing deals 6d6 negative energy with a DC 19 Will save for half.

### Equipment—Weapon, Khopesh

(*One-Handed Exotic Melee*): This heavy blade has a convex curve near the end, making its overall shape similar to a battleaxe; it can be used to make trip attempts.

**Cost** 20 gp; **Damage** 1d6 (S), 1d8 (M); **Critical** 19-20/x2; **Weight** 8 lbs.; **Type** S; **Special** trip



## FAE

The fey of Omarka (spelled *Fae* for flavor as well as cultural identification of full-blooded fey creatures), range beyond those found in the *PFRPG BESTIARIES 1 AND 2*, though we will be covering how this wide range of creatures exists in the cultures of Omarka. Presented here is the Selkie, a shapechanger Fae that has a seal form and human form, which can shed its unique seal pelt in order to become like other humans and live freely among them. Possessing its seal pelt gives another being control over the fey from becoming a seal again, as well as causing it to forget its origins – but beware the vengeance of the angered Selkie!

## FAE, SELKIE

*This seal's knowing eyes are the only feature showing its human intellect. As its skin opens like a sack splitting down its back, a comely humanoid figure emerges from the pelt fully armed and clothed.*

### SELKIE (CR 4)



#### XP 1,200

N Medium fey (aquatic, shapechanger)

**Init** +4; **Senses** low-light vision, scent; **Perception** +10

#### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+1 dodge, +6 natural) *in seal form*; 19, touch 11, flat-footed (+6 armor, +1 dodge, +2 natural) *in human form*

**hp** 36 (6d6+12)

**Fort** +6, **Ref** +5, **Will** +7

**DR** 8/cold iron; **Immune** polymorph effects; **Resist** cold 10;

**SR** 15

**Weaknesses** seal pelt

#### OFFENSE

**Speed** 30 ft.; swim 60 ft. (*seal form only*)

**Melee** bite +3 (1d6) *in seal form*; primitive koa (terbutje) +3 (1d8/19-20) *in human form*

**Ranged** harpoon +3 (1d10/19-20) *in human form*

#### STATISTICS

**Str** 11, **Dex** 11, **Con** 14, **Int** 10, **Wis** 14, **Cha** 15

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Alertness, Dodge<sup>B</sup>, Great Fortitude, Improved Initiative

**Skills** Acrobatics +4, Bluff +9, Craft (trapmaking) +6, Disguise +9, Knowledge (local) +6, Knowledge (nature) +6, Perception +10, Perform (singing) +9, Sense Motive +10, Stealth +4, Swim +6 (+14 *in seal form*)

**Languages** Aquan, Common, Sylvan

**SQ** amphibious, seal shape, selkie song

#### ECOLOGY

**Environment** cold or temperate aquatic

**Organization** solitary, club (2-4), or pod (2-6 plus 1-12 noncombatant young)

**Treasure** NPC gear (+2 hide armor, primitive koa, 3 harpoons, other treasure)

#### SPECIAL ABILITIES

**Seal Shape (Su)** A selkie in its natural form appears as a normal seal, but by removing its seal pelt (see below) it may take the alternate form of a human (or other similar Medium-sized humanoid, at the GM's discretion). This ability is a full-round

action that can be used at will to remove or wear the pelt, and otherwise acts as the spell, *alter self* (caster level 6th), except that the form chosen must be Medium-sized, and the selkie always retains its own abilities and senses in either of its forms, and the effect lasts as long as the selkie chooses. A selkie killed in human form does not revert to its natural seal form unless it carries or holds its seal pelt upon its death.

**Seal Pelt (Su)** Along with granting a selkie the ability to shed its seal form to become a human, a selkie's seal pelt is also a powerful device that can be used to control or imprison the fey. When walking among other humanoids, selkies often shed their seal form and place the pelt somewhere safe and hidden away while they journey in human form. Any creature with an Intelligence score of 6 or more that speaks a language the selkie can understand, that holds the seal pelt in their possession, has the power of *suggestion* over the selkie (as the spell; caster level equals the selkie's Hit Dice, minimum 5th), even going so far as being able to convince the selkie of their human origin, or forcing them into another lifestyle outside their own. A selkie can journey apart from its seal pelt by up to a mile for as many days as their Constitution ability score (14 days for the average selkie), before they must make a Willpower save or lose their memories (DC equals 10 + the selkie's Hit Dice + the number of days longer than their limit that have passed; for example, if an average selkie left its seal pelt over a mile away for 15 days is DC 16, and one who has left the pelt for 20 days is DC 22).

**Selkie Song (Su)** A selkie can sing as a standard action, causing any humanoid within 30 feet to make a Will save (DC 15), or be affected by *charm person* and *suggestion*, with the latter effect beckoning them to the nearest body of water and submerging themselves. This song is also beneficial, granting anyone fishing within range the benefits of a +4 luck bonus to Profession (fishing) checks, and increasing output of food produced to triple its normal quantity, and increase its market value by 150%. The save DC is Charisma-based.





## PLAYTEST PACK 02: FRIEND OR FOE 1

**Equipment—Weapon, Harpoon (Exotic Ranged):** This marine hunting tool was designed to hunt whales and other large sea life, but can be used offensively even on land. The lance-like device has a slender wooden or cork handle, a long metal spear with one or a series of barbs along the tip, and a tightly-woven rope cord attached to its handle. The item is made to spear and hook live prey, primarily underwater, or from above the surface to creatures below water. The trailing rope allows the wielder to control harpooned opponents.

On a successful critical hit, or when the harpoon deals more than half its damage Dice in damage with a harpoon (5 or more with a small harpoon, and 6 or more with a medium harpoon; base damage result only – not including any Strength bonus to damage), the harpooned opponent must make a Reflex save (DC 10 + the damage dealt) or have the weapon lodge into their body. A creature harpooned in this way can only move at half speed and cannot charge or run. While holding the trailing rope, the wielder may make an opposed Strength check while holding it to hold the harpooned creature within the limits that the rope allows (a standard harpoon rope is 30 feet in length; masterwork craftsmanship adds 30 feet to the total length of the rope in addition to the normal benefits). If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check (DC 15) or lose the spell. A harpooned creature can pull the harpoon from its own wound if it has two free hands, as a full-round action, and the creature deals damage equal to the original damage dealt by doing so. Creatures succeeding on a DC 15 Heal check may remove a harpoon in two full-round actions, or as a full-round action (Heal check, DC 25), without taking further damage.

A harpoon's rope can be tied to a boat or heavy object to keep the harpooned creature within the rope's reach from that object, although this method uses 5 feet of the rope's length to be tied off, and requires a successful Craft (knotwork) check to secure the rope (DC 15); the same check is required for any creature attempting to undo the tied knot, but the DC is the Craft check's result.

**Cost** 15 gp; **Damage** 1d8 (S), 1d10 (M); **Critical** 19-20/x2; **Range** 30 ft.; **Weight** 10 lbs.; **Type** P; **Special** see text

### KAMI (SPIRITS)

Spiritual guardians from a sacred plane that borders the Lands of Omarka, ancient protectorates of the sites and land types they are birthed to oversee, the Kami are a powerful groups of outsiders unrelated to one another, except in their determination to protect nature and its ancestral energies. These Kami, first designed in concept by illustrators, Randy Guerra and Bonnie Horton, present two elements of Nymian reality protected by these astounding beings, Kami of the Sacred Gate (the *Shinto Torii* gate), and Kami of the Temperate Woods. Often found in alliance with powerful fey and elemental creatures, they are neither good nor evil, but powerful and alien to mortals! More will be found on the Spirit subtype in coming material; for now, this creature material will not require it and can be used standalone.

### KAMI TRAITS

The Kami are a diverse race of non-evil outsiders that take many forms, including those presented here. While Kami remain independent of one another, and are incredibly varied in their shapes and powers, they share the following traits in common.

**Spirit Beings:** Kami are outsiders, with the extraplanar, Kami, and spirit subtypes. They may have other subtypes relating to elements, terrains, planes, or other spiritual facets.

**Revealing Aura (Su):** Kami emanate an energy that reverts shapechangers, and those under the effects of a polymorph spell or ability, back to their original form while they are inside the aura. Any creature with the shapechanger subtype, or those under the effects of any spell or ability that disguises, changes, or transmutes a creature (polymorph effects), must make a Will save (DC 10 + 1/2 the Kami's Hit Dice + the Kami's Cha modifier). If the creature fails this save, they revert to

their true form while within the boundaries of the aura. Those who successfully save against the aura of Kami with 10 HD or less may not be affected by that Kami's aura again for 24 hours; those individuals who save against the aura of a Kami of 11 or more HD may make another save every time they enter the aura.

**Regeneration (Ex):** All Kami regenerate, although the rate of regeneration varies. Damage from cold, jade weapons, or force effects can kill a Kami.

**Dimensional Anchor (Sp):** This ability functions as the spell, *dimensional anchor*, except the range is listed for each Kami creature, and the caster level equals the Kami's Hit Dice. A Kami may use this ability a number of times per day equal to 2 + the Kami's Cha modifier (minimum once per day).

**Summon (Sp):** Kami share the ability to summon others of their kind, typically another of their type or a small number of less powerful Kami.

**Kami Skills:** All types of Kami receive a +4 racial bonus to Knowledge (planes) and Sense Motive checks. Kami have racial class skills as both fey and outsiders.

**Languages:** Except where otherwise noted, Kami speak Abyssal, Aklo, Celestial, Infernal, Sylvan, and the secret language, Druidic.

**Magic Attacks:** A Kami's natural weapons, as well as any weapon it wields, are treated as being magic for the purpose of overcoming damage reduction.

### KAMI OF THE SACRED GATE

This Kami is a sacred guardian of holy sites, entranceways, and shrines, especially those related to nature, spirits, spiritual energies, the ancestors, and the Shinto gate known as a '*torii*.' Based loosely on an interpretation of the *fu-dog* of oriental mythology, Bonnie's illustrative concept has become one of our favorites during the first phases of this project's creation.

## KAMI, SACRED GATE

This massive creature looks like a cross between a massive hound, dragon, and air elemental, gazing out from multiple eyes. A mane of constantly moving hair and a swirling pattern on its fur coat make it appear as though this beast never rests. It guards a sacred natural site with great ferocity.

### KAMI OF THE SACRED GATE (CR 16)



XP 76,800

LN Gargantuan outsider (air, earth, extraplanar, Kami, law, spirit)

**Init** +3; **Senses** all-around vision, second sight, darkvision 100 ft., scent; Perception +25

**Aura** revealing aura (DC 26)

#### DEFENSE

**AC** 31, touch 13, flat-footed 28 (+4 deflection, +3 Dex, +18 natural, -4 size)

**hp** 178 (21d10+63); regeneration 10 (cold, jade weapons, force effects)

**Fort** +10, **Ref** +15, **Will** +17

**Defensive Abilities** skin breeze; **DR** 15/jade or chaotic;

**Immune** acid, electricity, paralysis, poison, disease; **Resist** cold 15, fire 15, sonic 15; **SR** 27

**Weaknesses** jade vulnerability (jade weapons deal double damage)

#### OFFENSE

**Speed** 50 ft., fly 100 (good)

**Melee** bite +29 (2d8+8 plus grab), 2 claws +29 (2d6+8)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** controlling gaze, pounce, rend (1 bite and 1 claw, or 2 claws; 2d6+12), staff of order (1/day)

**Domain Spell-Like Abilities** (CL 10th; concentration +15)  
8/day—lightning arc, touch of law

**Spell-Like Abilities** (CL 16th; concentration +22)

8/day—*dimensional anchor* (CL 21st)  
4/day—*hypnotic pattern* (DC 18), *obscuring mist*, *speak with animals*

3/day—quicken *confusion* (DC 20), quicken *hold person* (DC 19), *plane shift* (DC 23), *resist energy*, *stone call\*\**

1/day—*control weather*, *dictum* (DC 23), *summon* (level 6, 1 Kami of the Temperate Woods, 65%)

**Cleric Spells Prepared** (CL 10th; concentration +15)

5th—*atonement*, *breath of life* (DC 20), *control winds*<sup>P</sup>, *flame strike* (DC 20)

4th—*dismissal* (DC 19), *divine power*, *freedom of movement*, *order's wrath*<sup>P</sup> (DC 19), *restoration*

3rd—*dispel magic*, *gaseous form*<sup>P</sup>, *magic circle against chaos* (DC 18), *meld with stone*, *prayer*

2nd—*aid*, *calm emotions* (DC 17), *consecrate*, *shield other*, *zone of truth* (DC 17), *wind wall*<sup>P</sup>

1st—*bles*, *bles water* (DC 16), *command* (DC 16), *deathwatch*, *divine favor*, *protection from chaos*<sup>P</sup>, *sanctuary* (DC 16)

0 (at will)—*create water*, *detect poison*, *guidance*, *stabilize*

**D** domain spell; **Domains** Air, Law

#### STATISTICS

**Str** 26, **Dex** 17, **Con** 16, **Int** 20, **Wis** 20, **Cha** 22

**Base Atk** +21; **CMB** +33 (+37 bull rush, overrun); **CMD** 50 (52 vs. bull rush, overrun attempts)

**Feats** Ability Focus (controlling gaze), Awesome Blow, Flyby Attack, Greater Bull Rush, Greater

Overrun, Improved Bull Rush, Improved Overrun, Power Attack, Quicken Spell-like Ability (*confusion*), Quicken Spell-like Ability (*hold person*), Strike Back

**Skills** Acrobatics +17, Bluff +23, Climb +22, Diplomacy +23, Disguise +20, Escape Artist +17, Fly +24, Heal +22, Intimidate +20, Knowledge (nature) +19, Knowledge (planes) +29, Knowledge (religion) +19, Perception +25, Perform (dance, or sing) +13, Sense Motive +26, Spellcraft +19, Stealth +19; **Racial Modifiers** +4 Fly, +4 Knowledge (planes), +4 Sense Motive  
**Languages** Abyssal, Aklo, Celestial, Druidic, Faunar, Infernal, Sylvan, telepathy 200 ft.  
**SQ** flight

#### ECOLOGY

**Environment** Any land or sky (Spirit World, Astral Plane, or any good-aligned or law-aligned plane)

**Organization** solitary, or one per 1d8 gates

**Treasure** None (see text below)

#### SPECIAL ABILITIES

**Controlling Gaze (Su)** A Kami of the Sacred Gate can hold up to five creatures in its gaze at any given time, and the effect of the gaze attack varies, depending on the type of creature affected. A Kami of the Sacred Gate's gaze attack has a 60-foot range. Creatures which meet the gaze of the Kami may make a Will save (DC 29) or be affected as follows (caster level 10th):

**Animals:** animals, including animal companions, are affected by *dominate animals*, as the spell.

**Humanoids:** humanoids are paralyzed, or if the Kami actively targets them, affected by *dominate person*, as the spell.

**All others:** as the spell, *charm monster*; if the creature type is unaffected by this spell, it has no effect.

**Second Sight (Su)** A Kami of the Sacred Gate can see and sense that which is beyond what most creatures can. They are constantly able to perceive as though under the effects of the following spells: *detect chaos*, *detect evil*, *detect magic*, *detect spirits\**, *see invisibility*, and *true seeing*. This ability functions out as far as the Kami can see. The Kami can suppress and reactivate this ability as a free action once per round.



# PLAYTEST PACK 02: FRIEND OR FOE 1

**Skin Breeze (Su)** A constantly moving layer of air surrounds the Kami at all times, providing a +4 deflection bonus to Armor Class. This effect ends if the Kami is killed or rendered unconscious.

**Spells** A Kami of the Sacred Gate casts spells as a 10th-level cleric, including having the Air and Law domains, their domain abilities, and bonus spell slots for domain spells

Kami of the Sacred Gate do not gather treasure, since it serves them no purpose. However, due to their incredibly potent methods of protecting their guarded sites, some attackers have been known to be felled near the Kami's sacred site, and sometimes gear or wealth can be found in close proximity to the Kami's protected site.

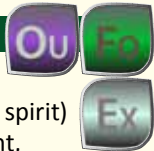
## KAMI OF THE TEMPERATE WOODS

Each of the illustrators were given creative freedom to illustrate a concept which would take shape in game material afterward, and Randy's woodland Kami inspired me to make him quick, seemingly weightless, and existing only to bear the duty of guarding his sacred woodland home. Deadly and cunning, wise and powerful, this human-sized spiritual guardian of forests, glades, and other wilderness regions, is not one to be trifled with. Known to keep close ties with other woodland fey and intelligent beings, they are both respected and feared in any forested region in which they reside.

## KAMI, TEMPERATE WOODS

*This simian creature is roughly the size and shape of a short human, but hunched over and floating through the air, it appears much smaller. A massive mane of green hair, twigs, leaves, and thin scrolls of parchment adorned with magical writings rises up from its head, neck, and back, barely covering its many eyes, and moving as if in water.*

### KAMI OF THE TEMPERATE WOODS (CR 8)



**XP 4,800**

N Medium outsider (air, earth, extraplanar, Kami, spirit)

**Init** +8; **Senses** low-light vision, scent, second sight, tremorsense 30 ft. (includes contact with trees); Perception +16

**Aura** revealing aura (DC 18, save grants 24 hour immunity to individual Kami's aura)

#### DEFENSE

**AC** 22, touch 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)

**hp** 75 (10d10+20); regeneration 4 (cold, jade, or force)

**Fort** +9, **Ref** +11, **Will** +6

**Defensive Abilities** ethereal jaunt; **DR** 8/cold iron or jade or silver; **Immune** plant traits; **Resist** cold 10, sonic 10

**Weaknesses** jade vulnerability (jade weapons deal double damage)

#### OFFENSE

**Speed** 50 ft., fly 100 feet (perfect)

**Melee** bite +13 (1d6+3 plus poison), 2 slams +8 (1d4+1)

**Special Attacks** ethereal ambush, gaze, pounce

**Spell-Like Abilities** (CL 10th; concentration +13)

At will—*bristle\*\**, *call animal\*\**, *delay poison*, *detect poison*, *entangle* (DC 14), *purify food and drink*

5/day—*calm animals*, *detect animals or plants*, *dimensional anchor*

3/day—*quicken entangle* (DC 14)

2/day—*hide from animals*, *mage armor*, *shield*

1/day—*accelerate poison\*\** (DC 15), *summon* (level 7, 1 Kami of the Temperate Woods, 40%)

#### STATISTICS

**Str** 16, **Dex** 19, **Con** 14, **Int** 13, **Wis** 16, **Cha** 16

**Base Atk** +10; **CMB** +13; **CMD** 28

**Feats** Dodge<sup>B</sup>, Flyby Attack, Improved Initiative, Mobility, Quicken Spell-like Ability (*entangle*), Spring Attack  
**Skills** Acrobatics +13, Bluff +11, Diplomacy +9, Escape Artist +10, Fly +20, Heal +11, Intimidate +9, Knowledge (nature) +14, Knowledge (planes) +14, Perception +16, Sense Motive +16, Stealth +17 **Racial Modifiers** +4 Fly, +4 Knowledge (planes), +4 Perception, +4 Sense Motive

**Languages** Celestial, Faunar, telepathy 100 ft.

**SQ** flight

#### ECOLOGY

**Environment** Any temperate forests (Spirit World, or Ethereal Plane)

**Organization** solitary, pair, or flock (3 to 6)

**Treasure** None (see text below)

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 8 rounds; *effect* sleep for 10 minutes; *cure* 2 saves. The save DC is Constitution-based, and includes a +2 racial bonus.

**Ethereal Ambush (Ex)** A Kami of the Temperate Woods that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by shifting into the Material Plane from the Ethereal Plane.



**Ethereal Jaunt (Su)** A Kami of the Temperate Woods can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). This ability is otherwise identical to *ethereal jaunt* (caster level 15th), usable every 2d4 rounds, a number of times per day equal to 4 + Charisma modifier (7/day for the average Kami of the Temperate Woods).

**Gaze (Su)** Meeting the gaze of a Kami of the Temperate Woods within 60 feet can incur the effects of the spell, *enemy hammer*\*\* (caster level 13th), for a number of rounds equal to 1/2 the Kami's Hit Dice (minimum 1 round). A Kami of the Temperate Woods may use this ability a number of times per day equal to 2 + its Cha modifier, but it is otherwise identical to the spell. The Fort save to take half damage from attacks made in this way is DC 19 for the average Kami of the Temperate Woods.

**Second Sight (Su)** A Kami of the Temperate Woods can see and sense that which is beyond what most creatures can. They are constantly able to perceive as though under the effects of the following spells: *detect evil*, *detect spirits*\*, *see invisibility*, and *true seeing*. This ability functions out to a range of 150 ft. The Kami can suppress and reactivate this ability as a free action once per round.

\* These are new spells in development. For now, please substitute the following spell effects:

*detect spirits* – please use *detect animals or plants*, except that it detects the presence of spirits, within 150 feet only.

\*\* These spells are from the *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*. We have provided web links to [D20PFSRD.COM](http://D20PFSRD.COM) materials, in case you do not own this source-book.



Female Octimerrae Warrior  
Randy Guerra & R. William Thompson

## OCTIMERRAE AS PLAYER CHARACTERS

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

**+2 Dexterity, +2 Intelligence, -2 Strength** Octimerrae are dexterous, and cunning strategists, but they are often physically weak.

**Natural Attacks** Octimerrae possess eight natural tentacle attacks. It can only make two tentacle attacks in a full-attack action, each dealing 1d2 plus one-half Strength modifier points of damage. These attacks are secondary melee attacks. Any time an octimerrae strikes a creature with two tentacles, it is treated as having the grab special ability.

**No Legs (Ex)** Octimerrae do not possess legs, and cannot be the subject of trip attempts.

**Aquatic (Amphibious)** Octimerrae merfolk are aquatic and can breathe water. Their land speed is 5 feet, but their swim speed is 30 feet. They are amphibious (see Appendix 3 of the Pathfinder Roleplaying Game Bestiary), but prefer not to spend long periods out of the water. In addition to their base swim speed, they may perform a jet action instead of the standard run action (see Jet, below); run actions made while swimming must be made in a straight line, and move double speed. Finally, octimerrae receive a +4 racial bonus to Swim checks in addition to the regular +8 racial bonus to Swim for having a swim speed, and they can perform a swim movement even while threatened.

**Feat** Octimerrae gain Multiweapon Fighting as a bonus feat even if they don't fulfill the prerequisites.

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

**Ink Cloud (Ex)** An octimerrae can emit a 10-foot-radius sphere of ink as a free action a number of times per day equal to 3 + Constitution modifier. They may do this as part of a jet action (see Jet, below) at any point in their movement, the ink provides total concealment in water, and it persists for half a minute (5 rounds). Using this ability out of water provides no benefit except an inky mess on the ground.

**Jet (Ex)** Octimerrae can jet backward once every other round as a full-round action, at a speed of 100 feet. They must move in a straight line while jetting, and do not provoke attacks of opportunity when it does so. Octimerrae may make a charge action as part of a jet movement, but do so at a -5 circumstance penalty. Octimerrae may not use a jet action out of water.

**Languages** Octimerrae merfolk begin play speaking Common (Omarkan) and Aquan. Octimerrae with high Intelligence scores can choose any of the following bonus languages: Boggard, Celestial, Faunarian, Infernal, Sahuagin, Sylvan, or any tribal, regional, or primitive dialect.

## PLAYTEST PACK 02: FRIEND OR FOE 1

### MERFOLK

Along with the standard merfolk and tritons of gaming tradition, these new merfolk races present unique and interesting twists on themes you will enjoy. There will be more from us in terms of the cultural material regarding many merfolk types, but for now, presented here is a merfolk that is half-humanoid and half-octopus. Grab your sea gear!

The following is a female octimerrae warrior (4th level), which will likely serve as our NPC example in the **FIRST OMARKAN ECOLOGY**, and has been designed to be emblematic of the culture of the undersea races, and the diversity among merfolk (aquatic subtype humanoids and their peers and more-powerful superiors).

### MERFOLK, OCTIMERRAE

*Lurking beneath the waves, coming up from the darkest depths of the sea, this hardy and agile warrior is a humanoid woman from the waist up, and the lower torso of a slender octopus.*

#### OCTIMERRAE HEAVY MERCENARY (CR 3)



#### XP 800

Female octimerrae warrior 5  
N Medium humanoid (aquatic)

**Init** +2; **Senses** darkvision 30 ft.; Perception +2

#### **DEFENSE**

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 27 (5d10)

**Fort** +4, **Ref** +3, **Will** +0

**Defensive Abilities** ink cloud (10-foot radius, 3/day)

#### **OFFENSE**

**Speed** 5 ft., swim 30 ft., jet 100 ft.

**Melee** mwk kukri +6 (1d4/18-20), mwk punching dagger +6 (1d4/x3), **OR**

2 tentacles +2 (1d2, see below)

**Ranged** javelin +7 (1d6) or net +3 (entangled)

#### **STATISTICS**

**Str** 11, **Dex** 14, **Con** 11, **Int** 12, **Wis** 8, **Cha** 9

**Base Atk** +5; **CMB** +5; **CMD** 18 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Multiweapon Fighting<sup>B</sup>, Weapon Finesse

**Skills** Bluff +1, Diplomacy +1, Handle Animal +5, Intimidate +5, Knowledge (local) +3, Perception +2, Swim +12; **Racial Modifiers** +12 Swim

**Languages** Common (Omarkan), Aquan, and Sylvan

**SQ** amphibious

#### **ECOLOGY**

**Environment** Any aquatic

**Organization** solitary, company (2-4), patrol (3-10 1st level warriors plus 2 heavy mercenaries and 1 leader of 7th-10th level), or enclave (6-20 1st level warriors plus 3-10 heavy mercenaries, 2-4 7th-8th level lieutenants, 1 leader of 9th-12th level, and 11-50 noncombatants)

**Treasure** NPC gear (mwk studded leather armor, mwk javelin x3, mwk kukri, mwk net, mwk punching dagger, other treasure); standard coins and goods

Octimerrae will share base racial levels with standard merfolk, to be released in future playtest material (see **PLAYTEST PACK 07: PRIMAETHIONS 1**, '**Bonus Material: Bestiary 1 Player Options**').

### SHEDU (SEDU) & LAMMASU FROM ANCIENT HISTORY, MODERN FICTION

Lammasu [female], alternately known as Shedu [male.] (in some references they are even different races or spiritual entities), come from our own ancient past, and these creature were depicted in great monuments in architecture guarding the entrances to Sumerian/Akkadian palaces and sacred locations. They can be found with human heads baring majestic braided beards and avian wings, often found with crowns or other adornments of other sentient life. On a more personal level, they were depicted on clay tablets and buried beneath the dirt near residential entranceways, often as sacred guardians of the home and family.

Here, and in our material, we diverge both from history and from gaming tradition, and although we are taking some new directions with this race, we find the symbolism of the ancient mythological beast to be more poignant than the literal interpretation. For this reason, we look not to ancient folklore for inspiration, but to modern fiction in an unrelated fantasy genre.

One of my all-time favorite authors, Storm Constantine, has allowed us permission to include this creature as it is presented in her *Wraeththu Mythos* series with credit to her and its original material. We encourage all mature and interested readers to check out her novels and stories, although these are in no way necessary to understand the creature as it is presented here. We are very grateful to Storm for her permission and amazing humility in this regard, and are excited to be able to share it with you here and now.

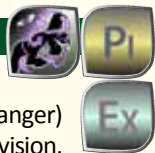
### SEDU

The sedu here is presented as a majestic beast of burden with mysterious origins and near-human intelligence, capable of empathic visions and limited telepathy, as well as a psychic form of planar travel and powerful related effects. The descriptive text is included for its notations on usefulness for PCs and additional helpful information about the race for those who are unfamiliar with this creature.

## SEDU

This majestic, white horse has a striding gait and bears the look of a supremely intelligent creature, though it does not speak aloud. A subtle, alien quality lingers about it.

### SEDU (CR 10)



#### XP 9,600

LG Large magical beast (extraplanar, good, shapechanger)

**Init** +5; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent, *see invisibility*, *true seeing*; **Perception** +26

**Aura** magic circle against evil (20 ft., DC 20)

#### DEFENSE

**AC** 24, touch 14, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, -1 size)

**hp** 110 (13d10+39)

**Fort** +11, **Ref** +13, **Will** +8

**DR** 10/evil or silver; **Immune** mind-affecting, polymorph;

**Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5; **SR** 21

#### OFFENSE

**Speed** 60 ft.

**Melee** 2 hooves +16 (1d6+4)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** departure, trample (2d6+12, DC 22)

**Spell-Like Abilities** (CL 10th; concentration +14)

Constant—*detect evil*, *see invisibility*, *true seeing*

At will—*clairaudience/clairvoyance*, *detect magic*, *detect poison*, *dispel magic*, *erase*, *prestidigitation*, *read magic*, *sending* 3/day—*dimensional anchor*, *expeditious retreat*, *hold person* (DC 17), *quicken mage armor*, *shield*, *telekinesis* (DC 19)

1/day—*break enchantment*, *false vision*, *hallucinatory terrain*, *quicken hold monster* (DC 19), *passwall*

#### STATISTICS

**Str** 19, **Dex** 20, **Con** 17, **Int** 22, **Wis** 18, **Cha** 19

**Base Atk** +13; **CMB** +18; **CMD** 34 (39 vs. bull rush, overrun, trip)

**Feats** Ability Focus (trample), Dodge, Mobility, Power Attack, Quicken Spell-like Ability (*hold monster*), Quicken Spell-like Ability (*mage armor*), Spring Attack

**Skills** Acrobatics +20 (+28 on balance or jump checks), Diplomacy +16, Knowledge (arcana) +17, Knowledge (planes) +22, Knowledge (religion) +17, Perception +26, Sense Motive +20, Stealth +20, Survival +15; **Racial Modifiers** +8 Acrobatics to balance or jump, +4 Knowledge (planes), +8 Perception, +4 Sense Motive

**Languages** Celestial, Common, Faunarian, Sylvan, plus any five others; telepathy 150 ft.

**SQ** ethereal jaunt, planar forms, rational mind, rider link, steady feet

#### ECOLOGY

**Environment** Any (Ethereal Plane / *Wilderdusk*, or any transitive plane)

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Magic Circle Against Evil (Su)** Sedim produce a continuous *magic circle against evil* in a 20-foot radius. This can be dispelled, but the sedu may create it again as a swift action.

**Departure (Su)** When a sedu must travel to any plane other than the Ethereal Plane, it opens a minor tear between the planes to do so. A sedu must have line of sight within 100

feet of its location to open a tear, and requires a full-round action. A planar tear used while departing has secondary offensive effects, which the sedu may increase by extended concentration prior to releasing focus and opening the portal. A departure manifestation is a burst effect that extends in a 20-foot radius from its origin, affecting all creatures in the area with 2d6 cold and 2d6 electricity damage. A sedu may choose to hold off the manifestation during its full-round action with a successful concentration check each round, with each successful check adding +1d6 cold and +1d6 electricity damage and +5 feet to the burst's radius. A failed concentration check made to increase a departure's effect results in the sedu releasing the held off manifestation immediately, or else losing the attempt and requiring another full-round action to establish the departure manifestation again. Sedim may depart at will. A sedu and its current rider are immune to the effects of any sedu departure manifestation.

**Ethereal Jaunt (Su)** This supernatural ability functions as the spell, *ethereal jaunt*, as cast by a 13th level cleric, except as noted here. The duration of this effect is limited only by the decision of the sedu, and they may take one rider with them (see *Rider Link*, below). If rendered unconscious or killed during this time, a sedu will remain ethereal, while any rider it carries will be instantly transported to the material plane. Sedu may move at normal speed while ethereal, and sight and hearing for both sedu and linked rider extends to 120 feet.

**Planar Forms (Su)** Sedu that travel to any plane other than the Material or Ethereal Planes may take strange forms while there. In other planes, there is a 70% probability that the sedu mount will take a new form — one that can still carry a mounted rider, but that perhaps may be completely foreign to the rider's understanding of the creature. The sedu, while in this form, retains its normal statistics, with specific adjustments, as listed in the example forms below. If it loses an ability or attack form in another planar form, any feats that apply to that ability or attack no longer apply or function (such as the feat, Ability Focus, when a planar form loses the Trample ability). The sedim always seem to take the same form they take first upon entering a new plane, though its forms can change in any planes other than the Material Plane. In the Ethereal Plane (or the *Wilderdusk*, in **THE NYMIAN BEASTLANDS CAMPAIGN SETTING**), a sedu may choose to take any of their forms that they wish. If present on a plane having two or more traits allowing for multiple possible forms, the sedu may choose whichever form they wish, instantaneously manifesting upon entering the plane; alternatively, they may change to a different appropriate form after entering a plane, which requires two full-round actions to completely change from one form to another.

#### Examples Planar Forms

The planar forms shown below are only a handful of near-infinite examples, and GMs can feel free to develop new planar forms depending on their own specific cosmology and campaign themes.

**Arachnid Form** (*specific Paraprime Material worlds, Elemental Plane of Earth, and specific Outer Planes*): when present on some parallel material realities or outer planes, the sedu takes on an alien, spider-like form with ten legs, compound eyes, and fearsome mandibles. **Adjustments:** -3 natural armor, darkvision +60 ft., lose scent and low-light vision, gain tremorsense 30 feet, gain immunity to acid, base land speed 30 feet, burrow 10 feet, climb 30 feet, lose hoof

## PLAYTEST PACK 02: FRIEND OR FOE 1

attacks, gain one bite primary melee (1d6 damage), gain two slams secondary melee attacks (1d4 damage each), lose trample, gain web (+19 ranged, DC 19, 13 hp), change Climb +20, change Diplomacy +11.

**Guardian Form** (*good or lawful Outer Planes, or Elemental Plane of Fire*): in most good, lawful, and fire-dominant planes, the sedu takes the form of its traditional Babylonian depictions as a winged bull with a bejeweled, bearded, and crowned human head. **Adjustments:** aura extends to double range, -3 natural armor, lose cold resistance, gain immunity, gain cold vulnerability (double damage), gain fly 60 feet (average), gain Fly +3.

**Pegasus Form** (*chaotic or evil Outer Planes, or Elemental Plane of Air*): in most chaotic, evil, and air-dominant planes, the sedu takes on the form of a majestic winged horse in one of a variety of colors. **Adjustments:** -3 natural armor, gain immunity to electricity, lose acid resistance, gain fly 100 feet (good), gain Fly +7.

**Water Serpent Form** (*Astral Plane, Plane of Shadow, or Elemental Plane of Water*): in Transitive Planes outside the Ethereal Plane, and water-dominant planes, the sedu takes the form of a long, aquatic, serpentine being. **Adjustments:** lose scent, aura extends to double range, gain immunity to cold and electricity, lose fire resistance, gain fire vulnerability (fire deals double damage), base land speed 20 feet, swim 60 feet, fly 20 feet (poor), lose hoof attacks, gain one bite primary melee (1d8 damage plus poison), gain one tail slap primary melee (1d4 damage) and two claws secondary melee attacks (1d3 damage each), lose trample, lose steady feet, cannot be tripped, gain poison (see below), lose Acrobatics skill, gain Fly -1, gain Swim +12.

**Water Serpent Sedu Venom (Ex):** Bite – injury; save Fort DC 19, frequency 1/round for 6 rounds, effect paralysis plus 1d3 Wis, cure 2 saves.

**Rational Mind (Ex)** A mounted sedu may sacrifice its current immunity to mind-affecting effects to give its linked rider (see below) part of this bonus. Both sedu and rider receive a +4 competence bonus against all mind-affecting effects for the duration of the sedu's immunity sacrifice. They may perform this action or relinquish the rider's bonus in exchange for immunity as a swift action. Additionally, when a sedu uses its *Departure* ability to travel to another plane, the sedu and its linked rider are both immune to any hazardous effects caused directly by the plane itself. If a sedu is sent to another plane by any means other than its *Departure* ability, it may make a Will save (DC 15) to reestablish the immunity to the new planar hazard(s) as a swift or standard action.

**Rider Link (Su)** As an intelligent creature, the sedu is more than just a mount; it forms a mental bond with its rider. Any fey, humanoid, monstrous humanoid, or outsider creature of non-evil alignment and with an Intelligence score of 8 or higher may willingly form a mental bond with a sedu they are riding (a rider must maintain physical contact with the mount at all times for the bond to be effective). A sedu never forces a rider to bond with them, and although harmless, they and any magic items or intelligent creatures allowed a save can make a Will save (DC 23); the save DC is Int based. A linked, mounted rider is immune to any hazardous effects caused directly by planar traits during interplanar travel (see *Rational Mind*, above), and remains mentally linked so long as they remain in constant physical contact with the sedu during travel. Because the link makes both minds more potent, both rider and sedu gain the benefits of *detect thoughts* as a spell-like ability usable 3/day on anyone other than the mount and rider, and at will between the two; they may hold multiple



'Three Sedim'  
Bonnie Horton

conversations without difficulty. This extends the sedu's typical audible-only mental communication to fully empathic and visual transfer of thought, emotion, memory, as well as sound or speech, and in both directions for a sentient rider. If one of them is not caught flat-footed while in this state, neither are considered flat-footed.

**Steady Feet (Ex)** Sedim remain stable on their feet despite confrontation. They receive a +5 racial bonus to CMD to avoid bull rush, overrun, and trip attempts, and a +8 racial bonus to Acrobatics checks made to balance or jump. They may stand up from prone without provoking attacks of opportunity.

A mystical being from the far reaches of the multiverse, the sedu is an enigma to many mortals. Its alien mentality seems foreign to most, though its trustworthiness and swift intellect are often enough to win over most hearts and minds. A being of goodness, enlightenment, guardianship, and noble demeanor, this creature often serves as a mount for the proponents of good and order. They often seek out mortal races attempting to establish civility and compassion, and help them to find the best routes to attaining them. Once bonded to a rider, the creatures inevitably become emotionally attached and form long-lasting, though not inseparable, relationships with their most trusted riders. Once formed, these deep connections give both mount and rider the courage to take on the most seemingly impossible challenges in the name of goodness and the protection of civilized order among the most honorable worlds and dimensions of the physical cosmos, and throughout the multiverse. Unknown to hold the native creature subtype on any known plane, their origin remains mysterious, and they are treated as Extraplanar in all planes of existence, including the unique planar traits of Nym. They are therefore subject to *banishment* and *dismissal* spells and effects.

Sedim have a stature much like that of a stocky and massive warhorse, but with an otherworldly grace and elegance unseen in beasts of burden of its mass. It stands roughly seven feet tall at the shoulder, and approximately twelve to thirteen feet in length from nose to hindquarters, with a flowing tail, mane, and body furs. It weighs around 2,800 lbs.

Sedim are intelligent, and cannot be properly reared and trained to carry an evil rider as a mount, nor any other distrusted rider, for that matter. Sedim form their own opinions of their riders, and will not stand for any form of real or threatened wrongdoing. They come to trust a rider, or they don't; there is no in-between.

A sedu is hermaphroditic, possessing full male and female reproductive organ systems, capable of breeding with any other of their kind. Sedu form short-term and

long-term relationships with others of their kind in this way, though the role of any parent is largely singular given their largely nomadic behavior. Sedim gestation is approximately 12 months, and young (foals) can walk at birth. They grow to human mental capacity by one year, and adult physical maturity in five years. A pregnant sedu, or 'hostling,' can reproduce at any time after maturity, though it is a willing act and not often taken more than once every 1 to 3 years. After a hostling sedu is impregnated, regardless of the parents' attempts to remain close to one another after a foal's birth, coupled sedim do not often act as cooperative parents, and one or the other asserts control and becomes a largely singular parent after a period of 1 to 3 months after the foal's birth, taking over all nourishing, educational, and behavioral leadership in the youth's development during its formative years. After physical maturity, a foal reaches the status of sedu when it takes leave of its own from its lead parent and begins to follow its own life path. At this time, it may or may not reconnect with its other parent in an attempt to learn more, or it may accomplish other tasks it deems fit for its destined path, which it actively seeks. Sedu are known to live up to 140 years, though it is suspected that this may be much longer.

In the Lands of Omarka, sedim form a small set of herds which cooperate with trusted local humanoid riders to maintain a civilized community that remains respectful to the 'old ways' of sedu, including a deific being known as *Ishamp-sukaal*, which appears like one of the sedu's many planar forms: a human-headed bull with wings, a long, decorated beard, a regal crown, and ornate jewelry, whose front paw stands on a stone inscription tablet listing the *Laws of Honor* within Sedu culture. They are well known for helping honorable mortals to find the answers they may be seeking among the planes, including those seeking the fae wisdom of the wilderlings and their allies of the *Wilderdusk*.

A cavalier or paladin of 10th level or higher, with a non-evil, non-chaotic alignment in the case of the cavalier, may choose a sedu as their special mount, receiving the standards stats for the creature and all special abilities of the special mount. Do not recalculate a sedu's Hit Dice, attack bonuses, saves, feats, skills, natural armor bonus, or ability scores, and a sedu does not gain tricks because they are intelligent. The special abilities it gains are based on the rider character's effective druid level, which is the same as their cavalier or paladin level for use with the sedu mount only (this does not apply to any future special mounts the character's may have).



## A NOTE ON NEW SPECIAL MATERIALS

Presented here are a few new materials for use in overcoming DR, regeneration, and more. Use the cost modifiers for cold iron to make weapons from these materials, namely jade and obsidian of weapons-grade quality and composition. Both of these materials are stone, using the hardness and hit points for stone in place of those for cold iron (stone—hardness 8, hp/inch-thickness 15). Aside from overcoming defensive abilities and cultural implementation, these materials offer no other unique benefit by themselves. Weapon or magic item abilities useful only for those items made with jade or obsidian would be most beneficial, and will be the method implemented by the **KREWE** for **THE NYMIAN BEASTLANDS CAMPAIGN SETTING**.

## FEEDBACK FORMS

A set of digital PDF feedback forms accompanies this material, and the following example feedback forms have been made to help you make sense of how to use them, as filled in by an imaginary player, Mary, and her dedicated GM, Joe. The set of feedback forms included in your download covers material found in this Playtest Pack (creatures) as well as other current playtesting material, such as new Racial Hit Dice Levels, and any Bonus Material that may be available for the Playtest Pack. These feedback forms are useful for both players, and playtest-leading Game Masters. Included here for examples, are a set of GM and Player Forms for encountering new creatures.

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## 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

There are a few abilities which could use some tweaking, but it is overall equivalent to the other CR 10 creatures I ran the party against in separate sessions.

No. None included in this Playtest Pack. We haven't yet tried out any of the Bonus Material player options about the Seraphim.

The PCs were overwhelmed by the creature's use of flight tactics, but they were prepared for the flight encounter, and bought battle-trained hippogriffs ahead of time.

Vision elements should be combined into a unique ability, the attacks are too many per round, they are way too smart/wise/charismatic, and their Challenge ability is lame.

Who really cares that a spear is made of darkwood? And why are these angels changing alignment? That doesn't make any sense to any of us.

<b>Creature:</b>	Seraph Angel		
Session # or Series Name:	Comic Store Playtest Sessions (June 30, 2011)		
Game Master:	Joe (Just Joe??)	Creature's Intended CR:	10
Players:	Mary, Lu, Ian, Jon, and Corina		
Control / Comparison Creature & CR:	Young Red Dragon (CR 10), and Fire Giant (CR 10) - separate sessions		
Does it embody this CR?	<input checked="" type="radio"/> Yes <input type="radio"/> No	Suggested CR:	Same - CR 10
What if any aspects of this creature fall outside the expected stats of the CR?			
I think the mental scores overall are too high altogether. Darkvision and their superior low-light vision seem redundant and out of place. Its natural attacks, plus its weapon attacks, it just seems to be too many per round, along with its spell-like abilities, and its special qualities. No one in the PC party picked up the jade/darkwood spears after I told them they could not keep them for their fight against the next kami, so I don't think those make a good addition to the overall build of the creature. Interesting concept, but none of the playtesters really understand why it has an alignment shift in the first place - that seems strange to all of us.			
Creature HD:	12 (standard)	Base Racial Traits?	<input type="radio"/> Yes <input checked="" type="radio"/> No
PC Class Levels:	None	NPC Class Levels:	None
What if any aspects of this creature fall outside the expected stats of the CR with Class Levels included?			
Attack damage and spell-like abilities seem too powerful when used together with a very physical creature like this, and since all of its mental ability scores are each so high - it just seems really over-powered.			
Base Racial HD:	None	Racial Levels Input:	
Advanced HD:	None		N/A
Paragon HD:	None		
Other Racial Levels Adjustments or Balance Factors:			
N/A			
New Special Abilities & Considerations:		Challenge of Holy Divergence is strange and awkward to handle at a table, and I think Superior Low-Light Vision and Darkvision should be combined into something else, like the Kami of the Sacred Gate's sensory abilities.	
Tactics & Strategy during combat:	The seraph began by helping the PCs at the beginning, as a benevolent being (CG), and then changed to CN-aligned while they travelled with it. They didn't understand why he became moody and unhelpful, but not really surprised very much by it, so much as they were confused and when the angel turned on them to defend itself against what it thought was an attack, they decided it was deceiving them (a shapeshifter), and killed it.		

## 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 guy almost kicked our butts! Even compared to a demon (Nabasu, CR8), this was pretty tough.

No, I don't think so.

If we would have had some jade weapons available to overcome its regeneration, it might not have been so difficult.

Its regeneration is too powerful. I don't understand why it has phase spider powers.

It kept jumping out of the ethereal plane at us - of course it had surprise tactics! It got a full round of attacks by leaping out at us during a surprise round!

We knew to expect a woodland creature, much like a fey, but with some different abilities, and difficult (CR8) - we need jade weapons.

Is he wearing any pants?

<b>Creature:</b>	Kami of the Temperate Woods		
<b>Player:</b>	Mary (031117349)	<b>Race:</b>	Human
<b>Character:</b>	Pregen Cleric	<b>Class / Level:</b>	Cleric 7
<b>Str:</b>	14	<b>Racial Abilities &amp; Character Traits:</b>	
<b>Dex:</b>	10	Human Traits, No character traits	
<b>Con:</b>	14		
<b>Int:</b>	10		
<b>Wis:</b>	20	<b>Primary Class Abilities:</b>	
<b>Cha:</b>	13	7d8, +2 scimitar and +1 light crossbow, Healing and Sun Domains, +2 chain shirt, +1 heavy shield, cloak of resistance +1, headband of inspired wisdom +2, Diplomacy, Heal, Knowledge (religion), and Perception; spells up to 4th level.	
<b>Feats:</b>	Channel Smite, Extra Channel, Improved Channel, Iron Will, Selective Channeling		
<b>Character Notes:</b>	I am using the PFRPG Pregen Cleric Character, to act as the party's healer. Level 7 Pregens on <a href="http://paizo.com/pathfinderSociety/pregeneratedCharacters">http://paizo.com/pathfinderSociety/pregeneratedCharacters</a>		

# 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



THE NYMIAN  
BEASTLANDS

Artwork by Bonnie Horton  
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# HEED

GET INVOLVED!

# REGISTER\* TO PLAYTEST NOW!

# THE

# CALL!

\*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

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