



# WEEKLY CRITTER CRATE

## CANIDS

*This lithe, furred humanoid stands 6 feet tall. It has the head of a sleek dog, complete with deep brown eyes, sharp teeth in a pointed muzzle, and an efficient, snuffling nose. The creature's open stance and calm countenance are at odds with the ruggedness of its gear—trail-worn hides, a great, notched bow, and several halfspears. It greets you with a bass, growly voice.*

Noble and usually kind, canids are dog-like humanoid nomads with varying physical characteristics that live in small packs. They excel at hunting and are built for travelling long distances. They value loyalty above all else.

Canids are adaptable, learning easily the local customs and adopting local styles. Their own preferences are for light clothing in natural tones, and they gravitate towards bows and spears when they can't use their teeth. A canid only uses its teeth to hunt and never against an intelligent foe unless it means to kill. A bitten foe is considered a blood enemy, a state from which few escape without the death of the canid or his foe. Canids using their teeth in anger against other canids are cast out from their pack until they seek atonement, giving rise to the rumour that wandering canids are little more than savage animals. In truth, most spend their lives with the shame of losing their temper. Paradoxically, those that survive their expulsion are some of the wisest, kindest creatures you could hope to encounter in the wilds.

Most canids hate gnolls, and none will suffer their presence for long. The feeling is mutual. The chaotic and vicious nature of gnolls embodies the antithesis to canid culture. Thanks to long, faulty memories and prejudice, canids find acceptance in large, civilized centres elusive. While their physiology prevents mastery of the elven language, canids often get along well with the fair folk, and can strike strong alliances with gnomes (who share their affinity for nature), and dwarves (who appreciate loyalty at least as much as canids do).

Canids have fur of almost any colour, with some dying and styling it depending on pack affiliations or personal preference. Eye colour, ear type, length and patterns of fur, height, and build can all vary widely within the canid race, but despite the superficial physical variations they combine the best physiological features of dogs with the versatility, civility, and some prejudice of intelligent culture.

## CANID RACIAL TRAITS

**No ability score modifiers:** Canids come in many shapes and sizes, and their minds and personalities are as sharp (or dull) as their experiences.

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

**Quadrapedal:** Canids have a base land speed of 30 feet, but when their hands are free and they are carrying their medium load or less they can run along the ground at +10 feet of their current base speed. Canids can carry riders of small size, although no canid would willingly be fitted with a bit, bridle, or saddle.

**Low-Light Vision:** Canids can see twice as far as humans in low-light conditions.

**Endurance:** Canids are able to push themselves harder and longer than most other creatures. Canids receive a +4 bonus to fortitude saves regarding fatigue and resisting weather effects (but not damage from elemental forces).



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**Keen Senses:** Canids have very keen hearing, and recognize scents as easily as humans do sights. Canids receive a +4 racial bonus to sound-based perception checks, and a +10 bonus to smell-based perception checks. Canids receive a +4 racial bonus to survival checks when tracking by scent.

**Empathic:** Canids pick up on moods and feelings with an almost supernatural skill, receiving a +4 racial bonus to sense motive checks.

**Bite:** Canids can bite in melee, dealing 1d6 damage. This is treated as a natural weapon and follows all the normal rules.

**Languages:** Canids begin play speaking common in voices that are as varied as their physical characteristics (but all are capable of deep growls, truly barked commands, and howls of joy or sorrow). Canids with high intelligence scores can choose any languages they want except for the following: Draconic, Elven, and secret languages.

**Favored Class:** The favored class of canids is barbarian, druid, or ranger. This choice must be made at 1st level and cannot be changed.