

Otterkin (Jorri)



New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

Otterkin first appeared in The Dragons Den boxed set. Jorri appeared in the Savage Coast Monstrous Compendium.

- **Prime Requisite:** Dex and Wis
- **Ability Score Mods:** N/A
- **Ability Score Max:** N/A.
- **Weapons allowed:** Otterkin can only use small weapons like daggers, short swords and short bows.
- **Armor allowed:** Otterkin cannot use normal armor. They can have special armor fitted for them, but they will never wear anything heavier than leather armor.
- **HD type 1d8**
- **Save as: Halflings**



Otterkin, sometimes known as Jorri, are small humanoid creatures. Their entire bodies are covered in an oily fur and white whiskers. They are most numerous on the Savage Coast, but can also be found in other parts of Mystara. They are for the most part playful and friendly but can be suspicious of lizardmen and similar race who sometimes use the Otterkin as slaves or food. As the lives of Otterkin often are threatened by other races, they designate certain areas known to be dangerous as “taboo” and refuse to go near them.

There are two subgroups of this race: Seafolk and Riverfolk.

Seafolk: These are found in the seas close to the Savage Coast. They will warn ships of danger and have been known to rescue swimmers in trouble or shipwrecked sailors. They will often build their homes, called nests, on sandy beaches. They hate the Sea Hermits and warn others of traps laid out by these creatures.

Riverfolk: Riverfolk are found along the Yalu River and also near other rivers all across Brun. They make their “nests” from small stones.

Names: Otterkin sometimes use descriptive names such as Whiskers, White-Speckled-Chin etc.

Otterkin can swim perfectly at 120’ (40’) and can hold their breath for 5 minutes. Some have even learned to remain under water for longer.

Fun fact: In Norse mythology, the mischievous god Loki killed the dwarf Otr while the latter was in the form of an otter. The dwarves were furious and demanded compensation from the gods who gave them the otter skin filled with gold.

Known Otterkin: White-Speckled-Chin and Whiskers appear in The Dragons Den Boxed Set.

Otterkin Advancement

LEVEL	XP		ABILITIES
NM	0	1d8	Hide ability similar to Halflings
1	2000	2 d8	Bite attack (1d4 dmg). The Otterkin can bite and attack with a weapon in the same round.
2	4000	3d8	
3	8000	- (3d8)	Lock Jaw: Upon a successful bite attack, the Otterkin can choose to lock its jaw onto its opponent. During the following rounds it cannot use its bite attack, but can attack with its front and back claws doing 1d2/1d2/1d2/1d2 damage. The opponent gains no DX bonus against attacks from the Otterkin when its jaw is locked into it.
4	16000	4 d8	
5	32000	5 d8	The Otterkin can now stay under water for 8 minutes.
6	64000	6 d8	
7	128000	7 d8	
8	256000	8 d8	
9	512000	9d8	
	+200.000/per level	+1 HP per level	



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XP chart created with the aid of tools by Agathokles: <http://agathokles.pythonanywhere.com/>