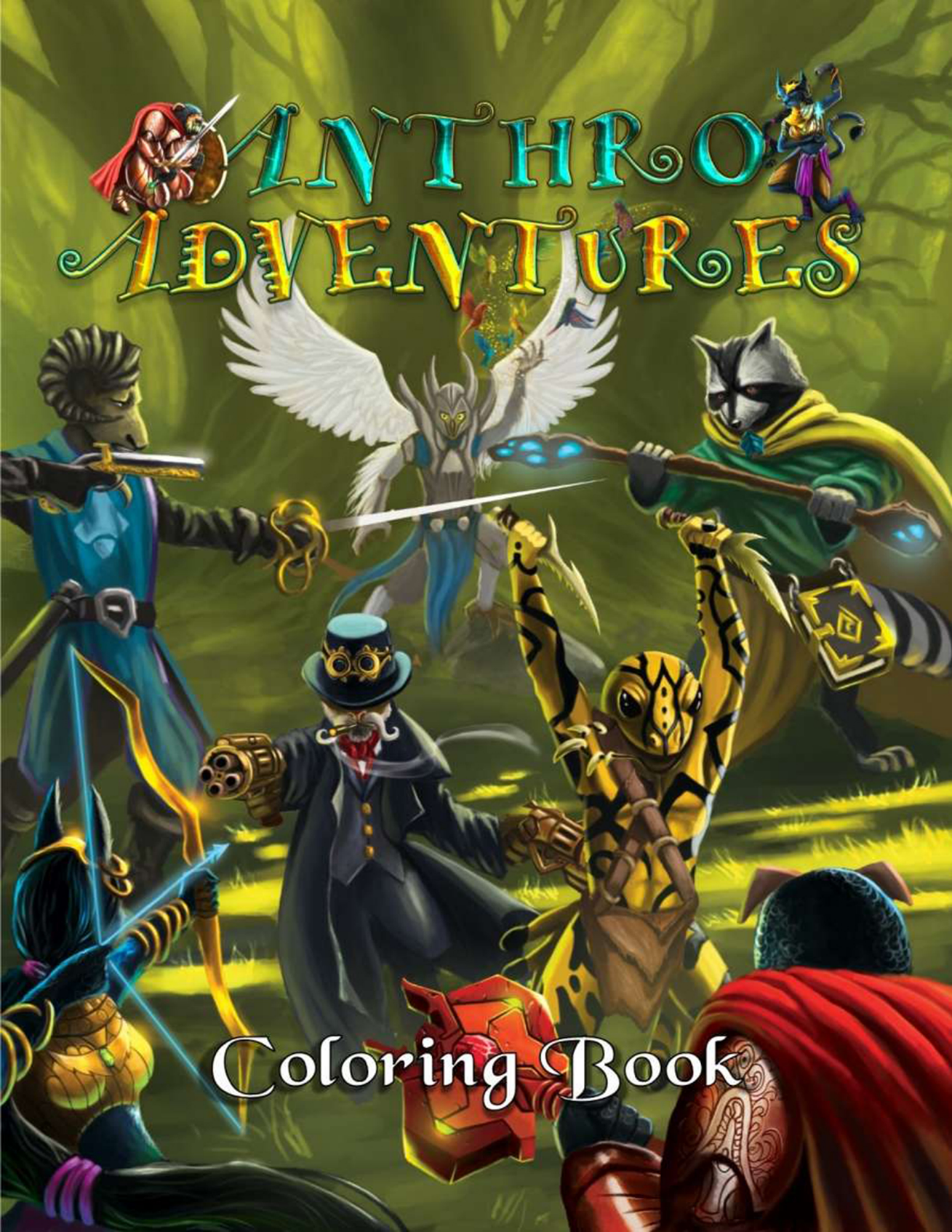


A vibrant, cartoon-style illustration of various anthropomorphic characters in a forest setting. The characters include a red-haired figure with a sword, a winged owl-like creature, a raccoon with a glowing staff, a tiger-like character with a backpack, a steampunk man with a top hat and goggles, and a character with a red cape and a large mask. The background is a lush green forest with sunlight filtering through the trees.

ANTHROO ADVENTURES

Coloring Book

Hello everyone and welcome to the Anthro-Adventures coloring book! Here you will find all of the exotic creatures of Layna, a world filled with anthropomorphic creatures divided into seven competing realms.

For those of you unfamiliar with Anthro-Adventures, it is an alternate timeline world setting created by best-selling Children's author T.J. Lantz. The Anthro-Adventures world has been used as both an add-on to major Role Playing Game systems, as well as being the basis for its own novel series. To learn more please visit us at one of the following places:

www.tjlantz.com
www.facebook.com/authorT.J.Lantz/

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Aviana

Sir Ellion Sharptalon

Raptor-kin

“Demon of the Clouds”

Captain of the Sky-Knights

Sir Sharptalon was raised in Laurelton, the largest of Aviana’s treetop villages. Upon his *Nestleave*, Ellion decided his place in the world was as a Sky-Guardian, defending the realm from those who wished it harm.

After serving for several years, he distinguished himself during the Second Rodentian Invasion. His unit was asked to defend against an attack from a Rodentian airship laying siege to one of the outer villages, but the massive ship had them severely outgunned. In the heat of battle, seeing his brothers in arms dropping from the sky as the Rodentian guns tore through them, Skytalon soared into the clouds above, maneuvered over the top deck of the airship, and dove straight down into a crew of dozens of well-armed Cavy-kin.

Three minutes later, the engines had been destroyed from the inside, the massive airship was hurtling toward the earth, and forty-three Cavy-kin airmen were on their way to a P.O.W. camp. Skytalon, now known in Rodentia as the “Demon of the Clouds” was immediately promoted to Sky-Knight, and eventually rose to the rank of captain.



Aviana

Reven Greyfeather

Raptor-kin
“The Pirate Priest”
Captain of the Broken Wing

Reven Greyfeather wasn't blessed with the easiest life; yet no matter how bad things turned, Reven's luck always seemed to turn in his favor when he needed it most. It started with his birth, a difficult one that left him with a single deformed wing and no mother. As it was obvious he would never fly, the law demanded that he be cast into the sea. Reluctantly, his grieving father followed the law, flying out into the middle of the ocean and dropping the newborn to what he believed would be a kind, gentle death. But death was not Reven's fate, as the Lady of the Sea—goddess of sailors and luck—took an interest in him just as he hit the water. She kept him alive with her own power, and guided him to a nearby merchant ship where the Captain took Reven in and raised him as both son and cabin boy.

After years of adventures across all of Layna's seas, Reven Greyfeather inherited his adopted father's ship, which he renamed *The Broken Wing*. Though he believes himself to be a pirate, Reven and his crew generally spend their time salvaging shipwrecks for treasure instead of stealing it. Reven is currently a member of B.U.R.P, the Benevolent Association of Righteous Pirates.



Aviana

Sywin Nydel

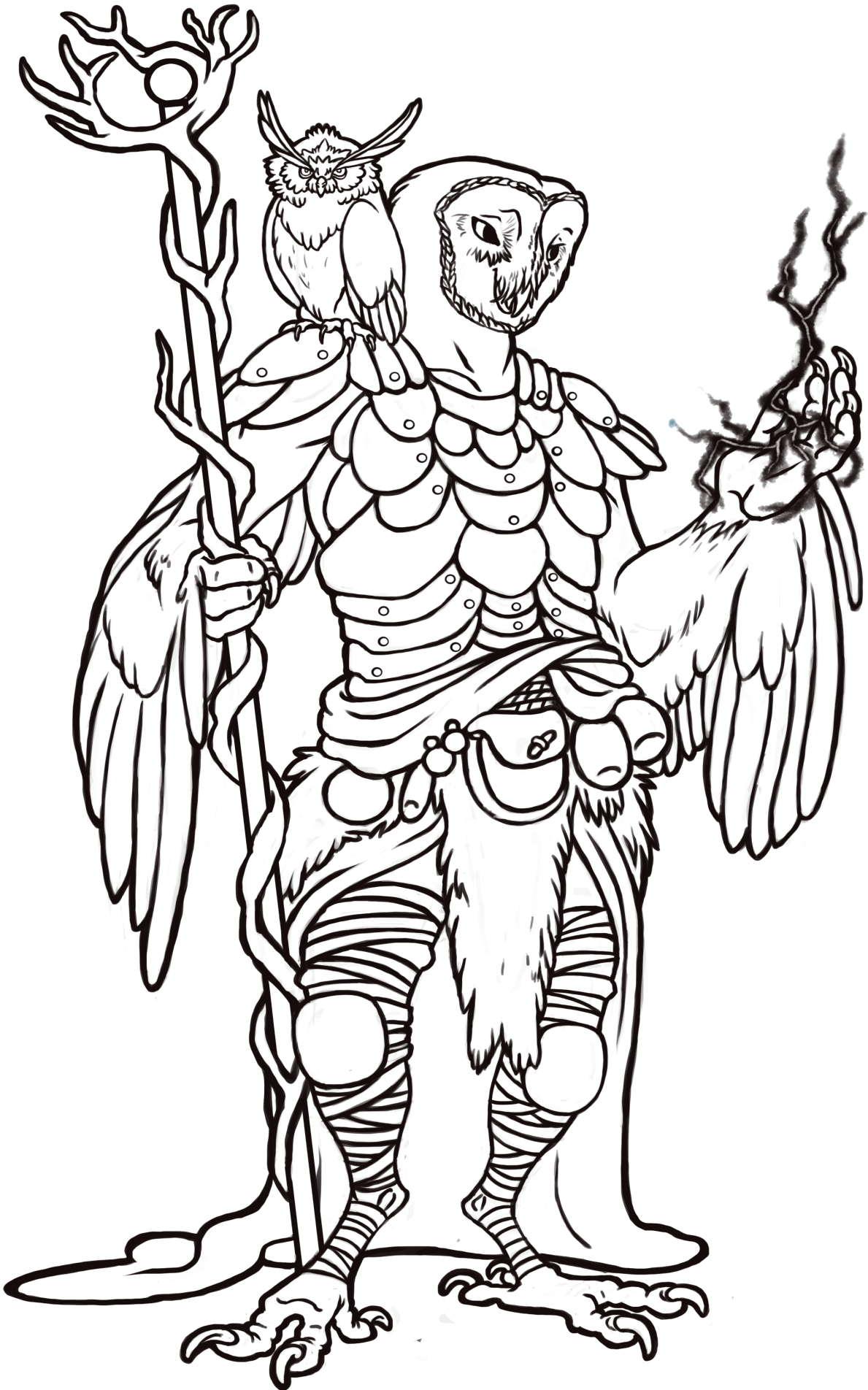
Owl-kin

“The Raging Storm”

Vice-Marshall of the Blitzwing Brigade

Sywin Nedel was born in Breezyleaf, a small village on the Western coast of Aviana’s main island whose *Means of Production* is strawberries. Though the expectation was that Sywin would take his knowledge to another agricultural village upon his *Nestleave*, he simply didn’t see himself as a fit for the life of a farmer. Instead, he joined the druidic order known as the Blitzwing Brigade, a specialized branch of the Sky-Guard who use the ability to wild shape in their animal kindred in order to respond to threats with unmatched speed.

Out of the few dozen druids in his order Sywin had always shown the greatest talent with natural magic, particularly regarding the weather. This ability enabled Sywin to lead hundreds of successful campaigns during the course of the First and Second Rodentian Invasions. He currently holds the rank of Vice-Marshall and commands the entirety of the Blitzwing Brigade.



Aviana

Louis Hornbill

Swan-kin
Trumpeter, Distributor

Due to their fear of outsiders, few non-birds ever get to visit the treetop villages of Aviana. Perhaps the greatest shame to come from this is that so many citizens of Layna will never get to hear the music of a Swan Trumpeter. Like many of his fellow Swan-kin, Louis took a vow of silence upon his thirteenth birthday and now communicates only via the music he plays. Trumpeters like Louis play an important role in Aviana, as they take the role of *distributor*. Distributors are responsible for visiting villages and collecting the goods they have been assigned to produce, and then delivering it to the other villages. The arrival of a distributor is a joyous occasion, as they not only bring new goods and materials, but the Swan Trumpeter will entertain the villagers at an evening feast, and brings correspondence from friends and family members living in other parts of the realm.



Canine Kingdom

Vixon “Vix” Sweetsong

Fox-kin

“The Jewel of the North”, “The Voice”
Covert Agent for the House of Knowledge

Known throughout Layna simply as Vix or her nickname “The Jewel of the North”, Vixon Sweetsong is one of the continent's most adored minstrels. The youngest daughter in a family of performers, Vix was singing in front of crowds before she could walk. Now, she travels from realm to realm performing for huge crowds in every city as one of the most beloved celebrities of her time. What the public doesn't know, however, is that Vix is also a member of the Red Knights, assigned to the House of Knowledge. While she travels the continent entertaining the masses, she's also collecting delicate information about foreign politics, society, and military strength. While the people may chant “Jewel of the North” as she performs, to her kin in the Knights, she's known only as her codename, “The Voice”.



Canine Kingdom

Karvin Swiftrunner

Wolf-kin

“Sarge”

Alpha Squad Sergeant

Born to the largest Wolf-kin pack in the Canine Kingdom—the Swiftrunners—“Sarge” was always a physical presence that made others notice him. Born almost twice the size of his litter-mates, Karvin was the largest and most powerful Wolf-kin in the pack two years before he reached adulthood. His strength and prowess with combat during his training made him a natural selection for a position in the Swiftrunners’ Alpha Squad, the elite military units of the Canines. From here, he developed a reputation as a fierce warrior with intense loyalty to the pack and the Kingdom. He earned the position of Alpha-pack Sergeant before his 25th birthday, the youngest Wolf-kin to hold that position in the Swiftrunners’ long and storied history.



Canine Kingdom

Roan Delux

Wolf-kin

Captain of the Haggis Town Watch

Orphaned after a Herptile raid on his home city of Redwood, Roan was adopted by Lord Edmund Delux, a Cow-kin nobleman and the governor of Haggis. Though Roan had a privileged upbringing, he struggled to fit in and find his place in the community. This changed when he began a stint as a town watchman. It was here that Roan realized his calling—to protect the citizens of Haggis from crime and corruption. Roan showed excellent skill for tracking down criminals and making connections in the community and eventually became Haggis's youngest, and only foreign born, Captain of the Watch.



Feline Federation

Hamarr Shadowstalker

Cat-kin
Leader of The Claspèd Claw

The youngest son of the Nomarch of the Southern-ruling Shadowstalker clan, Hamarr studied the way of the magus—combining the arcane arts with intensive combat training—since the day he took his first steps. Unlike many of his peers, who dream of their clan taking control of the throne of the Pharaoh, Hamarr worked in secret forming an organization known as The Claspèd Claw. This underground movement advocates for destruction and removal of the old ways—the Cat-kin clans, the Lion-kin prides, the Herd, even the Pharaoh himself. They have only one goal—the true unification of the Feline Federation into a single cohesive realm, under the rule of a democratically elected leader. Few people know of Hamarr's beliefs, and if found out he could be tried and executed for treason.



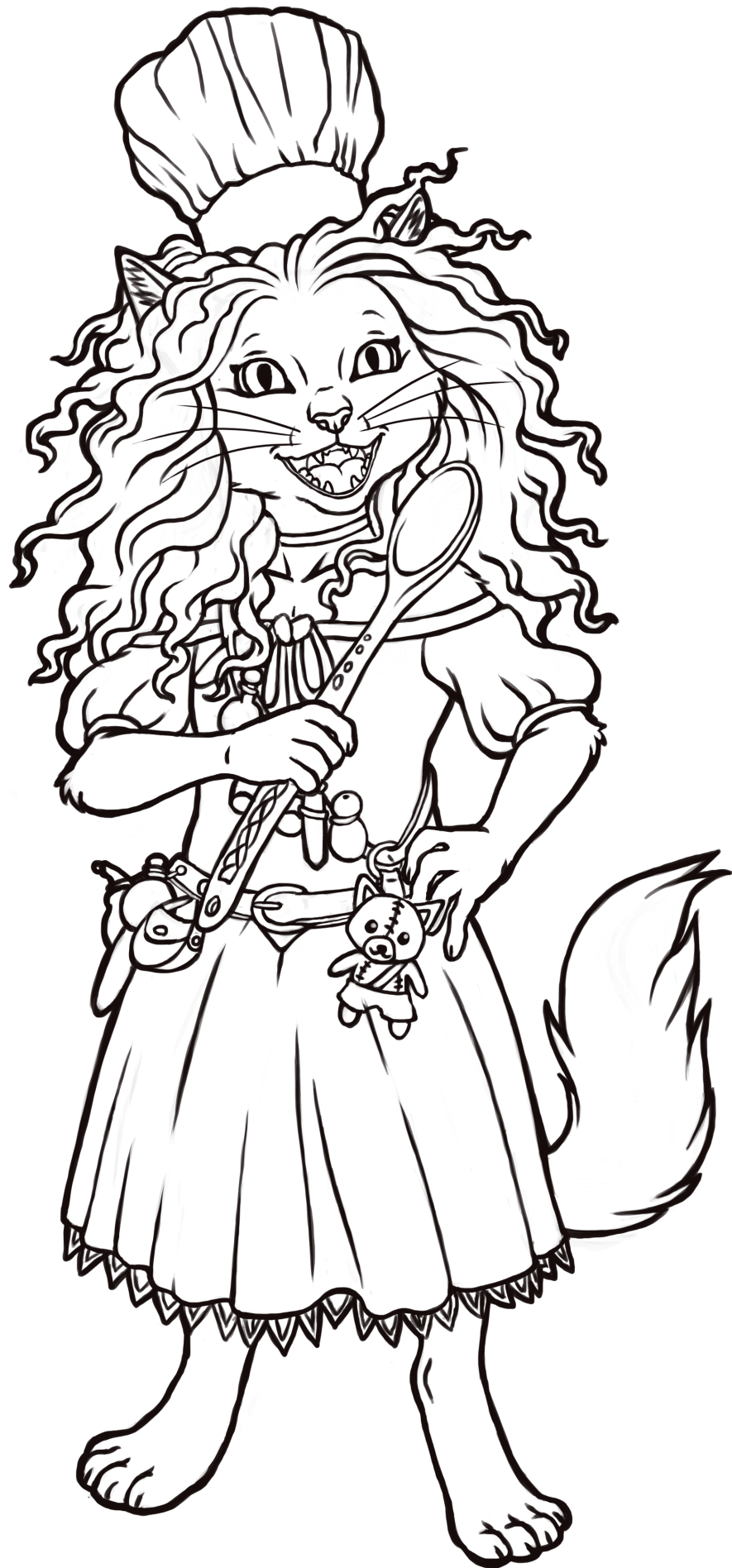
Feline Federation

Alix Sparkpaw

Cat-kin

Owner and Head Chef at *Alix's Skew and Brew*

Born into the proud and powerful Sparkpaw Clan, Alix left the Feline Federation at a young age in order to expand her skills as both a chef and an alchemist. After traveling through Layna for a few years, she finally settled on the southern coast of the Ruminant Republic, in the port city of Haggis, where she opened her own inn called *Alix's Skew and Brew*. Here, she made a killing with her special line of grilled meats on a stick and talents with a healing drought (and some other, less respectable items like poison). Despite being the youngest shop keeper in Haggis, she's a well-respected member of the Merchant's guild and always seems to know exactly what's going on in the city.



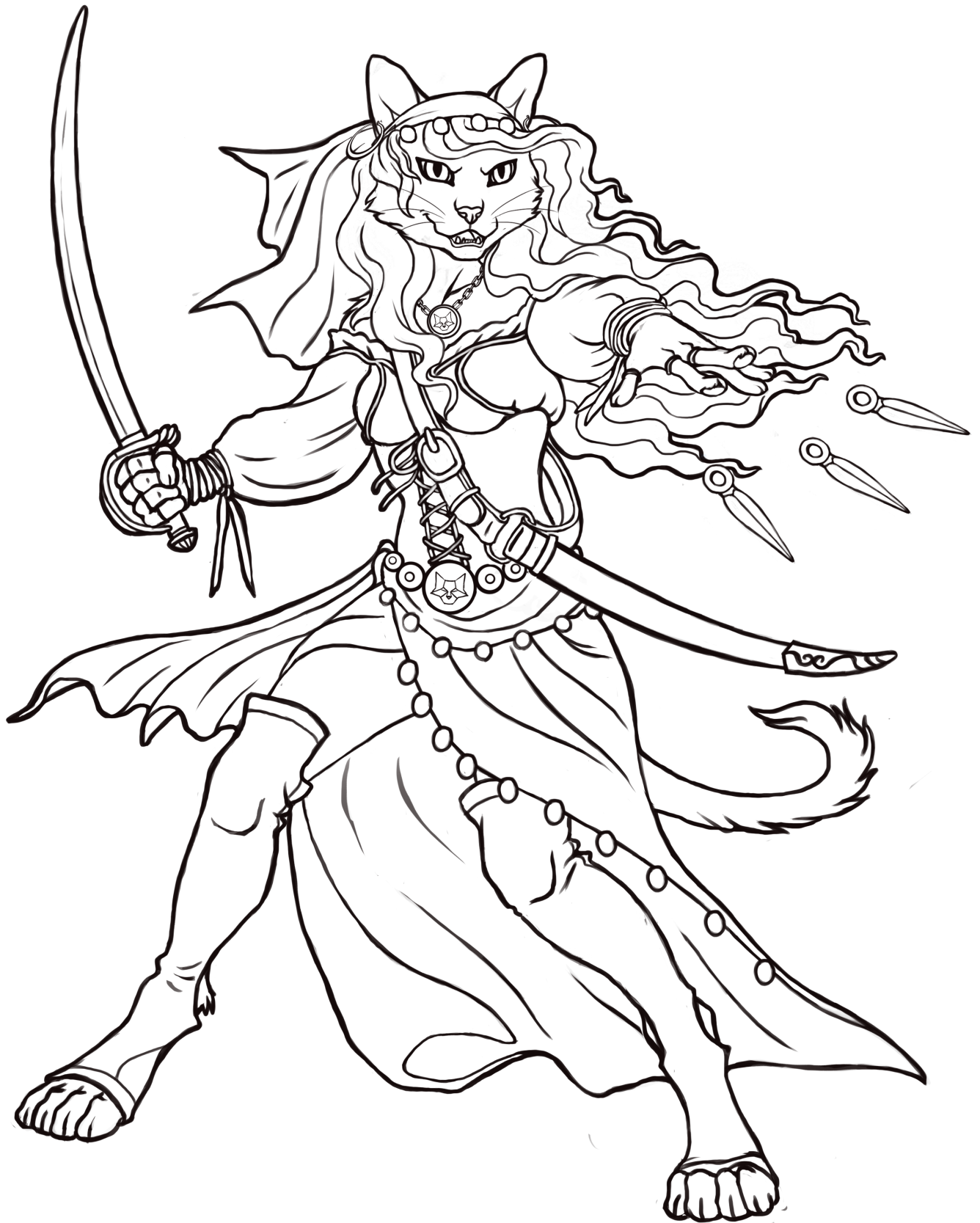
Feline Federation

Lily Blackwhisker

Cat-kin

“The Invisible Scourge”

Lily Blackwhisker was once a respected sailor in the Sandtail Clan’s naval force, but she struggled with authority and rules and eventually quit to make her own way. After several years of bouncing between merchant ships, Lily became sick of not being the one to make the decisions, so she organized a mutiny, took over the ship she was on—*The Floating Hairball*—and turned it into a full-fledged pirate vessel. As she rose in power and infamy, Lily changed her name to “Blackwhisker” and demanded that anyone who joined her crew have basic, inherent ability with magic. She called these new recruits *spell-sailors* and trained them to use their magic to become the most feared group of pirates in the eastern seas.



Feline Federation

Rispar Sandtail

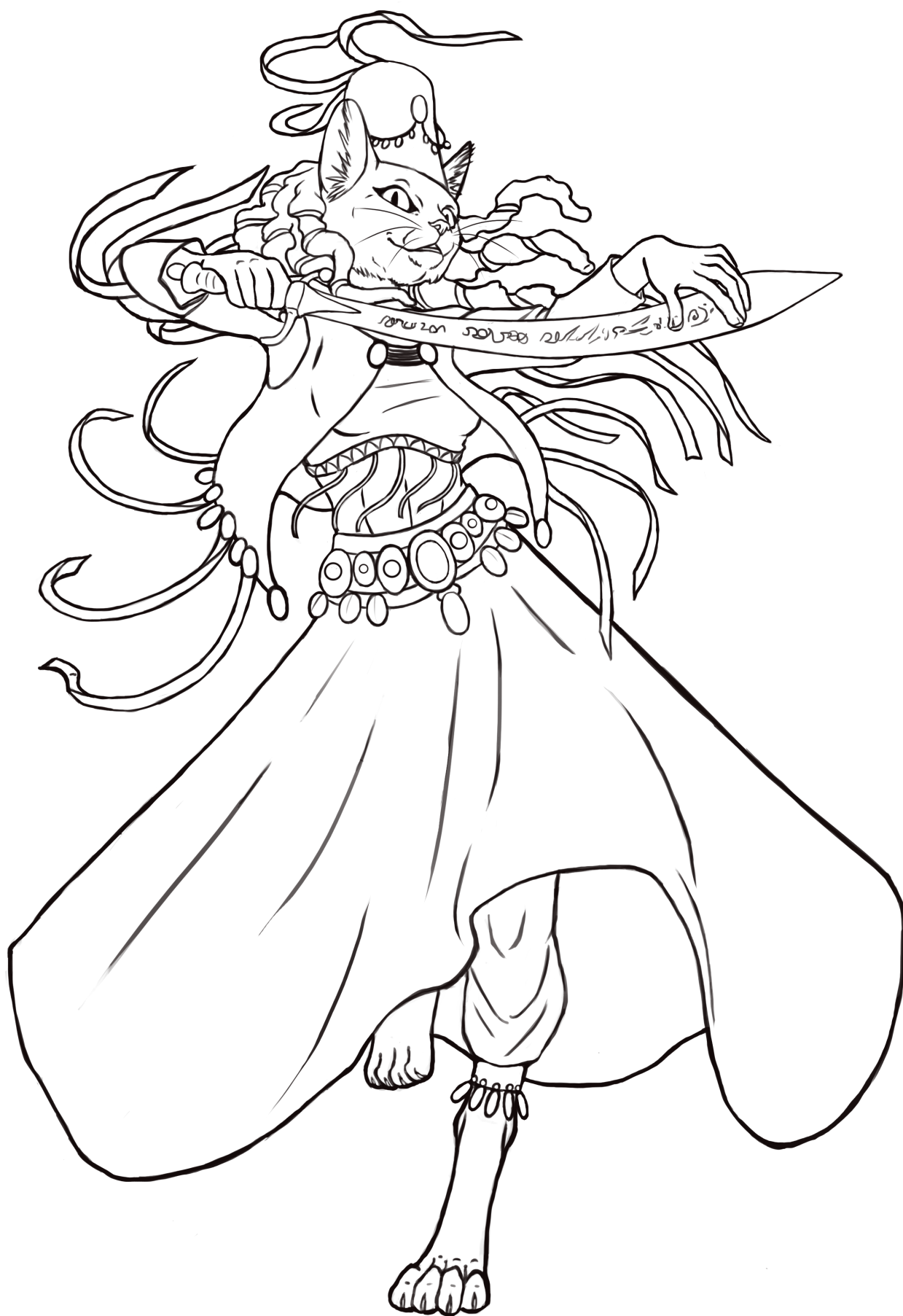
Cat-kin

“The Dawndancer”

Chaplain of the Sandtail Sword Dancers

Paladin of the Dawnbringer

At just 20-years-old, Rispar is one of youngest members of the Sandtail’s elite military unit called the Sword Dancers. Dedicated to the patron god of the clan, the Dawnbringer, Rispar has become known for worshipping each morning by performing an elaborate dance as the sun rises. Cat-kin have been known to travel miles to watch her, as many believe that her dancing acts as a conduit between them and the Dawnbringer himself. Rispar refers to these Cat-kin as her “congregation” and is highly protective of them.



Feline Federation

Xarmag

Leopard-kin
“The Bridge Guide”

The Herd functions best as a single entity, where the hundreds of creatures that make up its strength become a single unit. But, as a unit is only as strong as it's weakest member there sometimes comes a time when age or disease forces a creature from the Herd. When this happens it is Xarmag's job to accompany the beast to the Great Rest, a place where they may take their final breath in Layna and peacefully cross over the Bridge of Eternal light into their next existence.



Feline Federation

Cecil Strongmane

Lion-kin

“The Great Mane’s Vengeance”

King of the Strongmane Pride

One of the most dedicated defenders of the ideology of the Great Mane, Cecil is vigilant about exterminating any and all evil from his territory. As such, the lands of the Strongmane Pride are virtually void of crime. Normally travelers and merchants would relish in such a place, however most visitors avoid Cecil’s land at all costs as they fear becoming labeled an “evil-doer” if they don’t live up to Cecil’s lofty standards. It’s rumored he once cut out his own mother’s tongue for forgetting to say “The Great Mane blesses you” after he sneezed.



Herptile Hegemony

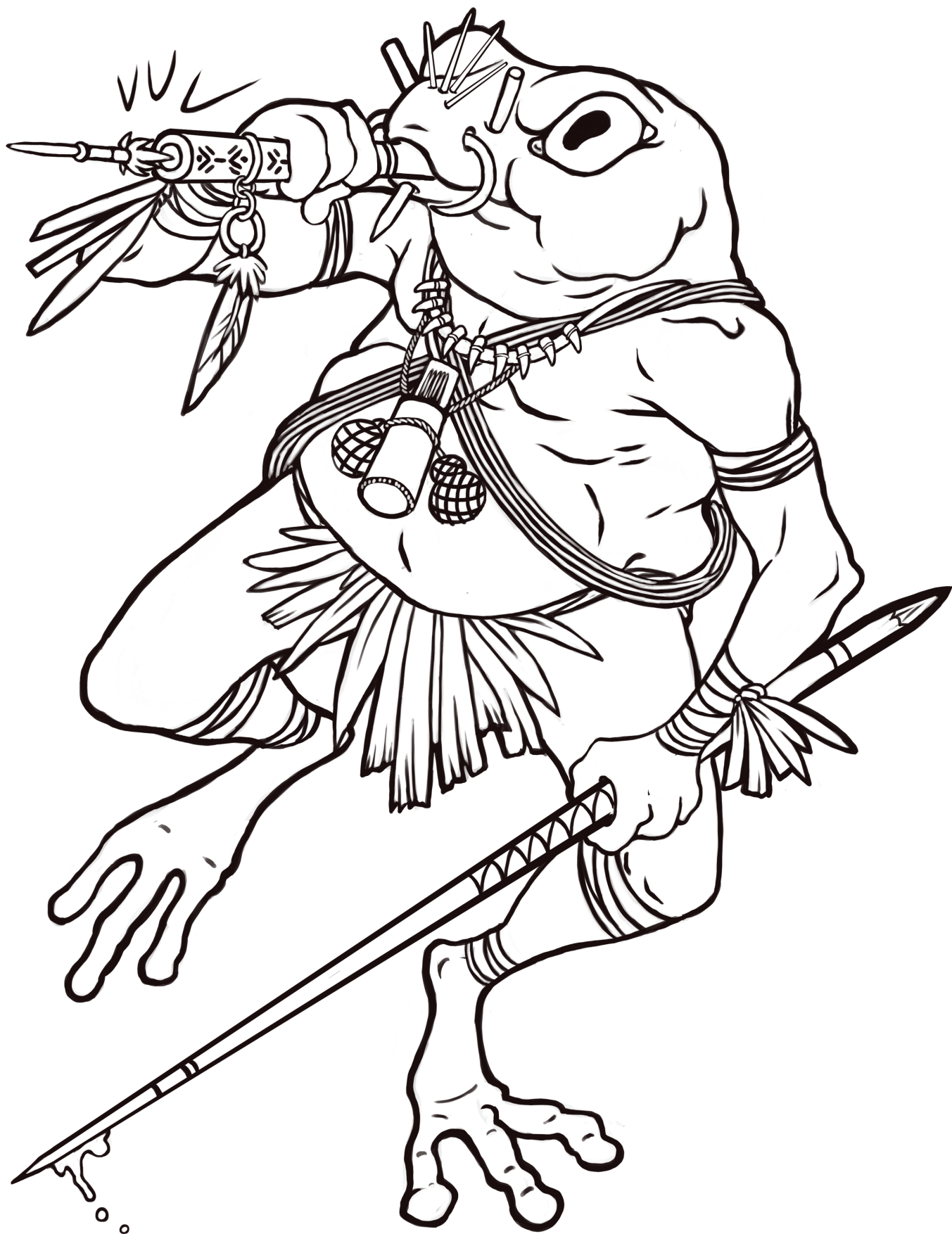
Carl Bogsworth

Poison-Dart-Frog-kin (Brightskin)

“The Deadeye Dart Frog”

Scout and Assassin for The Hopblade Warband.

In the same way many realms hold archery contests, The Brightskins of the Herptile Hegemony have a yearly competition to find the greatest blowgun user in the land. The Brightskins compete in categories such as accuracy, distance, poison potency, and trick shots. For six years running, Carl Bogsworth, one of Warlord Helda’ Hopblade’s private snipers, has won the title of Grand Champion. He keeps the trophies on his mantle next to his collection of taxidermied rodents.



Herptile Hegemony

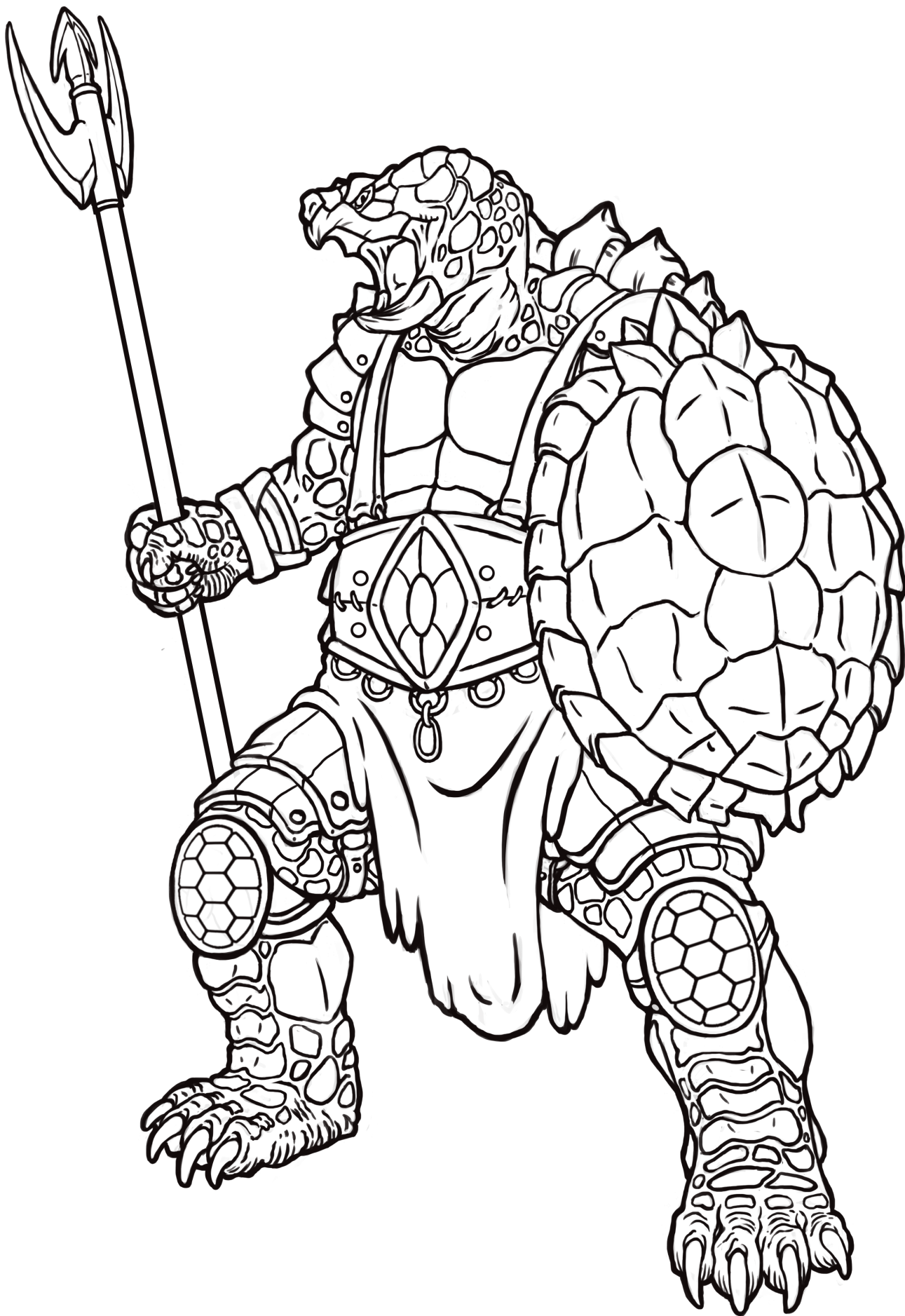
Marlok Snapjaw

Turtle-kin (Hardback)

High Priest of the Green Plague

“The Ancestor’s Chosen”

Born to a long line of divine warriors, Marlok dedicated himself to the will of the Ancestors at a very early age. Through a combination of success on the battle field and divine guidance from those who walked in shells before him, Marlok has become a trusted advisor and battle companion to Held Hopblade, Warlord of the Green Plague.



Empire of Rodentia

Sebastian Tinderflint

Cavy-kin

“The Golden Gun”

Owner of Tinderflint’s Weapons of Wonder

When a citizen of Layna hears the name Tinderflint, they immediately associate it with the deadliest firearms in the seven realms. Forty-three generations of arms crafters will earn a family that reputation. The business is currently run by Sebastian Tinderflint, a young Cavy-kin as innovative at creating firearms as he is deadly when wielding them. Sebastian also has great interest in politics, and has used his massive wealth to collect himself a huge following for a possible run at the Lord-Chancellorship in the next Rodentian election.



Empire of Rodentia

Souris the 16th

Mouse-kin

“The Runt”

Heroic Adventurer

The 16th child born in his family, Souris was the runt of his litter, and the smallest baby the community had ever seen. No one expected him to live past his first birthday, as he rarely had enough to eat. As a result Souris went out into the world in search of adventure and opportunity to become a hero before his third birthday—barely more than a child. Wherever Souris went, danger seemed to follow. Souris, though, always seemed up to the task. Whether it was giant snakes, evil dragons, or mischievous fae, Souris overcame each challenge, eventually returning home not as Souris the 16th, but as Souris the Hero.



Empire of Rodentia

Dr. Viktor Pennywhistle

Rat-kin

“The Father of Furmin”

Experimental Biologist, Head of C.R.I.M.E

Dr. Viktor Pennywhistle was a top notch scientist, respected researcher, and head of the *Consortium of Rodentian Inventors, Mad-scientists, and Experimenters (C.R.I.M.E)*, an organization of out of the box thinkers, often with less than legal goals for their work. While Pennywhistle has had many great breakthroughs over his career, it was his part in the creation of the Great Furmin Infestation that most citizens of Layna remember him for. While he was simply trying to create a race of subservient, unintelligent minions to do his bidding, a slight miscalculation resulting from confusion over teaspoons and tablespoons nearly destroyed all life in Layna. Dr. Pennywhistle is currently taking a break from science while he vacations at the Humphreyville Institute for the Criminally Insane.



Ruminant Republic

Goat-kin Deserters

Goat-kin
Rebels, Thieves

Goat-kin Deserters are former members of the Republic Army who left the service of the Monarchy (without permission). This is often due to problems with how the Monarchy has ignored the elected governors and the plight of the common people in the Republic. They tend to make a living off petty theft and mercenary work.



Ruminant Republic

Lady Lisa Cudchew

Cow-kin

Lady of Hoofborough

Lady Lisa was born into a powerful noble family which gave her unmatched wealth and access to the best education the Republic had to offer. This was not Lisa's only advantage in life though, For her deity, the Spotted Mother, was not done granting her gifts. Though she cannot explain why she was chosen as a receptacle for The Spotted Mother's power, the gifts were granted nonetheless. Now married into the royal family to Duke Kensington she waits to see what plans the Spotted Mother has for her life.



Ruminant Republic

Jack Skipper

Roo-kin

Brother of the Order of the Pouch

Jack had always enjoyed the monastic life he was born into. From dawn to dusk he meditated, exercised and worked to provide a safe, nurturing environment for all creatures as the dogma of his order dictated. As soon as he came of age, he became a missionary and began traveling through Layna spreading his orders message. Jack eventually found himself settling Rodentia, where he felt the needs of the poor masses of Mice had been greatly overlooked by the other races. Here he opened an orphanage for any child in need of a stable home and the protections of the Order of the Pouch.



Woodland Alliance

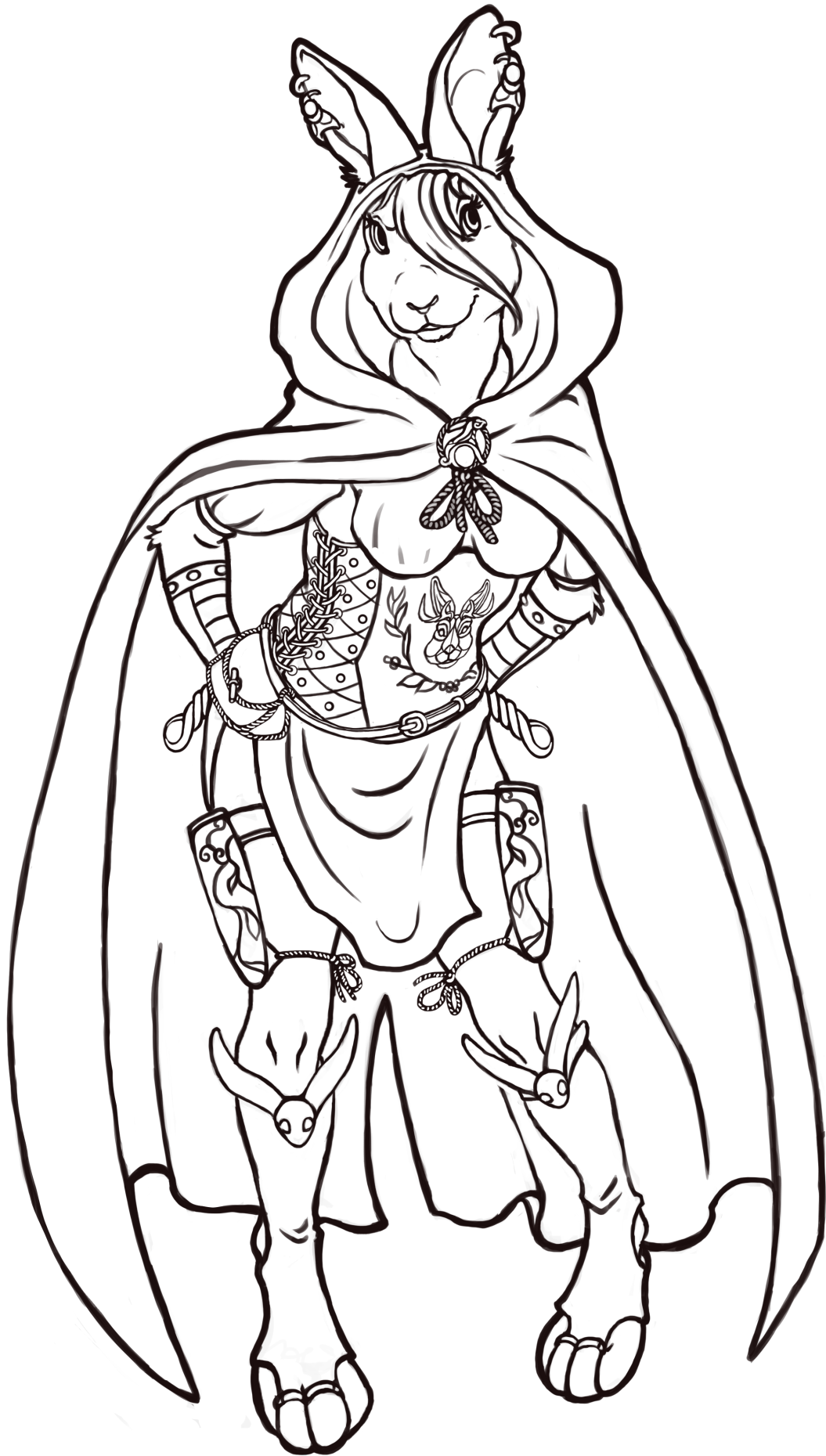
Tallula Cloverleaf

Rabbit-kin

“The Den Mother”

Leader of The Woodland Alliance Ready Defenders

In the forest dens of the Rabbit-kin, danger is a part of everyday life. Whether it's raiding parties from the Hegemony, land-hungry nobles from the Republic, or any of the hundreds of monsters that make their home in the densely forested Eastern Redwood, Rabbit-kin live in a constant state of fear. Worst, despite a concerted effort to unify for defensive purposes a den can rarely rely on other dens for supports in a time of need. Instead, they have Tallula Cloverleaf, aka The Den Mother. The Legendary hero and her devoted followers have spent a lifetime protecting the Dens of the Rabbit-kin, often showing up the most dire moment to save the day. To those that have never met her, the exploits of The Den Mother read like fiction and some dens wonder if she's an Avatar of the forest itself, protecting her most loyal inhabitants. What is known for sure, if Tallula finds you threatening her people, you're in trouble.



Woodland Alliance

Isabella Sharpquill

“The Piercing Protector”

Member of the Woodland Alliance Ready Defenders

A trusted companion to the great hero, Tallula Cloverleaf, Isabella is a hardy warrior with a steady hand and eyesight as keen as any hedgehog. Armed with arrows forged from her own quilling, Isabella has singlehandedly sent armies into retreat with the speed and accuracy of her bowshots. An original member of the Woodland Alliance Ready Defenders (W.A.R.D), Isabella is known for her never ending optimism and good-humor in even the most dire of situations.



Woodland Alliance

Tomin Sorenson

“Wiggles”

Member of the Woodland Alliance Ready Defenders

Tomin is the Den Mother’s right hand mage, accompanying her on her heroic missions and offering, magical support and encyclopedic knowledge of the world. While Tallula fights to protect the lands of the Woodland Alliance from threats, “Wiggles”, as he is affectionately known, concentrates on dangers associated with the occult and arcane. Together, the member’s of the Woodland Alliance Ready Defenders, known as W.A.R.D. keep the communities they serve safe from harm.



Monster

Blargh Squidslayer

“Rage of the Tide”

Leader of the Grindyflow Tidehunters

One of the oldest and largest of the evil grindyflow, Blargh Squidslayer has long been the leader of their vicious tidehunters—a small group of warriors trained to track and slaughter prey on land. He particularly enjoys the taste of whelping flesh, and has hunted the great reptilian beasts to a point where their numbers are quickly dwindling.



Monster

Catdaver Riders

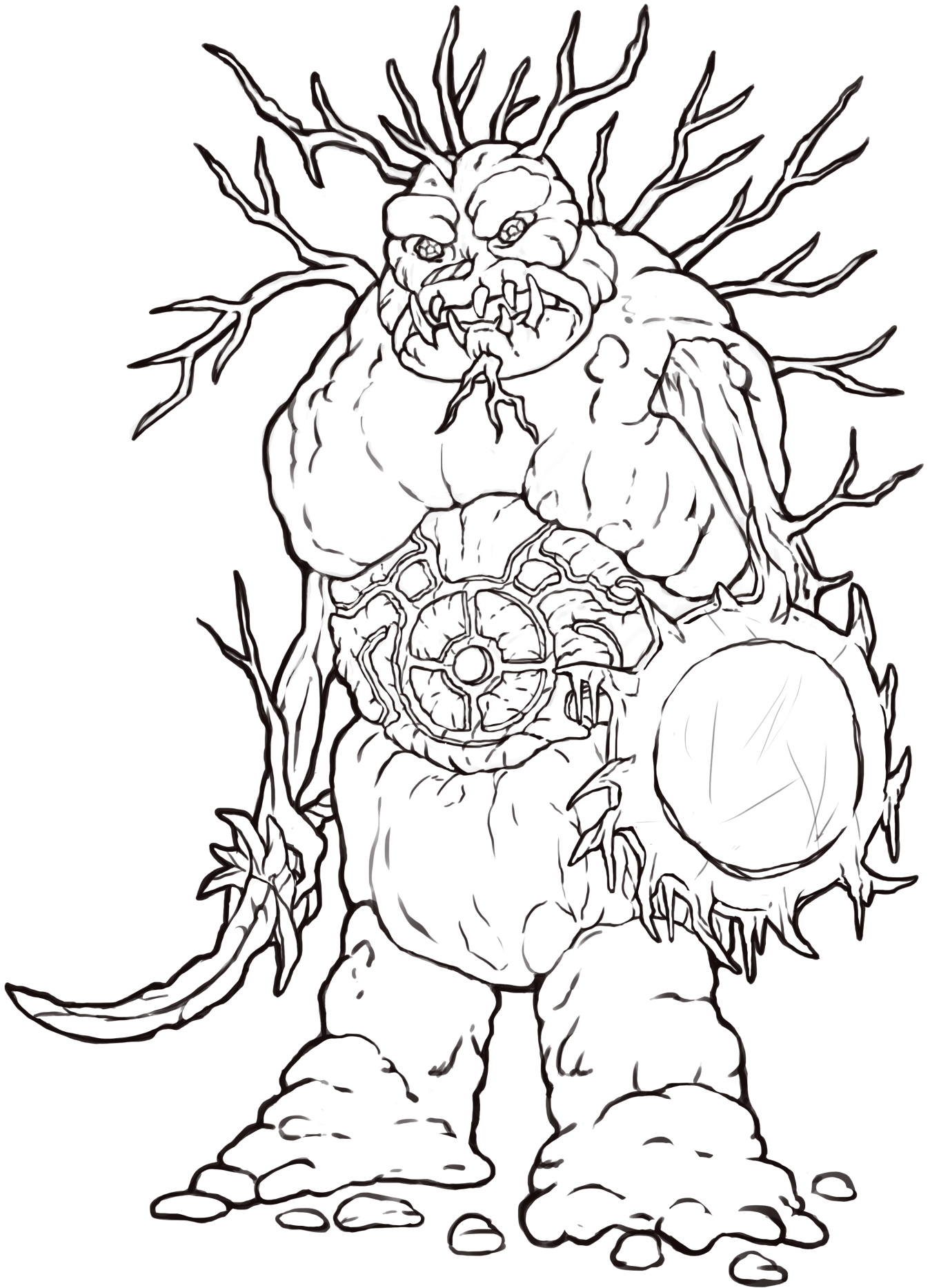
Raised by the corrupted artifact known as the Ring of the First Pharaoh, catdavers are intelligent undead who retained many of the skills they had in life, but have no memory of the lives they lived. They are currently allied with the Cult of the Horned God, a Goat-kin organization who uses Necromancy in an attempt to destabilize the Ruminant monarchy.



Monster

Guardian Snowman

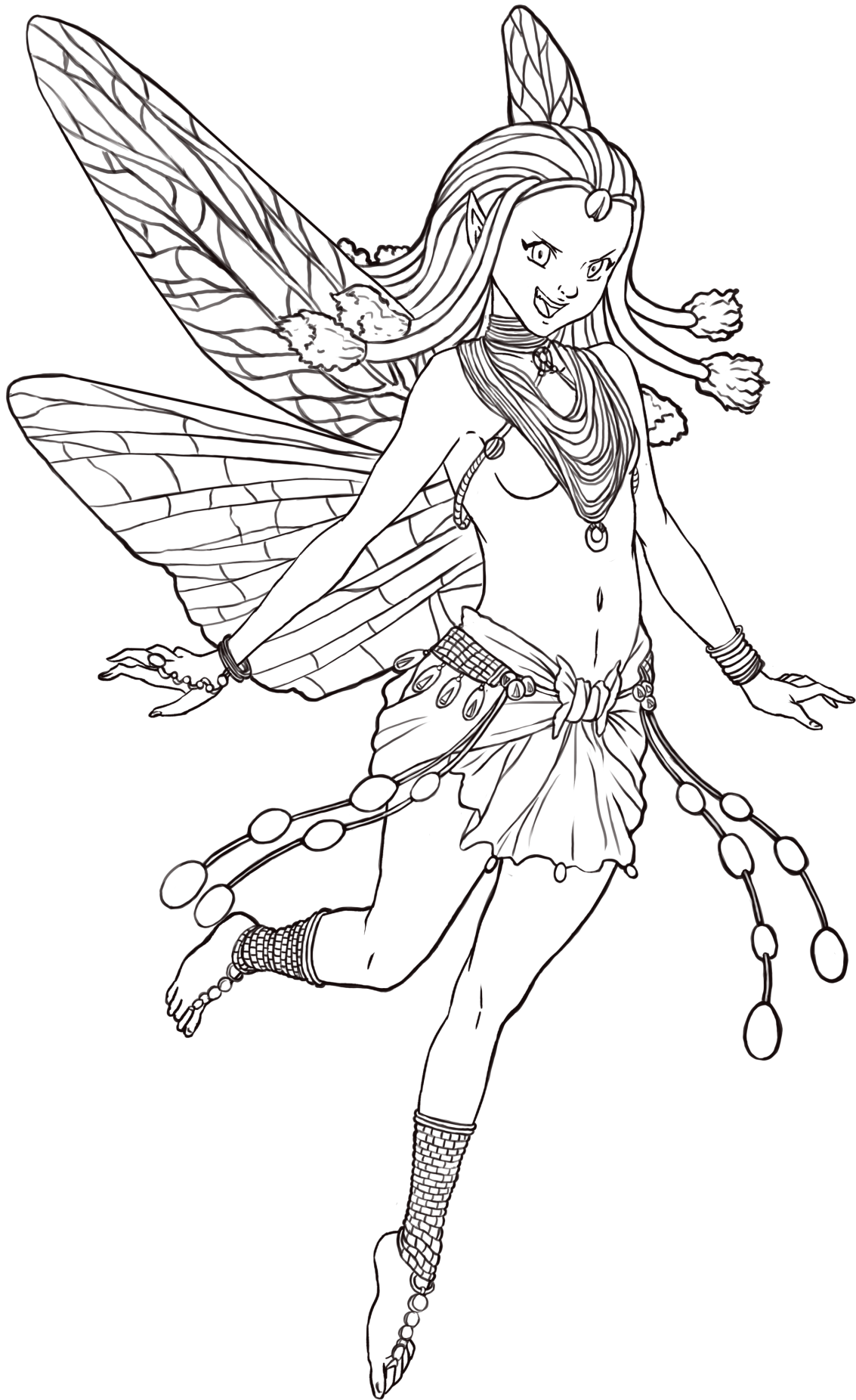
Guardian Snowmen are a construct favored by old wizards of the north who don't want kids ruining the fresh snow on their lawn with their footprints.



Monster

Sand Sprite

Mischievous fae that hail from the desert, Sand Sprites are a huge annoyance to travelers heading toward the major cities of the Feline Federation. Focusing on creating mirages, and trapping their prey in quicksand, these small creature mean big trouble to anyone who falls into their traps.



Monster

Furmin Nightstalker

Created by Dr. Victor Pennywhistle, the leader of the *Consortium of Rodentian Inventors, Mad-scientists, and Experimenters (C.R.I.M.E)*, Furmin were intended to be the ultimate race of mindless servants. Combining the physical traits of insects and Mouse-kin into a single entity, Pennywhistle believed he was creating a creature that could serve equally well on the Rodentian battle lines as it could cleaning his toilets. He was wrong, as his experiment went horribly wrong and led to one of the worst disasters in Rodentian history—The Furmin Infestation.

