REMARKABLE RACES Pathway to Adventure Edition





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A New Player Character Race for use with the Pathfinder® Roleplaying Game

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ANUMUS



Fremedi the tomb raider discovered a fabulous treasure. However, it was not gold nor was it gems. It was not a powerful magical artifact or even a weapon of wondrous power. Fremedi, a charlatan by reputation, discovered a clay jar full of perfectly preserved seeds. Hieroglyphics on the jar described how to use them, and with a slight effort, the worldly rogue deciphered the antique code. It was then that he hatched a plan that would bring a new race to the world.

With a little help from a farmer friend, Fremedi cultivated these strange little seeds and soon had a small grove of odd spiky bushes. With time, the shrubbery finally bore a bluish-purple fruit. It was marketed as "Fremedi's Wonder Fruit" and sold with special instructions and with the great advertising phrase, "They gave their lives to you, now give their lives to them!" The anumi were born, and Fremedi became very wealthy.

Long ago, when the gods bore the forms of beasts, the anumi plant was created with the aid of divine magic to transform particularly beloved sentry animals into special temple guardians. Fremedi simply adapted the recipe to work for all beloved pets who had reached the end of their service due to infirmity or old age. A humane alternative to euthanasia, the fruit is mashed together with the blood of the animal's master and mixed in with the animal's favorite food. Upon digestion of this strange mixture, the creature becomes instantly revitalized and transforms into an anthropomorphic form; a swarthy and muscular human body with the head of the animal. Along with the facial semblance, the bestial companion retains rudimentary and dreamlike memories of its former life. It begins life again as a young adult sentient humanoid.

While the long forgotten anumi of the ancient world had specific purpose and direction, this new generation often struggled for identity beyond a personified pet. After a few decades, they sought the now aged Fremedi and beseeched him for an answer. For a hefty sum, Fremedi parted with his secret, and the anumi became caretakers of both the sacred fruit and its secret. They carried on the business and continued to inspire the tradition of bestowing new life to animal companions whose existence was otherwise near an end.

PHYSICAL DESCRIPTION: Anumi, from the neck down are identical to very fit Medium-size humans. Their skin tone varies from olive to dark brown and is both flawless and hairless. Gender cues are exaggerated; females have perfect hourglass forms and males feature bulging biceps and rippling abdominals. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural creature. Canines, felines, and avians are most common. However, bears, boars, horses, and even lizards are also well-known. Any natural beast that someone might have considered a beloved pet or companion may become an anumi. If a species type is not listed, the Dungeon Master may decide to add new statistics and powers.

Over the last few decades, the anumi have been trying to create a unique identity in the world. In their new forms, many study the crumbling ruins of the civilization that invented their magical origins. Some anumi have adopted a style similar to that which they observed depicted in ancient hieroglyphics and often pattern clothes, jewelry, and other personal effects to reflect this antiquated design. A few anumi even venerate these forgotten gods in an effect to resurrect a long dead religion. In their hearts, however, most hold true to the values of their original master, whom they often regard as a parent figure. Many continue adventuring with their original master for several years after they start their second life.

ECOLOGY & SOCIETY: Despite their attractive (from the neck down), and fully-sexed forms, anumi are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using the anumi fruit to ensure that the species lives on.

The juice of the fruit itself is highly magical, though inert until mixed with blood. The blood acts as a catalyst only if the master truly cared deeply for his/her animal companion. Otherwise, it has no effect. Originally, it was thought that the mixture called specifically for human blood. Fremedi's original directions stated this explicitly. However, experiments show that the blood of any sentient creature will suffice, so long as the sentiment is true. Regardless of the blood used, the body form always appears human.

The mixture only works on natural beasts of the non-magical variety. The beast's original abilities, powers, skills, and so on are all replaced by those of the anumus. The Gamemaster may also rule that certain beasts are immune to the mixture.

The change in form is permanent and irreversible. Biologically, the anumus begins life with the body of a fit 16 year old human. Their countenance reverts to the way the animal looked in the prime of its life, adjusted for size proportion to the new body. Afterwards, the anumus ages much the same as a human.

As to its mental state upon first reaching humanoid form, an anumus resembles an amnesiac. At best he has blurry memories of a past in which he was an animal, though he seems to have a firm grasp of language and other basic skills needed for survival. During this period of mental confusion, the anumus is typically nurtured by its original master. In a few short months, the anumus is ready to set out on his own, if he so desires.

RELATIONS TO CORE RACES: Anumi relate most strongly to humans, as they tend to share both a history and similar physiology. Many anumi consider humans to be both their parents and their parent race. Anumi also enjoy the company of halflings and gnomes, as these races are also fond of pets. Anumi are generally annoyed by elves, who they view to be very condescending. Certain subspecies are known to gravitate to other known races as well. Porcine anumi, for example, find they have much in common with half-orcs.

RELATIONS TO REMARKABLE RACES: A relation of note is the one between amphibian anumi and the mogogols. While a few amphibian anumi are the result of a beloved toad familiar, most originated as the prized pets of the mogogol race. The bond between their two races is undeniable.

ALIGNMENT & RELIGION: Anumi vary in alignment, often according to subrace. Amphibians, avians, canines, and equines are generally good. Felines, porcines, reptiles, and ursines travel the middle of the road; preferring more neutral paths. Arachnids, ophidians, and rodents like to travel the darker paths of evil. Equine, canine, reptile, and ophidian anumi gravitate towards lawful thinking, while arachnid, rodent, feline anumi enjoy more chaotic endeavors.

Anumi most often venerate the religion of their masters. Some have been known to create cultlike representations of the gods of the ancient civilization that developed the anumi fruit. **ADVENTURERS:** Anumi often share the same ideals, virtues, and vices of their original masters; this is often very similar to a parent-child relationship. An anumus who had a very strict master is as likely to be very strict as they are to be especially lenient. In any case, anumi often show a great deal of respect and understanding of their original master's values.

Anumi also harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by species. For example, canine anumi are often very loyal. Feline anumi, on the other hand, are fiercely independent. Avian anumi are free spirits, while porcine anumi are often gluttons. Reptiles can be callous; arachnids single-minded; rodents jumpy; equines trustworthy. Unfortunately, these stereotypes do nothing good for their already diminished reputations. One of the biggest obstacles that an anumus faces is to be seen as a serious individual in their own right, and not just a personified animal.

It is often this lessened status that drives an anumi to the adventuring life. They have much to prove, and often have little trouble finding their niche. Often, an anumi picks up where their master left off: continuing a quest in their absence. In addition, anumi are fueled by the same goals as most humans; glory, gold, honor, and love. At their core, they are both human and animal. An anumus's motivations tend to match both.

Many anumi take up the cause of animal rights, and are among the first beings in the realm to help orchestrate the formation of humane animal shelters, veterinary clinics, and laws that prevent animal cruelty. Most anumi will not stand by to see an animal be mistreated, and will react in violent opposition. Some anumi often adopt pets of their own, many which become anumi themselves after living a long, happy life.

NAMES: Anumi often keep the names given to them when they were animals. However, some prefer to adopt names that are reminiscent of the extinct culture that created the anumi fruit.

MALE NAMES: Ace, Ajax, Amon, Anubis, Bear, Bingo, Butch, Duke, Fido, Horus, Jaws, Killer, Lucky, Rover, Silver, Snapper, Thoth

FEMALE NAMES: Babe, Daisy, Dixie, Duchess, Fluffy, Foxie, Hathor, Isis, Jaws, Killer, Peaches, Pepper, Precious, Silver, Snapper, Snuffles

ANUMUS RACIAL TRAITS

+2 Strength: All anumi are strong, and each subrace has an additional bonus and penalty as described below.

Medium: All anumi are Medium creatures and have no bonuses or penalties due to size. **Normal Speed:** Most anumi subraces have a base land speed of 30 feet.

- **Keen Senses:** Anumi receive a +2 racial bonus on Perception skill checks.
- Languages: Anumi begin play speaking Common. Anumi with high intelligence scores can choose any normally avaible languages they want.
- **Subracial Traits:** All anumi have one subrace that corresponds to the type of animal that they originated from. This subrace grants them additional racial traits as described below.

AMPHIBIAN (FROG) TRAITS

- +2 Wisdom, -2 Charisma: Amphibian anumi are wise, but are known to be somewhat crude. Acid Resistance: Amphibian anumi gain resist acid 5.
- **Hold Breath:** An amphibious anumus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning., and this duration is not reduced by taking standard actions.
- **Bestial Fortitude:** Amphibian anumi receive a +2 racial bonus on all saving throws against disease and poison.
- **Great Swimmers:** Amphibian anumi gain a +4 racial bonus to all Swim skill checks.

ARACHNID (SPIDER) TRAITS

- +2 Intelligence, -2 Charisma: Arachnid anumi are known to be quite clever, though give off a very creepy vibe.
- **Darkvision:** Arachnid anumi can see in the dark up to 60 feet.
- **Bestial Reflexes:** Arachnid anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.
- **Great Climbers:** Arachnid anumi gain a +4 racial bonus to all Climb skill checks.
- Web Caster: Arachnid anumi can cast *web* once per day as a spell-like ability. The radius for this effect is a 10-foot radius spread. The caster level for this effect equals the Arachnid anumus's class level. The DC for this effect is equal to 10 + the anumus's Intelligence modifier. This spell-like ability is otherwise identical to the spell.

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AVIAN (BIRD) TRAITS

- +2 Charisma, -2 Intelligence: Avian anumi have very likable personalities, but tend to be a bit bird-brained.
- Bestial Reflexes: Avian anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.Eagle Eyes: Avian anumi receive a +1 racial bonus on ranged attack rolls.
- **Feather Magic:** Avian anumi can cast *feather fall* once per day on themselves as a spell-like ability. This effect cannot be used on other creatures or objects, but is otherwise identical to the spell.

CANINE (DOG) TRAITS

- +2 Charisma, -2 Wisdom: Canine anumi are lovable souls, though they do tend to be a bit naïve.
- **Improved Trip:** Canine anumi receive Improved Trip as a bonus feat at 1st level, even if they do not meet the prerequisites.
- **Scent:** Canine anumi gain the scent extraordinary ability. See the Appendices in *the Pathfinder Roleplaying Game* for more information on this ability.

EQUINE (HORSE) TRAITS

- +2 Intelligence, -2 Wisdom: Equine anumi are known to have keen intellects, although, much like canine anumi, they are often too trusting.
- **Enhanced Speed:** Equine anumi have a base speed of 40 feet. This speed is never modified by armor or encumbrance.
- **Bestial Fortitude:** Equine anumi receive a +2 racial bonus on all saving throws against disease and poison.
- **Rushing Charge:** When making a charge attack, an equine anumus may make both a bull rush and a basic melee attack (in that order). Other rules for charging and bull rush apply normally.

FELINE (CAT) TRAITS

- +2 Charisma, -2 Wisdom: Feline anumi have adorable personalities, but are quick to act without thinking.
- **Low-Light Vision:** Feline anumi can see twice as far as humans in conditions of dim light..
- **Cat-like Grace:** A feline anumus may reroll a failed Reflex save. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumus must take the second result, even if it is worse.
- **Sure-footed:** Feline anumi receive a +2 racial bonus on Acrobatics and Climb skill checks.

OPHIDIAN (SNAKE) TRAITS

- +2 Wisdom, -2 Charisma: Ophidian anumi are very observant but tend to be untrustworthy.
- **Darkvision**: Ophidian anumi can see in the dark up to 60 feet.
- **Bestial Fortitude:** Ophidian anumi receive a +2 racial bonus on all saving throws against disease and poison.
- **Bestial Reflexes:** Ophidian anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.
- **Contortionist:** Ophidian anumi receive a +2 racial bonus on Escape Artist skill checks. In addition, they can move through a tight space without having to make an Escape Artist skill check.

PORCINE (PIG) TRAITS

- +2 Intelligence, -2 Charisma: The knowledgeable porcine anumi are known for their great memories. However, they not known to have great manners.
- **Bestial Fortitude:** Porcine anumi receive a +2 racial bonus on all saving throws against disease and poison.
- **Boarish Ferocity:** Once per day, when a porcine anumus is brought below 0 hit points but is not killed, he can fight for one more round as if disabled. At the end of his next turn, he immediately falls unconscious and begins dying unless brought to above 0 hit points.
- **Scent:** Porcine anumi gain the scent extraordinary ability. See the Appendices in *the Pathfinder Roleplaying Game* for more information on this ability.

REPTILE (LIZARD) TRAITS

- +2 Wisdom, -2 Intelligence: Reptile anumi are highly in tune with their surroundings. Unfortunately, they tend to shy away from intellectual endeavors.
- **Bestial Fortitude:** Reptile anumi receive a +2 racial bonus on all saving throws against disease and poison.
- **Ferocious Hunger:** Reptile anumi recieve a +1 bonus on attack rolls against Tiny or smaller sized creatures.
- **Reptilian Mind:** If a reptile anumus fails a Will saving throw, he may roll again and take the second result.

RODENT (RAT) TRAITS

- +2 Intelligence, -2 Charisma: Rodent anumi can foster ingenious plans. However, their jitteriness often unnerves those they work with.
- **Bestial Reflexes:** Rodent anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.
- **Jittery:** Rodent anumi receive a +2 racial bonus on Initiative checks.
- **Rodent Resilience:** A rodent anumus may reroll a failed Fortitude save. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumus must take the second result, even if it is worse.

URSINE (BEAR) TRAITS

- +2 Wisdom, -2 Intelligence: Ursine anumi are highly spiritual creatures who enjoy the simpler side of life.
- **Bear's Might:** Ursine anumi receive a +1 racial bonus on one unarmed melee attack roll per round. If this attack hits, it deals an additional point of damage.
- **Bestial Fortitude:** Ursine anumi receive a +2 racial bonus on all saving throws against disease and poison.
- **Improved Grapple:** Ursine anumi receive Improved Grapple as a bonus feat at 1st level, even if they do not meet the prerequisites.

ANUMUS VITAL STATISTICS

RANDOM STARTING AGE

		Bard,	Cleric,
	Barbarian,	Fighter,	Druid,
	Rogue,	Paladin,	Monk,
Adulthood	Sorcerer	Ranger	Wizard
1 year	+1d4	+1d6	+2d6

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
20 years	37 years	55 years	55 + 2d20 years

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Base Weight	Modifier	Weight Multiplier
Male	4' 10"	120 lbs.	2d4	×3 lbs.
Female	4′ 5″	85 lbs	2d4	×3 lbs.

TACTICAL SPEED

Subrace	No Armor or Light Armor	Medium or Heavy Armor
All except equine	30 ft.	20 ft.
Equine	40 ft.	40 ft.

SUBRACIAL ABILITY ADJUSTMENTS

Subrace	Str	Int	Wis	Cha
Amphibian	+2	-	+2	-2
Arachnid	+2	+2	-	-2
Avian	+2	-2	_	+2
Canine	+2	_	-2	+2
Equine	+2	+2	-2	-
Feline	+2	-	-2	+2
Ophidian	+2	-	+2	-2
Porcine	+2	+2	-	-2
Reptile	+2	-2	+2	-
Rodent	+2	+2	_	-2
Ursine	+2	-2	+2	_

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RACIAL FEATS

The following feats are available to an anumus character who meets the prerequisites.

LUCK OF THE BEAST

You call upon animal instinct to avoid bad situations.

Prerequisites: Anumus, 6th level, and either the Bestial Fortitude racial trait or the Bestial Reflexes racial trait.

Benefit: If Bestial Fortitude is granted by your subrace, once per day, you may reroll a failed Fortitude save. If Bestial Reflexes is granted by your subrace, once per day, you may reroll a failed Reflex save. This effect is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumus must take the second result, even if it is worse. This does not stack with other abilities that let you reroll saving throws.

MANIFEST CLAWS

You have wicked claws with which you can attack. **Prerequisites:** Anumus, species with claws.

Benefit: You gain claws as a natural attack. They do 1d4 damage (critical ×2). You are considered proficient with this attack. See Chapter 8 (Combat) of the Pathfinder Roleplaying Game for more details on natural attacks.

MANIFEST FORM

You can assume the form of an animal that you resemble.

Prerequisites: Anumus, 12th level, Wis 13. **Benefit:** You gain a spell-like racial ability that functions like the *beast shape I* spell, except as noted here. You may use this ability once per day. The effect lasts for 1 hour, or until you change back. Your options for new form include all creatures with the animal type that can be considered the same subrace as you are, and one that you are familiar with. For example, a canine anumus can become any animal type of dog or wolf that the character has encountered. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

NATURAL INSTINCT

You can access your natural instincts of nature and survival.

Prerequisite: Anumus.

Benefit: You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SERVITOR'S DIPLOMACY

Years of lowly servitude have made you better at dealing with people and good at either reading them or lying to them.

Prerequisite: Anumus.

Benefit: You get a +2 racial bonus on all Diplomacy checks. For this feat, choose either the Sense Motive skill or the Bluff skill. This choice is permanent. Gain a +2 racial bonus in the chosen skill. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

TASTE OF BLOOD

The taste of blood bolsters your vicious bite attack on the following round.

Prerequisites: Anumus, Vicious Bite feat, base attack bonus +6.

Benefit: When you score a hit with your vicious bite, you gain a +2 racial bonus to your attack roll for vicious bite during the next round.

VICIOUS BITE

You have a vicious bite that you can use as an off-hand attack.

Prerequisite: Anumus.

Benefit: You gain a bite as a natural attack. The bite does 1d6 damage (critical ×2). You are considered proficient with this attack. See Chapter 8 (Combat) of the Pathfinder Roleplaying Game for more details on natural attacks.



PRESTIGE CLASS: THE PHARAOH

"I was once a lowly servant of humanity. Since, I have risen to humble servant of the gods."

The anumi fruit harkens to a time when strange gods ruled the realm. The divine magic used to create the fruit was part of a cherished dedication to these beastly deities. While much of this tradition was lost in the desert sands when this civilization died, many anumi feel drawn to these forgotten times. Those of the pharaoh prestige class have heard this call most of all.

The blood of the primeval gods flows in the pharaoh's veins. They feel compelled to serve the gods as their ancient ancestors did. Pharoahs follow a faith that has been puzzled together from the artifacts of countless ruins. While much is still shrouded in mystery, they have gleaned great power from what was uncovered. They are the new representation of the old pantheon.

Role: Pharaohs are divine agents who act as leaders on the battlefield. They are more comfortable as supportive directors and dealing damage from afar than they are in close combat.

Alignment: Pharoahs can be of any alignment, though most gravitate towards lawful. While chaotic pharaohs do exist, they make few lasting alliances and are generally less successful as a result.

Hit Die: d8

REQUIREMENTS

To qualify to become a pharaoh, a character must fulfill all of the following criteria.

Race: Anumus Skills: Knowledge (religion) 5 ranks, Knowledge (history) 5 ranks. Feats: Leadership Spells: Ability to cast 2nd level divine spells.

CLASS SKILLS

The pharaoh's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the pharaoh prestige class.

Weapon and Armor Proficiency: Pharaohs gain no proficiency with any weapon or armor.

Spells per Day: When a new pharaoh level is obtained, a pharaoh gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This means that she adds the level of pharaoh to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a pharaoh, she must decide to which class she adds the new level for purposes of determining spells per day.



TABLE: THE PHARAOH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+1	Ancient Secret	+1 of existing divine spellcasting class
2 nd	+1	+1	+1	+1	Light of the Gods	+1 of existing divine spellcasting class
3rd	+2	+1	+1	+2	Divine Form	+1 of existing divine spellcasting class
4 th	+3	+1	+1	+2	Ancient Secret	+1 of existing divine spellcasting class
5 th	+3	+2	+2	+3	Crook and Flail	+1 of existing divine spellcasting class
6 th	+4	+2	+2	+3	Flames of Judgment	+1 of existing divine spellcasting class
7 th	+5	+2	+2	+4	Ancient Secret	+1 of existing divine spellcasting class
8 th	+6	+3	+3	+4	Resplendent Range	+1 of existing divine spellcasting class
9 th	+6	+3	+3	+5	Divine Decree	+1 of existing divine spellcasting class
10 th	+7	+3	+3	+5	Ancient Secret	+1 of existing divine spellcasting class

Ancient Secret: At 1st level and every three levels thereafter (4th, 7th, and 10th), the pharaoh chooses one ancient secret from the table below. She can't choose the same ancient secret twice.

ANCIENT SECRETS

Name	Effect
Book of the Dead	+4 knowledge bonus on saves against all death spells and magical death effects
Immortal Rites	Add the character's Wisdom bonus to his Constitution score to determine the negative hit point total to which she can survive
Lost Art	4 ranks in a Craft skill in which the character has no ranks
Lost Knowledge	4 ranks in a Knowledge skill in which the character has no ranks
True Name	Any one feat that has at least one minimum ability score prerequisite

Light of the Gods (Su): At 2nd level, once per day, a pharaoh can emit a powerful ray of light from her hands. As a swift action, the pharaoh chooses one target within sight to shine the light upon. If this target is an ally, the target may add the pharaoh's Wisdom bonus (if any) to her attack rolls and adds the level of the pharaoh to all damage rolls made by the target until the end of the target's next turn. If the target of Light of the Gods is an enemy, all attacks made against the target gain a bonus equal to the pharaoh's Wisdom bonus until the end of the pharaoh's next turn.

Divine Form (Su): At 3rd level, the pharaoh gains the Manifest Form feat, even if he does not meet the prerequisites. When a pharaoh is in animal form by using this feat, she may reroll a failed saving throw. This power is used as an immediate action after the first save is attempted, but before the results are

revealed by the GM. The anumus must take the second result, even if it is worse. This effect ends immediately upon leaving the form of an animal, and does not stack with other abilities that allow a reroll of saves.

Crook and Flail (Su): At 5th level, once per day, the pharaoh may choose two target creatures within 50 feet of herself as a standard action. Each target must make a Fortitude save with a DC equal to 10 + the pharaoh's Wisdom Modifier + the level of the pharaoh. An ally may choose to fail the save if desired. If both targets fail their save, they are instantly teleported into each other's place, effectively switching spots in combat.

Flames of Judgment (Su): At 6th level, once per day, the pharaoh can use a touch attack to light a target aflame with an ephemeral violet fire, which itself does not give off heat. If the target is an ally of the pharaoh, his successful melee attacks deal an additional amount of fire damage equal to the pharaoh's Wisdom modifier. If the target is an enemy, he takes fire damage equal to the pharaoh's Wisdom modifier every time he succeeds at a melee attack. This effect lasts one round per class level of the pharaoh.

Resplendent Range (Su): At 8th level, whenever you use a ranged attack and score a critical hit against a target with that attack, you deal an additional 2d10 points of electricity damage to that target.

Divine Decree (Su): At 9th level, the pharaoh can use *mass suggestion* once per day as a spell-like ability. The caster level for this ability equals the pharaoh's class level.



THE MAGIC OF PETS

Anumi often inherit items they wore or used while they were animal companions. Listed below are just a few of the items that can spice up any game that may adventure with some four-legged friends.

ANUMI FRUIT

Aura moderate transmutation; CL 12th Slot —; Price 250 gp; Weight —

DESCRIPTION

This bluish-purple fruit, which looks something like a tiny apple, holds the key to creating the anumi. The fruit becomes activated when it is mashed together with the blood of a master who truly cares for the creature, and mixed in with the animal's favorite food. Upon complete consumption of this mixture, the animal transforms into a level 1 anumus within 24 hours. It has no effect on creatures that are not natural beasts. The mixture is specific to the animal it was intended for; it will not transform an animal that the blood donor did not care deeply for.

CONSTRUCTION

Requirements: Craft Wondrous Item, *polymorph*, *wish*; **Cost** 26,250 gp.

Note: This process, lost to time, creates the anumi plant which will eventually produce the magical fruit, much like any other fruit-bearing plants. Most fruits produced by this plant are seedless, though it will produce one golden fruit per year that has a seed which will grow another plant. Anumi plants live forever if left unharmed and well cared for, and produce about a three dozen fruit per year in warm climates or indoors. They will not produce fruit outdoors in the winter, as they go dormant.

BOWL OF EVERFOOD

Aura faint conjuration; CL 4th Slot —; Price 360 gp; Weight 2 lbs.

DESCRIPTION

This heavy iron bowl produces a nutritious meal that only a beast would find palatable. Once per day, upon command word the bowl fills with a nutritious meal of liver and fish flavored mush. Most carnivorous animals enjoy the flavor, and some anumi find that the meal bears a sense of nostalgia. Other creatures find it to be inedible.

CONSTRUCTION

Requirements: Craft Wondrous Item, *create food and water;* **Cost** 180 gp.

COLLAR OF BEAST-SPEECH

Aura faint divination and enchantment; CL 4th Slot neck; Price 2,000 gp; Weight 1 lb.

DESCRIPTION

This stylish black leather and gold-studded collar confers the ability of speech upon an animal. If the wearer is a non-magical natural beast, the collar grants the ability to speak and understand Common. It does not, however, increase the beast's Intelligence. On other creatures, it prevents the wearer from speaking or understanding Common.

CONSTRUCTION

Requirements: Craft Wondrous Item, *comprehend languages, speak with animals;* **Cost** 1,000 gp.

INVISIBLE LEASH

Aura moderate transmutation; CL 10th Slot neck; Price 7,000 gp; Weight 1 lb.

DESCRIPTION

This item consists of a short metal wand and an adjustable hinged steel collar. It works as an adjustable leash. This device creates an unbreakable bond between the wand and the collar that is both intangible and invisible. Dials on the wand control several functions of the leash. Settings include off (no bond), 5 feet, 15 feet, and 50 feet. If the wand is outside of the maximum range of the collar (50 feet) it cannot activate. Once activated, a creature wearing the collar cannot move or be moved out of the range that the wand is set at. Collars come in three sizes (all separate items): Small, Medium, and Large.

CONSTRUCTION

Requirements: Craft Wondrous Item, *telekinesis;* **Cost** 3,500 gp.

PET CARRIER

Aura moderate conjuration; CL 9th Slot —; Price 2,500 gp; Weight 15 lbs.

DESCRIPTION

This three-pound iron orb is covered in strange glyphs. It can store and recall one willing natural animal. The pet carrier has 5 charges when fully charged and charges used are automatically renewed each day. Upon command word, expenditure of a charge, and touch, the item stores one willing natural animal in an extradimensional space.

The creature can be recalled instantly and at any time with a second command word by anyone who is holding the orb. The orb can transfer a creature of size Large or smaller. Regardless of size, the unique properties of the extradimensional space prevent more than one creature to be held there at a time. If used to store another creature, the previous creature is expelled. Due to the fragile nature of the extradimensional space, any creature that suddenly changes form or becomes unwilling to be there is also immediately expelled. While in the space, the animal is immune to hunger and thirst, and can breathe normally. Creatures called or expelled from the extradimensional space appear in the nearest unoccupied adjacent space to the pet carrier.

TAG OF HOMING

Aura faint divination and enchantment; CL 6th Slot —; Price 3,600 gp; Weight —

DESCRIPTION

This golden dog tag inscribed with magical runes can guide anyone wearing it back to a person or location. This tag can be tied to any other piece of equipment. Once per day, when the tag is held and the command word is spoken, the activator can either set the tag to point to his current location or point to himself. The wearer of the tag will know the direction of the location or person that the tag was previously set to. The tag does not impart distance. If the target is on a plane different from that of the tag, the tag does not function.

Once per hour, the last person who activated the tag via command word may utter another command word, regardless of distance, to impart a strong urge upon the wearer of the tag to go in the direction that the tag is set to point to. However, this urge is only about as powerful as a stern verbal command, and may be disregarded. This does not work if the speaker is on a different plane than the tag.

CONSTRUCTION

Requirements: Craft Wondrous Item, *locate object;* **Cost** 1,800 gp.

CONSTRUCTION

Requirements: Craft Wondrous Item, *rope trick;* **Cost** 1,250 gp.

ANUMUS



ANUMUS, AMPHIBIAN

This fierce swampland defender appears to be the average fighter from the neck down. However its bulbous, toad-like head and saucer eyes mark this ranger as something special.

CR 1/2

ANUMUS, AMPHIBIAN

XP 200

Male anumus ranger 1 N Medium humanoid (anumus) Init +2; Senses Perception +8 DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge) hp 11 (1d10+1) Fort +3, Ref +4, Will +2 Resist acid 5 OFFENSE Speed 30 ft. Melee longsword +4 (1d8+4/19-20) **Ranged** composite longbow $+3 (1d8 \times 3)$ Special Attacks Favored Enemy(Ex) Humanoids (Reptillian) +2 bonus STATISTICS Str 17, Dex 14, Con 12, Int 10, Wis 15, Cha 6 Base Atk +1; CMB +4, CMD 17 Feats Dodge Skills Climb +7, Heal +6, Perception +8, Ride +6, Survival +6, Swim +11; Racial Modifiers +2 Perception, +4 Swim Languages Common, Aquan SQ Bestial Fortitude, Hold Breath, Track

ECOLOGY

Environment temperate swamp

Organization solitary, pair, or knot (4-6)

Treasure NPC gear (leather armor, longsword, longbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Amphibian anumi gain a +2 bonus on saving throws versus disease and poison.

Hold Breath (Ex) An amphibious anumus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

ANUMUS, ARACHNID

A dozen eyes peer from a single befanged face in the darkness. It is hard to imagine a more sinister head on a more alluring and familiar body. Its mere presence is unnerving, let alone knowing it was once the beloved pet of a sinister dark elf.

CR 1/2

ANUMUS, ARACHNID

XP 200

Female anumus warrior 1 CE Medium humanoid (anumus) Init +1; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 15 (1d10+5) Fort +4, Ref +1, Will +0

OFFENSE Speed 30 ft.

Melee falchion +4 (2d4+4/18-20) Ranged light crossbow +2 (1d8/19-20) Spell-like Abilities (CL 1st) 1/day—web

STATISTICS

Str 17, Dex 13, Con 14, Int 14, Wis 10, Cha 6 Base Atk +1; CMB +4, CMD 15 Feats Toughness Skills Climb +6, Intimidate +2, Perception +3, Swim +2; Racial Modifiers +4 Climb, +2 Perception Languages Common, Drow SQ Bestial Reflexes ECOLOGY Environment any subterranean Organization solitary, pair, or web (3-6) Treasure NPC gear (chainmail armor, falchion, light crossbow, quiver with 20 bolts, other treasure) SPECIAL ABILITIES

Bestial Reflexes (Ex) Arachnid anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

ANUMUS, AVIAN

This bowman has the head and piercing eyes of a stately eagle. Can you think of a more formidable archer?

Anumus, Avian	CR 1/3 🥢 📣
XP 135	
Male anumus warrior 1	
N Medium humanoid (ar	numus)
Init +2; Senses Perception	on +1
DEFENSE	
AC 15, touch 12, flat-foot	ted 13 (+3 armor, +2 Dex)
hp 11 (1d10+1)	
Fort +3, Ref +2, Will -1	
OFFENSE	
Speed 30 ft.	
Melee battleaxe +4 (1d8+	+4/×3)
Ranged longbow +5 (1d8	3/×3)
STATISTICS	
Str 16, Dex 15, Con 13, In	nt 8, Wis 8, Cha 14
Base Atk +1; CMB +4, Cl	MD 16
Feats Weapon Focus (Lor	ngbow)
Skills Diplomacy +3, Per	rception +1; Racial Modifiers +2 Perception
Languages Common, Au	ıran
SQ Bestial Reflexes, Eagle	e Eyes
ECOLOGY	
Environment temperate	forest
Organization solitary, or	r flock (5-12)
Treasure NPC gear (stud	lded leather armor, battleaxe, longbow,
quiver of 20 arrows, othe	er treasure)

SPECIAL ABILITIES

Bestial Reflexes (Ex) Avian anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

Eagle Eyes (Ex) Avian anumi have a +1 racial bonus to ranged attack rolls.

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ANUMUS, CANINE

This burly, chainmail clad, mastiff-headed guard brandishes a lethal greatsword. He eyes passersby with scrutiny and does not appear to be easily distracted from his charge.

CR 1/3

ANUMUS, CANINE

XP 135

Male anumus warrior 1 CE Medium humanoid (anumus)

Init +5; Senses scent; Perception +2

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +0

OFFENSE Speed 30 ft.

Melee greatsword +4 (2d6+4/19-20) **Ranged** sling +2 (1d4+3/×2)

STATISTICS

Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 10 Base Atk +1; CMB +4, CMD 15 Feats Improved Initiative, Improved Trip Skills Intimidate +4, Perception +2; Racial Modifiers +2 Perception

Languages Common, Dwarven ECOLOGY

Environment any urban

Organization solitary, pair, or pack (4-12)

Treasure NPC gear (chain mail shirt, greatsword, sling and 20 sling bullets, other treasure)

ANUMUS, EQUINE

Clad in shining half plate, and wielding a righteous longsword, this horse-headed paladin seems to epitomize a surreal representation of all that knighthood represents. On his shield blazes a rampant stallion; just a clue to the ferocity one might witness while in combat with the noble creature.

ANUMUS, EQUINE CR1 **XP** 400

Male anumus paladin 1 LG Medium humanoid (anumus) Init +1; Senses Perception +2 DEFENSE AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield) hp 11 (1d10+1) Fort +3, Ref +1, Will +2 OFFENSE Speed 40 ft. Melee longsword +3 (1d8+3/19-20) Ranged dagger +1 (1d4+3/19-20) Special Attacks Smite Evil (Su) +2 to hit, +1 damage, 1/day STATISTICS

Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 15 Base Atk +1; CMB +4, CMD 15 Feats Combat Reflexes Skills Diplomacy +6, Perception +2, Sense Motive +4; Racial Modifiers +2 Perception

Languages Common, Elven SQ Aura of Good, Bestial Fortitude, Detect Evil, Rushing Charge

ECOLOGY Environment any urban

Organization solitary, pair, or cavalry (5-12)

Treasure NPC gear (half plate armor, heavy steel shield, longsword, 3 daggers, other treasure)

SPECIAL ABILITIES

- Bestial Fortitude (Ex) Equine anumi gain a +2 bonus on saving throws versus disease and poison.
- Rushing Charge (Ex) Equine anumi can make both a bull rush and a basic melee attack (in that order) as part of a charge.

ANUMUS, FELINE

Bright green cat eyes shine out from the shadows of her cloak. The feline anumus speaks with a playful tone. This good humor unfortunately extends to combat as well; this anumus enjoys toying with her prey.

CR 1/2

ANUMUS, FELINE



XP 200
Female anumus sorcerer 1
N Medium humanoid (anumus)
Init +1; Senses low-light vision; Perception +3
DEFENSE
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 7 (1d6+1)
Fort +1, Ref +4, Will +2
OFFENSE
Speed 30 ft.
Melee dagger +0 (1d4/19-20)
Ranged dagger+2 (1d4/19-20)
Special Attacks Laughing Touch (Su) 6/day
Spells(CL 1 st)
1st—burning hands(DC 14), magic missile
0—dancing lights, ghost sound(DC 13), mage hand, ray of frost
STATISTICS
Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 17
Base Atk +0; CMB +0, CMD 12
Feats Lightning Reflexes
Skills Acrobatics +5, Climb +4, Perception +3; Racial Modifiers +2
Acrobatics, +2 Climb, +2 Perception
Languages Common, Elven
SQ Cat-like Grace
ECOLOGY
Environment any urban
Organization solitary, pair, or pride (4-8)
Treasure NPC gear (3 daggers, other treasure)
SPECIAL ABILITIES
Cat-like Grace (Ex) If a feline anumus fails a Reflex saving throw,

she may roll again and take the second result.



ANUMUS, OPHIDIAN

It would be easy to mistake this cobra-headed man who is dressed in archaic religious garb for a treacherous yuan-ti . Actually, in this case, it would be just as bad either way.

ANUMUS, OPHIDIAN





CE Medium humanoid (anumus)

Init +1; Senses darkvision 60 ft.; Perception +6

DEFENSE AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +5

OFFENSE Speed 30 ft.

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Melee mace +0 (1d6+3/19-20), bite -5 (1d6) Ranged dart+3 (1d4+3/×2) Special Attacks Channel Negative Energy (Su) 1d6 (DC 9), Destructive Smite (Su) +1, 6/day, Touch of Evil (Su) 1 round, 6/day Spells(CL 1st)

1st—inflict light wounds(DC 14), obscuring mist, summon monster I 0—bleed(DC 13), cure minor wounds, inflict minor wounds(DC 13)

STATISTICS

Str 16, Dex 12, Con 13, Int 8, Wis 17, Cha 8

Base Atk +0; CMB +3, CMD 14

Feats Vicious Bite

Skills Escape Artist +3, Perception +6, Stealth +2; Racial Modifiers +2 Perception, +2 Escape Artist

Languages Common, Abyssal

SQ Bestial Fortitude, Bestial Reflexes, Contortionist

ECOLOGY

- Environment any tropical
- Organization solitary, or cult (5-12)
- Treasure NPC gear (leather armor, light mace, 6 darts, other

treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Ophidian anumi gain a +2 bonus on saving throws versus disease and poison.

Bestial Reflexes (Ex) Ophidian anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

Contortionist (Ex) Ophidian anumi can move through a tight space without making an Escape Artist skill check.

ANUMUS, PORCINE

If it wasn't for his natural coloration, it would be easy to believe that this swarthy boar-headed man was just another orc. Though, caked in the mud, he blends in seamlessly.

CR 1/2

ANUMUS, PORCINE

XP 200

Male anumus barbarian 1 CN Medium humanoid (anumus) Init +1; Senses scent; Perception +7 DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 17 (1d12+5) Fort +4, Ref +1, Will +1

OFFENSE

Speed 40 ft. Melee greatclub +4 $(1d10+4/\times 2)$

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +4, CMD 15

Feats Toughness

Skills Handle Animal +3, Intimidate +3, Perception +7, Survival

+5; Racial Modifiers +2 Perception

Languages Common, Orcish SQ Bestial Fortitude, Boarish Ferocity, Rage (4 rounds/day)

ECOLOGY

Environment temperate plains

Organization solitary, or sounder (3-6)

Treasure NPC gear (hide armor, greatclub, other treasure) SPECIAL ABILITIES

Bestial Fortitude (Ex) Porcine anumi gain a +2 bonus on saving throws versus disease and poison.

Boarish Ferocity (Ex) Once per day, when a porcine anumus is brought below 0 hit points but is not slain, he can fight for one more round as if disabled. At the end of his next turn he falls unconscious and begins dying.



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Remarkable Races Bestiary

ANUMUS, REPTILE

Never trust a smiling crocodile...especially not one wearing studded leather and brandishing a cruel morningstar. The bayou just got a little more dangerous.

ANUMUS, REPTILE



XP 135

Male anumus warrior 1 NE Medium humanoid (anumus) Init +1; Senses Perception +5 DEFENSE AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex) hp 12 (1d10+2) Fort +4, Ref +1, Will +2 OFFENSE Speed 30 ft. Melee morningstar +1 (1d8+3/×2), bite -4 (1d6) Ranged sling +2 (1d4+4/×2)

STATISTICS

Str 17, Dex 13, Con 14, Int 6, Wis 14, Cha 10 Base Atk +1; CMB +4, CMD 15

- Feats Vicious Bite
- Skills Perception +5; Racial Modifiers +2 Perception Languages Common, Draconic SQ Bestial Fortitude, Ferocious Hunger, Reptilian Mind ECOLOGY
- Environment tropical marshland

Organization solitary, or congregation (3-12)

Treasure NPC gear (studded leather armor, morningstar, sling and 20 sling bullets, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Reptile anumi gain a +2 bonus on saving throws versus disease and poison.

- **Ferocious Hunger (Ex)** Reptile anumi recieve a +1 bonus on attack rolls against Tiny or smaller sized creatures.
- **Reptilian Mind (Ex)** If a reptile anumus fails a Will saving throw, he may roll again and take the second result.

ANUMUS, RODENT

"I am not a rat," says this voluptuous rodent-headed rogue. Technically, she is right. Being the resultant form of an adored pet gopher, she is only a rat in the figurative sense.

ANUMUS, RODENT



Female anumus rogue 1 NE Medium humanoid (anumus) Init +4; Senses Perception +5

DEFENSE AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 Dodge) hp 8 (1d8) Fort +0, Ref +4, Will +1

OFFENSE Speed 30

XP 200

Speed 30 ft. Melee shortsword +2 (1d6+2/19-20) Ranged light crossbow +2 (1d8/19-20) Special Attacks Sneak Attack +1d6

STATISTICS

Str 14, Dex 15, Con 10, Int 16, Wis 8, Cha 10 Base Atk +0; CMB +2, CMD 15

Feats Dodge

Skills Acrobatics +6, Bluff +4, Climb +6, Disable Device +6, Escape Artist +6, Intimidate +4, Perception +5, Sense Motive +3, Sleight of Hand +6, Stealth +6; Racial Modifiers +2 Perception Languages Common, Gnomish

SQ Bestial Reflexes, Jittery, Rodent Resilience

ECOLOGY

Environment any subterranean

Organization solitary, or scurry (3-6)

Treasure NPC gear (leather armor, shortsword, light crossbow, quiver of 12 bolts, other treasure)

SPECIAL ABILITIES

Bestial Reflexes (Ex) Rodent anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

Jittery (Ex) Rodent anumi gain a +2 initiative bonus.

Rodent Resilience (Ex) If a rodent anumus fails a Fortitude saving throw, he may roll again and take the second result.

ANUMUS, URSINE

Wearing the simple robes of a monk, this grisly bear-headed man looks quite peaceful despite his huge arms and razor sharp teeth.

ANUMUS, URSINE



XP 200

Male anumus monk 1
LN Medium humanoid (anumus)
Init +1; Senses Perception +9
DEFENSE
AC 15, touch 11, flat-footed 12 (+1 Dex, +3 Wis, +1 Dodge,)
hp 9 (1d8+1)
Fort +3, Ref +3, Will +5
OFFENSE
Speed 30 ft.
Melee improved unarmed strike +4 $(1d6+4/\times 2)$
Ranged shuriken+3 (1d2+3/×2)
Special Attacks Stunning Fist (Ex, stun, DC 14)
STATISTICS
Str 16, Dex 13, Con 12, Int 6, Wis 17, Cha 10
Base Atk +0; CMB +3, CMD 18
Feats Combat Reflexes, Dodge, Improved Grapple, Improved
Unarmed Strike
Skills Intimidate +5, Perception +9; Racial Modifiers +2 Perception
Languages Common, Dwarven
SQ Bear's Might, Bestial Fortitude
ECOLOGY
Environment temperate forest
Organization solitary, pair, or sleuth (5-12)
Treasure NPC gear (10 shurikens, other treasure)
SPECIAL ABILITIES
Bear's Might (Ex) Ursine anumi receive a +1 racial bonus on one
unarmed melee attack roll per round. If this attack hits, it deals
an additional point of damage.
Bestial Fortitude (Ex) Ursine anumi gain a +2 bonus on saving
throws versus disease and poison.



ANUMI IN YOUR GAME

Anumi in this text are presented as a fairly fresh race to the world. While they do have ancient origins, there is no history to worry about between then and now. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One down side to this "newness" is that they lack tradition, language and history common to other PC races. This may cause some anumi to research and explore the ancient past; perhaps finding ancient relics keyed to their race, special secrets relating to their transformation, or new paths to explore. However, there are many boons to being a brand new race as well. Anumus player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions.

Anumus add a new dimension to the animal companions in your game, and give new options. For example, a local dog pound may spring up in the area run by anumi. Anumi might develop new pet items, new animal cruelty laws, or take a special interest in a PC's pet.

Optionally, the Gamemaster can create a more detailed back story for the anumi. Perhaps there was an ancient uprising of the species and they were wiped out. Now that they are back, a cult with primeval ties may be hunting the anumi or watching to make sure they stay in line. Perhaps the anumi are completely new; the results of recent arcane experiments resulting in a new fad. Then again, the anumi might be an established race in their own right, with a history, biology, and origin akin to other PC races.

Whatever the case, the anumus will make a welcome addition to any game as a representative of the animal world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those that really like their pets.

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