

REMARKABLE RACES[®]

SUBMERGED

the Aquatic Anumî

PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE AQUATIC ANUMI

A New Player Character Race for use with the Pathfinder® Roleplaying Game and the Cerulean Seas Campaign Setting®

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Remarkable Races Submerged:



The Aquatic Anumi

"In the time of my grandfather," the aged crocodile rasped to his own scaly grandchildren, "there was a mighty exodus that brought the Sebek-ka to the Cerulean Seas."

This was not the first story that the retired reptile would tell, nor likely his last, but this one featured a peculiar artifact that called for a show-and-tell moment. As he shuffled through his cluttered belongings, he murmured "Now, where did I put..." His words trailed off as he picked up one item after another, each more curious than the last: a bejeweled gold amulet, a silver ankh mirror, a small box with spinning and whirling gears, and a crystal globe with tiny glowing fishes swimming with-in. What he settled on was a rather unexciting shard of clay pottery.

"Ah, here it is!" he exclaimed and motioned for the hatchlings to pass it around. "What you are holding, my dears, is a piece of history; a fragment from the actual clay jar that held miraculous seeds, seeds that gave rise to a forgotten people, seeds that brought new life to these waters."

The story that the crocodile cleric went on to regale was a tale that began in a time just before the flood, when all that remained of the golden age of the sebek-ka was locked away in crumbling temples and tombs. When the waters began to rise, the reptilian people plundered these caches for all the artifacts that they could carry with them. With these items, they would rebuild their society in the image of their glory years.

Among these relics were numerous sealed clay jars containing seeds of sacred plants and fruits from a forgotten age. Most of them remained untouched for centuries after their arrival in the Cerulean Seas, as the florae therein flourished in a much drier time, and was unsuited for the swamp that the world had become. The storyteller's grandfather, a curator of these curious containers, unlocked the secrets of one jar in particular, by deciphering the hieroglyphics that were inscribed upon it.

"Herein contains the seeds of the Anumi plant, bearer of the Anumi Fruit, transmogrifier of modest beast to servitor of the Gods" the inscription read, along with planting instructions and how to use the fruit to transform regular animals into humanoid representations of the gods.

Needless to say, a demonstration of the seed's power was highly sought after once word began circulating of the seed jar and its newly translated promise of miracles. However, as many had fretted, the plants had little place in the new world. The soil was too wet in the low regions, and too rocky or cold in the higher altitudes. Worse still, the one specimen that did manage to bear fruit yielded a humanoid specimen, precisely as promised (with the body of a human, and head of an animal, just as the primeval gods were depicted) that was entirely unsuited for a mostly aquatic environ. The first anumi lived for only a short time, and drowned accidentally in a flash flood that most sebek-ka barely took notice of.

Luckily, the story did not end there. The sebek-ka clergy formed a small task force to address the matter. Many priests of Sebek believed that the sebek-ka themselves were created with magic similar to that contained within the anumi fruit, and that the anumi plant was likely a more refined version of that process. There were many failures at cultivating a more aquatic-friendly version of the plant until a small clutch of anumi seeds were given to a group of viridian naiads who specialized in exotic and magical herbs. The naiads were allowed to study the clay jar as well, though being naiads, they took the lotus hieroglyph (which meant "rebirth") to be an indication as to what the plant should be.

Through logic that only a plant-based feykith could follow, the naiads somehow cultured a new breed of water lotus from what was once a terrestrial thorny bush. The real miracle however is that the new breed of lotus not only retained its magical properties, but the anumis (as they would come to be called, based on the translation of the clay jar) spawned from its blossoms were perfectly suited for aquatic life.

Although intended to be a "resurrection of the old ways" for the sebek-ka, the plant quickly went wild, and anumi lotuses were soon used by all manner of sentient aquatics to memorialize their animal companions, bolster their armies, and even just to make new friends (quite literally). Although the sebek-ka intended the process of using the blossom to remain a secret, naiads aren't a very guarded with information, especially when it comes to plants.

"And thus," the saurian storyteller concluded, "the anumi race was reborn."

PHYSICAL DESCRIPTION: A typical anumi, from the neck down, is identical to very fit Medium-sized human. Their skin tone varies from olive to dark brown and is often 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. Fish, crocodiles, and dolphins are most common. However, otters, sharks, frogs, and even starfish 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 Game Master may decide to add new statistics and powers.

Unlike the anumis of yore, the aquatic anumis are often not flawless. Whether this is a result of the naiad's tampering with the core plant or simply a degradation of the magic itself has not been determined. Regardless of the cause, some anumis, especially those of non-mammalian origins, have mild bestial mutations. These vary from a slight discoloration of the hands and feet of the anumi to flippered or webbed appendages. The mutation almost always affects the hands and feet, with the occasional odd fin, spine, or scales found on other parts of the body. These mutations always have no mechanical effect and are cosmetic only.

A few aquatic anumis look particularly terrifying and have a harder time "fitting in" than others. Mollusks and echinoderms in particular create rather fearsome humanoids. Octopus anumis, for example look eerily similar to a brain-eating beast of legend. Starfish anumi, which look like an inverted starfish affixed to the neck of a headless humanoid body, seem to be amongst the embodiments of eldritch horror. These anumis may pose a more difficult social challenge than other, more publically palatable anumi species.

Over the last few decades, the anumis have been trying to create a unique identity in the world. In their new forms, many study the sunken ruins of the civilization that invented their magical origins. Some anumis have adopted a style similar to that practiced by the sebek-ka and often pattern clothes,



jewelry, and other personal effects to reflect this antiquated design. A few anumis even venerate these forgotten gods in an effect to resurrect a long dead pantheon. 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, anumis are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using the anumi lotus to ensure that the species lives on.

The lotus 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 anumi. The Gamemaster may also rule that certain beasts are immune to the mixture.

The change in form is permanent and irreversible. Biologically, the anumi 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 anumi ages much the same as a human.

As to his mental state upon first reaching humanoid form, an anumi 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 anumi is typically nurtured by his original master. In a few short months, the anumi is ready to set out on his own, if he so desires.

RELATIONS TO CORE RACES: Anumis relate most strongly to sebek-ka, as they tend to share both a history and similar physiology. Many anumi consider sebek-ka to be both their parents and their parent race. Anumi also enjoy the company of naiads and selkies, as these races are also fond of pets. Certain subspecies are known to gravitate to other known races as well. Crustacean anumi, for example, find they have much in common with karkanaks. A relation of note is the one between amphibian anumi and the mogogols. While a few amphibian anumi are the result of a beloved frog 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, carniforms, and sirens are generally good. Cetaceans, osteichthians, reptiles, and crustaceans travel the middle of the road; preferring more neutral paths. Chondrichthians, ophidians, echinoderms and mollusks like to travel the darker paths. Siren, crustacean, reptile, and ophidian anumi gravitate towards lawful thinking, while cetacean, mollusk, and echinoderm anumi enjoy more chaotic endeavors.

Anumi most often venerate the religion of their masters. Some have been known to create cult-like representations of the gods of the ancient civilization that developed the anumi plant.

ADVENTURERS: Anumis often share the same ideals, virtues, and vices of their original masters; this is often very similar to a parent-child relationship. An anumi who had a very strict master is as likely to be very strict as they are to be especially lenient. In any case, anumis often show a great deal of respect and understanding of their original masters' values.

Anumis also harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by species. For example, siren anumi are often very peaceful. Chondrichthian anumi, on the other hand, can be quite violent. Cetacean anumi are free spirits, while crustacean anumi are often very set in their ways. Reptiles can be callous, echinoderms single-minded, osteichthians jumpy, and ophidians untrustworthy. Unfortunately, these stereotypes do nothing good for their already diminished reputations. One of the biggest obstacles that an anumi 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, anumis are fueled by the same goals as most humans; glory, gold, honor, and love. At their core, they are both human and animal. An anumi's motivations tend to match both.

Many anumi take up the cause of animal rights, and are among the first beings in the sea to help orchestrate the formation of humane animal shelters, veterinary clinics, and laws that prevent animal cruelty. Most anumis 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 anumis themselves after living a long, happy life.

NAMES: Anumis 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 plant.

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, Foxy, Hathor, Isis, Jaws, Killer, Peaches, Pepper, Precious, Silver, Snapper, Snuffles

Aquatic Anumi Racial Traits

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

Racial Buoyancy: -20^A, **Depth Tolerance:** 300 feet

Medium: All anumis are Medium creatures and have no bonuses or penalties due to size.

Landwalker: Anumis have a swim speed of 30 feet and can move on land with a speed of 20 feet. The ability to walk on land does not necessarily mean that they need dry land to survive.

Amphibious: Anumis have either lungs or gills, but rarely both. In whichever medium they are not equipped to breathe, they can absorb oxygen for a limited time. Anumis with lungs can survive underwater for 1 hour per 2 points of Constitution (after that, refer to the suffocation rules in the Pathfinder Roleplaying Game). Air floats are often employed by lung-bearing anumis both to affect buoyancy and as portable air containers used for extended stays under the sea.

Anumis with gills suffer the same limitations, except on dry land. Gilled anumis need only one gallon of saltwater to reset the suffocation countdown, and will often carry water with them for extended excursions inland.

Keen Senses: Anumis receive a +2 racial bonus on Perception skill checks.

Languages: Anumis begin play speaking Common. Anumi with high intelligence scores can choose any normally available languages they want.

Subracial Traits: All anumis have one subrace that corresponds to the type of animal that they originated from. This subrace grants them additional racial traits as described below.



Anumi Sub-Racial Traits

AMPHIBIAN (FROG, NEWT) TRAITS

+2 Wisdom, -2 Charisma: Amphibian anumis are wise, but are known to be somewhat crude.

Acid Resistance: Amphibian anumis gain resist acid 5.

Lungs: An amphibian anumi can breathe air indefinitely.

Bestial Fortitude: Amphibian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Grasping Tongue: The amphibian anumi can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. It does not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

AVIAN (DUCK, PENGUIN) TRAITS

+2 Charisma, -2 Intelligence: Avian anumis have very likable personalities, but tend to be a bit bird-brained.

Bestial Reflexes: Avian anumis receive a +2 racial bonus on all saving throws against area attacks with the electricity, steam, or light descriptors.

Lungs: An avian anumi can breathe air indefinitely.

Osprey Eyes: Avian anumis receive a +1 racial bonus on ranged attack rolls.

Feather Magic: Avian anumis can cast *neutralize buoyancy* (Cerulean Seas corebook) 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.

CARNIFORM (SEAL, OTTER) TRAITS

+2 Charisma, -2 Wisdom: Carniform anumis are lovable souls, though they tend to be a bit impulsive.

Low-Light Vision: Carniform anumis can see twice as far as humans in conditions of dim light.

Lungs: A carniform anumi can breathe air indefinitely.

Scent: Carniform anumis gain the Scent extraordinary ability. See the Appendices in the *PATHFINDER ROLEPLAYING GAME* for more information on this ability.

Vigilant: Carniform anumis receive a +2 racial bonus on Initiative checks.

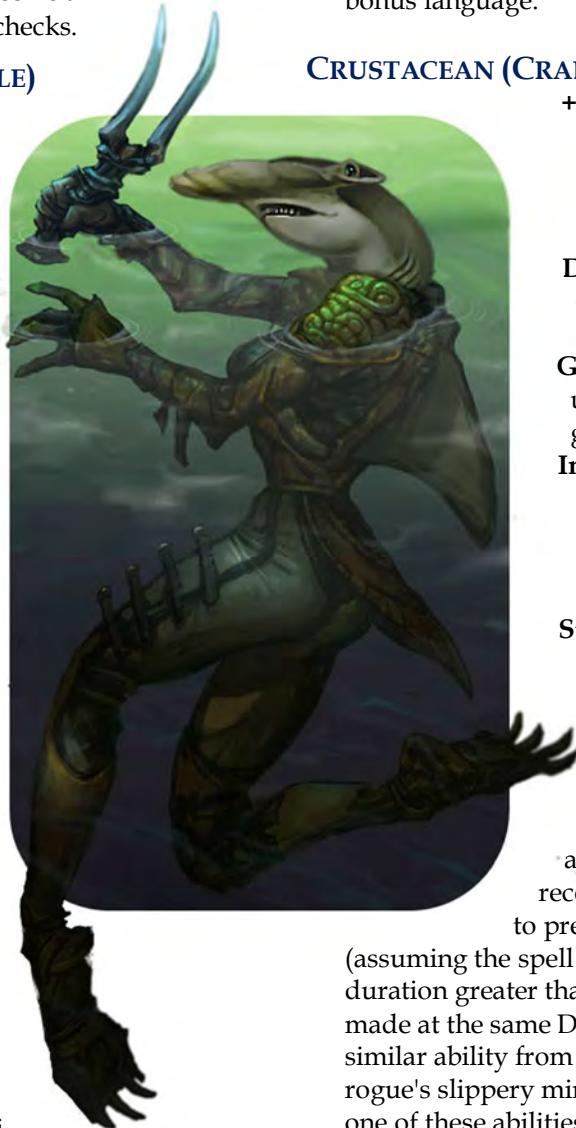
CETACEAN (DOLPHIN, WHALE) TRAITS

+2 Intelligence, -2 Wisdom: Although cetacean anumis are very smart, they have a habit of behaving foolishly.

Blindsense, 60 feet: Using dolphin-like sonar, a cetacean anumi senses things it cannot see. This anumi usually does not need to make Perception checks to pinpoint the location of a creature within 60 feet, provided that it has line of effect to that creature. Any opponent the anumi cannot see still has total concealment against the anumi, and the anumi still has the normal miss chance when attacking foes that have concealment. A cetacean anumi is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Ceti Speaker: A cetacean anumi gains Ceti as a bonus language.

Lungs: This anumi can breathe air indefinitely.



CHONDRICHTHIAN (SHARK, RAY) TRAITS

+2 Constitution, -2 Intelligence: Chondrichthian anumis are robust but slightly dimwitted.

Bestial Fortitude: Chondrichthian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Gills: These anumis can breathe underwater indefinitely through slotted gills in their neck.

Keen Scent (Ex): Chondrichthian anumis can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at a range of up to a mile.

Pelagic Speaker: A chondrichthian gains Pelagic as a bonus language.

CRUSTACEAN (CRAB, LOBSTER) TRAITS

+2 Wisdom, -2 Charisma:

Crustacean anumi are known to be quite clever, though give off a very creepy vibe.

Darkvision: Crustacean anumi can see in the dark up to 60 feet.

Gills: These anumis can breathe underwater indefinitely through gills in their face and neck.

Improved Grapple: Crustacean anumi receive Improved Grapple as a bonus feat at 1st level, even if they do not meet the prerequisites.

Stubborn: Crustacean anumi gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if this anumi fails such a save, it receives another save 1 round later to prematurely end the effect

(assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the anumi has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Thick Skin: Crustacean anumi have thicker than average skin and gain a natural armor bonus of +1.

ECHINODERM (STARFISH, SEA URCHIN) TRAITS

+2 Constitution, -2 Charisma: Echinoderm anumis are very hardy but somewhat frightening and alien to behold.

Benthic Resilience: An echinoderm anumi 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 anumi must take the second result, even if it is worse.

Darkvision: Echinoderm anumis can see in the dark up to 60 feet.

Gills: These anumis can breathe underwater indefinitely through gills in their face.

Thick Skin: Echinoderm anumi have thicker than average skin and gain a natural armor bonus of +1.

MOLLUSK (SNAIL, OCTOPUS) TRAITS

+2 Constitution, -2 Dexterity: Mollusk anumis are tough, but are also rather slow moving.

All-Around Vision: Mollusk anumis have tentacular eyes that can see all around them, granting them a +4 racial bonus on Perception checks and making them immune to flanking.

Gills: These anumis can breathe underwater indefinitely through their skin.

Stability: Mollusk anumis receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while touching a solid surface.

OPHIDIAN (SEA SNAKE) TRAITS

+2 Wisdom, -2 Charisma: Ophidian anumis are very observant but tend to be untrustworthy.

Darkvision: Ophidian anumi can see in the dark up to 60 feet.

Bestial Fortitude: Ophidian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Bestial Reflexes: Ophidian anumis receive a +2 racial bonus on all saving throws against area attacks with the electricity, steam, or light descriptors.

Contortionist: Ophidian anumis 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.

Lungs: This anumi can breathe air indefinitely.

OSTEICHTHIAN (TUNA, SWORDFISH) TRAITS

+2 Dexterity, -2 Intelligence: Osteichthian anumis are quick of body but not of mind.

Bestial Fortitude: Osteichthian anumis receive a +2 racial bonus on all saving throws against disease and poison.

Deepsight: Osteichthian anumis are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water.

Frenzy: Once per day, whenever an osteichthian anumi takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.

Gills: These anumis can breathe underwater indefinitely through covered gills in their neck.

REPTILE (CROCODILE, TURTLE) TRAITS

+2 Wisdom, -2 Intelligence: Reptile anumis 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 receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

Lungs: This anumi can breathe air indefinitely.

Reptilian Mind: If a reptile anumi fails a Will saving throw, he may roll again and take the second result.

SIREN (MANATEE, DUGONG) TRAITS

+2 Wisdom, -2 Dexterity: Siren anumi are highly spiritual creatures that enjoy life in slow motion.

Bestial Fortitude: Siren anumi receive a +2 racial bonus on all saving throws against disease and poison.

Lungs: This anumi can breathe air indefinitely.

Sprint: Once per hour, this anumi can double its swim speed for bursts of up to 5 rounds.

Sprinting Charge: When making a charge attack while using its sprint ability (see above), a siren anumi may make both a bull rush and a basic melee attack (in that order). Other rules for charging and bull rush apply normally.

Aquatic Anumi Vital Statistics

RANDOM STARTING AGE

	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
Adulthood			
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	Modifier
Male	4' 10"	+ 2d4 inches
Female	4' 5"	+ 2d4 inches

SUBRACIAL ABILITY ADJUSTMENTS

Subrace	Str	Dex	Con	Int	Wis	Cha
Amphibian	+2	-	-	-	+2	-2
Avian	+2	-	-	-2	-	+2
Carniform	+2	-	-	-	-2	+2
Cetacean	+2	-	-	+2	-2	-
Chondrichthian	+2	-	+2	-2	-	-
Crustacean	+2	-	-	-	+2	-2
Echnoderm	+2	-	+2	-	-	-2
Mollusk	+2	-2	+2	-	-	-
Ophidian	+2	-	-	-	+2	-2
Osteichthian	+2	+2	-	-2	-	-
Reptile	+2	-	-	-2	+2	-
Siren	+2	-2	-	-	+2	-



Racial Feats

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

DENIZEN OF THE DEEP

You can tolerate deeper depths.

Prerequisite: Anumi whose base animal has a depth tolerance greater than 300 feet.

Benefit: You gain the base animal's depth tolerance.

FINS & FLIPPERS

You gain mutations to help you swim faster.

Prerequisites: Anumi, base animal with swim speed greater than 30.

Benefit: You sprout subtle fins, flippered feet, or other mobility enhancing accoutrements appropriate to your base animal, and your base swim speed permanently increases 10 feet.

LUCK OF THE BEAST

You call upon animal instinct to avoid bad situations.

Prerequisites: Anumi, 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 anumi must take the second result, even if it is worse. This does not stack with other abilities that let you reroll saving throws.

MANIFEST FORM

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

Prerequisites: Anumi, 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 carniform anumi can become any animal type of seal or otter that the character has encountered. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

MERFORM

You have wicked claws with which you can attack.

Prerequisites: Anumi, species with fish or dolphin-like tail, Fins & Flippers feat, Wis 13.

Benefit: For a number of rounds per day equal to your level (which do not need to be taken consecutively), as a spell-like ability, your lower half becomes like your base animal and you gain that animal's swim speed (both adjusted for size). The effects are otherwise similar to an *alter self* spell.

NATURAL INSTINCT

You can access your natural instincts of nature and survival.

Prerequisite: Anumi.

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: Anumi.

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: Anumi, 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 a natural attack.

Prerequisite: Anumi whose base animal has a natural bite attack.

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

The Magic of Aquatic 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 finned and flippered friends.

ANUMI LOTUS

Aura moderate transmutation; **CL** 12th

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

This purplish-white flower holds the key to creating the anumis. The flower becomes activated when it is mashed together with the animal's favorite food. Upon complete consumption of this mixture, the animal transforms into a level 1 anumi 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 food preparer did not care deeply for.

CONSTRUCTION

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

Note: This process, known only to select viridian naiads, creates the anumi lotus plant which will eventually produce the magical flower, much like any other water lotuses and lilies. Anumi lotus plants live forever if left unharmed and well cared for, and produce about a dozen flowers per year in warm climates. Once a year, one of these flowers will develop into a fruit, which eventually dries into a floating seed pod that can travel amid the waves for great distances. The plant will not produce flowers in the winter or during cold weather, as they go dormant.

ANUMI LOTUS, MUTANT

Aura moderate transmutation; **CL** 12th

Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

Since the creation of the anumi lotus, the plant has gone wild and, though rare, can be found spontaneously in just about any region of the Cerulean Seas (and beyond). Some of these specimens have even mutated, creating "mutant lotuses." While sought after by a few for their interesting chimeric transformative effects, these mutant versions are generally viewed as a nuisance because they are easily mistaken for the non-mutant varieties. The flowers of this plant are prepared in the same fashion as the non-

mutant variations and the effects are just as permanent. Furthermore, an animal affected by a mutant lotus cannot be further affected by anumi lotuses of any sort for the rest of their lives. Luckily, the blossom does have some rejuvenating properties, curing the affected animal of all diseases, healing all wounds, regenerating lost limbs and sense organs, and restoring them to the "adult age category" (if they had aged beyond that point). To date, there are 13 documented mutant lotuses. Their names, based on their color, can be very misleading. All anumi lotus blossoms are mostly purplish white. However, the mutant lotuses are subtly tinged or highlighted with a different color (as denoted by their name). A Knowledge (Nature) skill check DC 25 is required to discern the difference. This DC can be reduced by 10 if the blossom can be compared to a non-mutant variety. The effect of each of these blossoms is catalogued below. Certain creature categories are immune to specific lotus types (and these are also listed below). Creatures that fall within that category are completely immune to that lotus type.

Black: The affected animal becomes even more beastly and primeval in appearance, resembling a more ferocious prehistoric ancestor. This is the rarest of the already rare mutant lotuses.

Species Immunity: None known.

Statistical Changes: **Speed** Gains a +10-ft. bonus to all speeds; **Attacks** The damage dice for one primary natural weapon increases as if the creature were one size larger (if the creature has more than one primary attack, the increased damage is applied to the first attack type it has from this list: bite, claw, slam, gore, talon, sting).

Blue: The affected animal's lower-half becomes fish-like, much like a merfolk.

Species Immunity: all fish

Statistical Changes: gains the "merped" template (Cerulean Seas Campaign Setting).

Brown: The creature becomes covered in sharp spines.

Species Immunity: Echinoderms (starfish, sea urchins)

Statistical Changes: **Special Attacks** Any creature attacking the affected animal unarmed, with a handheld weapon, or with natural attacks takes damage from its spines. A creature that grapples with this creature takes this same damage each round. The amount of damage dealt by the creature's spines is based on its size, and is equivalent to bite damage.

Cyan: The creature becomes venomous and its eyes become snakelike (if it has eyes).

Species Immunity: Sea snakes

Statistical Changes: **Special Attacks** The creature's primary natural attack injects Sea Snake venom upon a successful hit (Cerulean Seas Campaign Setting). If the creature has no natural attacks, it gains a bite attack that deals 1 point of damage and injects this venom on a successful hit.

Dark Green: The creature turns bright green and becomes covered in thick reptilian scales.

Species Immunity: Reptiles

Statistical Changes: **Natural Armor Class** +2.

Grey: The animal gains sleek gray skin and can emit high pitched sounds.

Species Immunity: Cetaceans

Statistical Changes: **Senses** blindsight 120 ft.

Light Green: The creature turns bright red and becomes covered in a thick, lobster-like carapace.

Species Immunity: Crustacean

Statistical Changes: **Natural Armor Class** +2.

Orange: The affected animal's mouth becomes full of razor-sharp shark teeth.

Species Immunity: Chondrichthian (sharks, rays)

Statistical Changes: **Attacks** If the creature does not have a natural bite attack, it gains one appropriate for its size. If it already has a bite attack, the damage dice for this attack increase as if the creature were one size larger.

Pink: The affected animal sprouts a snail-like shell on its back.

Species Immunity: Mollusks

Statistical Changes: **Natural Armor Class** +1; **Special**

Defense The affected creature can pull its body into its shell as a swift action, increasing its natural armor bonus by +6, but it cannot move or attack while retracted. It can return to normal as a free action.

Red: The affected animal becomes covered in brown fur.

Species Immunity: Carniforms (seals, otters)

Statistical Changes: **Senses** scent.

Tan: The affected animal becomes pudgy and covered in short gray fur. In addition, it becomes a strict herbivore if it isn't one already.

Species Immunity: Sirens (manatees, dugongs)

Statistical Changes: **Feats** Toughness.

White: The affected animal sprouts bird wings from its back.

Species Immunity: Birds

Statistical Changes: **Movement** fly speed equal to swim speed (clumsy).

Yellow: The affected animal turns green and has smooth, frog-like skin.

Species Immunity: Amphibians

Statistical Changes: If the creature does not have lungs or gills, it gains them (in addition to its other respiration methods). It can breathe equally well both in and out of the water.

EVERFOOD ALGAE

Aura faint conjuration; **CL** 4th

Slot —; **Price** 360 gp; **Weight** 2 lbs.

DESCRIPTION

This 3-foot diameter clump of kelp-like seaweed sprouts from a tuber core. The leaves of this plant make a nutritious meal that any beast (with the animal or vermin subtype) would find palatable. As long as the tuber remains intact, the leaves replenish within 24 hours. Most sea animals, including carnivorous varieties, enjoy the flavor, and some anumi find that the meal bears a sense of nostalgia. Other creatures find it to be inedible. Consuming the tuber itself is harmless, though it permanently destroys the item's effects.

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 of the wand's current setting. Collars come in three sizes (all separate items): Small, Medium, and Large.

CONSTRUCTION

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

MAGIC FISHBOWL

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

DESCRIPTION

This one-foot diameter round fishbowl has a silvery lid. It can store and recall one willing natural animal. The magic fishbowl 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 space is filled with water, and the animal can be seen swimming happily around in it by looking into the fishbowl.

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

CONSTRUCTION

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

TAG OF HOMING

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

DESCRIPTION

This golden 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.



Prestige Class: The Neter-Ka

"Once, I was a servant of the sea. Now, the waves bow to my will."

The magic of the anumi harkens to a time when strange gods ruled the realm. The divine magic used to create the anumi plant 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, both the sebek-ka and the anumi feel drawn to these forgotten times. Those of the Neter-Ka (roughly translated as "embodiments of the gods") have heard this call most of all.

The blood of the primeval gods flows in the Neter-Kas' veins. They feel compelled to serve the gods as their ancient ancestors did. Neter-Kas follow the fully expanded faith that the sebek-ka have puzzled together from their own foggy memories and treasured heirlooms. While still placing Sebek at the center (as to not draw the attention of the Council of Nine), they call upon the power locked in other forgotten gods of that ancient pantheon. While much is still shrouded in mystery, they have gleaned great power from what was uncovered.

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

Hit Die: d8

REQUIREMENTS

To qualify to become a Neter-Ka, a character must fulfill all of the following criteria.

Race: Anumi

Skills: Knowledge (religion) 5 ranks, Knowledge (history) 5 ranks.

Feats: Leadership

Spells: Ability to cast 2nd level divine spells.

CLASS SKILLS

The Neter-Kas' 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 Neter-Ka prestige class.

Weapon and Armor Proficiency: Neter-Kas gain no proficiency with any weapon or armor.

Spells per Day: When a new Neter-Ka level is obtained, a Neter-Ka 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 Neter-Ka 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 Neter-Ka, she must decide to which class she adds the new level for purposes of determining spells per day.



TABLE: THE NETER-KA

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
3 rd	+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	Will Over Waves	+1 of existing divine spellcasting class
6 th	+4	+2	+2	+3	Light 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 Neter-Ka chooses one ancient secret from the table below. She cannot 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 he 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 Neter-Ka can emit a powerful ray of light from her hands. As a swift action, the Neter-Ka chooses one target within sight to shine the light upon. If this target is an ally, the target may add the Neter-Ka's Wisdom bonus (if any) to her attack rolls and adds the level of the Neter-Ka 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 Neter-Ka's Wisdom bonus until the end of the Neter-Ka's next turn.

Divine Form (Su): At 3rd level, the Neter-Ka gains the Manifest Form feat, even if he does not meet the prerequisites. When a Neter-Ka 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 anumi 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.

Will Over Waves (Su): At 5th level, once per day as a standard action, a fully submerged Neter-Ka may create a water current with a speed of 40 feet. The water current is 10 feet in diameter and extends in a straight line from the Neter-Ka. With concentration, the current moves outward at 40 feet per round, reaching a maximum 120 feet in length at the end of the third round. The direction of the current can be changed each round, but its length and origin is constant. The effect ends after 1 round per level of the Neter-Ka, until the Neter-Ka stops concentrating on it, or if the Neter-Ka ever leaves the water (whichever occurs first). If directed towards the surface, the effect does not extend more than 10 feet out of the water (effectively creating up to a 10 foot geyser erupting from the water's surface).

Light of Judgment (Su): At 6th level, once per day, the Neter-Ka can use a touch attack to light a target aglow with an ephemeral violet luminescence. If the target is an ally of the Neter-Ka, his successful melee attacks deal an additional amount of steam damage equal to the Neter-Ka's Wisdom modifier. If the target is an enemy, he takes steam damage equal to the Neter-Ka's Wisdom modifier every time he succeeds at a melee attack. This effect lasts one round per class level of the Neter-Ka.

Resplendent Range (Su): At 8th level, whenever the Neter-Ka uses a ranged attack and scores a critical hit against a target with that attack, he deals an additional 2d10 points of electricity damage to that target.

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

Anumi, Amphibian (Frog)

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

ANUMI, AMPHIBIAN

CR 1/2



XP 200

Male anumi ranger 1

N Medium humanoid (anumi)

Init +2; Senses Perception +8

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

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 20 ft., Swim 30 ft.

Melee trident +4 (1d8+4/×2)

Ranged composite longbow +3 (1d8/×3)

Special Attacks Favored Enemy(Ex) Humanoids (Reptilian) +2 bonus, Grasping Tongue

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, Stealth +5,

Survival +6; Racial Modifiers +2 Perception

Languages Common, Boggard

SQ Bestial Fortitude, Track

ECOLOGY

Environment temperate swamp

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

Treasure NPC gear (muck armor, trident, 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.

Grasping Tongue: The amphibian anumi can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. It does not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

Anumi, Avian (Osprey)

This Bowman has the head and piercing eyes of a majestic osprey. Can you think of a more formidable archer?

ANUMI, AVIAN

CR 1/3



XP 135

Male anumi warrior 1

N Medium humanoid (anumi)

Init +2; Senses Perception +1

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 11 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee warfork +4 (1d8+4/×2)

Ranged longbow +5 (1d8/×3)

Spell-like Abilities (CL 1st)

1/day — *neutralize buoyancy* (self only)

STATISTICS

Str 16, Dex 15, Con 13, Int 8, Wis 8, Cha 14

Base Atk +1; CMB +4, CMD 16

Feats Weapon Focus (Longbow)

Skills Diplomacy +3, Perception +1; Racial Modifiers +2 Perception

Languages Common, Delatari

SQ Bestial Reflexes, Feather Magic, Osprey Eyes

ECOLOGY

Environment temperate coast

Organization solitary, or flock (5-12)

Treasure NPC gear (sharkhide armor, warfork, longbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

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

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

Anumi, Carniform (Otter)

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

ANUMI, CARNIFORM

CR 1/3



XP 135

Male anumi warrior 1

CE Medium humanoid (anumi)

Init +6; Senses low-light vision, scent; Perception +2

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

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

hp 12 (1d10+2)

Fort +4, Ref +1, Will +0

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee greatspear +4 (2d6+4/19-20)

Ranged dart +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, Pinnipar

SQ Vigilant

ECOLOGY

Environment any urban

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

Treasure NPC gear (chain mail shirt, greatspear, 8 darts, other treasure)

SPECIAL ABILITIES

Vigilant: Carniform anumis receive a +2 racial bonus on Initiative checks

Anumi, Cetacean (Orca)

Clad in splendid coral plate, and wielding a virtuous war fork, this whale-headed paladin seems to embody a surreal representation of undersea knighthood.

ANUMI, CETACEAN

CR 1



XP 400

Male anumi paladin 1

LG Medium humanoid (anumi)

Init +1; **Senses** Perception +2, Blindsight 60 feet

Racial Buoyancy: -20^A **Depth Tolerance**: 300 feet

DEFENSE

AC 19, touch 10, flat-footed 19 (+8 armor, +1 shield)

hp 11 (1d10+1)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 15 ft., Swim 20 ft.

Melee warfork +4 (1d8+3/×2)

Ranged dagger +2 (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, Ceti, Delatari

SQ Aura of Good, Detect Evil

ECOLOGY

Environment any urban

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

Treasure NPC gear (coral armor, light coral shield, warfork, 3 daggers, other treasure)

Anumi, Chondrichthian (Shark)

Wearing the simple trappings of a monk, this great white shark-headed man looks quite peaceful despite his huge arms and razor sharp teeth.

ANUMI, CHONDRICHTHIAN

CR 1/2



XP 200

Male anumi monk 1

LN Medium humanoid (anumi)

Init +1; **Senses** Perception +9, keen scent

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 20 ft., Swim 30 ft.

Melee improved unarmed strike +4 (1d6+4/×2)

Ranged shuriken+1 (1d2+3/×2)

Special Attacks Stunning Fist (Ex, stun, DC 14)

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 6, **Wis** 17, **Cha** 8

Base Atk +0; **CMB** +3, **CMD** 18

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Unarmed Strike

Skills Intimidate +4, Perception +9; **Racial Modifiers** +2 Perception

Languages Common, Aquan, Pelagic

SQ Bestial Fortitude

ECOLOGY

Environment temperate coast

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

Treasure NPC gear (10 shurikens, other treasure)

SPECIAL ABILITIES

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

Anumi, Crustacean (Crab)

A pair of eyestalks peer from a chitinous face in the darkness. Its mere presence is unnerving, let alone knowing it was once the beloved pet of a sinister deep drow.

ANUMI, CRUSTACEAN

CR 1/2



XP 200

Male anumi warrior 1

CE Medium humanoid (anumi)

Init +1; **Senses** darkvision 60 ft.; Perception +3

Racial Buoyancy: -20^A **Depth Tolerance**: 300 feet

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 natural, +1 Dex)

hp 15 (1d10+5)

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

OFFENSE

Speed 15 ft., Swim 20 ft.

Melee sea reaver +4 (1d8+4/18-20)

Ranged light crossbow +2 (1d8/19-20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +4, **CMD** 15

Feats Improved Grapple, Toughness

Skills Climb +2, Intimidate +2, Perception +3; **Racial Modifiers** +2 Perception

Languages Common, Salatari

SQ Stubborn

ECOLOGY

Environment grotto

Organization solitary, pair, or cast (3-6)

Treasure NPC gear (chitin armor, sea reaver, light crossbow, quiver (20 bolts)

SPECIAL ABILITIES

Stubborn: Crustacean anumi gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if this anumi fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first.



Anumi, Echinoderm (Sea Urchin)

"I am not vermin," says this voluptuous spikey-headed rogue. Technically, she is right. Being the resultant form of a cherished pet sea urchin, she is only vermin in the figurative sense.

ANUMI, ECHINODERM

CR 1/2



XP 200

Female anumi rogue 1

NE Medium humanoid (anumi)

Init +4; **Senses** Perception +5, darkvision 60 ft.

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +1 natural, +2 Dex, +1 Dodge)

hp 9 (1d8+1)

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

OFFENSE

Speed 20 ft., Swim 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** 12, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2, **CMD** 15

Feats Dodge

Skills Acrobatics +4, 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, Dagonite

SQ Benthic Resilience

ECOLOGY

Environment grotto

Organization solitary, or vagrant (3-6)

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

SPECIAL ABILITIES

Benthic Resilience: An echinoderm anumi 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 anumi must take the second result, even if it is worse.

Anumi, Mollusk (Octopus)

An octopus-headed humanoid stares at you from the darkness. It waves its face-tentacles and brandishes a spear.

ANUMI, MOLLUSK

CR 1/2



XP 200

Male anumi ranger 1

NE Medium humanoid (anumi)

Init +2; **Senses** Perception +8, all-around vision

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 dodge)

hp 12 (1d10+2)

Fort +4, **Ref** +2, **Will** +2

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee spear +4 (1d8+4/×3)

Special Attacks Favored Enemy(Ex) Humanoids (Merfolk) +2 bonus

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +4, **CMD** 17

Feats Dodge

Skills Climb +6, Heal +6, Perception +8, Ride +6, Stealth +4, Survival +6;

Racial Modifiers +2 Perception

Languages Common, Cephalite

SQ Stability, Track

ECOLOGY

Environment temperate coast

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

Treasure NPC gear (muck armor, spear, other treasure)

SPECIAL ABILITIES

Stability: Mollusk anumis receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while touching a solid surface.



Anumi, Ophidian (Sea Snake)

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

ANUMI, OPHIDIAN

CR 1/2



XP 200

Male anumi cleric 1

CE Medium humanoid (anumi)

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

Racial Buoyancy: -20^A **Depth Tolerance:** 300 feet

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 9 (1d8+1)

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

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee handaxe +1 (1d6+3/×3), bite -2 (1d6 +1)

Ranged dart+1 (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), ink, summon sea monster 1

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 coast

Organization solitary, or cult (5-12)

Treasure NPC gear (sharkhide armor, handaxe, 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, steam, or light descriptors.

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

Anumi, Osteichthian (Catfish)

Beady eyes and cat-fish whiskers jut out from the shadows of her cloak. The fish anumi speaks with a spirited tone. This good humor unfortunately extends to combat as well; this anumi enjoys toying with her prey.

ANUMI, OSTEICHTHIAN

CR 1/2



XP 200

Female anumi sorcerer 1

N Medium humanoid (anumi)

Init +2; Senses deepsight; Perception +3

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 7 (1d6+1)

Fort +1, Ref +5, Will +2

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee dagger +0 (1d4/19-20)

Ranged dagger+2 (1d4/19-20)

Special Attacks Frenzy, Dehydrating Touch (Su) 6/day (aquatic bloodline)

Spells(CL 1st)

1st—boiling hands(DC 14), magic missile

0—dancing lights, ghost sound(DC 13), mage hand, ice-water jet

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 +6, Climb +3, Perception +3; Racial Modifiers +2

Acrobatics, +2 Climb, +2 Perception

Languages Common, Aquan

ECOLOGY

Environment any urban

Organization solitary, pair, or bed (4-8)

Treasure NPC gear (3 daggers, other treasure)

SPECIAL ABILITIES

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

Frenzy: Once per day, whenever an osteichthian anumi takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.

Anumi, Reptile (Crocodile)

Never trust a smiling crocodile...especially not one wearing sharkhide armor and brandishing a cruel flayspear. The marshland just got a little more dangerous.

ANUMI, REPTILE

CR 1/3



XP 135

Male anumi warrior 1

NE Medium humanoid (anumi)

Init +1; Senses Perception +5

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, Ref +1, Will +2

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee flayspear +2 (1d8+3/×4), bite -1 (1d6+1)

Ranged dart +2 (1d4+3/×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, Halbok

SQ Bestial Fortitude, Ferocious Hunger, Reptilian Mind

ECOLOGY

Environment tropical marshland

Organization solitary, or congregation (3-12)

Treasure NPC gear (sharkhide armor, flayspear, 8 darts, other treasure)

SPECIAL ABILITIES

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

Ferocious Hunger (Ex) Reptile anumis receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

Reptilian Mind (Ex) If a reptile anumi fails a Will saving throw, he may roll again and take the second result.

Anumi, Siren (Manatee)

This burly barbarian features the comically peaceful countenance of a manatee. Too bad that his face is no reflection of his temperament.

ANUMI, SIREN

CR 1/2



XP 200

Male anumi barbarian 1

CN Medium humanoid (anumi)

Init +1; Senses Perception +7

Racial Buoyancy: -20^A Depth Tolerance: 300 feet

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 17 (1d12+5)

Fort +4, Ref +0, Will +1

OFFENSE

Speed 30 ft., Swim 40 ft.

Melee halberd +4 (1d10+4/×3)

Special Attacks Sprinting Charge

STATISTICS

Str 17, Dex 11, Con 14, Int 10, Wis 12, Cha 10

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, Boggard

SQ Bestial Fortitude, Rage (4 rounds/day), Sprint

ECOLOGY

Environment tropical coast

Organization solitary, or herd (3-6)

Treasure NPC gear (sharkhide armor, halberd, other treasure)

SPECIAL ABILITIES

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

Sprint: Once per hour, this anumi can double its swim speed for bursts of up to 5 rounds.

Sprinting Charge: When making a charge attack while using its sprint ability (see above), a siren anumi may make both a bull rush and a basic melee attack (in that order). Other rules for charging and bull rush apply normally.

Aquatic Anumis In Your Game

Anumis in this text are presented as a fairly fresh race in the Cerulean Seas. 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 aquatic setting with little work. That 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 beyond, perhaps, the sebek-ka, which is rather limited to neo-Sebek worship. This may cause some anumis to research and explore the ancient past; perhaps finding sunken 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. Anumi player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions.

Anumi 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 anumis. Anumis 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 anumis. 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 anumis are completely new; the results of recent arcane experiments resulting in a new fad. Then again, the anumis might be an established race in their own right, with a history, biology, and origin akin to other PC races.

There is also the undeniable influence of Naiad magic at work. This race is, in fact, not exactly the same race that was crafted in ages past. Besides the new aquatic factor, the frequent mutations and kahunic tampering of the original plant has yielded something new and unique. While the viridian naiads are a simple race, they do have an uncanny knack for weaving their best interests into everything they do. Perhaps these new aquatic anumis stand for more than just forgotten gods, but for the aspects of primeval nature itself.

Whatever the case, the anumi 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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