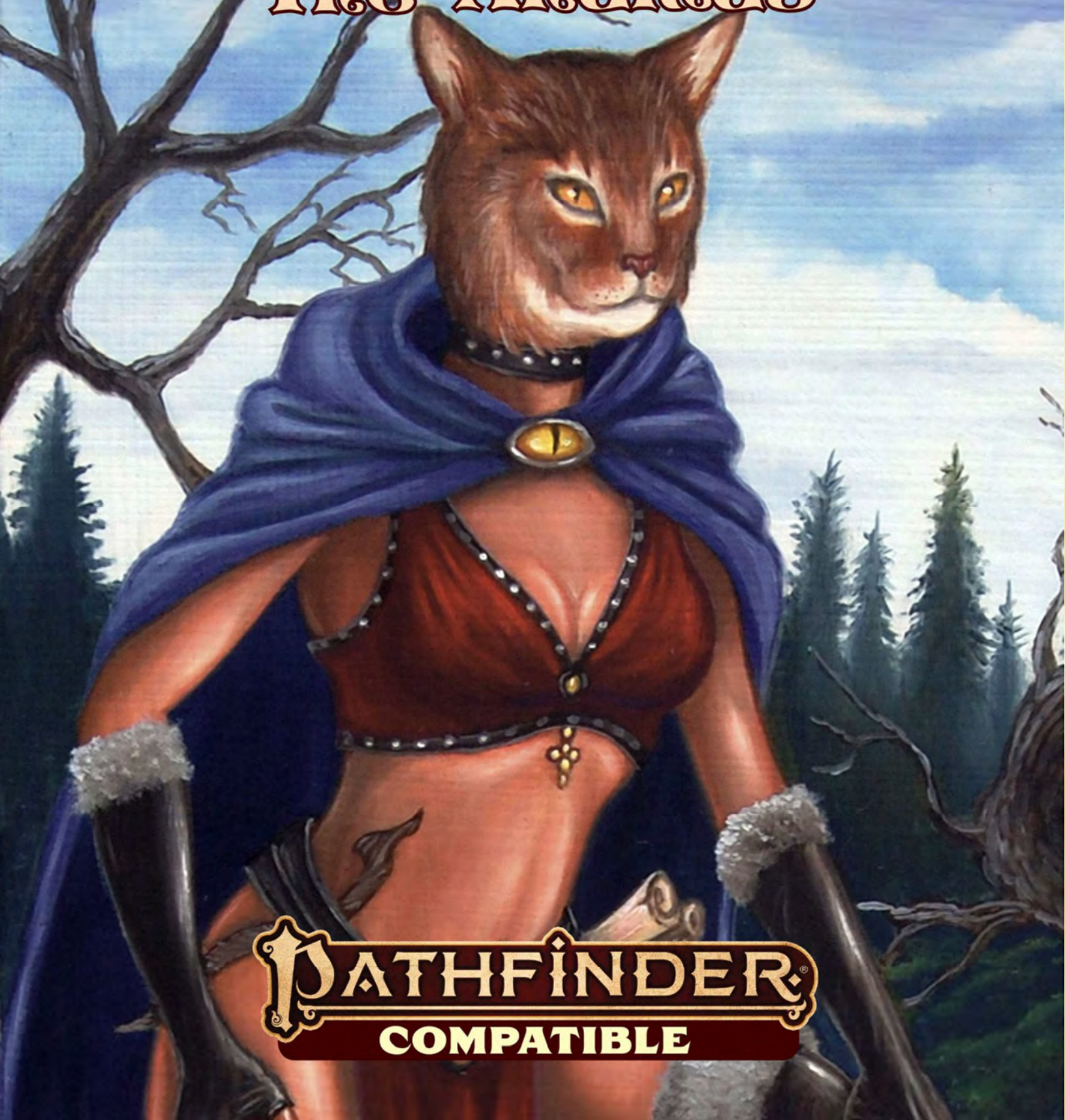


# Amazing Ancestries<sup>®</sup>

## The Anunnas



**PATHFINDER<sup>®</sup>**  
**COMPATIBLE**



# AMAZING ANCESTRIES: THE ANUMUS

## (2<sup>ND</sup> EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2<sup>nd</sup> Edition Pathfinder® Roleplaying Game

Author  
Emily Ember Kubisz

Editors  
Steven O'Neal  
Paul Klein

Interior Illustrators  
Eugene Jaworski  
Ryan Rhodes  
Jacob E. Blackmon  
Gary Dupuis  
Daniel Comerci

Layout & Design  
Tim Adams

Special Thanks to:  
Jean & Magnus Kubisz  
Jim Clunie  
Team Draconis

Cover Artist  
Eugene Jaworski

**ANUMUS, REMARKABLE RACES, AMAZING ANCESTRIES** © 2009-2019 Alluria Publishing. All rights reserved.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See [paizo.com/pathfinder](http://paizo.com/pathfinder) to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See [paizo.com/pathfinder/compatibility](http://paizo.com/pathfinder/compatibility) for more information on this license.

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**Pathfinder Second Edition Bestiary** © 2019, Paizo Inc.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See [paizo.com/pathfinder](http://paizo.com/pathfinder) to learn more about Pathfinder.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



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 concoction, 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.



# ANUMUS

*Anumi harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by heritage. 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.*

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.

If you want to play a character that strives for acceptance, has a wild side, reminds you of your favorite pet, and is a mix of bestial and urbane, then the anumus is right for you.

## YOU MIGHT...

- Feel a strong need to live up to your former master's expectations.
- Have a strong connection to animals and pets.
- Fight against your animalistic side in favor of your humanness.

## OTHERS PROBABLY...

- Immediately see you as a personified pet.
- Talk down to you or treat you like a beast.
- Harbor positive feelings toward you based on your similarity to their own pets.

## 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 anumus. If a heritage is not listed, the Game Master may decide to add a new one.

## SOCIETY

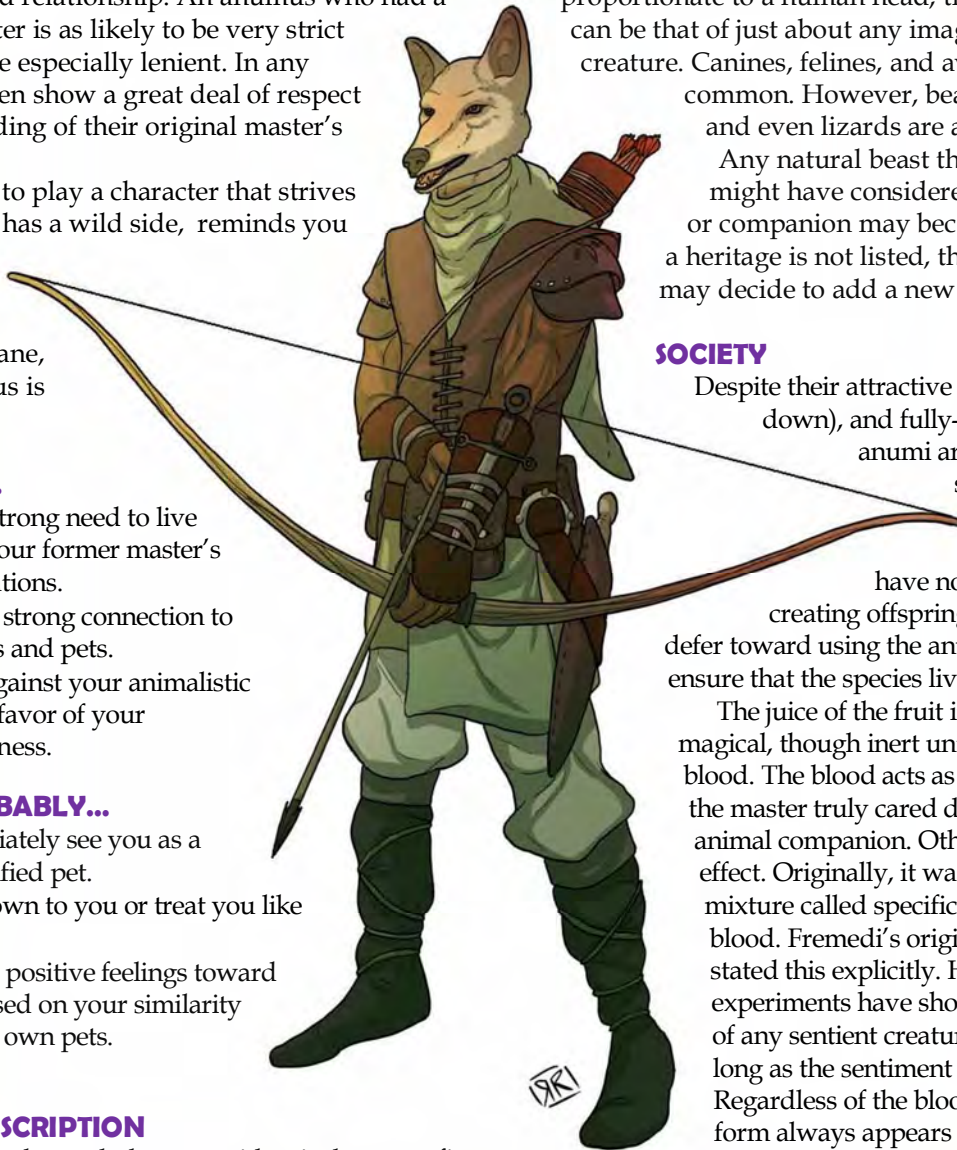
Despite their attractive (from the neck down), and fully-sexed forms, anumus are completely sterile. They

cannot have children, and

have no way of naturally creating offspring. Instead, they defer toward using the anumus 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 have shown 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 Game Master 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.

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 effort 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.

### 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, and feline 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 fruit.

### 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.

### SAMPLE NAMES

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

## ANUMUS HERITAGES

An anumus can come from a variety of animal species, creating a variety of unique anumus "heritages." Choose one of the following anumus heritages at 1st level.

### AMPHIBIAN (FROG) ANUMI

You gain an ancestral ability boost to Constitution and an ancestral ability flaw in Charisma. In addition, you gain a swim Speed equal to your Speed. You also gain the amphibious trait. An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. Your bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater.

### Hit Points

8

### Size

Medium

### Speed

25 feet

### Ability Boosts

Strength

Heritage-based

Free

### Ability Flaw

Heritage-based

### Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

### Traits

Anumus

Humanoid

### Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

### ARACHNID (SPIDER) ANUMI

You gain an ancestral ability boost to Dexterity and an ancestral ability flaw in Charisma. In addition, you gain a climb Speed equal to your Speed.

### AVIAN (BIRD) ANUMI

You gain an ancestral ability boost to Charisma and an ancestral ability flaw in Intelligence. In addition, as long as you can see normally, you can use the Seek action to see undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 60 feet of you.

### CANINE (DOG) ANUMI

You gain an ancestral ability boost to Charisma and an ancestral ability flaw in Wisdom. In addition, you gain Scent (imprecise), 30 feet. Scent involves sensing creatures or objects by smell.

### EQUINE (HORSE) ANUMI

You gain an ancestral ability boost to Constitution and an ancestral ability flaw in Wisdom. In addition, your Speed becomes 40 feet instead of 25 feet.

### FELINE (CAT) ANUMI

You gain an ancestral ability boost to Dexterity and an ancestral ability flaw in Wisdom. In addition, you gain the Cat-like Grace reaction.

#### CAT-LIKE GRACE

**Trigger** You fail a Reflex save against a damaging effect. You may reroll the save, but must take the second result, even if it is worse.

### OPHIDIAN (SNAKE) ANUMI

You gain an ancestral ability boost to Constitution and an ancestral ability flaw in Charisma. In addition, you gain a +2 circumstance bonus to Escape checks. Moreover, whenever you roll a success on a check to Escape or a saving throw against an effect that would impose the restrained condition on you, you get a critical success instead.

### PORCINE (PIG) ANUMI

You gain an ancestral ability boost to Intelligence and an ancestral ability flaw in Charisma. In addition, you gain the Ferocity reaction.

#### FEROCITY

**Frequency** once per day

**Trigger** You are reduced to 0 HP.

You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

### REPTILE (LIZARD) ANUMI

You gain an ancestral ability boost to Wisdom and an ancestral ability flaw in Intelligence. In addition, you can hold your breath for 200 rounds (20 minutes).

### RODENT (RAT) ANUMI

You gain an ancestral ability boost to Intelligence and an ancestral ability flaw in Charisma. In addition, you gain the Rodent Resilience reaction.

#### RODENT RESILIENCE

**Trigger** You fail a Fortitude save against a disease effect. You may reroll the save, but must take the second result, even if it is worse.

### URSINE (BEAR) ANUMI

You gain an ancestral ability boost to Constitution and an ancestral ability flaw in Intelligence. In addition, you gain a +2 circumstance bonus to damage rolls against creatures you have grabbed.

## ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an anumus, you select from among the following ancestry feats.

### 1<sup>ST</sup> LEVEL

#### CLAWS OF THE BEAST

FEAT 1

##### ANUMUS

**Prerequisites** Base animal has claw attack.

You grow claws on your normal human hands. You gain a claw unarmed attack that deals 1d6 slashing damage. This attack is in the brawling group and has the finesse and unarmed traits.

#### JAWS OF THE BEAST

FEAT 1

##### ANUMUS

**Prerequisites** Base animal has jaws attack.

Your teeth or fangs get sharper and more bestial. You gain a jaws unarmed attack that deals 1d6 piercing damage. This attack is in the brawling group and has the finesse and unarmed traits.

#### NATURAL INSTINCT

FEAT 1

##### ANUMUS

You have a knack for understanding the natural world around you. You gain the trained proficiency rank in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

## SERVITOR'S DIPLOMACY

FEAT 1

### ANUMUS

Years of lowly servitude have made you better at dealing with people and good at either reading them or lying to them. You gain the trained proficiency rank in Deception and Diplomacy. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

## SPECIES ACCOMPLICE

FEAT 1

### ANUMUS

You build a rapport with an animal of the same species that you were before you became an anumus, which becomes magically bonded to you. You gain this animal as a familiar using the rules in the Pathfinder Core Rulebook.

## SUMMON SPECIES

FEAT 1

### ANUMUS

**Frequency** once per day

You gain a primal connection to your original animal species. You can cast *summon animal* as a primal innate spell once per day, as long as it is of this species. This spell is heightened to a spell level equal to half your level rounded up.

## WISDOM OF THE OLD GODS

FEAT 1

### ANUMUS

You have learned to tap into the ancient magic of the anumi fruit, granting you luck at eschewing mental attacks.

**Trigger** You fail a Will save against a mental effect.

You may reroll the save, but must take the second result, even if it is worse.

## 5<sup>TH</sup> LEVEL

## FORM OF THE BEAST

FEAT 5

### ANUMUS

**Frequency** once per day

You gain a deeper primal connection to your original animal species. You can cast *animal form* as a primal innate spell once per day, as long as it is to assume the form of an animal of this species. This spell is heightened to a spell level equal to half your level rounded up.

## SPEECH OF THE BEAST

FEAT 5

### ANUMUS

You can cast *speak with animals* as a primal innate spell at will, although it only allows you to communicate with animals of your original species.

## 9<sup>TH</sup> LEVEL

## EVERLASTING COMRADERY

FEAT 9

### ANUMUS

You have a deep bond with one particular ancestry (the group of people who raised you before you became an anumus). If you are at least an expert in the skill you are Aiding, and you are Aiding a member of that particular ancestry, you get a success on any outcome rolled to Aid other than a critical success.

## 13<sup>TH</sup> LEVEL

## SERVITOR OF THE GODS

FEAT 13

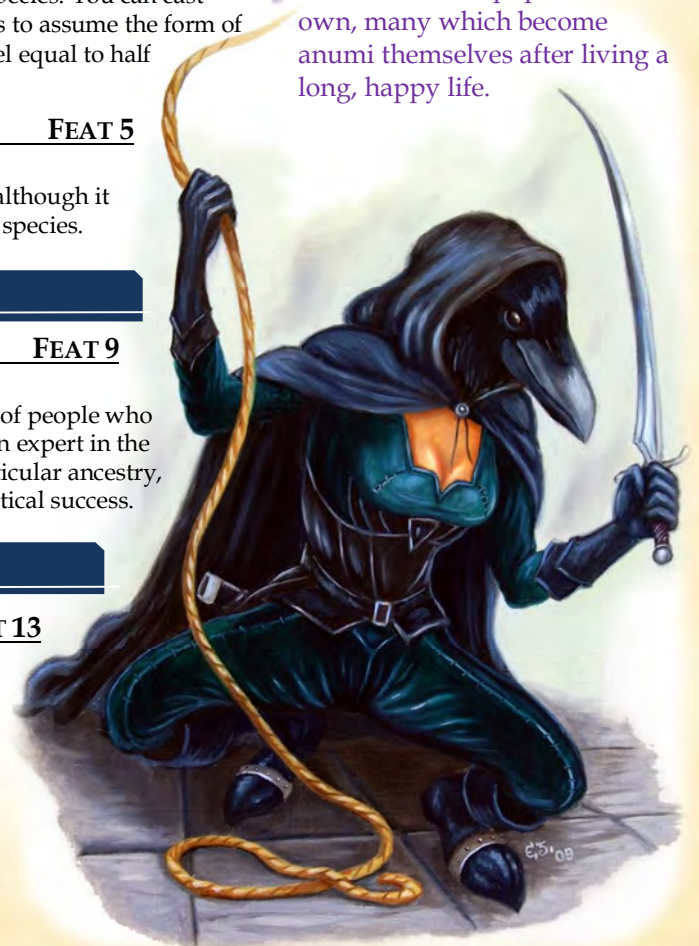
### ANUMUS

Your unarmed, claw, or jaws attacks have the benefits of the *ghost touch* property rune.

## ANUMUS ADVENTURERS

It is often this lessened status that drives an anumus to the adventuring life. They have much to prove, and often have little trouble finding their niche. Often, an anumus 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.



## 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

ITEM 7

CONSUMABLE PRIMAL TRANSMUTATION

Price 60 gp

Usage held in one hand; Bulk L

Activate >>> Interact

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.

The anumi fruit comes from the the anumi plant, wich is a woody shrub. Most fruits produced by this plant are seedless, though it will produce one golden fruit per year that has a seed which has the potential to grow into 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

ITEM 7

CONJURATION MAGICAL

Price 320 gp; Bulk 1

This heavy iron bowl produces a nutritious meal that only a beast would find palatable.

Activate > command, Interact;

Frequency once per day; Effect Speaking "mahlzeit," 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.

### COLLAR OF BEAST SPEECH

ITEM 10

COMPANION ENCHANTMENT INVESTED PRIMAL

Price 900 gp

Usage worn collar (companion); Bulk L

This stylish black leather and red-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.







### INVISIBLE LEASH

ITEM 9

COMPANION CONJURATION INVESTED PRIMAL

**Price** 600 gp

**Usage** worn collar (companion) and held in one hand (you); **Bulk** 1

**Activate** ♦ Interact; turn the dial on the wand.

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. A dial on the wand controls 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.

### PET CARRIER

ITEM 7

CONJURATION EXTRADIMENSIONAL MAGICAL

**Price** 300 gp

**Usage** held in one hand; **Bulk** 1

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. The item stores one willing natural animal in an extradimensional space.

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.

**Activate** ♦♦ command, Interact; **Effect** Upon command word, expenditure of a charge, and touching the target, the item stores one willing natural animal in an extradimensional space.

**Activate** ♦ command, Interact; **Effect** The creature can be recalled instantly and at any time with a second command word by anyone who is holding the orb.

### TAG OF HOMING

ITEM 7

COMPANION DIVINATION INVESTED PRIMAL

**Price** 360 gp

**Usage** worn on collar (companion) or held in one hand (you); **Bulk** L

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.

**Activate** ♦ command, Interact; **Frequency** once per day; **Effect** 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.

**Activate** ♦ command; **Frequency** once per hour; **Effect** 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.

# The Anumus

## ANUMUS, AMPHIBIAN (TOAD TROOPER)

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 trooper as something special.

### TOAD TROOPER

### CREATURE 2

LG MEDIUM HUMANOID ANUMUS AMPHIBIOUS

**Perception** +8; low-light vision

**Languages** Common

**Skills** Athletics +8, Intimidation +3, Stealth +6

**Str** +4, **Dex** +0, **Con** +4, **Int** +1, **Wis** +2, **Cha** -1

**Items** club, javelin (3), studded leather armor

**AC** 17; **Fort** +10, **Ref** +5, **Will** +8

**HP** 38

**Speed** 25 feet, swim 25 feet

**Melee** ♦ club +10, **Damage** 1d6+6 bludgeoning

**Ranged** ♦ javelin +6 (thrown 30 feet), **Damage** 1d6+4 piercing

**Ranged** ♦ club +6 (thrown 10 feet), **Damage** 1d6+6 bludgeoning

## ANUMUS, ARACHNID (TARANTULA THUG)

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.

### TARANTULA THUG

### CREATURE 2

NE MEDIUM HUMANOID ANUMUS

**Perception** +7; low-light vision

**Languages** Common, Undercommon

**Skills** Acrobatics +8, Stealth +8, Thievery +8

**Str** +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +1, **Cha** +0

**Items** dagger (4)

**AC** 19; **Fort** +8, **Ref** +10, **Will** +5

**HP** 28

**Speed** 25 feet, climb 25 feet

**Melee** ♦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

**Melee** ♦ jaws +9, **Damage** 1d6+3 piercing

**Ranged** ♦ dagger +10 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

**Hidden Movement** If a tarantula thug starts its turn undetected by a creature or merely hidden from it, that creature is flat-footed against the thug's attacks until the end of the thug's turn.

**Sneak Attack** A tarantula thug deals an additional 1d6 precision damage to flat-footed creatures.

## ANUMUS, AVIAN (EAGLE ARCHER)

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

### EAGLE ARCHER

### CREATURE 4

CG MEDIUM HUMANOID ANUMUS

**Perception** +10; low-light vision

**Languages** Common, Elven

**Skills** Acrobatics +8, Athletics +8, Stealth +10

**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +2

**Items** composite longbow (20 arrows), studded leather armor, shortsword

**AC** 22; **Fort** +10, **Ref** +12, **Will** +8

**HP** 50

**Speed** 25 feet

**Melee** ♦ shortsword +12 (agile, versatile S), **Damage** 1d6+4 piercing

**Ranged** ♦ composite longbow +14 (deadly 1d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+2 piercing plus longbow precision

**Longbow Precision** The first time the archer hits with a longbow attack in a round, it deals 1d8 extra precision damage.

**Perfect Aim** The eagle archer ignores the concealed condition. Their targets don't benefit from lesser cover, and they reduce the AC bonus from standard cover by 2 against the eagle archer's attack.

**Running Reload** ♦ The archer Strides, Steps, or Sneaks, then Interacts to reload.



## ANUMUS, CANINE (AKITA AXEMAN)

This burly, leather-clad, akita-headed guard brandishes a lethal battle axe. He eyes passersby with scrutiny and does not appear to be easily distracted from his charge.

### AKITA AXEMAN CREATURE 2

LN MEDIUM HUMANOID ANUMUS

**Perception** +7; low-light vision, scent (imprecise) 30 feet  
**Skills** Acrobatics +7, Athletics +8, Intimidation +6, Stealth +7, Survival +5

**Languages** Common

**Str** +4, **Dex** +3, **Con** +2, **Int** +1, **Wis** -1, **Cha** +2

**Items** battle axe, leather armor, shortbow (20 arrows)

**AC** 18; **Fort** +8, **Ref** +7, **Will** +5

**HP** 29

**Speed** 25 feet

**Melee** ♦ battle axe +10 (sweep), **Damage** 1d8+4 slashing

**Melee** ♦ jaws +10 (agile), **Damage** 1d6+2 piercing

**Ranged** ♦ shortbow +10 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

## ANUMUS, FELINE (WILDCAT ROGUE)

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

### WILDCAT ROGUE CREATURE 2

CN MEDIUM HUMANOID ANUMUS

**Perception** +6; low-light vision

**Languages** Common

**Skills** Acrobatics +8, Deception +7, Society +4, Stealth +10, Thievery +8

**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

**Items** hand crossbow (10 bolts), shortsword, studded leather armor

**AC** 19; **Fort** +6, **Ref** +10, **Will** +6

**HP** 26

**Nimble Dodge** ⤴ **Requirement** A wildcat rogue can't use this reaction while encumbered. **Trigger** The wildcat rogue is hit or critically hit by an attack made by a creature the wildcat rogue can see. **Effect** The wildcat rogue gains a +2 circumstance bonus to their Armor Class against the triggering attack.

**Cat-Like Grace** ⤴ **Trigger** The wildcat rogue fails a Reflex save against a damaging effect. **Effect** The wildcat rogue may reroll the save, but must take the second result, even if it is worse.

**Speed** 25 feet

**Melee** ♦ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Ranged** ♦ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Sneak Attack** The wildcat rogue deals 1d6 extra precision damage to flat-footed creatures.

## ANUMUS, OPHIDIAN (COBRA CLERIC)

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.

### COBRA CLERIC CREATURE 3

CE MEDIUM HUMANOID ANUMUS

**Perception** +9; low-light vision

**Languages** Abyssal, Common

**Skills** Deception +8, Intimidation +8, Occultism +5, Religion +9, Stealth +7

**Str** +1, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** -1

**Items** black adder venom, chain mail, hand crossbow (10 bolts), mace, religious symbol

**AC** 20; **Fort** +8, **Ref** +7, **Will** +11

**HP** 39

**Speed** 25 feet

**Melee** ♦ mace +9 (shove), **Damage** 1d6+2 bludgeoning

**Ranged** ♦ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6 piercing plus black adder venom

**Divine Prepared Spells** DC 21; **2nd** *harm* (×3), *darkness*, *spiritual weapon*; **1st** *command*, *fear*, *ray of enfeeblement*; **Cantrips** (**2nd**) *chill touch*, *detect magic*, *know direction*, *read aura*, *stabilize*



## ANUMUS, PORCINE (SOW SPELLBINDER)

This sophisticated, yet pig-headed mage has quite a few tricks up her sleeves.

### SOW SPELLBINDER

### CREATURE 2

LN MEDIUM HUMANOID ANUMUS

**Perception** +4; low-light vision

**Languages** Common, Orcish


**Skills** Acrobatics +7, Arcana +8, Deception +5, Intimidation +5, Occultism +8, Society +8, Stealth +7

**Str** +2, **Dex** +3, **Con** +0, **Int** +4, **Wis** +1, **Cha** +0


**Items** dagger, spellbook containing their prepared spells


AC 17; **Fort** +4, **Ref** +7, **Will** +7


HP 22

**Ferocity** 

**Speed** 25 feet

**Melee**  dagger +7 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Melee**  fist +7 (agile, finesse, nonlethal), **Damage** 1d4+2 bludgeoning

**Ranged**  dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+2 piercing

**Arcane Prepared Spells** DC 18, attack +8; **1st** *burning hands, grease, magic missile, shocking grasp*; **Cantrips (1st)** *detect magic, mage hand, prestidigitation, ray of frost, telekinetic projectile*



## ANUMUS, RODENT (SQUIRREL SCOUNDREL)

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

### SQUIRREL SCOUNDREL

### CREATURE 2

NE MEDIUM HUMANOID ANUMUS

**Perception** +8; low-light vision

**Languages** Common, Elven


**Skills** Acrobatics +6, Athletics +5, Diplomacy +4, Nature +6, Stealth +6, Survival +8

**Str** +2, **Dex** +3, **Con** +1, **Int** +1, **Wis** +3, **Cha** -1

**Items** blowgun (10 darts, each coated with graveroot poison)


AC 17; **Fort** +6, **Ref** +8, **Will** +6

HP 17

**Rodent Resilience**  **Trigger** The squirrel scoundrel fails a Fortitude save against a disease effect. **Effect** The squirrel scoundrel may reroll the save, but must take the second result, even if it is worse.

**Speed** 25 feet

**Melee**  jaws +7, **Damage** 1d6+2 piercing

**Ranged**  blowgun +8 (agile, nonlethal, range increment 20 feet, reload 1), **Damage** 1 piercing plus graveroot poison

**Hidden Movement** If the squirrel scoundrel starts its turn undetected by a creature or hidden from it, that creature is flat-footed against the scout's attacks until the end of the scoundrel's turn.

**Sneak Attack** The squirrel scoundrel deals an extra 1d6 precision damage to flat-footed creatures.

## ANUMUS, URSINE (BROWN BEAR BRUTE)

The head of a brown bear seems to be a nice finishing touch to the brutish figure before you.

### BROWN BEAR BRUTE

### CREATURE 2

N MEDIUM HUMANOID ANUMUS

**Perception** +11; low-light vision

**Languages** Common

**Skills** Athletics +8, Intimidation +6, Survival +5

**Str** +4, **Dex** +1, **Con** +2, **Int** -1, **Wis** +1, **Cha** +2


**Items** greatclub, hide armor, javelin (6)


AC 19; **Fort** +8, **Ref** +5, **Will** +7

HP 32

**Attack of Opportunity** 

**Speed** 25 feet

**Melee**  greatclub +10 (backswing, shove), **Damage** 1d10+4 bludgeoning

**Melee**  fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

**Ranged**  javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing

## ANUMI IN YOUR GAME

Anumi in this text are presented as a fairly fresh ancestry 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 ancestries. 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 ancestry 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 Game Master 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 ancestry in their own right, with a history, biology, and origin akin to other PC ancestries.

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.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gyax and Dave Ameson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Remarkable Races.** Copyright 2009-19, Alluria Publishing; Author: Emily E. Kubisz

# Add New Life to Your Game

The Amazing Ancestries series are colorfully illustrated PDF books, 100% compatible with the Second Edition Pathfinder Roleplaying Game that give rules for playing new and unusual PC ancestries. Each book contains all you need to play a character with new ancestry options & more! Ancestries were designed to fit into nearly any campaign. With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Whether you are Game Master looking for new options, or a player seeking something different, the "Amazing Ancestries" line by Alluria Publishing will breathe new life into your game!

Based on Remarkable Races (1st Edition)



**PATHFINDER**  
**COMPATIBLE**

