



THE **ANURAN** **SHAMAN**

Long forgotten hermits, these creatures seek balance in their natural homes.

WICK WALKER

The depths of the forest are often unplumbed for decades or even centuries. Living within these long, unexplored locales are all manner of creature from natural to unnatural, but one seeks to maintain the balance of the order of things. The Anuran, a species of intelligent amphibians, see themselves as the protectors of order within their habitats. They strive to maintain the delicate ecosystems where they thrive by managing the elements to keep them in tune with one another. The Anuran understand that earth, air, fire, and water all have their places in the natural world. Few among the Anuran understand that as much as the shamans. The Anuran Shamans dedicate their lives to understanding the balance and controlling the elements to keep all things as they should be in their domains.

Anurans are often considered hermits by the outside world, but that is actually far from the truth within their communities. What may be perceived as hostility to the outside world, is actually a fierce dedication to protecting their native lagoons and rain forests. Anorans are social

creatures among their own, building up long standing family relations and often making peace with other beings that inhabit the areas in which they dwell. They consider themselves peacekeepers and their connection with all of the elements makes them uniquely situated to help disentangle disagreements that arise between creatures of the wood.

To outsiders, their methods of expressing themselves often seem odd, incoherent, or at times rambling, but this is usually a symptom of the Anuran's unique view on the world. They firmly believe that all things have a place, but that one must not exceed their needs. They hunt giant insects and pluck the fruits of trees and bushes in their habitat, but never beyond what they or their families need. They understand that some wildfires rejuvenate the forests they inhabit, but would never seek to start one themselves. They know that floods may be devastating, but can also rejuvenate the banks of the river or open new pathways of travel upon them. Their unique understanding of the natural world and their precaution in intervening with it, makes their worldview unpalatable to some outsiders. That's fine to the Anuran, so

ANURAN SHAMAN

CREATURE 5

CN MEDIUM FEY AIR AMPHIBIOUS EARTH FIRE

Perception +12; darkvision

Languages Common, Fey

Skills Acrobatics +13, Medicine +13, Nature +13, Survival +13

Str +2, **Dex** +5, **Con** +4, **Int** +2, **Wis** +5, **Cha** +2

Items Bo Staff

AC 21; **Fort** +9, **Ref** +15, **Will** +15

HP 76; **Resistances** elemental resistance 5

Elemental Resistance The anuran shaman's elemental resistance applies to cold, electricity, and fire damage, as well as all damage from elemental sources (including environmental damage from the elemental planes and damage from anything with the air, earth, fire, metal, water, or wood trait).

Overwhelming Elements (aura, elemental) 20 feet. When the anuran shaman rolls initiative, it chooses to have a cold, electricity, or fire aura. A creature that enters the aura takes 2d10 damage of a type determined by the aura (DC 22 Basic Will save).

Reactive Channeling ⤵ (elemental); **Trigger** The shaman is about to take cold, electricity, or fire damage; **Effect** The shaman realigns its channeling and changes which Elemental Resistance is active to a new one of its choosing.

Speed 25 feet, swim 30 feet

Melee ♦ bo staff +15 (agile, finesse), **Damage** 2d6+6 bludgeoning plus 1d6 damage of a type determined by its active Overwhelming Elements aura.

Innate Primal Spells DC 22, attack +14 ; **3rd** lightning bolt; **2nd** elemental zone, frog tongue; **1st** breathe fire, tailwind; **cantrips** (3rd) electric air, ignition, spout

Leaping Slam ♦♦ (elemental); **Frequency** Twice per hour; **Effect** The shaman leaps to an empty space of its choosing within 25 feet of it and slams its staff into the ground. Creatures within a 20-foot emanation of the space take 6d6+3 damage of a type determined by its active Overwhelming Elements aura (DC 22 Basic Reflex save)

long as the outsiders are respectful of their domains.

While one might assume that their way of life means that Anuran live in small, roughshod communities, that would be a failing to understand the mastery over the elements that they wield. The oldest among them have grown so powerful in their control of stone and water, that they build temples deep within the jungles. Beautiful structures of earth, air, and water that serve as places of worship and learning. Stumbling upon one of these temples can often be a dramatic experience for the unexpected adventurer. These huge temples are typically built in harmony with the terrain around them, flowing with it as naturally as a river might. Within, the young learn the ways of balance and control of the elements. Friendly outsiders may even be lucky enough to secure a limited tour of these facilities were they able to gain the Anuran's trust.

TACTICS

Odd in their demeanor and speech, Anuran are often misunderstood as hostile. They are typically peaceful beings, but will attack if provoked or if their domains are in danger.

- Elemental Resistance paired with their Reactive Channeling is the core of this creature. They will use the elements that are used against them. Failure to use their reaction to change elemental types will make for lackluster combat.
- Most of their abilities have something to do with what their currently active aura is so take care to make sure to always have that noted somewhere.
- Leaping slam is a great escape or gap closing tool and makes a powerful impact where it lands.
- With its innate primal spells, the Anuran Shaman has a lot of tools in its bag. Use them as needed.

SUGGESTED PAIRINGS

Typically, Anuran are quite in touch with the nature creatures around them. They would pair well with many forest or jungle dwellers.

- I would recommend setting encounters with them on watery terrain and have them use their swim speed if players are hostile.
- Many forest and swamp creatures will come to their including giant frogs, salamanders, giant centipedes, and others. that might be present or perhaps ghosts of long dead worshippers within the place.



BLOOMCAP

ITEM 5

INVESTED MAGICAL

Price 140 gp

Usage worn headwear; Bulk L

The humble mushroom can be a powerful ally if used in the right proportions. This hat is crafted from the oversized head of a bloomcap mushroom. These fungi are known to grow deep in boggy jungles where their root systems can stretch on for miles, warning them of intruders who might be approaching. So adept are they at detecting approaching threats, that someone saw fit to magically preserve and enchant one for their own purposes.

Activate 10 minutes, envision; **Frequency** Once per day; **Effect** You place the cap on soil, stone, or another suitable ground surface as determined by the GM. For the next 10 minutes, roots grow outward underground in a 120-foot emanation from where the cap was placed and remain for 10 hours. While the roots remain, you can don the cap and see a visual representation of the roots around the area. You gain an imprecise sense of the roots and can detect creatures that move through or on the ground above the roots. You get a general sense of their size and numbers, but no further details about them. Creatures that move across the roots can attempt a DC 19 Stealth check, remaining hidden on a success, but becoming observed on a failure.

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