

Anzimeer

The simian-like Anzimeer were created as the result of a secret deal made between Brand, the God of War, and the Gods Basvu and Zimk. Basvu and Zimk had already created the Toumen and Uarja to help protect the forests and animals of Ados. Brand, wanting to create a race loyal only to him, found an opportunity to aid the two Gods. In exchange for Brand's aid, Basvu and Zimk agreed to help him create the Anzimeer.

Anzimeer are a reclusive and war-like race that lives deep in the jungles of Ados. They are entirely and exclusively devoted to Brand. Rarely seen outside the Eoeleoareroo Jungle, the Anzimeer are known throughout the region as formidable warriors, often warring against other races and even amongst themselves. Those few Anzimeer who travel to other lands are usually hired as mercenaries or bodyguards.

Personality:

Anzimeer are aggressive and intimidating in all their activities. Even simple social discourses, like greeting a guest, often involve displays of strength and dominance. The morals of an Anzimeer and the respect an Anzimeer has for others are solely based upon shows of strength. Honor and position are of great importance, as those who are weak and cowardly are looked down upon or treated with disrespect. Despite these overbearing and aggressive tendencies, the Anzimeer also develop strong loyalties, for outsiders who can show them strength are often considered friends for life.

Physical Description:

Anzimeer stand around 4 ½ to 5 feet tall, and are quite muscular. Adults weigh between 150 and 200 pounds with females standing 3 to 4 inches shorter and weighing 30 to 40 pounds less. Their bodies are covered in a fine fur ranging in coloration from black to brown, often with a mottling of both colors. Their hairless faces are circular in shape, usually colored a shade of light brown or tan, and have short muzzles with broad noses. They have small ears that tend to stick out from their heads. Their teeth are suited to a diet of meat and vegetation, with the canines being slightly larger than those of a Human. Their eyes are large and circular and usually set back in the skull. The entire eye is colored black

or brown, with flecks of red, blue, or green in the area of the iris. The arms of the Anzimeer are longer than their legs and they have only four digits on their hands and feet, with the first digit on both hands and feet being opposable. The digits on both the hands and feet are elongated to better grasp the branches and trees in the jungle. Like their faces, the palms of their hands and feet are also hairless and are usually colored a shade of light brown or tan.

Anzimeer walk with an open legged gait and sway slightly from left to right when they walk. Most prefer to move by brachiating through the trees rather than walking on the ground. Anzimeer also have a muscular, prehensile tail that is 3 to 4 feet in length. Their tail functions as a third arm, and can be used for locomotion or to hold a tool or weapon. The tail is strong enough to hold the weight of the Anzimeer while wearing armor and weapons. The tail is not strong enough to hold the weight of an Anzimeer while trying to lift another Medium-sized creature, but Anzimeer can lift Small-sized or smaller creatures while hanging from their tail.

Anzimeer favor simple clothes in colors that match their surroundings. They wear loose trousers and shirts and prefer lightweight armor that allows them to retain their mobility. They never wear footwear, as it hinders their movement through the jungle.

The life span of an Anzimeer is similar to that of a Human, though few Anzimeer reach old age. Most die in battle well before they even reach middle age. Any Anzimeer who does survive long enough to reach old age is usually revered and respected as a great warrior and often holds positions of authority within the clan.

Relations:

The only thing an Anzimeer truly respects is strength, and this reflects upon their relations with other races. They generally get along well with Humans, as Humans tend to be quick to anger and like to display power through strength. Half-Orcs and Dwarves are also looked upon favorably, since they share an understanding of physical and martial prowess. Anzimeer respect the Uarja for their fighting ability, but they do not trust them because of religious differences. They see Elves, Gnomes, Halflings, and Toumen as weak, cowardly races that hide behind magic and are unwilling to stand up and show strength. As a whole, they generally ignore these races,



but individuals from these races can make friends among the Anzimeer if they can prove themselves worthy by showing a measure of strength or martial ability. Half-Elves are unique as they can be looked upon as Humans and respected or as Elves and ignored, depending on the actions and personality of the individual. The Anzimeer respect many of the monstrous races for their strength, but more often than not they tend to look down upon them as being too weak to be truly effective in battle. They tend to have good relations with the Orcs who worship Brand, but other Orc tribes are merely treated as fodder to test the skill of Anzimeer warriors. They have a passionate hatred of Gnolls, despising them for their cunning and sly nature.

Alignment:

Anzimeer society is structured and ordered, with a hierarchy based upon dominance and strength. Because of this, most Anzimeer tend toward lawful, and many lean toward neutrality, seeing life as neither good nor evil. It is not uncommon to find Anzimeer outside of these norms, but it is

extremely rare to find an Anzimeer who leans toward chaos.

Lands:

Anzimeer lands are located exclusively within the Eoeleoareroo Jungle. They extend from the lowlands to the ranges of the Birdcrest Mountains. They make small villages and camps throughout the jungle and harvest the land for food, clothing, and weapons. Factionalism among the clans of the Anzimeer has kept them from uniting into a larger nation that could expand out of the jungle. They defend their territory fiercely, and will fight and even make pre-emptive strikes against those who they feel are encroaching on their lands. Anzimeer found outside of the jungle are usually mercenaries or bodyguards, although warriors will be sent out as scouts to gather reconnaissance about their enemies prior to a war.

Religion:

The Anzimeer are the children of Brand and, as such, they only worship the God of War. Brand

is determined to get the Anzimeer to unite their clans and to ally with the Orcs to create an unstoppable army that will be at Brand's command.

Language:

Anzimeer is a language of various hoots, screeches, calls, and other noises that often gets mixed in with the surrounding noises of the jungle. The Anzimeer language uses long sequences of vowels and, when it is written, uses the characters from the Common alphabet. Most Anzimeer learn only their native language and, since there is little need for a written form, literacy is low among the population. Anzimeer that live on the fringes of the jungle or are in frequent contact with other races often learn and understand the language of a neighboring race.

Names:

Most Anzimeer are referred to by two names. The first name is one that is given to the Anzimeer at birth and is considered the name of the self. The midwife, shaman or cleric that attends the birth usually gives the name to the newborn after consulting with the parents. As the child grows and matures, it is given a second, group name that is associated with some deed or task that has been accomplished during the rites of passage that take place when the Anzimeer is 12 or 13 years of age. The group name takes precedence and is spoken first, followed by the self-name.

Male Self-Names: Aram, Cala, Chan, Falla, Nan, Nuru, Oruum, Pallum, Uro, and Vuor.

Female Self-Names: Alla, Annla, Bulua, Hana, Hannu, Lana, Maha, Naru, Olla, and Uucha.

Group Names: Alauvuluu, Alouonouha, Muubuohou, Naruofu, Olvauhu, Oonauhou, Ulupranvu, Uulouohu, Uunccoah, and Uunnvanvu.

Adventurers:

Anzimeer adventurers are often motivated to venture away from their home out of a need to show strength among their peers by setting forth and returning from foreign lands with tales of battles won and enemies vanquished. Sometimes, warriors and scouts are sent forth to gather intelligence on local populations or regions. On few occasions, an Anzimeer who has been deemed unworthy will be exiled from the jungle, only to return with proof of their worth. When adventuring, Anzimeer seek not wealth, but fame and recognition for their deeds

in combat. They are always looking for a fight in order to prove their fighting skill.

Anzimeer Racial Traits:

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Wisdom: Anzimeer are very strong and dexterous, but are frailer than they look and are only smart and wise in the ways of battle.
- Medium-size: As a Medium-size creature, Anzimeer have no special bonuses or penalties due to their size.
- Anzimeer base speed is 20 feet on the ground, 30 feet when brachiating. Anzimeer are more comfortable and are more physically adapted to moving through the trees.
- Low-light Vision: Anzimeer can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Anzimeer receive the Two-weapon Fighting feat for free at character creation. All Anzimeer are taught from an early age to use their prehensile tail as a third 'hand' and this frees up both regular hands to carry weapons.
- Anzimeer can take the Multiweapon Fighting feat whenever they could normally select a new feat. This reflects the specialized training that some Anzimeer undertake which allows them to use weapons in both of their hands and their tail at the same time. The tail is considered a third 'hand'.
- Anzimeer can take the Multidexterity feat whenever they could normally select a new feat.
- +2 racial bonus to Balance, Climb, and Jump skill checks. Anzimeer are very adept at moving through the trees and learn to climb and move through the forest canopy without falling from an early age.
- +2 racial bonus to Bluff skill checks involving feints in combat. Anzimeer are adept at using their tails to distract an opponent in combat.
- +2 racial bonus to Reflex saving throws due to the extra balance and agility their prehensile tail gives them.

- +2 racial bonus to Intimidate skill checks. In addition, Intimidate is considered a class skill regardless of the class of the Anzimeer. Displays of strength and dominance are at the heart of Anzimeer society. From an early age Anzimeer learn how to intimidate those around them to gain status in the community.
- +1 racial bonus to attack rolls against Gnolls. Anzimeer fight Gnolls frequently and practice special techniques to use against them.
- Automatic Language: Anzimeer.
- Bonus Languages: Common, Elven, Dwarven, Gnomish, Orc, and Uruk-Hai. Anzimeer commonly learn the languages of their enemies to allow them to gather information against their opponents.
- Illiteracy: Anzimeer do not automatically know how to read and write. An Anzimeer must spend 2 skill points to gain the ability to read and write any language the Anzimeer is able to speak.
- Favored Class: Fighter. A multiclass Anzimeer's fighter class does not count when determining whether he suffers an experience point penalty for multiclassing. Anzimeer society is built around the cult of the warrior and is dedicated to Brand, the God of War.

Notes on the Tail:

The Anzimeer have a prehensile tail that is 3 to 4 feet long and 1 ½ to 2 inches in diameter. This tail is able to move freely and often functions as a third arm for the Anzimeer, making them formidable fighters. The tail provides a counterbalance that gives the Anzimeer better dexterity and balance than other races. It is dexterous enough to grasp large items that have handles, hilts, and shafts, or items it can grab, like clothing, but it cannot pick up flat or small items like coins and paper. The tail can be used to carry a small shield or buckler.

The Anzimeer usually use their tail for balance, to carry a shield, or as a distraction in combat. Some Anzimeer receive specialized training that allows them to use the tail as a weapon, or to carry a weapon. Whenever the Anzimeer use their tail to wield a weapon, the tail is considered

off-hand and all appropriate penalties are applied. The tail can only wield a weapon that is one-handed and of Small-size or smaller. It cannot handle ranged weapons, or throw melee weapons that have a range increment.

As mentioned above, the tail is only strong enough to hold the weight of a full-grown Anzimeer who is carrying a light or medium load. This allows the Anzimeer to hang in low branches and reach down and grab Small-sized or smaller creatures. To successfully grab a creature in this manner, the Anzimeer must succeed at a Balance skill check and succeed in grappling with the target. (See page 137 in Core Rulebook I for rules on grappling.)

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