

# NYAMBE

## AFRICAN ADVENTURES



**CHRIS DOLUNT**

*Chris Dolunt*



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**Dedicated to Mary:**

You make everything perfect.

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# CHAPTER ONE LAND OF THE OVERPOWER

*Hewa-hewa!* I am Shomari of T'ombo, a teacher at the great school of T'ombo. I have been selected to guide you through the lands of Nyambe-tanda, a daunting task indeed.

Nyambe-tanda — sometimes simply called Nyambe — is a land in transition. Though we have never been completely isolated, recent events have brought us to the attention of the outside world, and I fear that our way of life is about to change for the worse.

As a stranger, you do not know our ways. Pay careful attention and I shall teach them to you. If you wish to walk beneath our sky, you must learn to walk as we do, or you will surely die.

Forgive my gravity, but this is a serious matter. Nyambe is not a safe place for the unwary. Vicious monsters, black-hearted tyrants, and foul magic await you at every turn, and the spirits cry out for brave heroes to fight the evil.

This is not to say that Nyambe is devoid of peace or beauty. To the contrary, we believe that our land is the most blessed in the entire world. But do not take my word for it, read on and decide for yourself.

## OVERVIEW

*Nyambe: African Adventures* is a campaign sourcebook designed for use with the D20 System. The default setting used in this sourcebook is a continent called *Nyambe-tanda* (neye-AHM-bay TAHN-dah), a place that combines African mythology, legend, and history with elements of high fantasy to create an exotic land with a distinctly African flavor. Nyambe is an epic, historic setting. It is a place where you are more likely to find someone like Mansa Sundiata, the physically handicapped warrior-sorcerer who became the first king of Mali in the 13th century, rather than a stereotypical “noble savage” like Tarzan.

The continent of Nyambe-tanda is not located in any particular game world, so GMs can easily insert it into their own campaigns. There are references to other parts of the world, but the details are intentionally left vague so you can substitute existing cultures of your own design where appropriate. Specifically, the Near East is a generic Middle Eastern land, the Far East is an Asian land, and the North is a European land. There are also references to the Water People, an Egyptian culture.

*Nyambe: African Adventures* includes a significant amount of new game material and rules. These include new location-specific races, core class variants, prestige classes, spells, diseases, monsters, and new categories of magic items. These elements can easily be lifted from this book



and transplanted into your home campaign, adding a great deal of depth to any land with an African feel. Conversely, you could use only the extensive history and background presented for Nyambe, disregarding the new rules completely. Either way, your roleplaying experience will be greatly enriched.

The mythology and history of Nyambe-tanda was inspired by the folklore of real-world Africa. If you'd like to create your own fantasy Africa campaign setting, you may want to build its history around similar themes. A list of reference materials that you might find useful are available in the Suggested Reading list in this book, and on-line at [www.nyambe.com](http://www.nyambe.com).

The languages used by the fantasy Africans in Nyambe are loosely based on a number of real African languages, especially those of the Bantu family, such as Kiswahili. The first time a foreign term appears in the text, it will include the pronunciation in parentheses. In many African languages, plural words are formed by changing the beginning of the singular form — for example, utuchekulu is the plural of akachekulu — but for the sake of clarity, the singular and plural forms of most Nyamban words are identical. Finally, some Nyamban words include sounds that will be unfamiliar to many readers. These sounds are represented by either a “!” — click your tongue against the roof of your mouth — or a “/” — click your tongue against your teeth as in the first part of the sound sometimes written as “tsk-tsk.”

## NYAMBE-TANDA

The full name of our continent is Nyambe-tanda. The name comes from *Kordo* (KOR-doh), the common tongue of the land, and roughly translates to “Land of the Overpower.” According to Nyamban beliefs, the creator of the world, known as Nyambe or “the

**BURROWING  
AGOGWE  
HALFLINGS,**

**TREE-  
DWELLING  
WAKYAMBI  
ELVES,**

**AND  
DIMINUTIVE  
NGHOI  
HUMANS**

**CALL THE  
BIDA  
RAINFOREST  
HOME.**





THE  
EMPIRE OF  
NIBOMAY

IS KNOWN  
FOR ITS  
MATRIARCHAL  
SOCIETY

AND ITS  
FEARSOME  
AMAZON  
WARRIORS.

[see pages 72  
and 148]



Overpower," once lived amongst the mortal races, and so the land bears the Overpower's name.

Nyambe is just southwest of an area called the Near East, west of an area called the Far East, and far to the south of a region simply known as the North.

The continent is located completely within the world's tropical zones. Because of the resulting heat, armor sees little use here; most warriors wear no armor at all. Due to the lack of armor, Nyamban warriors excel at dodging attacks, an art known as *sanguar* (SAHN-gwar). In addition, shield use is common, as are ranged weapons of all sorts.

Nyambe-tanda supports highly varied terrain, including scrub plains, marsh, grassland, rainforest, mountains, and deserts. Much of this terrain is hostile, and large areas of the continent are only sparsely inhabited. Cities are rare, and those that exist tend to be relatively small.

## HUMANS OF NYAMBE

As in most lands, humans are the dominant race of Nyambe-tanda. Differences between Nyamban humans and those of other lands are superficial at best. As a general rule, Nyamban humans have dark skin, brown eyes, and curly black hair, while the humans of other lands tend to have lighter skin, lighter eyes and straighter and lighter hair. However, there are plenty of exceptions, and Nyamban humans demonstrate a variety of physical appearances. These variations have been further increased by intermarriage with Near Easterners and Far Easterners, making the Nyambans a very diverse group indeed.

The humans of Nyambe are divided into twelve major ethnic groups, and dozens of minor ones. Occasionally the structure of these groups change. Groups break apart, merge, or are



sometimes even driven to extinction. However, the following twelve groups are currently the most prominent.

- The *Azzazza* (ah-ZAH-zah) are an agricultural people with a highly ritualized society. Most Azzazza live in the United Kingdom of Taumau-Boha.
- The *Hutali* (hoo-TAH-lee) are semi-nomadic mountain-dwellers who live amongst the active volcanoes of the Giko Taaba Mountains, in a dwarf-dominated region known as Utuchekulu-land.
- The *Marak'ka* (mah-rahk-KAH) are nomadic desert-dwellers with a love of music and dance. They live in a harsh desert called the Gudu Ji Pingu, in the region known as Marak'ka-land.
- The *Mbanta* (m-BAHN-tah) are homeless nomads with a reputation for magical prowess. As nomads, the Mbanta are evenly distributed amongst the lands of Nyambe.
- The *NaBula* (nah-BOO-lah) are masters of unarmed combat, and have recently adopted many aspects of Near Eastern culture. Most NaBula live in the Caliphate of Boroko.
- The *Nghoi* (ng-HOHY) are diminutive humans who live amongst the elves of the blda Rainforest, in a region known as Wakyambi-land.
- The *Shombe* (SHAWM-bay) are cattle-herders with a strong warrior ethic. They live within the tUbl Grassland, in a region known as Shombe-land.
- The *Tembu* (TEHM-boo) are merchants with a reputation for flamboyance. They are the dominant ethnic group in the Empire of Mabwe.
- The *Tisambe* (tee-SAHM-bay) are a strong-willed people best known for their matriarchal traditions and "Amazon" warrior women. They are the dominant culture of the Empire of Nibomay.
- The *Tuslan* (TOOS-lahn) are hunter-gatherers with a great reverence for nature. They live in the Empire of Nibomay, but are an oppressed minority.
- The *Xon'mo* (zohn-MOH) are an offshoot of the Marak'ka, and have developed a society controlled by fire priests. Most Xon'mo live in the kingdom of Bashar'ka.
- The *Zamara* (zah-MAH-rah) are obsessed with fighting witchcraft, and have recently adopted many aspects of Far Eastern culture. Most Zamara live in a series of coastal city-states known as the Kaya Vua Samaki.

## NON-HUMAN RACES

Nyambe-tanda does not support the wide variety of humanoid races found in other lands. Most noticeable is the absence of goblinoid species. Nyambe has no goblins, hobgoblins, or bugbears of any sort. Orcs, while once common, are now (supposedly) extinct. Due to a lack of hostile humanoid invasions, Nyamban kingdoms are very stable, and some have remained intact for thousands of years.

This is not to say that there are no humanoid races. Over a dozen non-human races exist, some co-existing with humans, others opposing them. The races that co-exist with humans are known as the *demihuman* races, while the races that oppose humans are known as the *savage* races.

## DEMIHUMAN RACES

The demihumans have much in common with humans, and the demihuman races tend to get along well with both humans and each other.

- The *agogwe* (ah-GAWG-way) are furred nomads with powerful claws and a propensity for burrowing. Agogwe seem to be a warrior offshoot of the halfling race, and live in the Wakyambi-land region of the blda Rainforest.
- The *kitunusi* (kih-too-NOO-see) of Mademba are a diminutive race with strong ties to the Shadow World. Kitunusi are related to gnomes, but lack both the humor and inventiveness found amongst other members of their species.
- The *ngoloko* (ng-oh-LOH-koh) are a wizardly race of human-orc crossbreeds. Though similar to the half-orcs of other lands, ngoloko are far more intelligent than their backward cousins and live in isolated communities.



- The *unthlatu* (oonth-LAH-too) are a reclusive race of dragon-blooded spellcasters. The unthlatu were once humanoid sorcerers, but evolved into a new race while exiled in the Great Mangrove Marsh.
- The *utuchekulu* (oo-too-cheh-KOO-loo) are a race of subterranean warrior-cannibals inhabiting the Kuba Taaba and Giko Taaba mountain ranges. Utuchekulu are descended from a race of dark dwarves, but do not show any particular tendency toward evil behavior.
- And finally, the *wakyambi* (wahk-YHAM-bee) are an arboreal race with strong druidic tendencies and prehensile tails suited for their home in the bida Rainforest. Wakyambi are related to elves, but unlike the elves of other lands, wakyambi cannot interbreed with humans to produce half-elves.

## SAVAGE RACES

The savage races tend to be self-centered and evil, making peaceful co-existence with the human and demihuman races all but impossible.

- The *entare* (en-TAH-ray) are dangerous predators with the head of a lion, the upper torso and arms of a human, and the four-legged lower torso of a lion. The majority of the entare prowl the tUbi Grassland, though a few have been known to venture into the nearby D'okan Desert.
- The *getiet* (geh-TEE-eh) are race of degenerate kosan orcs, physically powerful, but stupid and despised by all civilized beings. They live as bandits on the fringes of many settled lands.
- The *ingogo* (ihn-GOH-goh) are another race descended from the kosan orcs. They are smaller and weaker than the getiet, but far more cunning. They are the most hated of all the savage races, and live almost exclusively in the tUbi Grassland.
- The *kosans* (KOH-sahns) were an ancient race of wizardly orcs that once dominated all of Nyambe-tanda. Though they are extinct now, the kosans had a major impact upon Nyamban history, and spawned the getiet, ngoloko, and ingogo.
- The *mbUi* (mb-OO-ee) are a race of cowardly scavengers descended from human were-hyenas, and appear much like gnolls. The mbUi live in the foothills of the Giko Taaba Mountains.
- The *silwane-manzi* (sihl-WAH-nay MAHN-zee), cousins to the sahuagin, are a shark-like race of amphibians notorious for devouring sailors. They live in sunken cities off Nyambe's northern coast.
- The *yuan-ti* are a race of serpent-folk recently arrived from the Far East, who now dominate the western portion of the bida Rainforest.

There may be other savage races beyond those listed here, but if such creatures exist, they are both rare and secretive.

## ANIMALS

Nyambe is perhaps best known for its stunning array of large animals, such as apes, cheetahs, crocodiles, elephants, gazelles, giraffes, hippopotami, hyenas, jackals, leopards, lions, monkeys, rhinos, and zebras. Two animals that many foreigners expect to find here but do not are bears and tigers.

Many of these animals can also found in dire versions, and though they lack magical powers, such beasts can pose a formidable challenge to an adventuring party. The most famous of all Nyamban dire animals is the dire lion. These creatures are rare, and often have unusual coloration, such as black, green, red, or white. Seeing a dire lion is considered an omen, but the exact meaning of the omen depends on the lion's color and the circumstances under which it was observed. Individuals who encounter a dire lion are encouraged to visit a diviner so as to learn the meaning of the omen.



Not all Nyamban wildlife is so impressive or famous. Few foreigners would recognize the cichlid fish, known here as the *marakely*, though it is a common sight in the nets of Nyamban fishermen. Even fewer would recognize the bird known as the black-headed *gonolek*, or realize that seeing one is an ill omen.

## PLANTS

Though many foreigners are familiar with Nyamban fauna, few know anything about our flora.

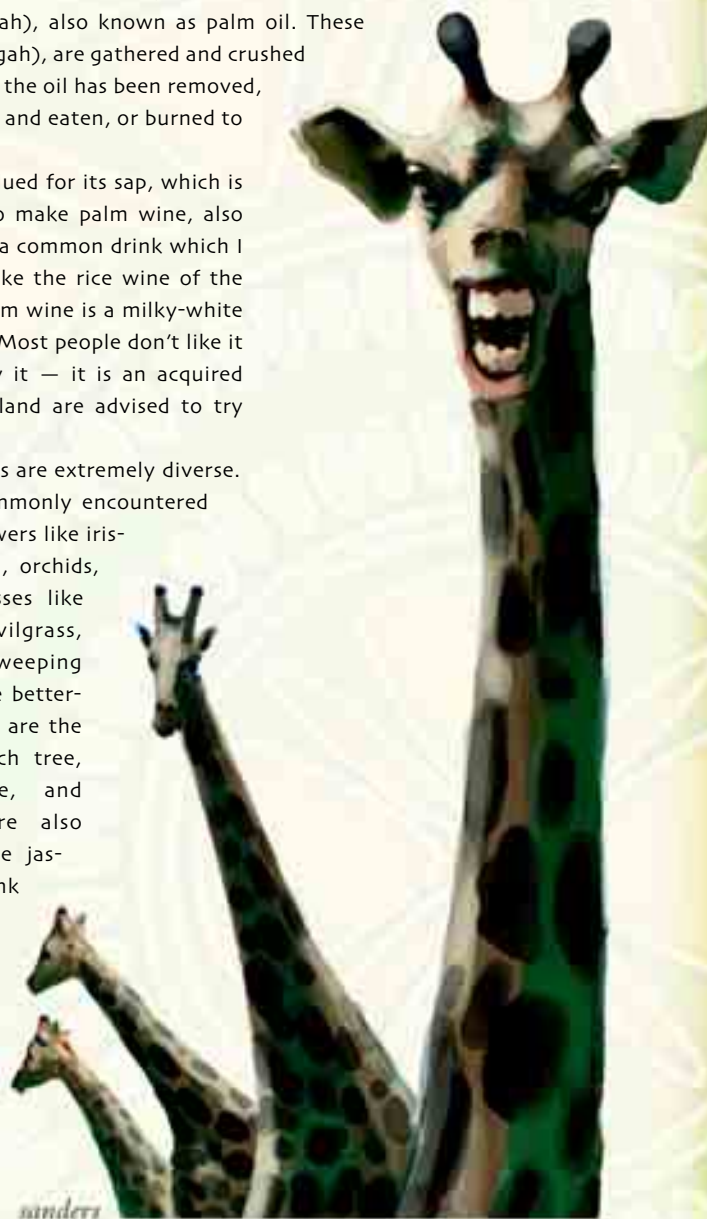
Commonly grown foodstuffs include beans, cassava, chickpeas, barley, calabash gourds, figs, millet, onions, peanuts, plantains, taro, sorghum, *teff* wheat, and *nyami* (nah-YAHM-ee), or yams as foreigners call them. More recently introduced crops include bananas, coconuts, and rice, all of which have been brought from the Far East.

Common cash crops include cotton, tea transplanted from the Far East, and especially palm trees. There are many different types of palm trees, but the two with the most economic value are the oil palm and the wine palm.

The oil palm is valued for its nuts, which are crushed to produce *meca* (MEH-cah), also known as palm oil. These nuts, called *diga* (DEE-gah), are gathered and crushed to extract the oil. Once the oil has been removed, the husks can be boiled and eaten, or burned to make charcoal.

The wine palm is valued for its sap, which is fermented and used to make palm wine, also called *jana* (JAH-nah), a common drink which I am told tastes much like the rice wine of the Far Eastern people. Palm wine is a milky-white liquid, and is very dry. Most people don't like it the first time they try it — it is an acquired taste. Visitors to our land are advised to try banana beer instead.

Nyamban wild plants are extremely diverse. Some of the more commonly encountered wild plants include flowers like irises, geraniums, gladioli, orchids, and violets, and grasses like common thatch, devilgrass, pangolagrass, and weeping lovegrass. Some of the better-known Nyamban trees are the thorny acacia, ambatch tree, baobab, kapok tree, and mahogany. Vines are also numerous, and include jasmine, liana vines, pink trumpet vines, and the ubiquitous strangler figs.



anders

THE  
WILDS  
OF NYAMBE

TEEM WITH  
STRANGE  
BEASTS

WHICH ARE  
UNKNOWN

IN FOREIGN  
LANDS.

(see page 229)



## MONSTERS

The monsters of Nyambe-tanda take a variety of forms. Though certain ones are not found in Nyambe, there are more than enough monsters unique to this continent to compensate for any loss. Many monsters date back to the time of the ancient kosan orcs, and were either created in diabolic magical experiments or brought here from other lands.

No creature limited to temperate or arctic climates (or with the cold subtype) appears in Nyambe-tanda. The only known exceptions are several white dragons rumored to lair in the highest peaks of the Kuba Taaba mountain range.

- **Beasts:** The vast majority of Nyamban monsters are non-magical beasts, and a wide variety of beasts make their home in this land. The best-known beast is the *mokele m'bembe* (moh-KEH-leh m-BEHM-beh), a dinosaur-like creature of tremendous size and power.
- **Dragons:** Most of the standard dragon races can be found in the Land of the Overpower; even cold-loving white dragons have been reported living on the peaks of the highest mountains. Winged "proto-dragons" known as *kongamato* (kohn-gah-MAH-toh) are also native to Nyambe. They have a reputation for attacking fishing boats, and are among the weakest of all dragon species.
- **Elementals:** Elementals of all sorts are quite common in Nyambe-tanda, acting as the servants of the elemental orisha spirits.
- **Fey:** According to Nyamban beliefs, fey are creatures native to the Shadow World. The most commonly encountered fey in Nyambe-tanda are servants of the natural orisha spirits.
- **Giants:** With the exception of frost giants, many of the standard giant races can be found in Nyambe. Nyambe-tanda also has its own race of giant known as the *sao* (SAHW), and a race of undead giants known as the *rom* (RAWM).
- **Magical Beasts:** While many magical beasts can be found in Nyambe-tanda, most have physical differences from their counterparts in other parts of the world. For example, the Nyamban cockatrice, called the "crowing crested cobra," appears to be a cobra with wings and a cock's comb. Rather than hissing, the Nyamban cockatrice crows like a rooster at sunrise. It sometimes uses this sound to attract unsuspecting prey.
- **Outsiders:** Since outsiders are native to the Spirit World and not the Material Plane, in theory any sort of outsider could visit Nyambe-tanda. In practice, the only outsiders that appear are servants of the orisha spirits.
- **Plants:** As might be expected from a land with a giant rainforest at its center, plant monsters abound in Nyambe.
- **Shapechangers:** Nyambe has an above-average concentration of shapechangers. The best-known shapechangers in the Land of the Overpower are the mysterious leopard cultists.
- **Undead:** The most commonly encountered undead in Nyambe-tanda are true zombies and ancestor spirits — monsters not found in other parts of the world. Other common undead include ghouls, mummies, shadows, and common zombies. The only sort of undead completely unknown in Nyambe is the vampire. Unfortunately, Nyambe has its own version of the vampire — a skinless monstrosity known as the *terkow* (ter-KOH).
- **Vermin:** Not only can all known vermin be found in Nyambe-tanda, but the heat and humidity are ideal conditions for these creatures to grow to incredible sizes.

## RELIGION

If you do not understand the *orisha* (oh-REE-shah) you cannot understand Nyamban religions. Belief in the orisha permeates every aspect of every race and culture. They are so commonly encountered that no sane creature doubts their existence.

The orisha are immortal spirits that act as the intermediaries between the mortal races and the Overpower, and can be good, evil, or neutral. There are many different kinds of orisha. They include the celestial orisha (spirits of good), fiendish orisha (spirits of evil),



natural orisha (spirits of plants, animals, and geographic features), elemental orisha (spirits of the elements), and ancestor orisha (spirits of dead ancestors).

With such a bewildering variety of spirits to interact with, many individuals restrict their dealings to a single category of orisha. The type of spirit most frequently honored by someone is synonymous with that person's religion.

The people of Nyambe do not worship multiple gods as people do in other lands. Most Nyambans believe that the Overpower is the only true god. Despite this, few people worship the Overpower, as it does not grant spells to its clerics, nor does it answer prayers from its worshippers.

## COSMOLOGY

Due to their interaction with the orisha, the Nyamban conception of the universe is vastly different from the views held by people of other continents.



**UNDER THE  
COVER OF  
SUPERNATURAL  
DARKNESS,**

**KERIT  
DEMONS  
AMBUSH  
THE UNWARY**

**AND  
DRAG  
THEM**

**INTO THE  
JUNGLE  
CANOPY.**

(see page 200)



## THE MATERIAL WORLD

Nyambans believe that the continent they call the Land of the Overpower floats in the center of world, at the nexus of four great oceans. The Nyambans are aware of the existence of other continents, but believe them to be inferior to Nyambe-tanda.

The four great oceans are held inside a giant gourd, which defines the borders of the material world. If someone were to sail up to the edge of the world, he would find this barrier, and if he could somehow dig through, he would find himself in the Spirit World. Luckily, the walls of the gourd are impervious to all forms of mortal magic and weaponry.

Far above the clouds, the stars themselves are holes in the gourd, allowing energies from the Shadow World to pour in, and bringing magic into the material world.

The sun and the moon, on the other hand, are not holes in the gourd, but are instead two powerful and quarreling orisha. The sun, also called *Lahu* (LAH-hoo), is a male spirit of positive energy, and the moon, also called *Masa* (MAH-sah), is a female spirit of negative energy. In ancient times, the two spirits, despite their differences, were wedded. Eventually, they began to fight, and injured each other badly. The sun, ashamed by its scars, made itself too bright to look upon. The moon, wanting the world to see what her husband did to her, did not hide her scars, and those who gaze at the moon can see the damage the sun has inflicted upon her. Eventually she becomes ashamed as well, and hides herself a little bit at a time, until she is completely hidden from view. After a few days, her bravery returns, and she slowly reveals herself to the world again.

Though the two are still married, they can barely stand each other's company, and rarely share the sky together. Instead, the sun rules the sky for half of each day, but when the moon is ready to come out, he turns



**WEARING AN  
ENCHANTED  
MASK**

**FILLS THE  
WEARER**

**WITH THE  
POWER**

**OF THE  
ORISHA  
SPIRITS.**

(see page 183)



red and leaves for the Spirit World in anger. The moon then appears and rules the sky for the rest of each day, slipping off to hide in the Spirit World again when the sun is ready to return.

## THE SHADOW WORLD

Also called the Ethereal Plane or the Astral Plane, the Shadow World permeates the Material Plane, and provides a medium through which people can travel to the Spirit World. The Shadow World is a reflection of the Material World, but things therein can be subtly different. Experiencing the Shadow World can best be described as hallucinatory, and the hallucinations experienced are often frightful in the extreme.

Most of the occupants of the Shadow World are travelers, be they mortals attempting to reach the Spirit World, or orisha visiting the Material World. However, the Shadow World has inhabitants of its own. Some say the Shadow World was the original home of the fiendish orisha. Though the fiendish orisha now live in the Spirit World, many dark and mysterious creatures still call the Shadow World home.

## THE SPIRIT WORLD

The Spirit World, also called *Da* (DAH), is the home of the orisha. Nyambans believe that the Spirit World is coiled about the physical world like a snake with 3,500 coils above the material world and 3,500 coils below it. Each coil of *Da* is a separate universe. Some coils are home to a single orisha, while others share a coil. Some coils are uninhabited, and others are brimming with spirits.

The largest realm in *Da* is that of the dead, which occupies an entire 30 coils. Within each of these coils is a massive, storm-swept ocean. Beneath the water wait the spirits of those who died without producing any children. These souls wait for the opportunity to be reincarnated, hopefully as a member of their original species, and preferably as a member of the same clan or family.

## MAGIC

Just as belief in the orisha is universal, belief in divine magic, also called *ashe* (AH-sheh), is universal as well. Though powerful spellcasters are rare, virtually every village has some sort of divine magic-user at its disposal. There are many types of divine spellcasters in Nyambe-tanda. Indeed, Nyamban diviners known as *mganga* (mg-AHN-gah) use divine magic instead of the arcane magic more common to other realms.

While divine magic is commonplace and accepted, arcane magic, also known as *dimba* (DIHM-bah) is rare and despised. Users of arcane magic fall into two basic types, *mchawi* (m-CHAH-wee) and *sei* (SAY).

*Mchawi* are necromancers who steal arcane energies directly from the Overpower. The secret of *dimba* is not easily learned, and a *mchawi* must sell his soul to the fiendish orisha in exchange for such knowledge. It is said that when a *mchawi* dies, the fiendish orisha return his soul to the material world in the form of an evil spirit.

Conversely, *sei* are those born with the blood of dragons running through their veins. Their supernatural heritage allows them to work *dimba* without the aid of the fiendish orisha, drawing energy directly from the Overpower.

Nyamban wizards do not use the spellbooks common in northern lands. Instead, they encode their magic into ritual items. These items are stored in special containers known as *mojuba* (moh-JOO-bah) bags. *Mojuba* bags can even be empowered with the energy needed to cast a spell, much like a scroll. Such empowered *mojuba* bags are known as *gris-gris* (GREE-gree), and are common magic items.



## TECHNOLOGY

Many foreigners seem to think that the people of Nyambe are unable to work with advanced technologies. This is not true.

Weaponsmiths of the matriarchal Tisambe people were forging iron swords when the rest of the world was still mired in the Stone Age, and Nyamban warriors have mastered many dangerous weapons unknown in other parts of the world.

Our smiths do not make the heavy armor found in other lands, but it is strictly due to the continuous heat in our land, and not any lack of technical skill. Indeed, Nyamban armor is masterfully constructed, designed to reduce the effects of intense heat that would otherwise render it unwearable.

It is true that we do not work with steel, but we consider iron a sacred element, and prefer to make items from pure iron rather than pollute it with other substances.

The only technology that is unknown here is glass working. While Nyamban craftspeople certainly have the technological knowledge to make items from glass, the technology never developed here. The Near Easterners are trying to take advantage of this fact by introducing glass beads for use as currency. This would allow them to control the economy of many rural peoples, but the standard has been slow to catch on. Our rural peoples have been using cowry shells as money for years, and do not seem in any hurry to change.

## FAMILY

Families are the focus of life in Nyambe-tanda. Nyambans hold children in high regard, and most families have as many children as they can support. Married couples without children often spend large amounts of money to obtain fertility aids, and spellcasters with access to fertility magic can be found in virtually every village and hamlet.

The birth of a child is accompanied by celebration and ceremony, culminating in a ritual of naming. Parents do not choose names lightly, often consulting several oracles before selecting a name. The most popular type of naming oracle is the *soroka* (soh-ROH-kah), or poison oracle. These diviners foretell the future by poisoning a small animal such as a chicken, and analyzing the animal's death-throes. Sometimes several animals must be killed before a name that produces a suitable future is found.

A newborn child is cared for by its mother until it is weaned. At that time, the child's paternal grandparents, if they are alive, assume the role of primary caregivers. This gives the parents the opportunity to work and have more children. If the child's grandparents are not living, then an older uncle or aunt may assume the role instead.

Once a child reaches the age of twelve or so, the parents resume the role of primary caregivers, and prepare the child for life as an adult. If a young adult is female, she will spend most of her time with her mother, and if male, he will spend most of his time with his father. However, both parents take an active role in training the young adult for a career and a family.

The transition to young adult is usually accompanied by a coming-of-age ritual, though the details of these rituals vary from culture to culture. At this stage, the person stops being a child and becomes a young adult. Some societies call this the "warrior" or "adventurer" phase of life, as most adventurers are under the age of thirty; older individuals are expected to settle down and raise a family, at which time the young adult becomes a full adult.

Polygamy is legal in all the lands of Nyambe except for Bashar'ka and Nibomay. Polyandry is legal only in Nibomay. Even where plural marriages are legal, they are common only amongst the upper classes. In most Nyamban cultures, a married woman joins the extended family of her husband and has little further contact with her original clan. In the Empire of Nibomay, the roles are reversed, and it is the man who is expected to change families rather than the woman.

For most people, this transition to full adult occurs sometime around the age of twenty. However, few real adventurers ever start families or become full adults. Because of





**OF THE  
GIKO TAABA  
MOUNTAINS**

**CAN BE TREACHEROUS FOR THE**

**INEXPERIENCED  
TRAVELLER.**

Most people die before their children are grown, but those who are blessed with a long life may be initiated into the ranks of the elders. Few individuals have the wisdom to join the ranks of the elders, and most societies require a potential candidate to pass several tests before membership is bestowed. Elders are responsible for providing moral guidance to a community, and in many cultures they act as important counterbalances against young and impulsive chieftains.

In the final stage of family life, a person dies and becomes an ancestor. Cultures that honor ancestor orisha tend to have celebratory funeral rituals, while the funerals of other cultures are more somber affairs. Though funeral rituals vary from culture to culture, all Nyambans believe that a person's spirit persists after death, and that these spirits watch over the lives of the following generations.

Now that I have given you an overview of my land, it is time to teach you the details. Though the journey may be treacherous, I promise you that it will also be rewarding!

(see page 127)



## NYAMBE-TANDA

	Desert		Green Mountains
	Savannah		Capital
	Mountain		City
	Scrub Plains		River
	Marsh		Lakes & Swamps
	Rainforest		







## CHAPTER TWO

# MYTHOLOGY AND HISTORY

Nyambans have an oral tradition that stretches back to their very beginnings. Unfortunately, the lack of written records or a consistent calendar system makes it impossible to date any of the events in their history.

The lack of a calendar is tied up in the Nyamban conception of cyclic time. Nyambans believe time has no beginning and no end, and that all events will eventually repeat. Thus, attempting to assign dates to specific events is pointless. This is reflected in the Nyamban method of timekeeping.

In most communities, people have a four-day work week, and then spend a fifth day relaxing and honoring the orisha. Nyambans understand the phases of the moon, but few people see any practical use in tracking them. The changing of seasons are of major importance for farming, but Nyambans can accurately predict the times of the solstices and equinoxes through magical divination, making accurate astrological systems pointless.

Beyond the passing of the seasons, few Nyambans bother to record the passage of years. At best, someone might know how many years the current monarch or chief has reigned. If pressed, many people could recite a list of rulers from memory, but would not know how long each one remained in power.

The nomadic Mbanta people are an exception to these generalizations. They have a highly developed calendar system, which is used solely for the purpose of enhancing magical spells. The Mbanta do not use their calendar to track political or social events.

## MYTHICAL AGES

There are many creation myths amongst the people of Nyambe, though the one most commonly accepted belongs to the matriarchal Tisambe people.

### THE BEGINNING TIME

At the beginning of time, there was only the Overpower. The Overpower, both male and female, became pregnant with an idea, and gave birth to the world. After creating the world, the Overpower looked down upon it, and found only one place beautiful enough and bountiful enough to make a suitable home: Nyambe-tanda.

So it came to be that the Overpower settled within the god-country. The Overpower built itself a modest home along the banks of the *Jalo* (JOH-loh) River, but soon became lonely, and decided to create races to fill the world.

The Overpower created many races, including races of orisha, races of plants, races of animals, races of people, and even races of monsters. The races of people were many, including the dwarven utuchekulu, the wakyambi elves, the gnomish kitunusi, the agogwe halflings, the orcish kosans, and finally the young and impulsive humans.

The races of people possessed a desire to please the Overpower, and quickly learned to emulate their creator. When the Overpower used stone to repair its home, the utuchekulu did this as well. When the Overpower grew plants in its garden, the wakyambi did this as well. When the Overpower dug cellars into the ground, the agogwe did this as well. When the Overpower shuttered its windows to keep out the light, the kitunusi did this as well. Finally, when the Overpower forged iron into a plowshare, the kosans did this as well. Only the young humans failed to emulate their creator.

But soon, the various races of peoples began arguing as to which race best emulated the Overpower. This argument went on for many moons, until the kosan orcs discovered how to forge iron into spears.



## THE DARK TIME

The aggressive kosans, eager to prove their superiority, began killing the other races of people. The Overpower despaired at the death of its creations, and isolated itself from the conflict. After careful consideration, the Overpower decided to reverse the damage by sharing the secret of resurrection. It gave this knowledge to the two closest animals, a bat and a frog, and told them to spread the secret to the races of people.

The Overpower told the animals to say, "When people die, you must bury them in the ground, then sprinkle the graves with sacred ashes, and they will return to life." The Overpower then sent the messengers out to pass on the good news. Since the bat could fly, it offered to carry the frog in its mouth. During the flight, the bat became hungry, and ate the frog.

When the bat arrived at the nearest village, eating the frog had distracted it, so that it forgot the second half of the message, saying only "When people die, you must bury them in the ground." So it came to be that the Overpower's attempt to teach people the secret of resurrection failed, and the priests known as the *n'anga* (n-AHN-gah) have been trying to re-learn it ever since.

The other races of people then went to the Overpower, begging it to help them fight the kosan orcs. The Overpower did not kill, and it would not aid them against the kosans. Instead, it ran from the mortals, retreating to an island in the ocean. But the other races were persistent, and followed the Overpower in canoes, still begging for help.

Finally, the Overpower gave in and agreed to use its power against the kosans, but not directly. Instead, it gave some of its magic to the orisha spirits, so that the mortal races would have to call upon the power of the orisha rather than the Overpower itself. The ability to call upon the orisha, known as divine magic, has been in the world ever since. The Overpower then decided to leave the world behind, so that no other races would ever attempt to emulate it. Thus, the Overpower ascended into the heavens on the web of a giant spider, and was never seen again.

So it came to be that the other races, with the aid of divine magic, fell upon the kosan orcs with great fury. The

kosans, fearing defeat, found new orisha spirits to come to their aid. Where these orisha came from, no one knows. Some say that they were the failed creations of the Overpower, banished to the darkest reaches of the night sky, while others say they were the ancestor orisha of the kosans.

Wherever they came from, the result was the same. The fiendish orisha taught the kosans to steal magic from the Overpower, and use that power to destroy. So it came to be that arcane magic entered the world.

With the combined might of both iron and arcane magic, the kosans defeated and enslaved the other races. With the other races as their servants, the kosan orcs created the first civilization, the Kosa Empire.

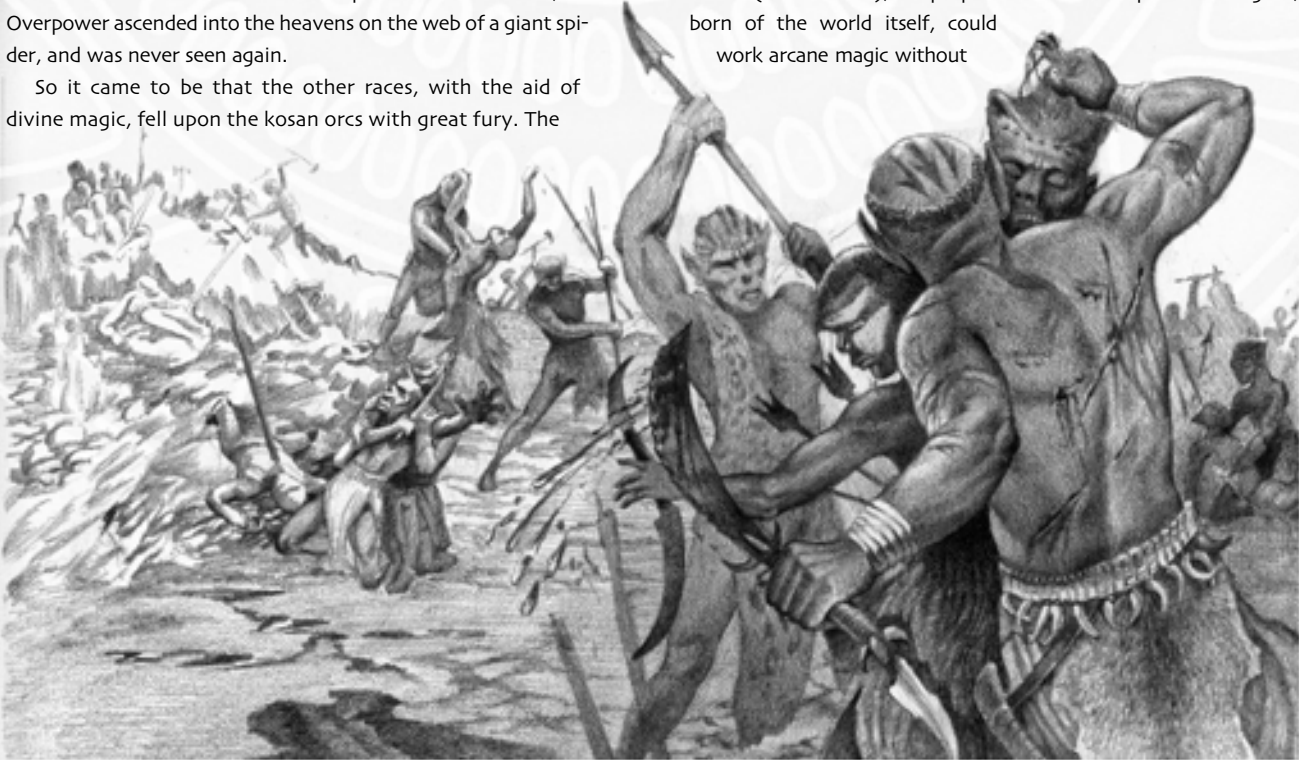
## THE KOSA TIME

Freed from physical labor through their use of slaves, the orcs of the Kosa Empire turned their attentions to magical pursuits.

The Kosa Empire reached heights unknown even amongst the civilizations of today. They learned to unite their love of violence with their lust for magic, and created the first enchanted weapons. They developed the first written language so they could record their spells upon scrolls and within books of arcane lore. They trapped the power of magic within rings of gold, rods of iron, and staves of wood. The kosan orcs expanded their empire over the entire continent, and even began expanding their dominion across the oceans.

The orisha spirits silently watched the growing empire of the kosans and wept. But even the orisha, mighty as they were, could not become directly involved, for fear of starting a war with the fiendish orisha of the Kosa Empire. Of all the orisha, only *Ramaranda* (rah-mah-RAHN-dah) the Diviner chose to act at all.

Ramaranda approached the dragons, known to the Nyambans as the *tulda* (too-EE-DAH), and proposed a remarkable plan. The dragons, born of the world itself, could work arcane magic without





the aid of the orisha. Ramaranda offered the dragons the power to work divine magic as well, but in exchange the dragons had to agree to mate with the mortal races, giving rise to half-dragons capable of overthrowing the Kosa Empire. The dragons agreed, and began to secretly appear amongst the slave races, siring offspring amongst the mortal women. Most of these half-dragons were detected by the kosans and slain, but a few managed to pass as simple humanoids, and over the years the power of sorcery slowly filtered down to the mortals.

## THE REBELLING TIME

The kosan orcs only lived for the present, and never bothered to track the phases of the moon or the passing of the seasons. As a result, no one knows exactly how long the Kosa Empire lasted, but it was certainly a very long time. But as all things end, so did the Kosa Empire, and in the most unexpected way.

The kosans considered women, even their own, as beneath notice. So when a group of human women were given straight razors and instructed in the arts of grooming, the orcs never imagined that those same women could use those razors as weapons of war.

These women, led by a warrior-sorceress called Amazonia, honed their skills in secret. Soon, these "Amazons," as they were called, rose up and overthrew their masters, driving the kosans from the city of Arabo and freeing the other races that the Kosa Empire had enslaved.

With this one act began the Great Rebellion. Everywhere, the slave races threw off their shackles and rose up against the kosans. The clerics of old came to the fore and demanded freedom for the enslaved peoples, and when the kosans refused, they fought alongside their people in the fields and towns. Thousands of dragon-blooded sorcerers revealed their hidden powers *en masse*, blasting the kosans with destructive arcane spells.

The Amazons, stealing the secrets of iron from their orcish captors, learned to forge their straight razors into fearsome swords. They surged inland from Arabo, taking the battle to the kosans in the very heart of the rainforest.

The battles lasted many moons, but in the end, the Kosa Empire fell and the slaves became free. More importantly, with the Great Rebellion the race of humans rose to dominance for the first time in Nyambe-tanda.

## THE LEAVING TIME

Those kosans with knowledge of magic and iron made the most prominent targets, and in the end few of them survived the Great Rebellion. The others fled the slaughter, but without first-hand knowledge of farming or herding, they could not support themselves without the help of their former property. It is said that some of these orcs bred with animals to sustain their race, becoming the degenerate creatures known as the ingogo. Others simply left Nyambe-tanda altogether, becoming the brutish humanoids of other lands.

Any remaining kosans were hunted down and slain, and to this day, there are no true orcs remaining in Nyambe-tanda. Opinions differed, however, on what to do with the ngoloko. The ngoloko, half-human and half-orc children born to human concubines, were of course innocent of any wrongdoing. In the end, it was decided to banish the ngoloko from human settlements. On their own, with no

one else to turn to for help, the ngoloko thrived and eventually bred true. Today, they are their own race, as unique as any other.

A similar fate awaited the sorcerers of dragon lineage. Despite having played a pivotal role in the overthrow of the Kosa Empire, people did not trust anyone who could hurl bolts of fire without any sort of training or moral code restraining them. So while many sorcerers returned to hiding their powers, others banded together in societies of their own. Over the years, these enclaves brought the dragon blood within them to the fore, and gave rise to a new race, the sorcerous unthlatu.

With the kosans gone, the other races soon took to arguing again, and more importantly, competing over resources. Many took the lead of the orcs, and left Nyambe-tanda forever, finding new homes on the uninhabited continents across the seas, and becoming the peoples of the North, the Near East, and the Far East.

The others remained in their ancestral homelands, but the fighting did not end. The humans proved the most fractured of the races, separating into dozens of different ethnic groups. Most of the non-human races withdrew into isolated regions such as the *blida* (b-EE-dah) Rainforest, the Great Mangrove Marsh, and even subterranean cavern networks, leaving the humans to become the dominant race.

## ANCIENT AGES

The ancient history of Nyambe-tanda begins with the foundation of Nibomay (NEE-boh-may). Again, the exact year is unknown as Nyamban historians have never adopted a uniform calendar, but most believe it must have begun thousands of years ago.

### FOUNDATION OF NIBOMAY

According to oral tradition, the empire of Nibomay was founded by Amazonia herself, but this is most certainly an exaggeration, as she would have been hundreds, or even thousands of years old by that time.

At first, Nibomay consisted only of the city-state of Arabo, ruled by Amazons unwilling to share the secret of iron with the other people of Nyambe. As the years progressed, the Amazons expanded their power base, and within a few centuries they controlled the entire western half of the continent. The diamonds and other rich gemstones of the Fireplace Mountains helped ensure Nibomay's economic dominance, as well.

To commemorate their victories, the Amazons crowned an empress, called the *jamlkadi* (jahm-EE-kah-dee). The word literally means "king's great wife" in the *Daka-kosa* (DAH-ka KOH-sah) language, and was chosen as an ironic reminder that Nibomay was to be ruled by women rather than men. The Amazons did not make the position of *jamlkadi* hereditary. Instead, when the first *jamlkadi* died, a tournament was held amongst all the Amazons who were past childbearing age, and had no living husbands or daughters. The five victors of the tournament then selected a new *jamlkadi* from amongst themselves. This tradition is held even today.

Nibomay paid little attention to the eastern part of the continent, considering the people who lived there as beneath its notice. Unfortunately, such an attitude had dire consequences for the Amazons.



## RISE OF TAUMAU

Some time after the foundation of Nibomay, a group of humans from the Near East landed on the northern shores of Nyambe. It is not known how much time passed between the Leaving Time and this event, but it must have been thousands of years, if not more.

In that time, these humans had developed a powerful Bronze Age civilization, complete with strange gods, bronze weapons, and a powerful desire for conquest.

The humans, known only as the Water People, quickly overwhelmed the ritualistic and technologically inferior Azzazza, and founded the kingdom of *Taumu* (TAHW-mahw).

The Water People put the surviving Azzazza to work constructing stone temples, statues, pyramids, and many other monuments to the greatness of Taumu. Many of these structures still survive to this day, though most have been heavily damaged and looted.

## THE BRONZE AGE

After hundreds of years of Taumu domination, the now-extinct *Boha-Boha* (boh-HA boh-HA) people forged an alliance with the wakyambi elves of the blda Rainforest. Strengthened through this alliance, the Boha-Boha attacked the Water People. Through fierce fighting and the actions of clever adventurers, the alliance managed to wrest the knowledge of bronze from the Water People.

Armed with bronze weapons, the wakyambi and Boha-Boha conquered Taumu, and drove the Water People back into the sea, never to be seen again. Flushed with the thrill of victory, the Boha-Boha shared the knowledge of bronze with the other cultures of western Nyambe. This action aroused the ire of Nibomay, who enjoyed a monopoly on iron, and soon thereafter the jamlkadi ordered a punitive expedition against the Boha-Boha.

The Niboman army pushed its way through the Boha-Boha lands, slaughtering all those in its path. But as they grew closer to the capital city of *Chuku* (CHOO-koo), legions of demons poured down from the slopes of the Kuba Taaba Mountains. Though the Amazons defeated the demons, the Niboman army suffered devastating losses. It was clear that the Boha-Boha had turned to the fiendish orisha for aid in their time of need, but the Amazons could not believe the sheer number of demons that the Boha-Boha had summoned.

When the army finally reached the capital, the true desperation of the Boha-Boha became apparent. At every crossroads in the city, Boha-Boha warriors were impaled upon wooden pikes, sacrificed to the fiendish orisha. As the force moved farther and farther into the city, impaled warriors gave way to commoners, men gave way to women, and adults gave way to children. When the Amazons reached the palace, they found it strangely empty. The Boha-Boha were gone.

The event not only destroyed the Boha-Boha people entirely, but permanently soured relations between the Amazons and the wakyambi elves. However, the damage had already been done, and except for a few isolated communities, Nyambe-tanda entered the Bronze Age.

## TAUMAU-BOHA

With the defeat of the Boha-Boha, the north shore of Nyambe fell under control of the ritualistic Azzazza once again. A short while later, the Azzazza crowned a king, called the *mwana mutapa* (mwah-nah-moo-TAH-pah), which means "Lord of the Plundered Lands." The Azzazza, in an attempt to link themselves with both the greatness of Taumu and the warrior might of the Boha-Boha, named their new kingdom *Taumu-Boha*.

## BASHAR AND THE DRAGON

Several decades after the foundation of Taumu-Boha, the desert-dwelling Marak'ka came under attack from a powerful blue dragon. The dragon, called Scourge of the Desert, demanded a regular diet of goats and other livestock to placate its hunger. The Marak'ka complied, but they were desert nomads, and had a difficult time meeting its needs.

One of the fire priests of the Marak'ka, a clever man named *Bashar* (BAHSH-ahr), decided to poison the dragon. Though most people were opposed to his plan, Bashar was a direct descendant of Marak, the semi-mythical founder of the Marak'ka. Therefore, in honor of his lineage, the people gave his plan three chances to succeed, after which he would be fed to the dragon as an apology for challenging its power.

At first he tried to leave poison out for the dragon to eat, but it could smell the poison and would not eat it. Next, he tried poisoning one of the goats that his people fed to the dragon, but the goat died before the dragon could eat it.

Frustrated, he sat outside his tent and watched another goat grazing on the meager grasses of the desert, and an idea came to him. Bashar bought some millet from a traveling merchant, and baked the poison into a millet cake. He then fed the cake to a goat. Before the goat digested the cake and died, he fed the goat to the dragon. The dragon, not smelling any poison on the goat, happily ate the animal, and died soon after.

The Marak'ka hailed Bashar as a savior, and called him *ghana* (GAH-nah) or "war chief." Bashar gathered his most loyal supporters around him, and led them from the desert out into the bush country known as the tUbi Grassland. The other Marak'ka remained behind, where they live to this day.

## BASHAR'KA

Ghana Bashar led his people into the grasslands, where they wandered for years, fighting battles with the hyena-like mbUi, the lionfolk known as the entare, and other monsters of the tUbi Grassland.

Their years of wandering ended when they came upon the western shores of Nyambe, at the edge of a great desert. There, Bashar founded a new city, which he named *D'ok* (d-OHKH), and so the surrounding sands became known as the D'okan Desert.

Bashar died a few short years thereafter, and his followers called the new land Bashar'ka in his honor. Unfortunately, Bashar had no heirs, so the most powerful priest among Bashar's people stepped forward to take his place. Ever since, Bashar'ka has been ruled by the strongest fire cleric in the land, and the people of Bashar are now called the Xon'mo, or "fire eaters."



## RISE OF THE ZOMBI CULTS

The political situation remained relatively stable in Nyambe-tanda for centuries thereafter until *Zulo* (ZOO-loh), an adept of the Zamara people, made contact with the forbidden fiendish orisha. He spoke directly with Zombi, lord of serpents and the undead. Zombi promised Zulo great power and eternal life in exchange for spreading his worship amongst the races of Nyambe.

Amazingly, Zulo found many converts willing to trade their souls for wizardly powers or eternal life as an undead monster. Within a few decades, Zulo, now an immortal lich, ruled the entire northeastern portion of the continent.

The population of Nyambe-tanda trembled at the might of the so-called Zombi Empire, and begged the jamlkadi of Nibomay to share the secret of iron with the other peoples of Nyambe. Their plea fell upon deaf ears. As a result, Zulo continued to rule the Zombi Empire unchallenged for centuries.

## MIDDLE AGES

The events described herein took place only hundreds of years ago, as compared to the events of the Ancient Ages, which occurred thousands of years ago. However, the lack of a reliable calendar still makes it very difficult to establish exact dates for these events.

### THE HUNGERING LION

In the later years of Zulo's rule, a group of zombi cultists descended upon *Dagamar* (DAH-gah-mahr), a small village inhabited by the NaBula people. The necromancers killed and animated everyone in the village except for a young boy named Kwo. Kwo suffered from severe weakness in his legs, a handicap that left him unable to flee from the advancing necromancers. Deciding that his body was too broken to make an effective undead servant, they let him live, assuming that he would be killed by wild animals or die from starvation. They were wrong.

Using all his strength, Kwo fled the village, and as luck would have it, he came across a wandering group of agogwe. Taking pity on the child, the furred halflings brought him back to their camp and raised him as one of their own.

As the years passed, Kwo grew stronger with every passing day, until he was finally able to walk short distances unassisted. When the agogwe made a stop in the port city of Taumau, Kwo saw the creatures called *engargiya* (en-GAR-gee-yah), horse-like animals extinct in other parts of the world, being used as beasts of burden. Kwo immediately realized that his freedom was upon him and convinced his adoptive parents to buy the animal for him.

The agogwe, amazed at his insatiable hunger for riding, stopped calling him by his given name and instead referred to him as the Hungering Lion. Soon, he became an accomplished equestrian and mounted warrior. As the Lion's skill grew, more and more of the agogwe flocked to him, attracted by his strong leadership skills. The Lion told his new followers that he intended to rise up and overthrow the Zombi Empire, with or without the help of Nibomay.

## THE IRON AGE

Just after his 28th birthday, the Hungering Lion led a small guerilla force of agogwe halflings against the might of the Zombi Empire. They met with immediate success, striking quickly and retreating before the necromancers could retaliate. Buoyed by the Lion's courage, the mwanamutapa of Taumau-Boha decided to share a secret with the brave agogwe warriors — the secret of iron.

The blacksmiths of Taumau-Boha had not stolen the secret of iron from the Amazons of Nibomay as the Amazons had stolen it from the kosan orcs; instead, the Taumau-Bohans had developed it through a process of careful experimentation over many years.

Armed with iron weapons, the agogwe took their battle directly to the necromancers, seizing their capital at the port city of T'ombo. Unfortunately, Zulo had already escaped, and soon returned leading a powerful army of undead. All seemed lost, and the Lion prayed to the orisha for aid in his hour of need. Miraculously, a huge flock of sea birds appeared over the city, and each one held a stone clutched within its talons. The birds flew over the undead army, and let the stones rain down upon the minions of Zulo.

Of course, the minor damage inflicted by the stones was not enough to break the army, but somehow the stones became charged with powerful magic. As each stone struck, it flashed with positive energy, disrupting the negative energies of the undead. Within minutes, the army was destroyed. The Lion himself ventured out into the field and cut off Zulo's head. Some say Zulo's phylactery survived the battle, but no one seems to know for sure.

In any case, the Lion emerged victorious, and the knowledge of iron spread to all the peoples of Nyambe. The Lion refused a kingship, and the rule of the region instead reverted to the agogwe halflings.

## THE ARRIVAL OF NEAR EASTERNERS

The peace of the Lion was short lived, for some years later invaders arrived from the Near East. Unlike the Water People, these new strangers did not come to conquer, but to convert. They swept through the Eastern lands, forcing the people to convert to their beliefs or die. The Near Easterners forced the agogwe halflings from the northern shores and established a theocracy. This new kingdom, called *Boroko* (boh-ROH-koh), is unmistakably Near Eastern in character, though it is ruled by native Nyambans.

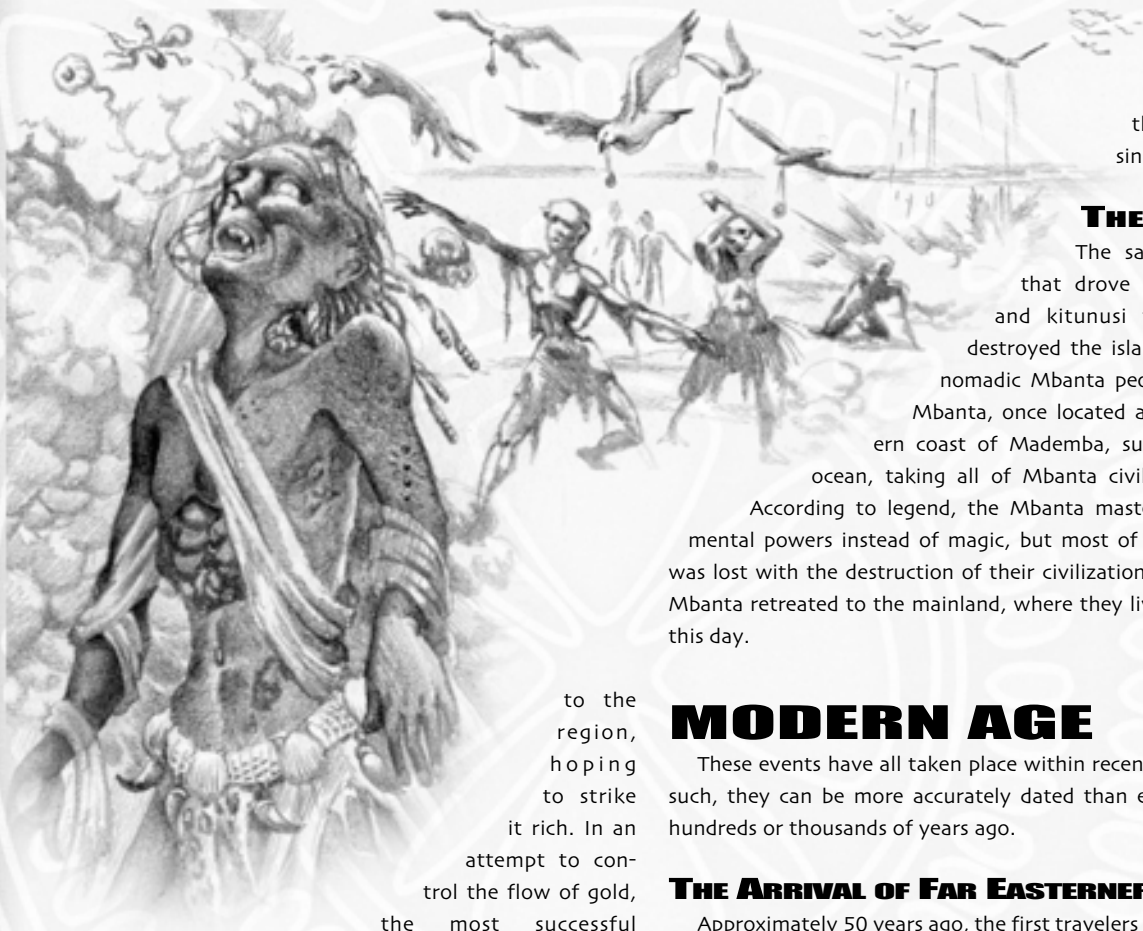
The Near Easterners introduced many new technologies to Nyamban society, including universities and mercantile houses. However, the most important technology they brought was something they were not willing to share with those that did not convert to their beliefs: steel weapons.

The royal house of Nibomay was already furious at losing control of iron weapons, but the introduction of steel weapons convinced the Amazons that their empire was in danger of decline. They resolved to expand their power base as quickly as possible. It wasn't long before they got their chance.

## RISE OF MABWE

Some time after the arrival of the Near Easterners, a Tembu farmer named Dunsai (DUHN-seye) discovered gold in the Kuba Taaba, a mountain range that was previously famous only for its copper reserves. Within a few years, thousands of settlers flocked





kitunusi have been strong supporters of the jamkadi ever since.

## THE MBANTA

The same earthquake that drove the utuchekulu and kitunusi to the surface destroyed the island home of the nomadic Mbanta people. The isle of Mbanta, once located along the southern coast of Mademba, sunk beneath the ocean, taking all of Mbanta civilization with it.

According to legend, the Mbanta mastered the use of mental powers instead of magic, but most of that knowledge was lost with the destruction of their civilization. The remaining Mbanta retreated to the mainland, where they live as nomads to this day.

to the region, hoping to strike it rich. In an attempt to control the flow of gold, the most successful

Tembu miners declared Dunsai the *oba* (OH-bah), ruler of the new empire they called *Mabwe* (MAH-bweh).

As Mabwe gained power, the jamkadi of Nibomay demanded that the oba swear fealty to her. He refused, and a war ensued. Amazon victory seemed assured, until the Mabwans arranged an alliance with the wakyambi elves of the blda Rainforest. The wakyambi used their powers to tame thousands of elephants for use in battle, and soon Nibomay was in retreat.

## MADEMBA

Still reeling from their defeat at the hands of the Mabwans, Nibomay sought out new allies, finding them in a most unlikely place.

A series of powerful volcanic eruptions in the Giko Taaba mountain range drove the dwarven utuchekulu and gnomish kitunusi from their underground homes. Once on the surface, conflict between the two races developed into outright warfare. Soon the physically powerful utuchekulu drove the weaker kitunusi from the Giko Taaba.

Within a few short months of the war's conclusion Nibomay had tens of thousands of gnomish refugees on their hands. In a bold move, the jamkadi resettled the kitunusi in the easternmost reaches of the Niboman lands, near the headwaters of the *Drogo* (DROH-go) River.

The gnomish kingdom prospered, and soon demanded greater independence. Rather than crushing this rebellion as they had so many others, Nibomay gave the gnomes their independence. The

## MODERN AGE

These events have all taken place within recent history, and as such, they can be more accurately dated than events occurring hundreds or thousands of years ago.

## THE ARRIVAL OF FAR EASTERNERS

Approximately 50 years ago, the first travelers arrived from the Far East. These people, unlike the Near Easterners, came as traders rather than religious emissaries. They quickly established trading outposts on the coastal cities, and never seemed to get enough Mabwan gold or Niboman diamonds.

Many Far Eastern traders also purchased body parts of Nyamban animals, including elephant tusks, animal pelts, rhino horns, and similar items. This trade has depleted most of the wildlife along the coastline, and hunters have had to range farther inland to find the animals they need. Some political strategists suspect it is only a matter of time before the various monarchs of the continent establish laws regulating the hunting of certain valuable species.

## KAYA VUA SAMAKI

Within the last 30 years, the small fishing villages on the Eastern coast have developed into huge and powerful city-states through trade with the Near Easterners. Wars between them were frequent at first, but more recently they have established treaties that reduce competition between them, while still allowing profit for all.

Despite the power of these city-states, they are still called *Kaya Vua Samaki* (KAH-yah VOO-ah sah-MAH-kee), or "fish-catching towns."

## THE GRAND ENCLOSURE

Approximately 15 years ago, the oba of the Mabwe mining empire decided that his capital city needed protection from various threats, both real and imagined. To that end he commissioned the



construction of the Grand Enclosure, a massive wall surrounding his entire capital city. The wall was completed five years later, and since then people have claimed that war between Mabwe and the Kaya Vua Samaki is inevitable.

## THE YUAN-TI

With the large numbers of Far Easterners flocking to the eastern coast of Nyambe-tanda, it seemed inevitable that eventually some group of evil humanoids would decide to make the trip as well. Unfortunately for the people of Nyambe, those humanoids were the monstrous yuan-ti.

People quickly confused these evil, once-human snake men with the dragon-blooded unthlatu exiles, and hundreds of dragon-kin were slain in the Great Mangrove Marsh by angry mobs as reports of yuan-ti slavers increased in the blda Rainforest. Most unthlatu expect the problem to get worse, and the violence has caused the dragon-kin to grow even more reclusive than before.

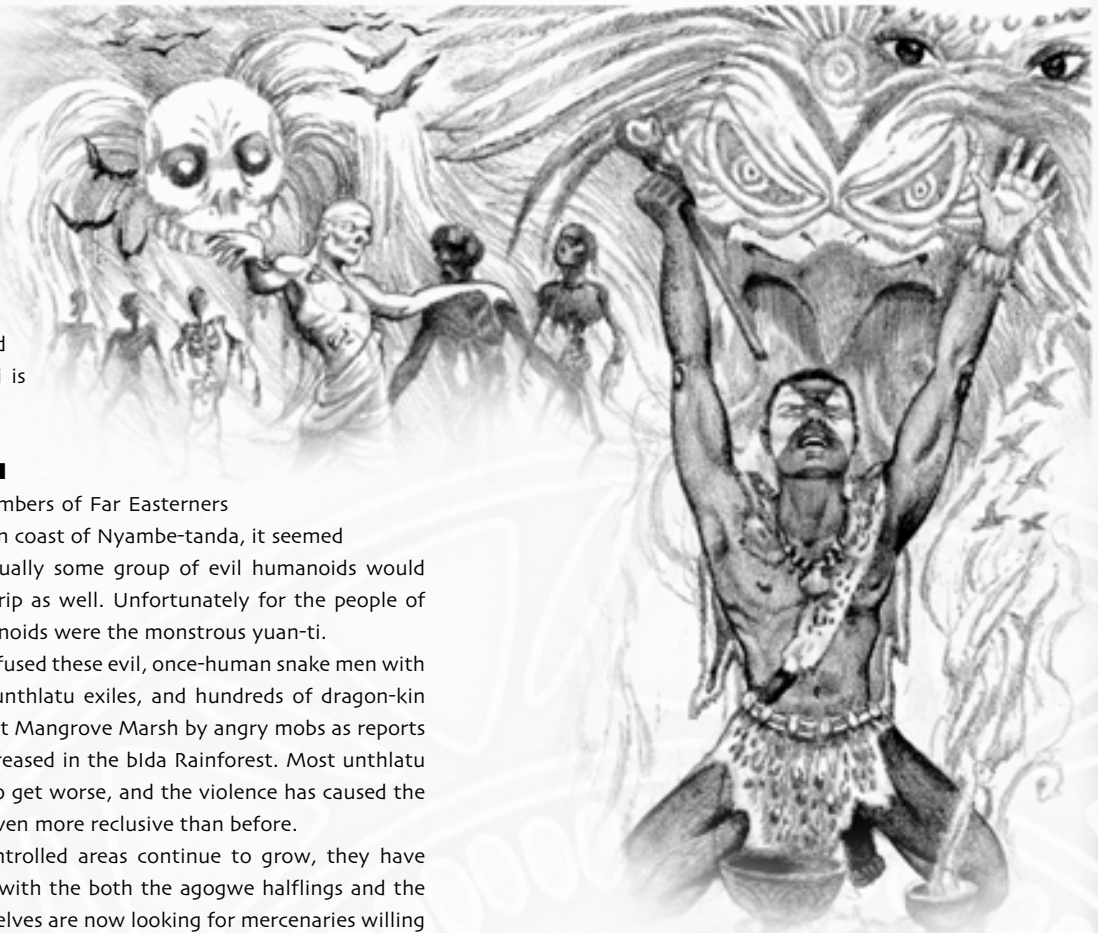
As the yuan-ti-controlled areas continue to grow, they have entered into conflict with the both the agogwe halflings and the wakyambi elves. The elves are now looking for mercenaries willing to take the war to the heart of Yuan-Ti-land.

## THE QUEEN OF BASHAR'KA

Last year, Queen Nyathera of Bashar'ka visited the caliph of Boroko on a routine diplomatic mission, attempting to secure an alliance between the two peoples. Caliph Ragheb became smitten with the queen's beauty, and asked her to share his bed. Quite insulted, the queen told him no. He persisted, and she finally said that she would only sleep with him to repay a debt or favor. The king offered her anything she desired, but she refused.

The caliph, now quite obsessed, ordered his cooks to prepare a meal with ten times the normal amount of spices. He then ordered his servants to remove all water from his palace. Soon after eating, the queen found herself gasping for water. Unable to find any, she politely asked for some. The caliph provided her with water, and then told her that she had to repay the favor.

Nine months later, the queen gave birth to a son, and claimed that her child is the rightful heir of Boroko. The caliph denies that he is the father of the boy, and says that he will kill the child if he ever appears within the borders of his kingdom. There is a good chance that the two nations will go to war, but given the huge distances separating them, such a conflict is sure to affect other parts of the continent.



## WHISPERS FROM THE NORTH

Several months ago, the unthinkable happened. People from the North appeared in the lands of Nyambe-tanda. These Northerners did not come to conquer the like the Water People, trade like the Far Easterners, or convert like the Near Easterners. Instead they came to destroy.

The raids focused on the lightly settled western coast, and claimed many lives, but the Northerners seemed to be mostly interested in gold and slaves. Details from survivors are confused at best, but the reports leave no doubt that the attackers were orcs!

When the hulls of the orcish ships were at capacity, they returned to their mysterious homeland and have yet to return. Coastal villages have increased their defenses, and no one is foolish enough to believe that the threat is over.

## THE FUTURE

The *soroka* (so-ROH-kah) oracles claim that their divinations reveal a turbulent future ahead. The outside world closes in upon the people of Nyambe-tanda, and they must adapt to the coming changes or be destroyed.

Such dire predictions do not worry most Nyambans. The people of this land are strong, and they will survive, no matter what the future brings ...





# CHAPTER THREE

# RACES AND CULTURES

The following races and cultures are designed for use in an *African Adventures* game.

## HUMAN VARIANTS

Humans in Nyambe are divided into twelve major ethnic groups and dozens of minor ones. The twelve major ethnic groups are the most likely to produce adventurers, and are described below.

Amongst the other races, humans are known for their intolerance toward others. As evidence, the demihuman races point out that only humans have multiple ethnic groups within their race, that human lands are usually inhospitable to visiting non-humans, and that only humans feel a need to fight each other and to create competing kingdoms.

Most humans do not agree with this characterization. What non-humans see as intolerance, humans see as competition. Indeed, it is the constant desire to compete and succeed that has made humans the most commonly encountered race of Nyambe-tanda.

### AZZAZZA

"A lie is like a dead fish; it always comes to the surface."

The Azzazza (ah-ZAH-zah) are a large and loosely organized group of related peoples held together by common rituals and customs.

**Personality:** Azzazza view life as being fraught with danger, both physical and supernatural. They are renowned for a sense of caution, and treat even the smallest problems as matters of grave import.

**Physical Description:** Azzazza tend to be tall and somewhat fair-skinned. Male Azzazza wear short pants, and female Azzazza wear wrap-around skirts that extend to the knee. Both sexes wear leather sandals and a wrap-around garment called a *kanga* (KAHN-gah) over their upper bodies. Azzazza laborers and commoners wear simple kanga made of a plain, earth-tone cloth. Wealthier individuals wear a kanga made of *adinkra* (ah-DEEN-kra) cloth, a type of woven cotton hand-stamped in intricate, repetitive patterns. Both the symbols and colors of adinkra cloth have ritual significance. Men wear skull caps and keep their hair short. Women braid their hair into tight locks, even using animal hair extensions, and often decorate the braids with various sorts of beads. Adults of all classes like to wear metal collars made from a variety of materials.

The favorite weapon of Azzazza warriors is the leaf spear. They also use special parrying shields for deflecting missile weapons.

**Relations:** The Azzazza get along well with almost all people except the Shombe. As settled farmers, the Azzazza find the cattle-herding lifestyle of the Shombe repulsive.

**Alignment:** Most Azzazza have a slight bent toward lawful alignments.

**Azzazza Lands:** Most Azzazza live in the United Kingdoms of Taumau-Boha. Minority communities of Azzazza also exist in Boroko and Mabwe.

**Authority:** Azzazza families are patriarchal. Being an amalgam of related ethnic groups, few Azzazza feel strong loyalty toward their king, the mwanamutapa of Taumau-Boha.

**Religion:** Celestial orisha. Most Azzazza view the orisha as vengeful powers to be placated, rather than as benefactors to beseech for help.



**Rituals:** The Azzazza are a very ritualistic people. They have ceremonies to perform when waking up in the morning, invocations to utter before eating, rituals to complete before setting out on journey, taboos to avoid while traveling, and prayers to say before going to sleep at night.

**Arts:** Azzazza artisans create realistic statuary from terra cotta or soft stone. This style of artwork can be traced back to the Water People who conquered their lands so long ago.

Amongst the common people, religious performances are the most popular art form. The majority of these plays are put on by secretive mask-making societies (see Chapter Ten).

**Food:** The rich soil found in Azzazza lands allows them to grow a wider variety of crops than other Nyamban peoples. The Azzazza diet consists mostly of *fufu* (FOO-foo), a porridge made from cassava root; they also eat fruits, peanuts, and calabash gourds. Many Azzazza farmers grow bananas, but the fruit is used for making beer, and not eaten as food. The Azzazza eat little meat, but on special occasions they will consume seafood or pork. As a sign of their opposition to the cattle herding of the nearby Shombe, they do not eat beef.

**Language:** Kordo, though people who are literate also learn the *Daka-alif* (DAH-kah ah-LEEF) language because it is easier to read and write. Because papyrus swamps line the *Kalimara* (kah-lee-MAH-rah) River, the Azzazza

have easy access to writing material and a higher literacy rate than other Nyamban peoples.

**Names:** The Daka-dia language heavily influences Azzazza names.

**Male Azzazza Names:** Ahireras, Amonis, Atatis, Funis, Kebes, Osaris, Peharu, Semet, Setep, Snur, Sombuto, Teharis, Ubis, Utis, and Zatenkhen.

**Female Azzazza Names:** Anta, Bes, Gesara, Khara, Mara, Museti, Rartera, Ratta, Renra, Semara, Shumanti, Snontera, Tara, Thenesara, and Tureti.

**Adventurers:** Azzazza adventurers like to rest between battles, bring extra supplies on dungeon delves, and treat every closed door as a potential death trap. While this behavior keeps them alive, those not familiar with Azzazza ritualism might mistake it for compulsive behavior.

**Appropriate Classes:** N'anga cleric; see Chapter Four.

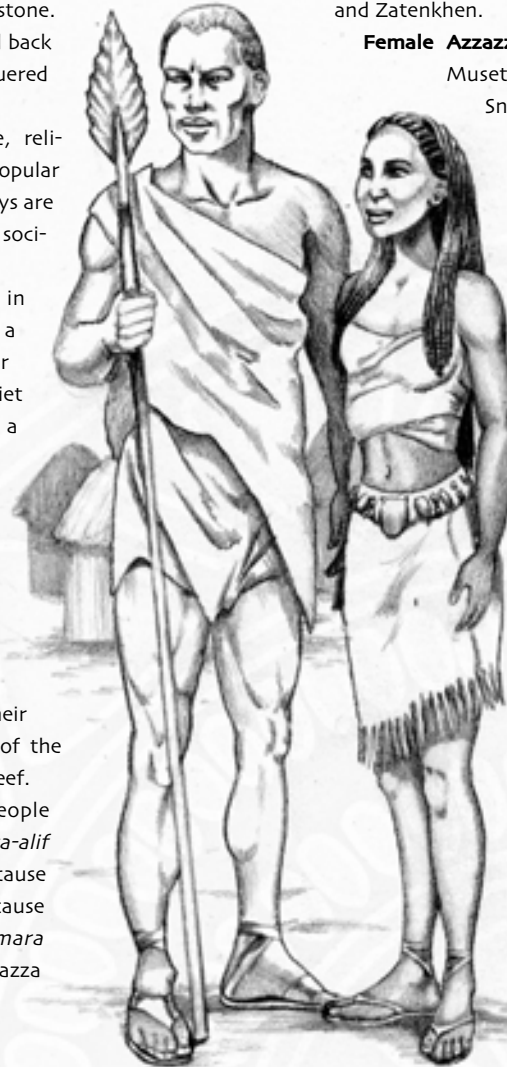
**Appropriate Feats:** Omen Reading, Parrying Shield, and Ritualistic Action; see Chapter Six.

## HUTALI

"The drums of war are the drums of famine."

The *Hutali* (hoo-TAH-lee) are a semi-nomadic people who occupy the fiery foothills of the Giko Taaba mountain range. Though the volcanoes in the region produce wondrous soil and thick grasses for their livestock, frequent eruptions mean that the Hutali must relocate on a regular basis.

**Personality:** Hutali are consensus builders, and do not like to be argumentative. This does not mean they are easily manipulated or bullied, but they do attempt to avoid confrontation and form compromises when possible.



## HUMAN RACIAL TRAITS

**ABILITY MODIFIERS:** NONE.

**SIZE:** MEDIUM-SIZE.

**BASE SPEED:** 30 FEET.

**BONUS FEAT:** 1 EXTRA FEAT AT 1ST LEVEL. IDEALLY THIS FEAT SHOULD COME FROM THE LIST OF APPROPRIATE FEATS GIVEN FOR THE ETHNIC GROUP THE PLAYER HAS CHOSEN, BUT THIS IS NOT REQUIRED.

**EXTRA SKILL POINTS:** 4 EXTRA SKILL POINTS AT 1ST LEVEL AND 1 EXTRA SKILL POINT AT EACH ADDITIONAL LEVEL.

**AUTOMATIC LANGUAGE:** KORDO AND A LANGUAGE APPROPRIATE TO THE CHARACTER'S ETHNIC GROUP.

**ILLITERATE:** NYAMBAN HUMANS ARE ILLITERATE BY DEFAULT; THE ORAL TRADITION IS STRONG IN NYAMBE-TANDA. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** ANY.

**FAVORED CLASS:** ANY.

**ETHNIC GROUP:** NYAMBAN HUMANS MUST SELECT AN ETHNIC GROUP FROM THOSE GIVEN IN THIS CHAPTER, OR ONE APPROVED BY THE GM.

**Physical Description:** Hutali tend to be of medium height and dark-skinned. Most have very tightly curled hair and broad noses.

Hutali clothing varies by age. Young children typically go naked, while young adults wear little clothing in an attempt to accentuate their physical attractiveness. Older adults wear full-body robes, while elders dress in whatever fashion appeals to them.

Most of their clothing is made from suede. The hides of wild animals such as leopards, dire lions, and the like are especially prized. Clothing is frequently accessorized with belts, bags, drinking vessels, and other bulky items. Wealthier individuals decorate their clothing with cowry shells. All Hutali wear thick leather sandals to protect their feet from sharp volcanic rocks. Both men and women keep their hair short.

The Hutali are not an aggressive people. Most of their combat is ritualized, making use of light throwing spears and throwing clubs designed to inflict minimal damage.

**Relations:** Most people get along well with the Hutali, as they go out of their way to avoid offending others.

**Alignment:** Hutali have a tendency toward both neutral and good alignments.

**Hutali Lands:** Hutali can be found in both Nibomay and Utuchekulu-land. The Hutali live in the least hospitable parts of the Giko Taaba mountain range.

Although supposedly under the control of Nibomay, the Hutali do not recognize its authority and obey the laws of their dwarven neighbors. Hutali travel in extended family units organized as traditional patriarchies.

**Religion:** Ancestor orisha. Other religions are almost unheard-of amongst the Hutali.

The Hutali are semi-nomadic, yet feel a need to remain close to their ancestors, so they carry the skulls of honored elders with them on their travels. These skulls are housed in round wooden boxes called reliquaries. Whenever a Hutali family remains in an area for more than a few days, they will build a small shrine to house the reliquaries.

If a person dies without having children, the Hutali believe that person's life was worthless, and instead of housing the remains in a reliquary, they will hurl the person's body into a volcano.

The Hutali are one of the few human cultures that practice both male and female circumcision as part of their coming-of-age ceremony. Other human groups decry the practice of female circumcision as especially cruel, but the Hutali steadfastly refuse to change their sacred rituals.

**Arts:** The Hutali excel at body painting, using the colorful minerals found in the mountains. They mix these minerals with butter to make a thick makeup that also helps ward off the volcanic heat. Many Hutali cover their faces and arms with body paint, especially before entering battle or performing a ritual. Most designs are angular and geometric, indicating the wearer's status within society.

**Food:** Hutali raise livestock, and take their animals with them as they travel. Goat's milk, cheese, and eggs make up the majority of the Hutali diet. They also eat chicken, mutton, goat, and lamb on special occasions. Unlike the nomadic Shombe, the Hutali do not raise cattle.

**Language:** Kordo. The Hutali dialect of Kordo contains many

words from the Dwarven language, and interestingly, does not have a word for "no."

**Names:** Unlike their language, Hutali names are free of dwarven influence.

**Male Hutali Names:** Adofu, Akil, Amani, Chewe, Ekundayo, Guedado, Gyasi, Ipyana, Issa, Keita, Kokumuo, Mashudu, Mongo, Montsho, and Olufemi.

**Female Hutali Names:** Abeba, Adebanke, Aja, Chidima, Chinyere, Elon, Eshe, Esiankiki, Gina, Gzifa, Ijaba, Iman, Kamili, Malaika, Olabisi, and Rhaxma.

**Adventurers:** Hutali adventurers tend to be peacemakers, and in the past, Hutali diplomats have prevented several major wars. Their harsh lifestyle also makes them excellent monster-hunters.

**Appropriate Classes:** Nanala rogue; see Chapter Four.

**Appropriate Feats:** Mountain Born, Toughness, and Ritual Combat; see Chapter Six.





## MARAK'KA

"In the desert of life the wise travel by caravan, while the fool travels alone."

The *Marak'ka* (mah-rahk-KAH) are a nomadic people, with a love of dance and music. They are one of the most isolated ethnic groups on the continent, as their territory is limited to the Gudu Ji Pingu Desert.

Most other cultures view the Marak'ka as backward and primitive. As for the Marak'ka, they go on, as they always have, not caring what others think of them.

**Personality:** The Marak'ka are an emotional and passionate people, but they are distrustful of strangers. Amongst themselves or those who they trust, Marak'ka will freely laugh, sing, and dance, but when in the presence of strangers they are quiet and stand-offish.

**Physical Description:** The typical Marak'ka is of medium-height, with a medium complexion and loosely curled hair. They wear long boubou tunics made either from animal skins or imported cotton. These tunics are most often worn alone, but are sometimes over shirts. Men wear wide-brimmed hats, and women wear cloth wrapped or tied about their heads. Some clans prefer more colorful cloth and more elaborate headgear than others, but ostentation is mostly a matter of personal preference. Marak'ka wear sandals when outdoors, but always remove their footgear indoors. Marak'ka jewelry is made from the claws, teeth, hooves, and horns of animals that live in the desert.

The Marak'ka are notoriously poor warriors. When pressed into combat they prefer thrown weapons including bolas, throwing clubs, and the exotic returning club.

**Relations:** As isolationists, the Marak'ka have neutral relations with most peoples. They feel a strong kinship toward the fiery Xon'mo, as they are kin, and they have a love-hate relationship with the matriarchal Tisambe of Nibomay, since Nibomay claims dominion over the Gudu Ji Pingu Desert.

**Alignment:** Marak'ka tend toward chaotic behavior.

**Marak'ka Lands:** Virtually all of the Marak'ka live in the Gudu Ji Pingu Desert. The Marak'ka are an insular people, and aside from adventurers, few ever leave the desert.

Marak'ka travel in small bands, and do not consider themselves beholden to others. Marak'ka bands are always led by an elder sorcerer-musician known as a *ngoma* (ng-GOH-ma).

**Religion:** Elemental orisha. The Marak'ka honor all the elements equally.

Marak'ka rituals make use of air, earth, fire, and water. In the morning, Marak'ka wash with sand or water. They have special prayers to say when starting fires, or when extinguishing fires with sand or water. They recite prayers to the air when using missile weapons, or when someone sneezes or coughs. They make drawings on animal skins using burnt charcoal, and sand paintings using sand colored by special dyes.

**Arts:** Marak'ka musicians and dancers are their most prominent artists. Drum dances are particularly popular. These fast-moving dances are accompanied by a number of other percussive instruments, including small cymbals, triangles, marimbas, and especially bells. Dancers often wear bands of small bells tied to their wrists or ankles.

As a nomadic people, the Marak'ka keep few personal belongings. However, they place great value upon what property they do own. It is not uncommon to find ostrich-egg drinking vessels, leather belts, sandals, and other similarly mundane items elevated to high art with paint, carving, or beadwork. They also weave elaborate seating mats, since they cannot easily transport furniture on their wanderings.

**Food:** The Marak'ka are hunter-gatherers. Commonly gathered foods include insects (eaten fried), nuts, ostrich eggs, oysters, yams, and taro root. Commonly hunted animals include desert rats, lizards, snakes, and ostriches. In leaner times, the

Marak'ka will eat the organs of a slain animal as well as its meat.

Dairy products and grains such as millet are greatly valued by the Marak'ka, and they will trade to obtain these items whenever possible.

**Language:** Daka-alif. The Marak'ka dialect of Daka-alif includes clicking sounds that are normally associated with Daka-kosa. The "!" sound is a palatal click, made by clicking the tongue against the roof of the mouth, and the "/" sound is a dental click, made by clicking the tongue against the teeth.

**Names:** Marak'ka names are very old. The majority are "slave names" dating back to the time of the ancient Kosa Empire.

**Male Marak'ka Names:** Bashar, Jabulani, Kosoko, Lizwelicha, Mabhoko, Mjayelwa, Mongo, Obadele, Piet, Sifiye, Siyazini, Vusimzi, W!afor, W!eke, and W!orie.

**Female Marak'ka Names:** Danisile, Effa, Mgetshana, Mtazi, Nomali, Nomapitoli, Nomsa, Sibongile, Sitembile, U/go, U/kama-ka, U/loma, U/lu, U/ru, and U/zodimma.



**Adventurers:** Marak'ka adventurers are usually restless youths who long to see more of the world. Many such adventurers go on to become famous explorers.

**Appropriate Classes:** Expert NPC class, or Nanala rogue; see Chapter Four.

**Appropriate Feats:** Chosen Animal, Dodge, Drum Dancer, and Skill Focus (Perform); see Chapter Six.

## MBANTA

"You can live without a brother, but not without a friend."

The nomadic *Mbanta* (m-BAHN-tah) are the only human culture without a homeland. According to their oral histories, the Mbanta lived on an island in the southern sea. A massive earthquake destroyed this island, and the Mbanta retreated to the mainland as refugees.

**Personality:** Mbanta are secretive and dramatic. They know they have a reputation for magic and mysterious powers, and enjoy taking advantage of that reputation.

**Physical Description:** Mbanta have very dark skin and are of medium height. Males have trouble growing facial hair, and females are sometimes born with green eyes and patches of light-colored skin.

As wanderers, the Mbanta adopt many different styles of dress. Often, they will trade for items of clothing and wear them on travels across many nations. This frequently causes Mbanta to look out of place, as sometimes a single family of Mbanta will sport several different clothing styles.

The Mbanta consider full lips a very attractive feature in both men and women, and some Mbanta wear lip plugs to make their lips appear fuller.

The favored weapons of the Mbanta are the quarterstaff and the light crossbow. Since they have no homeland, the Mbanta often need to defend themselves on their travels, and prefer weapons that require little skill to learn.

**Relations:** As eternal refugees, the Mbanta have poor relations with virtually every other race and culture.

**Alignment:** Mbanta tend toward both chaotic and good alignments.

**Mbanta Lands:** None. The Mbanta are evenly spread out throughout the continent. Since the Mbanta have no homeland, they usually defer to whatever local authority is dominant.

Amongst themselves, their society is quite democratic, with all members of a family having a say in decision-making. Mbanta travel in small family units, but often seek out other such families, forming temporary communities.

**Religion:** Mbanta are remarkably tight-lipped about their religious beliefs, leading many to suspect that they honor the fiendish orisha.

The Mbanta always greet the rising sun as the physical manifestation of the Overpower in the world by kneeling before it and crying "Nyambe shall return to us someday!" They have similar rituals for observing the phases of the moon, movements of the planets, and the changing of the seasons.

The Mbanta have a complex system of astrology, which they claim to have learned in ancient times from amphibious beings called *nommos* (NOH-mohs). Supposedly, the nommos were destroyed in the earthquake that sank the Mbanta homeland.

**Arts:** Cooking is the great art amongst the Mbanta. It is said that the best Mbanta cooks employ magic in their cooking. Mbanta food combines elements of Near Eastern, Far Eastern, and native Nyamban cuisine into something extremely complex and quite imaginative.

**Food:** As previously mentioned, Mbanta food is famous throughout Nyambe.

Delicacies such as couscous, brewats, and bastilla are highly sought after, and many Mbanta find employment as cooks to nobility or

royalty.

**Language:** *Daka-kara* (DAH-kah KAH-ah). The Mbanta speak an extremely old dialect of Daka-kara that others have trouble understanding.

**Names:** Though many Mbanta names are ancient and of uncertain origin, others have been borrowed from the cultures the Mbanta have encountered in their endless wanderings.

**Male Mbanta Names:** Anesu, Banga, Chamakomo, Chenzira, Chinouyazue, Chionesu, Chuma, Dakarai, Dumisai, Duniisai, Gamba, Garai, Jabulani, Kokayi, Lizwelicha, Mashama, Moyo, Mudada, Mwanyisa, Paradzanai, Rudo, Runako, Sekayi, Sifiye, and Siyazini.

**Female Mbanta Names:** Chemwapuwa, Chipiwa, Chipo, Daya, Gamuchirai, Japera, Jendaya, Jendayi, Kamali, Kambo, Maiba, Mudiwa, Muzwudzani, Mwaurayeni, Mwazwenyi, Nehanda, Nyasha, Nyeredzi, Rufaro, Sangeya, Sarudzai, Shoorai, Sibongile, Sitembile, and Sukutai.





**Adventurers:** Mbanta usually become adventurers out of necessity rather than choice, though some take up adventuring to gain the wealth and respect they are normally denied.

**Appropriate Classes:** Sei sorcerer; see Chapter Four. If psionics rules are in use, most Mbanta will be psions.

**Appropriate Feats:** Astrological Magic, Culinary Ashe, Endurance, and Trailblazing; see Chapter Six.

## NaBula

"He who wears sandals does not fear for his feet."

The competitive *NaBula* (nah-BOO-lah) are a people native to Northeastern Nyambe. They have been heavily influenced by the Near Easterners.

**Personality:** NaBula are fierce competitors, and try to be the best at everything they do, be it haggling, warfare, or magic. Questioning a NaBula's competence is one of the greatest insults imaginable.

**Physical Description:** NaBula are tall and have a medium to olive complexion. NaBula wear beaded white *djellaba* (Jeh-LAH-bah) robes in the Near Eastern style, and soft-soled sandals. Though it is not required, many NaBula women hide their hair from view under a veil, and men wear turbans. NaBula do not wear jewelry.

The NaBula are the only Nyamban people who rely on horses in combat. NaBula warriors ride light warhorses and fight with short bows and javelins. If pressed into melee combat, they will use light lances if on horseback, and scimitars or arm knives if on foot.

**Relations:** Ever since the time of the Zombi Empire, the NaBula have had poor relations with the witch-hunting Zamara. They tend to get along well with most other cultures, and are especially close to the Near Easterners. Though the government of Boroko — the homeland of the NaBula — is politically opposed to both the empire of Mabwe and the kingdom of Bashar'ka, the people of Boroko harbor no such grudges.

**Alignment:** NaBula tend toward lawful alignments.

**NaBula Lands:** Almost all of the NaBula live in the caliphate of Boroko, though many Nuba wrestlers have emigrated to the Kaya Vua Samaki in order to learn the unarmed combat styles of the Far Easterners.

The NaBula live under an absolute monarchy. The caliph and his family have converted to the religion of the Near Easterners, and

are trying to convert their subjects as well. This has been going on for many years, but the people are reluctant to give up honoring the orisha.

**Religion:** Traditionally, the NaBula honored the celestial orisha. Many NaBula have since been converted to the religion of the Near Easterners.

Ritualized wrestling is very popular amongst the NaBula. These wrestlers, called *Nuba* (NOO-bah), are the high point of any NaBula religious festival. Gambling on Nuba matches is a popular pastime, and many Nuba wrestlers have gone on to become powerful adventurers. The name NaBula actually means "People of the Nuba" in the Daka-alif language, and is a strong indication of how much the people identify with these wrestlers.

**Arts:** NaBula artists are most famous for their intricate beadwork. NaBula beads are made from a variety of materials, including imported glass, ceramic, wood, and cowry shells. They decorate everything with beads — belts, robes, scabbards, and the like.

NaBula music is best known for its emphasis on the bagpipe, an instrument rare throughout the rest of Nyambe.

**Food:** NaBula cooking has been heavily influenced by the Near Easterners. Near Eastern staples such as chickpeas, flat bread, lamb, olives, pine nuts, and yogurt all find frequent use in NaBula dishes.

**Language:** Daka-alif. However, many NaBula have given up their native language and speak Near Eastern instead.

**Names:** NaBula names have a strong Near Eastern influence.

**Male NaBula Names:** Abdu, Boshir, Dalmar, Feruzi, Gulusaan, Hafiz, Jefar, Krune, Maamoud, Nasiir, Omir, Rashon, Sheikh, Temrat, and Zanj.

**Female NaBula Names:** Abba, Bashira, Chazmin, Dalia, Darah, Efia, Fadiyah, Fara, Gharibuu, Habiba, Hasani, Hasna, Rashidi, Safi, and Yasmin.

**Adventurers:** Many NaBula take up adventuring as a personal challenge, though others are motivated by money, fame, and accolades.

**Appropriate Classes:** The foreign classes of fighter or cleric.

**Appropriate Feats:** Equestrian, Fated, Foreign Weapon Proficiency (Near Eastern), and Mounted Combat; see Chapter Six.



## NGHOI

"If you strike at a leopard and do not kill it, it is better to have never struck at all."

The *Nghoi* (ng-HOHY) are best known for being short. Though human, many stand less than four feet in height. They live in the blda Rainforest with the wakyambi elves, and most other humans find them something of a mystery.

**Personality:** Nghoi have an insatiable sense of curiosity. They love to learn new things, solve difficult puzzles, and meet new people.

**Physical Description:** Nghoi are very short for humans, with medium complexions and unusually large ears. Some Nghoi wear earlobe plugs to make their ears appear larger. Nghoi wear clothing made from tree bark and raffia palm leaves. Men wear short pants or wrap-around skirts, while women wrap a larger piece of cloth around their bodies. Nghoi are also fond of body decoration. The most startling decoration amongst the Nghoi is filed teeth — the front teeth are carefully filed to sharp points. Sharpened teeth are considered a sign of valor amongst the Nghoi, but are not used for combat. Nghoi also practice other forms of personal decoration, including body painting and ritual scarring.

Nghoi fight with small, lightweight weapons such as daggers, wrist knives, and whacking sticks. Shield use is almost unknown amongst them, as many prefer to fight with a weapon in each hand. In ranged combat, they rely on darts, throwing knives, and especially blowguns.

**Relations:** Nghoi are solid allies of the wakyambi elves, and are well aware of the elves' secret patronage of the other races. They have no enemies to speak of except the yuan-ti.

**Alignment:** Nghoi tend toward both chaotic and good alignments.

**Nghoi Lands:** The Nghoi share the blda Rainforest with the wakyambi and the agogwe halflings. The Nghoi live on the ground, while the wakyambi live in the trees and the agogwe live below ground.

The Nghoi live under wakyambi rule, but amongst themselves they recognize no authority higher than the nuclear family.

**Religion:** Celestial orisha. The Nghoi tend to honor chaotic celestial orisha over the lawful or neutral ones.

The most common religious rituals amongst the Nghoi are fertility rites. Nghoi women have a very high rate of miscarriage — a phenomenon probably related to their small size. Many fer-

tility rituals make use of flowers from the forest or bird's eggs. Others involve painting the body with white clay or wearing special amulets or charms in the shape of genitalia.

**Arts:** Though the Nghoi are also accomplished woodcarvers, their favorite art form is storytelling. A surprising number of Nghoi are bards, and most nights in an Nghoi encampment are spent relating ancient legends and modern tales. A favorite type of story is known as a dilemma tale, which sets up a situation and asks the listeners to create their own endings.

Nghoi woodcarving takes a variety of forms, mostly masks, fetishes, and decorative weapons.

**Food:** The Nghoi diet consists mostly of fruits and nuts from the rainforest, but they will occasionally eat insects, fish, or small mammals.

**Language:** Kordo. The Nghoi dialect of Kordo incorporates many words from the Elven language of the wakyambi.

**Names:** Not surprisingly, Nghoi names show some Elven influence.

**Male Nghoi Names:** Abiamadu, Abioye, Adanachi, Alom, Anayo, Buruku, Chukwu, Hamadu, Kwubu, Lama, Nabachi, Sanmo, Soke, Totende, and Ukwo

**Female Nghoi Names:** Aliaka, Azeoma, Babia, Bakisimba, Boma, Bwebudula, Dibia, Eberme, Kadeola, Kisisa, Kudeka, Leche, Mabache, Ranima, and Serwa.

**Adventurers:** Traditionally, Nghoi have pursued a life of adventure simply out of curiosity. With the recent incursion of the yuan-ti, many have taken up arms against the serpent-folk, or been forced to flee the rainforest in search of a better life.

**Appropriate Classes:** Nanala rogue; see Chapter Four.

**Appropriate Feats:** Cautious, Double-Jointed, Lightning Reflexes, and Small Stature; see Chapter Six.

## SHOMBE

"The roaring lion catches no game."

The *Shombe* (SHAWM-bay) are a cattle-herding people who place a great deal of emphasis on courage and physical prowess. They are said to be some of the best warriors in the world.

Legend has it that the Shombe invented the heavy spear for use in coming-of-age ceremonies, so that young warriors could hunt more dangerous prey and still have a chance of surviving.

**Personality:** Shombe have a well-deserved reputation for bravery and valor. They are also prone to bragging and unnecessary demonstrations of bravado.





**Physical Description:** Shombe are tall and dark-skinned, with little body hair.

Shombe dress in loincloths and wear a wrap-around blanket known as a *shuka* (SHOO-kah). Shombe clothing is brightly colored in shades of blue, green, yellow, red, and black. Often these colors are combined into stripes or plaids. Some Shombe go barefoot, but most wear sandals. Shombe men shave themselves bald and remove all facial hair. Shombe women braid their hair, color it with red ochre, and shave off all of their body hair.

Shombe jewelry takes the form of beads strung on either wire or raffia fibers. Beads can be glass, ceramic, wood, bone, or cowry.

Shombe prefer the heavy spear to all other weapons. They avoid missile weapons, considering them cowardly, and rarely use shields for much the same reason.

**Relations:** The Shombe are in a state of perpetual war with the vicious lion-like entare, and have poor relations with the ritualistic Azzazza, who have been attempting to forcibly settle the Shombe for years. Other races and cultures view the Shombe with an odd mix of fear, disdain, envy, and respect.

**Alignment:** Shombe have a slight tendency toward chaotic alignments.

**Shombe Lands:** The Shombe live mostly in the northern regions of the tUbi Grassland, as the southern regions are dominated by the entare. The Shombe are organized into numerous clans, each ruled by a chieftain. Each chieftain is supervised by a separate council of elders with the authority to replace him with another able-bodied warrior. Such an event is rare, and only happens if a chieftain has seriously failed in his duties.

**Religion:** Ancestor orisha. Shombe, not surprisingly, tend to honor powerful warriors of the past.

Since Shombe society revolves around warriors, most Shombe rituals naturally involve combat. The passage to adulthood is the most revered of rituals amongst the Shombe, and involves the hunting, slaying, and skinning of a beast or magical beast. Parts of the beast are then fashioned into a magical charm that the victor keeps as a memento of the victory. To avoid decimating the supply of monsters in the region, these hunts are only held every three years. Furthermore, it is not unusual for young

Shombe to be slain in these expeditions, so in recent years, participants have been encouraged to hunt in groups.

**Art:** The Shombe do not produce much durable art, but have a great love of body decoration, specifically ritual scarring. These scar patterns are made by slicing into the skin with a razor, and then rubbing ash into the wound so that it leaves a permanent, dark scar when it finally heals. Shombe warriors will sometimes give themselves new scar patterns to commemorate a great victory, so heavily scarred Shombe should be given a wide berth.

**Food:** Shombe exist on a diet of milk and meat. Since cattle are valuable in their society, they use them for milk. Most of the meat in a Shombe's diet is chicken, goat, and mutton. They do eat beef on special occasions.

**Language:** Daka-alif. The Shombe dialect of Daka-alif incorporates words from the Sylvan language of the entare.

**Names:** Shombe names are similar to those of the extinct Boha-Boha people, and some scholars have suggested that the Shombe are an offshoot of the Boha-Boha.

## Male Shombe Names:

Asimwe, Bwana, Chandu, Damu, Elimu, Fumo, Ghalib, Hauli, Idriis, Jamal, Kumbuka, Liyongo, Mkamba, Mdogo, Nyuni, Omari, Pongwa, Rashaad, Safwani, Tumbo, Ubwa, Vual, Wakili, Yakubu, and Zende.

**Female Shombe Names:** Abla, Amira, Bimnono, Dawa, Fasaha, Hanuni, Imara, Kibali, Lakeisha, Latifah, Mgeni, Msiba, Nabila, Neemaka, Nuha, Ruzuna, Saada, Shamba, Shangwe, Shiba, Tamasha, Tamu, Uhuru, Yumna, and Zubeda.

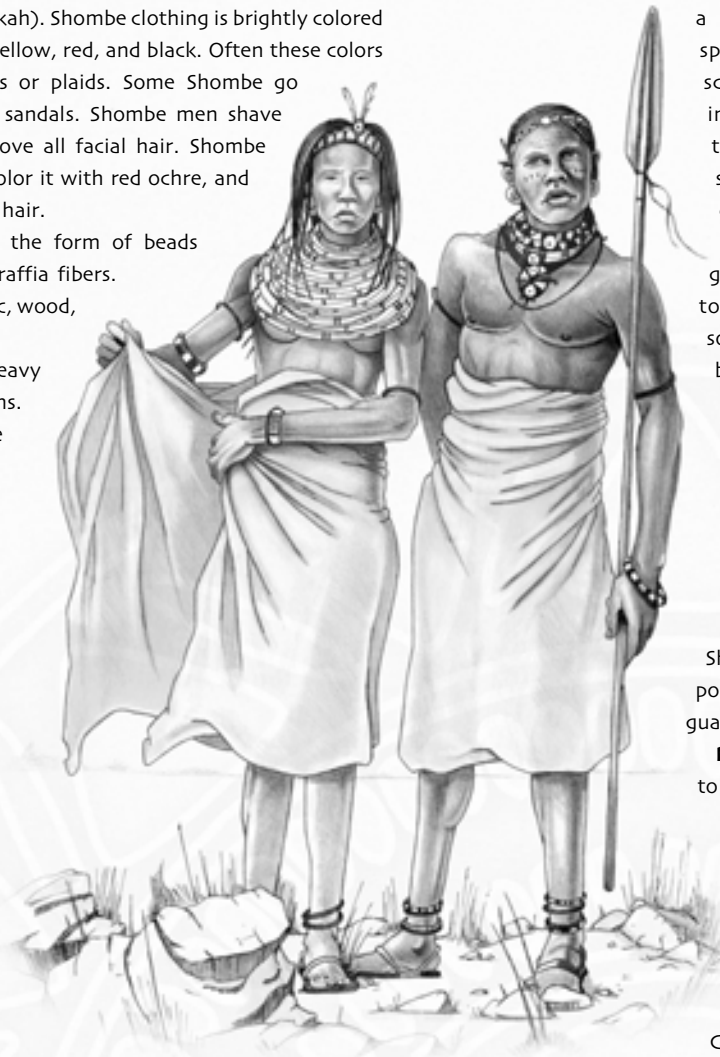
**Adventurers:** Virtually all young adult Shombe consider themselves adventurers, even if they are not. The Shombe call the stage of life between adulthood and marriage the "adventurer" stage. Some train as soldiers and serve as mercenaries in foreign armies.

**Appropriate Classes:** Gamba fighter; see Chapter Four.

**Appropriate Feats:** Fearless, Impulsive, Power Attack, and Steadfast; see Chapter Six.

## TEMBU

"When an elephant steps on a trap, only the elephant remains."



The *Tembu* (TEHM-boo) are one of the most widespread peoples in Nyambe. Since the Tembu were influential in the rise of Mabwe, they are also one of the wealthiest.

**Personality:** The defining characteristic of Tembu personality is flamboyance. Tembu enjoy bright colors, fine foods, strong drink, courtly intrigue, and secret romances.

**Physical Description:** Tembu are dark-skinned and short, but long-limbed. Most Tembu wear a dashiki shirt, a short skirt or pants, and a wide-brimmed hat. All Tembu clothing is dyed in colorful patterns, and often includes embroidery along the neckline, shirt cuffs, and hem. Tembu wear shoes instead of sandals. Tembu styles change from town to town and from year to year. However, all Tembu, both men and women, favor elaborate headdresses and hairstyles.

Multiple layers of thin gold jewelry are very popular with the Tembu, especially amongst women. Some extremely wealthy Tembu women wear so many gold necklaces they cause permanent damage to their shoulders, making them appear to have elongated necks. Luckily, the Tembu consider long or heavily textured necks a very attractive feature and indicative of nobility. Tembu women also wear ankle bracelets and wrist bracelets.

Tembu warriors fight with battle or throwing axes in melee, or with longbows at range. They often ride elephants into battle, and Tembu elephant archers are the major military might of the Empire of Mabwe.

**Relations:** The Tembu and the matriarchal *Tisambe* are traditional enemies, though enough cultural similarities exist to suggest they were once a single people. Though the government of Mabwe has poor relations with the *Kaya Vua Samaki* city-states and *Boroko*, the Tembu people of Mabwe bear the people of these nations no ill will.

**Alignment:** Tembu have strong tendencies toward lawful alignments.

**Tembu Lands:** Tembu nobility live within the Empire of Mabwe, though Tembu commoners can be found scattered throughout all of eastern Nyambe. In theory, all Tembu, regardless of their current home, swear loyalty to the oba of Mabwe.

**Religion:** Celestial orisha. Tembu consider religion a very personal part of their lives, and most Tembu homes have a family shrine. Many Tembu religious rituals involve the use of statues. For example, when Tembu need to swear an oath or seal a contract, they will pound a nail into an enchanted statue called an *nkisi n'kondi* (n-KEE-see n-KOHN-dee), or "nail figure," to

magically seal their words. Rituals such as these have caused other cultures to mistake them for idol worshipers.

**Arts:** Tembu enjoy highly stylized wooden statuary over other forms of art, and nearly every family owns at least one statue. All Tembu shrines, even family shrines, feature prominent statuary dedicated to the orisha. Gold jewelry is also common amongst the Tembu, but as a way of demonstrating wealth rather than for artistic reasons.

**Food:** Tembu eat a wide variety of dishes, but much of their diet consists of stewed lentils, millet, and peas served with *injira* (ihn-JEER-rah), a type of flatbread made from teff flour. On special occasions, Tembu will eat chicken, beef, and lamb.

Wild animals such as fried baby crocodiles, stewed monkeys, and the like are considered delicacies amongst Tembu nobles, and some noble houses actually raise these animals for use as food.

**Language:** Kordo. The Tembu dialect of Kordo borrows many words from the *Daka-kara* language.

**Names:** Tembu names were crafted by oracles in ages past to ensure fortuitous futures for those who bear them.

**Male Tembu Names:** Abegunde, Adebayo, Ademola, Adunbi, Ajagbe, Ajani, Ajamu, Akono, Bandele, Banjoko, Dunsimi, Dumisai, Duniisai, Ekundayo, Erioku, Foluke, Idowu, Kehinde, Obanjoko, Obayana, Olumiji, Shangokoya, Sowande, and Taiwo.

**Female Tembu Names:** Abeje, Abeke, Abiona, Adebola, Adedewe, Adeleke, Aina, Alaba, Ama, Apari, Asabi, Bejide, Erinola, Erioku, Fayola, Folami, Ife, Kehinde, Monifa, Olabisi, Oluremi, Otunla, Shade, Yetunde, and Yoruba.

**Adventurers:** Almost all Tembu adventurers come from the lower classes, and most of them adventure to better themselves and escape from a rigidly stratified society.

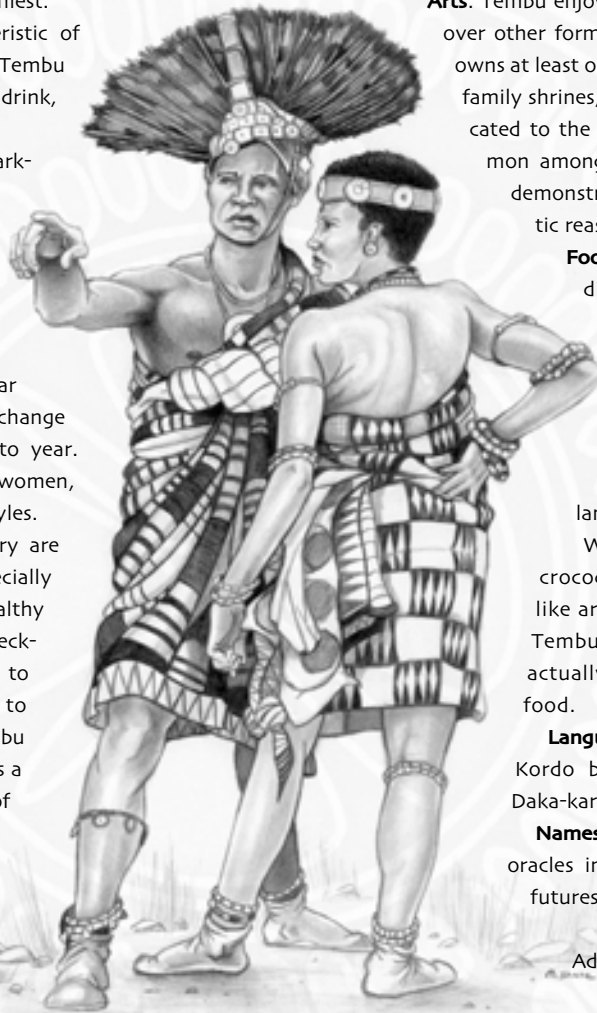
**Appropriate Classes:** Gamba fighter; see Chapter Four.

**Appropriate Feats:** Elephant Warrior, Rhetoric, Skill Focus (Diplomacy), and Weapon Display; see Chapter Six.

## TISAMBE

"It takes a village to raise a child."

The matriarchal *Tisambe* (tee-SAHM-bay) are one of the oldest cultures in Nyambe. They were the first people to rise up against the orcs of the Kosa Empire, and the same determination that served them then continues to serve them today.





**Personality:** The Tisambe are a stern people with a strong work ethic, and have little tolerance for frivolity. Most Tisambe privilege the good of the community over the good of the individual, and are capable of tremendous acts of self-sacrifice.

**Physical Description:** Tisambe are very tall, with medium to dark skin. Tisambe clothing tends to be utilitarian. Men wear a *kitenge* (kih-TEHN-geh) suit made up of a shirt, trousers, heavy cloth shoes, and a round or square-cornered hat. Women's clothing usually varies with age. Girls wear a skirt that extends from the waist to the knee, and a short cape over their upper bodies. Adult women wear a similar skirt, but with a long cape that extends to the ankle. Finally, matriarchs wear the clothing of an adult woman, but also wear a large, round, hat to indicate their age and status. Both men and women wear short hair, and elders often shave their heads completely.

Tisambe usually dye their clothing in solid, drab colors such as gray, brown, or olive. A small amount of embroidery is considered socially acceptable, and is the most reliable method of distinguishing Tisambe nobility from commoners.

The Tisambe are renowned for archery, especially their use of long bows and great bows. In hand-to-hand combat, most Tisambe warriors fight with short swords. The most famous of all Tisambe warriors, the Amazons, fight with razor swords, but razor swords are forbidden to commoners.

**Relations:** The Tisambe and the flamboyant Tembu merchants are traditional enemies, though enough cultural similarities exist to suggest they were once a single people. The Tisambe also have a tendency to look down on other cultures and races.

**Alignment:** Tisambe tend toward extreme lawful alignments, and while not entirely lacking in compassion, they show a certain degree of hard-heartedness.

**Tisambe Lands:** Virtually all Tisambe live in the Empire of Nibomay. Tisambe defer decision-making to women who have passed childbearing age. They tend to ignore advice or commands from others as "lacking in wisdom." The Tisambe are a very self-reliant people, and though Niboman national policy is very proactive, individuals don't involve themselves in politics very often.

**Religion:** Ancestor orisha. As might be expected from their matriarchal society, the Tisambe tend to honor female ancestors and spirits as opposed to male ones.

The most notable religious ritual of the Tisambe is the wedding. Weddings are sometimes planned years in advance, and

are elaborate celebrations lasting for as long as a week. Poorer families sometimes pool their resources together and hold mass weddings. The Tisambe are the only Nyamban culture to practice polyandry, in which a single woman is married to multiple men, and make use of a bride price instead of a dowry.

**Arts:** Tisambe artisans are renowned gem cutters and jewelers. The nearby Giko Taaba mountain range produces a wide variety of gemstones, and many of these find their way into Tisambe jewelry. The preferred gem of Tisambe jewelers is a green semi-precious stone known as Amazonite.

The Tisambe also excel at the performing arts. Choral music is the most popular sort of performance, and Tisambe choirs are often accompanied by ngoma bards playing drums or flutes.

**Food:** Tisambe eat an incredible amount of seafood; fish soup is a staple of the Tisambe diet, along with a spinach-like green called *sukuma wiki* (soo-KOO-mah WEE-kee), and a millet porridge known as *putu* (POO-too). Though nourishing, Tisambe cuisine is considered amongst the blandest on the continent.

**Language:** The Tisambe-Nibomay dialect of Kordo is considered the unaccented form of the common tongue.

**Names:** Many Tisamban names date back to the foundation of the Empire of Nibomay, and show some degree of kosan influence.

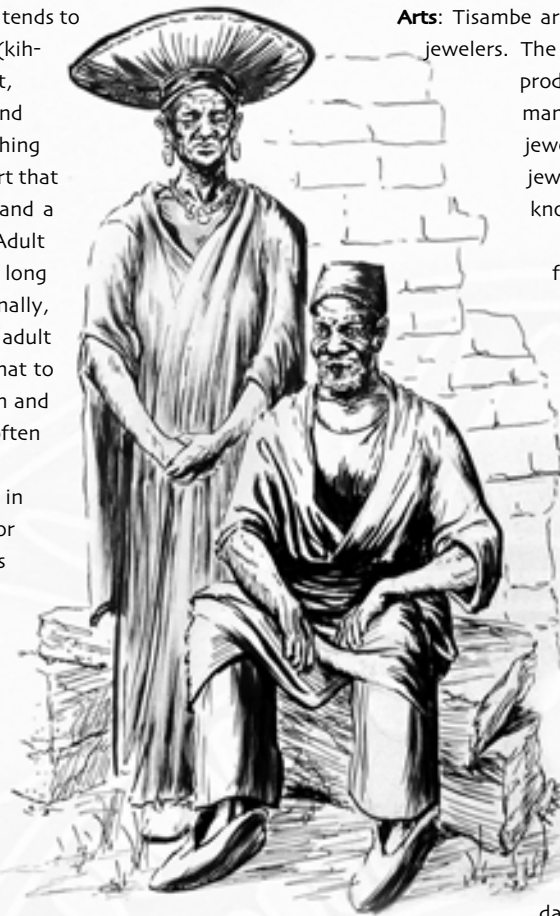
**Male Tisambe Names:** Mazi, Mbadiwe, Mbanefo, Mumo, Mthuthuzeli, N'namdi, Nolizwe, Nonceba, Pake, Sipliwo, Themba, Uuka, Zikoranachidimma, Zikoranachukwudimma, and Zikoranaudodimma.

**Female Tisambe Names:** A'sharia, Mandisa, Mukamutara, Mukantagara, Muteteli, Nkosazana, Nobanzi, Nombeko, Nomble, Nomuula, Nonyameko, Nyframahoro, Serafina, Thandiwe, and Uwimana.

**Adventurers:** Most Tisamban adventurers are would-be Amazons, though others take up the adventuring life in an attempt to re-capture Nibomay's lost glory. In recent years, some men have broken societal expectations and taken up the adventuring life as well.

**Appropriate Classes:** Gamba fighter; see Chapter Four.

**Appropriate Feats:** Iron Will, Orc-Slayer, Single-Minded; see Chapter Six.



## TUSLAN

"If you take a person's house, you take the rats and cockroaches with it."

The stone-age *Tuslan* (TOOS-lahn) are the least technologically advanced of the human cultures, and have lived under the dominance of the more numerous matriarchal Tisambe for centuries. They are renowned throughout Nyambe as hunters, scouts, trackers, and even shapeshifters.

**Personality:** When not hunting, the Tuslan are quite talkative, and people from other races and cultures often find a Tuslan's constant chatter quite irritating.

**Physical Description:** Tuslan are short and relatively fair-skinned. Most Tuslan wear loincloths, with both men and women going topless except for a wraparound blanket known as a *kikoy* (KEE-kohy). In warmer weather they sometimes wear no clothing at all. Tuslan do not find nakedness embarrassing or offensive, and as a result sometimes find themselves the victims of unwanted advances by foreigners.

Tuslan men wear ear, nose, eyebrow, and sometimes even lip jewelry. Rather than using precious metals for their decorations, they use natural material such as wood, soapstone, and especially bone. Tuslan women wear necklaces, bracelets, and anklets made from wood, soapstone, and amber.

The Tuslan have little skill at metalworking, and have strong cultural taboos against iron. Most of their weapons are made of wood and tipped with stone points. Common weapons include bows, clubs, javelins, and spears. They make extensive use of scouts and trackers — most Tuslan children begin their education by learning to track ants or other small insects.

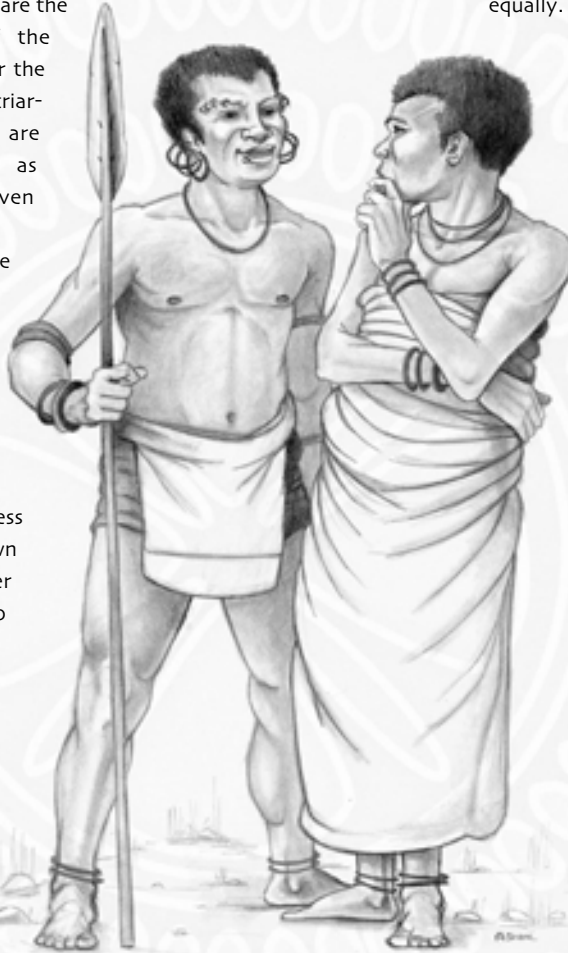
**Relations:** The Tuslan get along well with virtually every race and culture except the matriarchal Tisambe, whom they view with a mixture of pity and contempt.

**Alignment:** Tuslan show a strong tendency toward chaotic alignments.

**Tuslan Lands:** The Tuslan are an ethnic minority within the Empire of Nibomay, and are organized into clans. Each clan is led by a male hunter, known as a *dembe* (DEHM-bay), and is assisted by a female n'anga shaman, called a *bangu* (BAHN-goo). There are seven major clans amongst the Tuslan, each named after an ancestor. They are the *Anesu* (ah-NEH-soo), the *Daya* (DAH-yah), the *Nyasha* (neye-AH-shah), the *Kokayi* (koh-KAH-

yee), the *Moyo* (MOH-yoh), the *Rufaro* (roo-FAH-roh), and the *Sifiye* (see-FEE-yeh).

**Religion:** Natural orisha. The Tuslan honor all natural orisha equally.



The Tuslan consider themselves the most beautiful people in the world. The most important Tuslan ritual is a yearly dance in which the men show off their beauty and try to convince women to bear their children. It is considered acceptable to take new partners every year, and though the Tuslan have marriage ceremonies, few undergo the process.

**Arts:** Tuslan excel at the visual arts, especially painting. Paintings are typically made on animal hides, tree bark, or papyrus sheets, and often have religious or magical significance. The Tuslan have also been known to paint on cave walls, and caves feature prominently in many Tuslan rituals.

**Food:** Tuslan have a hunter-gatherer society. Commonly gathered foods include berries, nuts, roots, and tubers. The tougher foods are soaked in water and then boiled, but softer foods are eaten raw.

Several of the tubers eaten by the Tuslan are poisonous, and many Tuslan have developed a

resistance to these poisons as a result. As a group, the Tuslan seem to have a weakness for palm wine and *marula* (mah-ROO-lah), an alcoholic beverage made from the fruit of the marula plant.

Tuslan show a strong reverence for animals, and never kill an animal without a good reason, such as for food or clothing. When they do kill an animal, they always say a prayer for its spirit first. Oryx are the favored game of Tuslan hunters, though they also hunt other small species of antelope.

**Language:** Kordo. The Tuslan dialect of Kordo is almost identical to the Tisambe-Nibomay dialect.

**Names:** The origin of most Tuslan names is unknown. They do use diviners to select names, and it is quite possible that their names were originally selected for mystical resonance.

**Male Tuslan Names:** Abazu, Achebe, Afamefula, Agu, Ajulu, Ajuluchukwu, Akobundu, Ayize, Dingane, Mpumelele, Nkosi, Sigi, Siph, Thandiwe, and Vusimuzi.

**Female Tuslan Names:** Adaeke, Adaeze, Adannma, Adaobi, Adaoha, Adaora, Adaugo, Nande, Nokothula, Nomalanga, Siboniso, Siphwe, Thandi, Themba, and Thula.

**Adventurers:** Tuslan adventure mostly for the thrill of adventuring. A few adventure because they have been commanded to do



so by the spirits, while still others take up a life of adventure to find fame and fortune.

**Appropriate Classes:** N'anga cleric; see Chapter Four.

**Appropriate Feats:** Expert Tracker, Past Life, Poison Tolerance, and Track; see Chapter Six.

## XON'MO

"You cannot handle fire with your hands."

The fiery *Xon'mo* (zohn-MOH) are an offshoot of the desert-dwelling Marak'ka. They settled in the D'okan Desert under the leadership of the great hero Bashar, and founded the land of Bashar'ka. They are a people dominated by fire priests and a devotion to the element of fire.

**Personality:** Xon'mo approach life with a sort of ruthless practicality. Xon'mo are always thinking, planning, and looking for ways to better themselves. To those unfamiliar with their ways, this intensity can be somewhat intimidating and even frightening.

**Physical Description:** Xon'mo are of medium height, and have a medium complexion, often with a slight reddish tinge to their hair, eyes, and sometimes even their skin.

The Xon'mo live in one of the more temperate regions of Nyambe, and wear heavier clothing than other peoples. Most wear a tunic in a neutral color. Over these tunics they wear heavy cloaks in fire-bright colors such as red, orange, or yellow.

As might be expected, the favorite weapon of the flame-loving Xon'mo is *alchemist's fire*. They also make use of flaming arrows and crossbow bolts. In melee combat, most Xon'mo fight with battle axes.

**Relations:** Xon'mo feel a close affinity with the volcano-dwelling Hutali, and with the Marak'ka since they are descended from common ancestors.

**Alignment:** Xon'mo have a slight tendency toward chaotic alignments, and sometimes dispense with morals for the sake of expediency.

**Xon'mo Lands:** Most of the Xon'mo live in the D'okan desert, though minority communities exist in the Empire of Nibomay.

The Xon'mo maintain a feudal theocracy controlled by fire clerics. More powerful Xon'mo obtain oaths of fealty from others, and in exchange provide protection and land. However, any Xon'mo noble that deviates from his responsibilities should expect armed revolt in short order.

**Religion:** Elemental orisha. Xon'mo feel a particular affinity with fire orisha. The Xon'mo are a practical people, but they do have a number of unusual rituals, most of which relate to fire.

The ritual of most importance in their society is that of initiation to adulthood, in which a youth must walk across a bed of hot coals. Similarly, when Xon'mo die, they are cremated in a special ceremony that others are not permitted to view.

The Xon'mo are the only Nyamban culture that does not allow either polygamy or polyandry.

According to Xon'mo legend, some of their ancestors interbred with fire elementals, and produced part-human, part-elemental offspring. As part of an ancient agreement with the fire elementals, the Xon'mo promised to avoid plural marriages. Even though this happened in the distant past, some Xon'mo still have the element of fire in them. These individuals, who always have bright red hair, are said to have "fire blood." To have a child with fire blood is considered a great honor amongst the Xon'mo.

**Arts:** Xon'mo artisans travel throughout Nyambe, selling exquisite textiles. The most popular item is known as *bogolanfini* (boh-goh-lahn-FEE-nee) or "mud cloth." Mud cloth is made by applying a "stencil" of mud to cloth and then placing dye in the intervening spaces, creating a striking "negative space" pattern.

**Food:** Xon'mo foods are heavily spiced with peppers, saffron, cinnamon, and mint. Taro porridge is the mainstay of the Xon'mo diet, but many Xon'mo meals include stews made from fish, chicken, or beef.

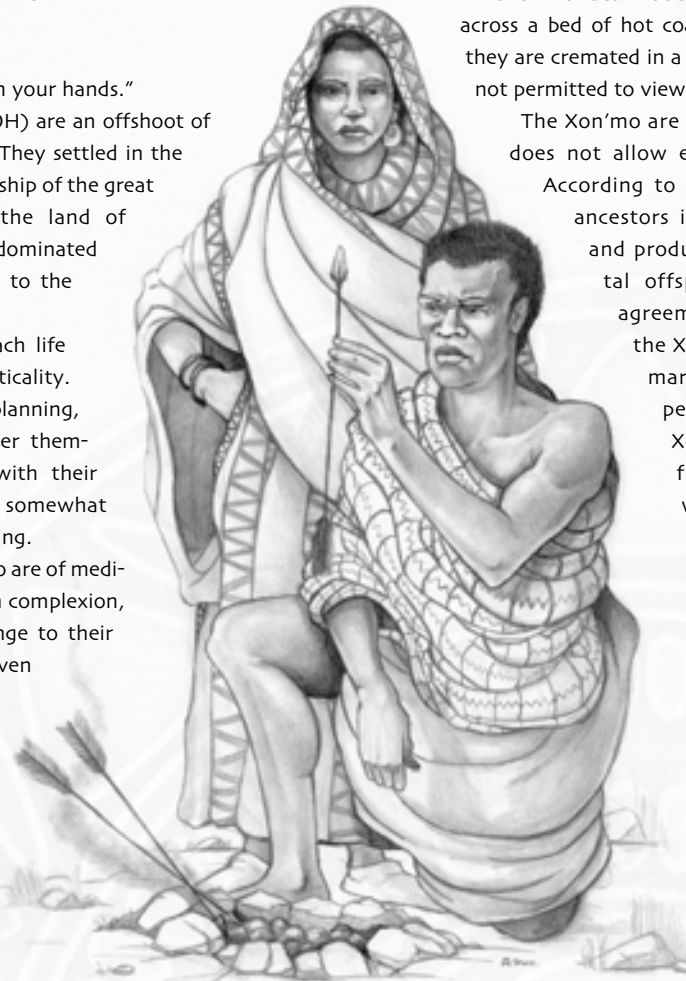
**Language:** Daka-alif. The Xon'mo dialect of Daka-alif has lost the distinctive clicking sounds found in their original Marak'ka dialect.

**Names:** Since the Xon'mo have a great deal of respect for the dwarven utuchekulu, many Xon'mo names come directly from the Dwarven language.

**Male Xon'mo Names:** Chubuhle, Eberem, Ekechu, Hanisu, Iziom, Kachu, Kano, Madu, Nabu, Ndubucham, Osakwe, Osan, Rehema, Thandom, and Uzumlo.

**Female Xon'mo Names:** Abt-I, Am-Su, Atunpa, Buto-Su, Cheopa, Esa, Fenti, Kamona, Keni, Menmeti, Naria, Nofru, Remeti, Tuhshabti, and Xeseri.

**Adventurers:** Most Xon'mo who take up a life of adventuring do so to experience the thrill of danger and survive to tell the tale.



**Appropriate Classes:** N'anga cleric; see Chapter Four.

**Appropriate Feats:** Dragonslayer, Fire Blood, and Toughness; see Chapter Six.

## ZAMARA

"Bad farmers are the first to claim their farms are bewitched."

The witch-hunting *Zamara* (zah-MAH-rah) have the misfortune of producing more evil mchawi wizards per capita than any other ethnic group in the continent. This fact does not endear the Zamara to the other peoples of Nyambe. As a result, Zamara culture is obsessed with identifying, hunting, and killing mchawi.

**Personality:** The Zamara personality is an odd combination of insecurity, self-righteousness, and paranoia. Zamara constantly worry about being persecuted for practicing black magic, even though only a small percentage of Zamara actually take to the dark arts. As a result of this fear of persecution, many Zamara overcompensate by adopting a self-righteous public persona.

**Physical Description:** Zamara are of medium height and somewhat fair-skinned.

Traditional Zamara clothing consists of long colorful robes and hats decorated in strong geometric patterns. With the arrival of the Far Easterners, many have taken up Far Eastern styles of dress, or incorporated these styles into their traditional clothing. Many Zamara wear facial tattoos said to protect the bearer from witchcraft.

Before the arrival of the Far Easterners, the Zamara fought with small shields and metallic blunt weapons, such as maces and flails. With the arrival of the foreigners, new weapons have appeared, and it is not unheard of to find a Zamara wielding a katana or hurling shuriken.

**Relations:** Ever since the time of the Zombi Empire, the Zamara have been on poor terms with most other cultures and races. The Zamara have particularly bad relations with the NaBula people, since the NaBula are not willing to forget their suffering at the hands of the Zombi Empire.

**Alignment:** Zamara tend toward either good or evil alignments.

**Zamara Lands:** Most Zamara live along Nyambe's eastern coast in a collection of city-states known as the Kaya Vua Samaki. The Zamara were responsible for the rise of the Zombi Empire, and as a people they have been distrustful of authority ever since. They have no chieftains or kings of any sort, and prefer to be led by councils.

**Religion:** Ancestor orisha. Many of the Zamara have converted to Far Eastern religions that also honor ancestors.

As might be suspected, many Zamara rituals revolve around fighting mchawi. The most disturbing ritual is known as the "heart test." Over the centuries, Zamara have noticed that the heart of a dead mchawi turns black after a few seconds of exposure to air. As a result, the Zamara test for black magic involves slaying a suspected mchawi, ripping out his heart, and checking its color. If the heart is black, both it and the body are destroyed, and a specialized warrior known as a magic eater is called for to track down and vanquish the vengeful spirit that will certainly appear. If the heart is normal, it is returned to the body, and if a powerful cleric is available, the accused is returned to life. Needless to say, accusations of black magic amongst the Zamara are not to be taken lightly.

**Arts:** The Zamara are extraordinary poets, and despite their dubious reputation, many hearts have been swayed by Zamara poetry. Zamara frown on written language, feeling that it "kills the emotion" in words.

**Food:** Zamara cuisine takes advantage of foods and recipes brought to them by the Far Easterners. The staple of the Zamara diet is

rice, but they also make curries, stir-fries, and seafood dishes.

**Language:** Zamara speak Daka-kara, but their close ties with the Far Easterners have served to strengthen the ties between the two languages, and the Zamara dialect of Daka-kara contains many Far Eastern words.

**Names:** Though most Zamara have traditional names, some have started to take on Far Eastern names, especially as nicknames.

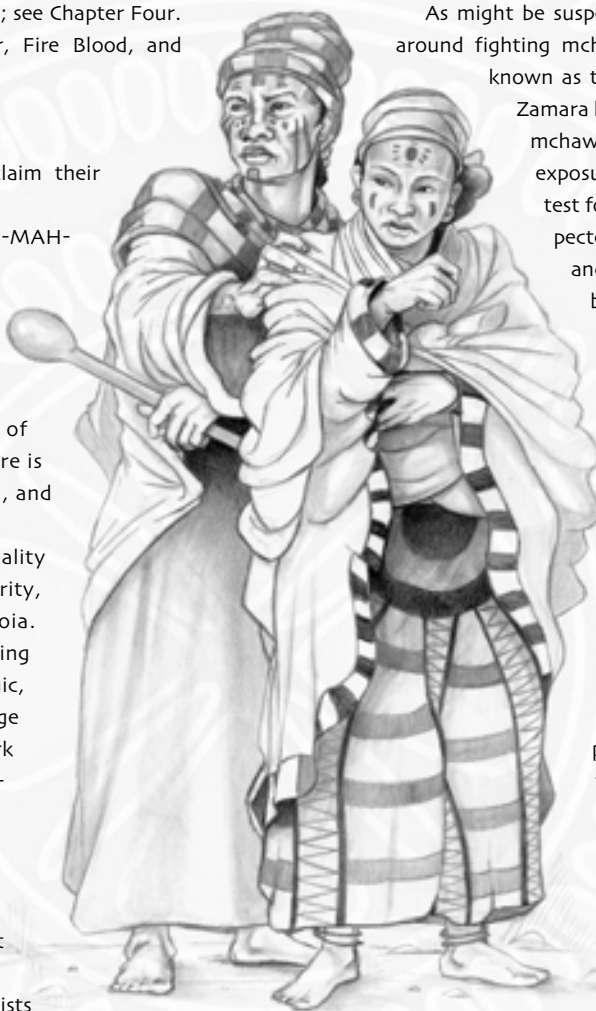
**Male Zamara Names:** Akello, Baingana, Bitalo, Jimiyu, Kadokechi, Kaikara, Katongole, Magomu, Mawagali, Mukhwana, Mulogo, Munyiga, Mwaka, Mweruka, Nakisisa, Ochen, Ochieng, Ojore, Okello, Okoth, Othiamba, Otieno, Salongo, Sanyu, and Semanda.

**Female Zamara Names:** Bacia, Dembe, Jendyose, Kamala, Kemigisha, Kenyangi, Kizza, Magomu, Mangeni, Masani, Miremba, Nabirye, Nabukwasi, Nabulungi, Nafula, Nafuna, Najjuma, Naluyima, Namakula, Namazzi, Namono, Namulema, Nantale, Samia, and Wesesa.

**Adventurers:** Zamara adventure to either practice black magic or to fight against it.

**Appropriate Classes:** Mchawi wizard. Zamara PCs tend towards the monk, psion, or psychic warrior foreign classes.

**Appropriate Feats:** Arcane Ward, Foreign Weapon Proficiency (Far Eastern), Inquisitor, and Poetic Speech; see Chapter Six.





## DEMIHUMAN RACES

The demihuman races are a varied lot, but what they all have in common is the ability to co-exist with humans. There are currently seven demihuman races in Nyambe-tanda, but it is possible that immigrants from other lands may increase that number in the near future.

### AGOGWE HALFLINGS

"A baby leopard is still a leopard."

Until the halfling-like *agogwe* (ah-GAWG-way) overthrew the Zombi Empire, few humans were even aware the race existed. Even since that time, the *agogwe* avoid cities and other sources of human civilization.

**Personality:** The *agogwe* are a reclusive race, which leads many to believe that they are shy and inoffensive. This is a carefully cultivated lie. The truth is quite the opposite; *agogwe* are fearsome warriors, and those that know them best often describe them as "humanoid weasels."

**Physical Description:** *Agogwe* appear to be small, shag-



gy humans with pale skin and long, curved claws. They use the claws to burrow through the earth and construct temporary shelters for themselves. As a nomadic culture, they do not build permanent settlements.

Since the *agogwe* are furred, they have no need for clothing. They do wear belts, backpacks, and other practical items, but such objects are usually crude and lacking in ornamentation. In addition, some *agogwe* dye their fur to indicate clan loyalties.

Despite their small size and lack of strength, the *agogwe* crave hand-to-hand combat, and rarely use weapons. They prefer to attack from

ambush, tearing away at foes and then retreating back into the bush. They often burrow underground and wait for enemies to pass overhead, clawing at the ankles of their foes and then retreating when opponents offer any sort of resistance.

**Relations:** The *agogwe* have good relations with the *wakyambi* elves and the diminutive *Nghoi*. They occasionally deal with the flamboyant *Tembu* merchants, but find *Tembu* society stifling. They are on neutral terms with most other races and cultures, though they are more comfortable amongst rural folk than city-dwellers.

## AGOGWE RACIAL TRAITS

**ABILITY MODIFIERS:** +2 DEXTERITY, -2 STRENGTH.

**SIZE:** SMALL.

**BASE SPEED:** 20 FEET.

**BURROWING (Ex):** AGOGWE CAN DIG THROUGH SOFT EARTH WITH A BURROWING SPEED OF 10 FEET. THEY CANNOT DIG THROUGH CLAY, HARD-PACKED EARTH, OR STONE.

**CLAWS (Ex):** AGOGWE HAVE HARDENED CLAWS THAT, WHILE DESIGNED FOR BURROWING, MAKE EFFECTIVE WEAPONS. AN AGOGWE'S CLAW ATTACK INFLECTS 1D4 POINTS OF DAMAGE AND IS SUBJECT TO ALL THE USUAL RULES AFFECTING NATURAL WEAPONRY.

**SAVING THROW BONUS (Ex):** AGOGWE HAVE A +1 RACIAL BONUS ON ALL SAVING THROWS.

**SKILL BONUS (Ex):** AGOGWE HAVE A +2 RACIAL BONUS TO MOVE SILENTLY CHECKS.

**SPEAK WITH ANIMALS (Sp):** ONCE PER DAY, AN AGOGWE CAN USE *SPEAK WITH ANIMALS* AS A SPELL-LIKE ABILITY TO SPEAK WITH A BURROWING MAMMAL (A BADGER, FOX, RABBIT, ETC.). THIS ABILITY IS INNATE TO AGOGWE. IT HAS A DURATION OF ONE MINUTE. THE AGOGWE IS CONSIDERED A 1ST-LEVEL CASTER WHEN SHE USES THIS ABILITY, REGARDLESS OF HER ACTUAL LEVEL.

**AUTOMATIC LANGUAGES:** HALFLING AND KORDO.

**ILLITERATE:** AGOGWE ARE ILLITERATE BY DEFAULT. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** DAKA-KARA, DAKA-ALIF, DWARVEN, ELVEN, AND GNOME.

**FAVORED CLASS:** GAMBA FIGHTER; SEE CHAPTER FOUR.

**APPROPRIATE FEATS:** DOUBLE-JOINTED, MUSK, AND PLAY DEAD; SEE CHAPTER SIX.

**Alignment:** Despite their viciousness, agogwe are good at heart; they also have a strong tendency toward chaotic alignments, though.

**Agogwe Lands:** The agogwe have no lands of their own, though they are most common in Yuan-Ti-land and what remains of Wakyambi-land. The agogwe are beholden to none except their clan. Powerful warriors, who can be challenged to a battle for control at any time, lead their clans. These fights for leadership are often, but not always, to the death.

**Religion:** Natural orisha. Agogwe consider themselves closer to the natural world than any other race, and quickly become offended if someone suggests otherwise. All agogwe clans adopt a non-magical animal as a clan emblem. Agogwe are forbidden to harm or eat the flesh of the clan's emblem except during special occasions such as weddings and funerals.

**Arts:** For dangerous warriors, the agogwe make surprisingly sensitive artists. They sing, they dance, they play musical instruments, they recite poetry, and they tell tales of strength and valor.

**Food:** Agogwe are strict carnivores, and have trouble digesting vegetable matter. They are willing to eat any non-sentient animal or monster, and though they have been known to spice their food, they rarely cook it.

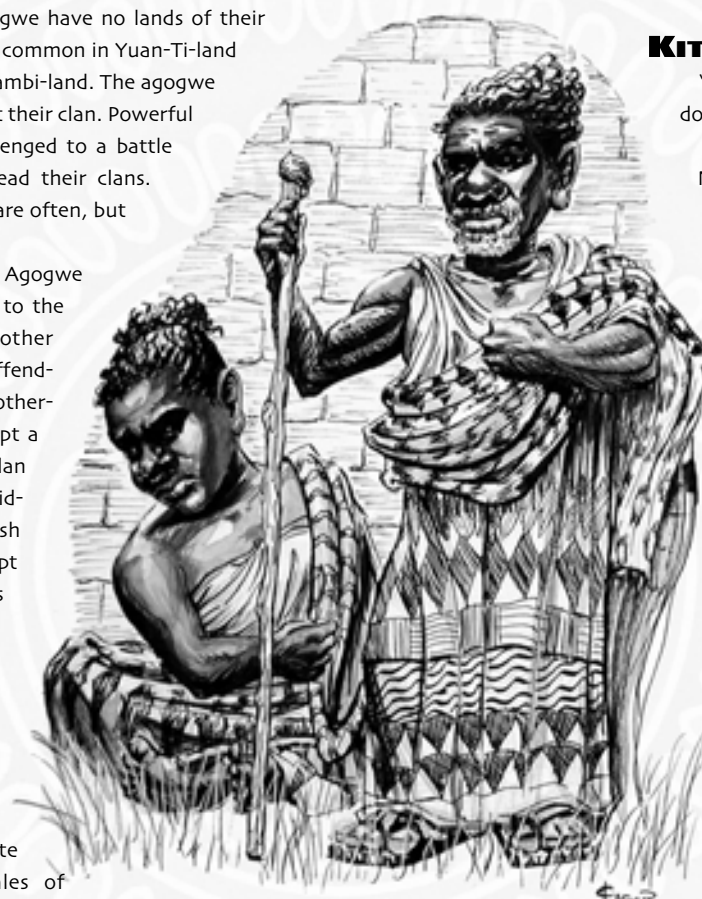
**Language:** Halfling, though the agogwe dialect contains many words from Elven and Kordo.

**Names:** Agogwe always take the names of Nyamban beasts or magical beasts, and it is impossible to tell if a particular name is male or female.

Some common agogwe names include Boman, Buraka, Chimiset, Guiafairo, Kerit, Kongomato, Lau, Malakala, Mngwa, Mokele-mbembe, Mulilo, Ninki-nanka, Nsui-fisi, Nunda, and Susabonsam.

Agogwe indicate clan affiliation by placing the word *ole'*, meaning "child of," and their clan name at the end of their personal name. Clans are always named after local landmarks, and are not specific. For example, *Chimiset ole' jiji* would mean "Chimiset, child of the waterhole clan," but the clan name does not indicate which specific waterhole is being discussed. There could even be several unrelated jiji clans, each of which is named after a differing waterhole.

**Adventurers:** Until recently, few agogwe have taken up a life of adventuring. Recent events with the yuan-ti have forced many agogwe from their traditional homes.



## KITUNUSI GNOMES

"If the legs do not walk, the mouth does not eat."

The gnomish *kitunusi* (kih-too-NOO-see) are a mysterious race with a magical connection to shadows and darkness.

**Personality:** Though far from emotionless, kitunusi society considers open displays of emotion to be a sign of weakness. As a result, kitunusi never laugh, cry, or lose their temper in public. Many people find this behavior quite disconcerting.

**Physical Description:** Kitunusi physical features are typically gnomish, with gray skin and curly black hair. However, the eyes of the kitunusi are pools of inky blackness, and they seem to be surrounded by shadows wherever they go.

The most recognizable element of kitunusi clothing is a heavily decorated kente-cloth tabard called a *kaniki* (kah-NEE-kee). These tabards, worn over plain gray tunics and pantaloons, act as symbols of rank and badges of honor. Kitunusi will go to great lengths to regain a lost or stolen kaniki, and have been known to pay significant sums of gold to purchase any such tabard found in the hands of foreigners.

Kitunusi disdain hand-to-hand combat, and fight at range whenever possible. Their weapon of choice is the sling, and if they can afford it, they will hurl superior alchemical weapons rather than simple sling bullets.

**Relations:** The kitunusi are ancient enemies of the dwarven utuchekulu, having fought a war with them in the distant past. Other cultures and races view the kitunusi with suspicion, though the kitunusi are not particularly suspicious of others.

**Alignment:** Though kitunusi behavior might seem random to others, they have strong tendencies toward neutral alignments. The kitunusi reputation for evil behavior is undeserved, as they are no more likely to be evil than members of any other race.

**Kitunusi Lands:** Most kitunusi live in Mademba, though there are some minority communities scattered throughout Nibomay and Mabwe. A mysterious bureaucracy rules the kitunusi in Mademba. This bureaucracy is so complex that even the kitunusi



have only a cursory understanding of its rules. Kitunusi in other lands obey local laws.

**Religion:** Elemental orisha, usually earth orisha. Kitunusi temples and shrines are always constructed underground, and no rituals are ever conducted during the day. A small but vocal minority of evil kitunusi honor the fiendish orisha, and give other gnomes an unfair reputation as cultists. Kitunusi keep most of their rituals to themselves, but many outsiders know that rituals are conducted at night by the flickering light of torches. These rituals involve a slow, rhythmic dancing and chanting in the kitunusi dialect of Gnomish.

**Arts:** Though others find it impossible to believe, kitunusi do not intentionally create any form of art. The closest thing to kitunusi art would be the "sunken buildings" they carve into the ground from living volcanic rock. Though these buildings have a sort of austere beauty, the kitunusi do not craft such structures with an eye toward aesthetics.

**Food:** The kitunusi eat only a thick gruel made from an amalgam of grains. Their language simply calls this substance "food," but others call it "gnome-paste."

**Language:** Gnomish. The kitunusi dialect of Gnomish is unmistakable and filled with droning, monosyllabic sounds that others find unsettling.

**Names:** Most kitunusi names have droning and monosyllabic qualities similar to those of the kitunusi dialect of Gnomish.

**Male Kitunusi Names:** Destah, Domah, Fah, Famah, Kah, Lah, Mah, Pah, Ramah, Soh, Somah, Tesfah, Toh, Vah, and Vahmah.

**Female Kitunusi Names:** Des, Dessa, Fas, Kas, Kassa, Kes, Lamas, Las, Lassa, Massa, Tes, Tessa, Vas, Vassa, and Vesse.

**Adventurers:** No one really knows why a kitunusi would take up a life of adventuring. Kitunusi motives are often inscrutable.

## NGOLOKO HALF-ORCS

"A knife shows no loyalty to its owner."

The *ngoloko* (ng-oh-LOH-koh) half-orcs are the remnants of the once-mighty Kosa Empire. The kosa orcs, removed from their position of dominance, were hunted down and killed without mercy by their former slaves.

Opinions differed, however, on what to do with the ngoloko. The ngoloko, half-human and half-orc children born to human concubines, were of course innocent of any wrongdoing, and in the end it was decided to banish the ngoloko from human settlements.

On their own, with no one else to turn to for help, the ngoloko thrived.

**Personality:** Despite their best efforts to avoid their heritage, ngoloko have a tendency toward anger and brutality. They are genuinely ashamed when their emotions get the better of them, and many attempt to avoid emotionally charged situations.

**Physical Description:** Ngoloko are tall humanoids with dark gray skin and sparse, wiry hair. Some have tusk-like teeth, and most have upturned noses.

For the sake of modesty, ngoloko wear a *pikuran* (pee-KOO-rah), a belt with decorations dangling from it, designed to cover the wearer's genital area. The decorations on a pikuran are usually of carved wood, bone, insect carapaces, or beads. Otherwise, their naturally hairy bodies provide them with adequate protection from the elements. When traveling amongst other peoples, some ngoloko will wear full-body robes and veils so as to conceal their racial heritage.

Ngoloko are opportunists, and fight with whatever weapons are available. They make frequent use of armor, but rarely use shields.

**Relations:** Ngoloko have traditionally had poor relations with all the civilized races and cultures. In recent years these problems have lessened somewhat, but certain groups, like the ngoloko of

## KITUNUSI RACIAL TRAITS

**ABILITY MODIFIERS:** +2 CONSTITUTION, -2 STRENGTH.

**SIZE:** SMALL.

**BASE SPEED:** 20 FEET.

**DARKNESS (Sp):** KITUNUSI WITH CHARISMA SCORES OF 12 OR HIGHER MAY CAST THE 2ND-LEVEL SPELL *DARKNESS* ONCE PER DAY. TREAT THE KITUNUSI AS A 3RD-LEVEL ARCANIST FOR ALL SPELL EFFECTS DEPENDENT ON LEVEL.

**DARKVISION (Ex):** KITUNUSI CAN SEE IN THE DARK UP TO 60 FEET. DARKVISION IS BLACK AND WHITE ONLY, BUT IT IS OTHERWISE LIKE NORMAL SIGHT, AND KITUNUSI CAN FUNCTION JUST FINE WITH NO LIGHT AT ALL.

**DIVINATION RESISTANCE (Su):** KITUNUSI HAVE A SPELL RESISTANCE OF (10 + CHARACTER LEVEL) VERSUS ALL SPELLS AND SPELL-LIKE ABILITIES FROM THE DIVINATION SCHOOL.

**INSCRUTABLE (Ex):** KITUNUSI HAVE BEEN CONDITIONED SINCE BIRTH TO AVOID OPEN DISPLAYS OF EMOTION. AS A RESULT, OTHERS ATTEMPTING TO USE THE SENSE MOTIVE SKILL ON A KITUNUSI SUFFER A -4 CIRCUMSTANCE PENALTY.

**SKILL BONUS (Ex):** KITUNUSI GAIN A +2 RACIAL BONUS ON MOVE SILENTLY CHECKS.

**SUNLIGHT SENSITIVITY (Ex):** KITUNUSI SUFFER A -1 PENALTY TO ALL ATTACK ROLLS, SAVING THROWS, SKILL CHECKS, AND ABILITY CHECKS WHEN EXPOSED TO DIRECT SUNLIGHT.

**AUTOMATIC LANGUAGES:** GNOME AND KORDO.

**ILLITERATE:** KITUNUSI ARE ILLITERATE BY DEFAULT. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** DAKA-ALIF, DAKA-KARA, DAKA-KOSA, DRACONIC, DWARVEN, AND GIANT.

**FAVORED CLASS:** NANALA ROGUE; SEE CHAPTER FOUR.

**APPROPRIATE FEATS:** SHADOW DODGE, SHADOW SIGHT, AND SLIPPERY MIND; SEE CHAPTER SIX.

the Isle of Shadow, threaten to damage centuries of progress towards racial harmony.

**Alignment:** Ngoloko show a slight tendency toward chaotic and evil alignments, but most attempt to fight these urges.

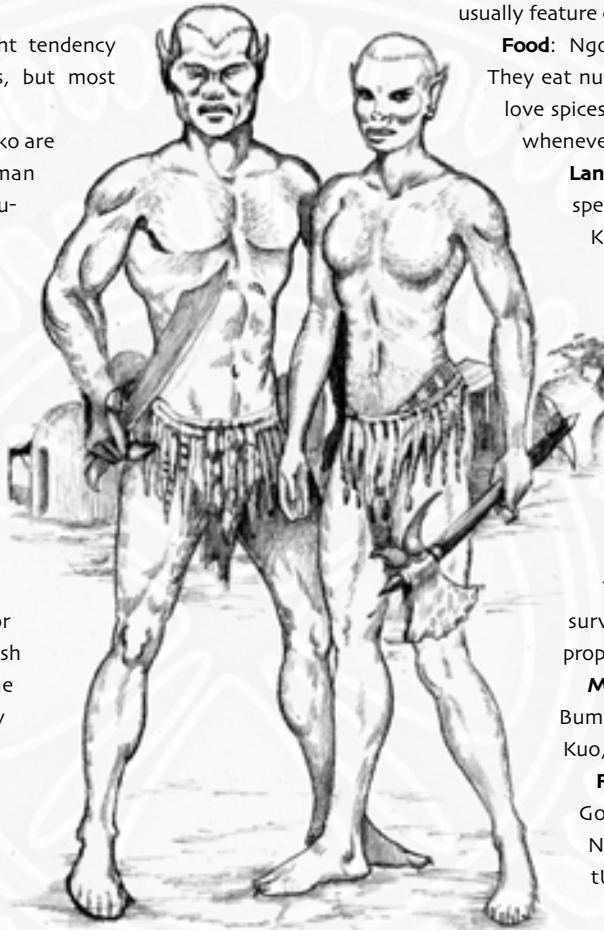
**Ngoloko Lands:** None. Most ngoloko are evenly dispersed throughout human lands, living in small, isolated communities.

Ngoloko are typically democratic, and select temporary chieftains through public elections. A chieftain usually serves for seven years, after which time he is forbidden to serve again. While in power, a chieftain has near-total authority over his people.

**Religion:** Fiendish orisha. Most ngoloko are not evil, but they still make offerings to placate the evil spirits that haunt them for abandoning the ways of their orcish ancestors. Sacrifices to N!ok, the fiendish orisha of war, are especially common, but such rituals are never conducted where members of other races might observe them.

Ngoloko follow an odd hodgepodge of religious rituals, usually attempting to imitate the closest human ethnic group. Some ngoloko rituals date back to the time of the ancient Kosa Empire, but these rituals are rarely spoken of, and even most ngoloko are not privy to them.

**Art:** The ngoloko have combined the artistic traditions of humans with the warlike traditions of their orcish ancestors to master the art of weapon etching. A beautifully etched ngoloko spear can fetch several hundred gold pieces, even if not of masterwork quality.



Ngoloko etchings are never representational, and usually feature complex geometric patterns.

**Food:** Ngoloko are hunters and gatherers. They eat nuts, berries, and wild animals. They love spices, and attempt to spice their dishes whenever possible.

**Language:** Daka-kosa. The ngoloko speak the language of the ancient Kosa Empire, with a smattering of words from other languages thrown into the mix.

**Names:** Most male ngoloko names come from the Daka-kosa language and are some variant of the word "death" or "kill." Most female ngoloko names come from the Daka-kosa language and are some variant of the word "cattle" or "property." Though the old names survive, women are not considered property by ngoloko society.

**Male Ngoloko Names:** Budo, Budag, Buma, Gipag, Jipag, Ku, Kua, Kuldi, Kuo, and KuU.

**Female Ngoloko Names:** Gombe, Gombo, Gomba, Gombu, Mun, Nombe, Tanga, tUngo, tUnga, and tUngUa.

**Adventurers:** Many ngoloko take up adventuring to gain acceptance in other societies.

## UNTHLATU DRAGONS

"Do not insult a crocodile while you are standing in the water."

The dragon-blooded *unthlatu* (oonth-LAH-too) are descended from matings between human slaves of the Kosa Empire and sorcerous dragons. Over generations of exile in the Great Mangrove Marsh, inbreeding brought their dragon heritage to the fore, and

## NGOLOKO RACIAL TRAITS

**ABILITY MODIFIERS:** +2 STRENGTH, -2 WISDOM, -2 CHARISMA.

**SIZE:** MEDIUM-SIZE.

**BASE SPEED:** 30 FEET.

**DARKVISION (Ex):** NGOLOKO CAN SEE IN THE DARK UP TO 60 FEET. DARKVISION IS BLACK AND WHITE ONLY, BUT IT IS OTHERWISE LIKE NORMAL SIGHT, AND HALF-ORCS CAN FUNCTION JUST FINE WITH NO LIGHT AT ALL.

**ORC BLOOD (Ex):** FOR ALL SPECIAL ABILITIES AND EFFECTS, A NGOLOKO IS CONSIDERED AN ORC. THIS ALLOWS THEM TO USE ANCIENT KOSAN MAGICAL ITEMS THAT DO NOT FUNCTION FOR NON-ORCISH RACES.

**AUTOMATIC LANGUAGES:** DAKA-KOSA AND KORDO.

**ILLITERATE:** NGOLOKO ARE ILLITERATE BY DEFAULT. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** DAKA-ALIF, DAKA-KARA, DRACONIC, DWARVEN, GNOLL, ELVEN, AND GIANT.

**FAVORED CLASS:** MCHAWI WIZARD; SEE CHAPTER FOUR.

**APPROPRIATE FEATS:** SCENT, STRONG-ARM, AND TOUGHNESS; SEE CHAPTER SIX.



crossbreeding with reptilian swamp-creatures has changed them into an entirely new race.

There are two major clans of unthlatu: the *kUakUa* (k-OO-ahkh-OO-ah), or "lizard" clan, and the *cUngld* (cuh-OO-ng-EED), or "poison water" clan. Marrying a member of the opposite clan used to be forbidden, but in recent years these restrictions have eased somewhat.

**Personality:** Most unthlatu are introverted and shy. They prefer to follow rather than lead, and usually defer decision-making to others.

**Physical Description:** Unthlatu look superficially similar to humans, except that they are bald, have no body hair, and are completely covered in fine scales matching the color of one of the common chromatic or metallic dragon types. Unthlatu nobles have a distinctively draconic appearance, and unthlatu royalty are actually half-dragons of various sorts.

Unthlatu wear elaborate beadwork clothing including shirts, loincloths, and aprons. However, these items are for decorative purposes only, since an unthlatu's body is naturally armored, and they lack external genitalia. Males also wear headbands decorated with feathers, and females



wear beadwork circlets — this is the only way most mammalian races can tell the difference between a male and a female unthlatu.

The unthlatu dislike direct confrontations, preferring guerilla tactics. Their weapon of choice is the Nyamban throwing knife, which they typically poison with noxious substances found in the swamps.

**Relations:** The unthlatu have neutral relations with all races, though recent attacks on the unthlatu, who are often mistaken for yuan-ti, are creating tension.

**Alignment:** Unthlatu are solidly neutral creatures.

**Unthlatu Lands:** The unthlatu live only in one region: the Great Mangrove Marsh, also known as Unthlatu-land. Though individual unthlatu can be found living in other lands, there are no unthlatu communities outside of Unthlatu-land.

**Authority:** Hereditary half-dragon chieftains rule the unthlatu. Chieftains are always accomplished sorcerers, and though all sorts of dragons are represented, most have black-dragon blood in them.

**Religion:** Each unthlatu clan practices its own religion. Specifically, the *kUakUa* clan honors lizard natural orisha, while the *cUngld* clan honors water elemental orisha.

## UNTHLATU RACIAL TRAITS

**ABILITY MODIFIERS:** +2 STRENGTH, -2 DEXTERITY, -2 WISDOM.

**SIZE:** MEDIUM-SIZE.

**BASE SPEED:** 20 FEET.

**DRAGON HERITAGE (Ex):** THOUGH UNTHLATU HAVE A MIXED HERITAGE, AN UNTHLATU CHARACTERS MUST SELECT THE DRAGON TYPE — BLACK, BLUE, GREEN, RED, WHITE, COPPER, BRASS, BRONZE, SILVER, OR GOLD — FROM WHICH HE DERIVES MOST OF HIS DRAGON BLOOD. THIS IS KNOWN AS THE CHARACTER'S PRIMARY DRAGON ANCESTRY. ANCESTRY DETERMINES THE COLOR OF AN UNTHLATU'S SCALES, AND IS ALSO USED TO DETERMINE THE ABILITIES GAINED IF HE TAKES THE BREATH WEAPON OR ENERGY RESISTANT FEATS.

**DARKVISION (Ex):** UNTHLATU CAN SEE IN THE DARK UP TO 60 FEET. DARKVISION IS BLACK AND WHITE, BUT OTHERWISE LIKE NORMAL SIGHT, AND UNTHLATU CAN FUNCTION WITH NO LIGHT AT ALL.

**IMMUNE TO SLEEP AND PARALYSIS (Ex):** UNTHLATU ARE IMMUNE TO ALL FORMS OF SLEEP AND PARALYSIS.

**NATURAL ARMOR (Ex):** UNTHLATU HAVE +1 NATURAL ARMOR BONUS TO AC.

**NATURAL WEAPONS (Ex):** UNTHLATU HAVE NATURAL WEAPONRY IN THE FORM OF CLAW ATTACKS AND A BITE ATTACK. AN UNTHLATU'S CLAW ATTACKS INFLECT 1D4 POINTS OF DAMAGE EACH, AND ITS BITE ATTACK INFLECTS 1D6 POINTS OF DAMAGE. THESE ATTACKS ARE SUBJECT TO THE ALL THE USUAL RULES AFFECTING NATURAL WEAPONRY.

**SKILL PENALTY (Ex):** UNTHLATU HAVE LITTLE EDUCATION OR PARENTAL SUPERVISION. AS A RESULT, ALL UNTHLATU SKILLS SUFFER FROM A -2 RACIAL PENALTY.

**AUTOMATIC LANGUAGE:** DRACONIC AND KORDO.

**ILLITERATE:** UNTHLATU ARE ILLITERATE BY DEFAULT. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** AQUAN, DAKA-ALIF, DAKA-KARA, AND DAKA-KOSA.

**FAVORED CLASS:** SEI SORCERER; SEE CHAPTER FOUR.

**APPROPRIATE FEATS:** BREATH WEAPON, ENERGY RESISTANT, AND TOUGHNESS; SEE CHAPTER SIX.

**Rituals:** Unthlatu rituals revolve around one of two things: dragons or water. Unthlatu of the lizard clan construct dragon statues and leave burnt offerings for the lizard orisha, while unthlatu of the poison water clan have sacred pools of quicksand in which they drown sacrificial animals.

**Art:** The unthlatu are known for their excellent beadwork designs. Unfortunately, they do not produce the beads themselves, and must trade with the NaBula people for their beads.

**Food:** The unthlatu eat whatever they can scavenge in the swamps, and almost never cook their food. When amongst other races, unthlatu will adopt the customs of those around them.

**Language:** Draconic. The unthlatu dialect of Draconic bears some resemblance to Kordo.

**Names:** Unthlatu names usually are some variant of "lizard," "snake," or "dragon."

**Male Unthlatu Names:** bUdU, cUacUa, Camba, Cebodedu, Gondocu, Jinco, Jombe, Koko, Nko, and Pangado.

**Female Unthlatu Names:** Bambe, Cebodeda, Cedebeba, Cuacua, Gondo, Gudi, Jinca, Nkaya, Nya, and Pangada.

**Adventurers:** Historically, virtually no unthlatu have ever become adventurers. Recent attacks upon their people have convinced many unthlatu that the time for their isolation is at an end. Thus, many unthlatu adventurers consider themselves emissaries to the other races.



## UTUCHEKULU DWARVES

"Fake your death and you will learn who really loves you."

The *utuchekulu* (oo-too-cheh-KOO-loo) are Nyamban dwarves. Traditionally, they dwelled underground, but were driven to the surface many years ago due to a powerful volcanic eruption.

Though still antisocial in many ways, the *utuchekulu* have attempted to adapt to surface life. The dwarves living in the eastern part of Nyambe-tanda have forged an alliance with the Empire of Mabwe, and the western dwarves have gained tribute from the volcano-dwelling Hutali.

**Personality:** *Utuchekulu* display the same gruff personalities dwarves are noted for in other

## UTUCHEKULU RACIAL TRAITS

**ABILITY MODIFIERS:** +2 CONSTITUTION, -2 CHARISMA.

**SIZE:** MEDIUM-SIZE.

**BASE SPEED:** 20 FEET.

**DARKVISION (Ex):** UTUCHEKULU CAN SEE IN THE DARK UP TO 60 FEET. DARKVISION IS BLACK AND WHITE ONLY, BUT IT IS OTHERWISE LIKE NORMAL SIGHT, AND UTUCHEKULU CAN FUNCTION JUST FINE WITH NO LIGHT AT ALL.

**BITE ATTACK (Ex):** NYAMBAN DWARVES CAN BITE WITH THEIR SINGLE FANG FOR 1D6 POINTS OF DAMAGE. AN UTUCHEKULU'S BITE ATTACK IS SUBJECT TO ALL THE USUAL RULES COVERING NATURAL WEAPONRY.

**SKILL BONUS (Ex):** +2 RACIAL BONUS ON ALL CRAFT CHECKS RELATED TO STONE OR METAL.

**SAVING THROW BONUS (Ex):** +2 RACIAL BONUS ON ALL FORTITUDE SAVES, AND ALL SAVING THROWS AGAINST FIRE-BASED ATTACKS.

**STONECUNNING (Ex):** THE UTUCHEKULU GAINS A +2 RACIAL BONUS ON CHECKS TO NOTICE UNUSUAL STONEWORK, SUCH AS SLIDING WALLS, STONEWORK TRAPS, NEW CONSTRUCTION (EVEN WHEN BUILT TO MATCH THE OLD), UNSAFE STONE SURFACES, SHAKY STONE CEILINGS, AND THE LIKE.

SOMETHING THAT ISN'T STONE BUT THAT IS DISGUISED AS STONE ALSO COUNTS AS UNUSUAL STONEWORK. AN UTUCHEKULU WHO MERELY COMES WITHIN 10 FEET OF UNUSUAL STONEWORK CAN MAKE A CHECK AS IF HE WERE ACTIVELY SEARCHING, AND AN UTUCHEKULU CAN USE THE SEARCH SKILL TO FIND STONEWORK TRAPS AS A ROGUE CAN. AN UTUCHEKULU CAN ALSO INTUIT DEPTH, SENSING HIS APPROXIMATE DEPTH UNDERGROUND AS NATURALLY AS A HUMAN CAN SENSE WHICH WAY IS UP.

**AUTOMATIC LANGUAGES:** DAKA-ALIF AND DWARVEN.

**ILLITERATE:** UTUCHEKULU ARE ILLITERATE BY DEFAULT. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** DAKA-KARA, KORDO, GIANT, TERRAN, AND UNDERCOMMON.

**FAVORED CLASS:** GAMBA FIGHTER; SEE CHAPTER FOUR.

**APPROPRIATE FEATS:** GIANT FIGHTING, RITUAL CANNIBALISM, AND TOUGHNESS; SEE CHAPTER SIX.



lands. However, few have the stereotypical “heart of gold” underneath — they are gruff all the way through.

**Physical Description:** Utuchekulu appear as ebony-skinned dwarves with wild black hair and blood-red teeth. This tooth color is not natural; the dwarves actually dye their teeth with special berries collected from mountain vines. One tooth is especially long and grows into a sharp fang with which an utuchekulu can deliver an effective bite attack.

Both male and female utuchekulu wear white linen skirts that extend to the knees. While the males go bare-chested, females usually wear a filmy linen blouse for purposes of modesty. Both male and female utuchekulu are capable of growing facial hair; males grow wiry beards, while females usually shave theirs. Headdresses are common, especially those made of white linen and adorned with gold or iron. Female utuchekulu are also fond of iron and gold jewelry. While some utuchekulu go barefoot, most wear heavy leather sandals.

Utuchekulu use fairly traditional dwarven weapons, mostly axes and hammers. They dislike shields, preferring to wield two-handed weapons whenever possible.

**Relations:** Utuchekulu are ancient enemies of the gnomish kitunusi. They have neutral relations with most other races and cultures, though no one actually trusts them.

**Alignment:** Utuchekulu tend to be quite lawful in alignment.

**Utuchekulu Lands:** Most utuchekulu live in either the Kuba Taaba or the Giko Taaba mountain ranges. The utuchekulu have been ruled by a succession of tyrants. Every few decades there is a coup during which the old tyrant is slain and a new one takes his place. This makes the Utuchekulu political system a very volatile one. In addition, the utuchekulu rule over the volcano-dwelling Hotali people.

**Religion:** Fiendish orisha. The utuchekulu are not necessarily evil, but they respect the power of evil spirits. The most commonly honored is Na'inga, the fiendish orisha of shapeshifters and cannibalism.

The utuchekulu believe when a warrior falls in battle, his vengeful ghost will return to haunt his comrades for failing him. Eating the remains of fallen companions can prevent this terrible fate. Naturally, the utuchekulus' ritual cannibalism horrifies other races

that fight alongside them, and as a result, certain adventuring utuchekulu have abandoned this tradition. Such dwarves are considered haunted, and often become outcasts when they attempt to return to their homelands. In addition, some utuchekulu have taken to eating the hearts of defeated opponents, believing that it grants them the strength of their fallen enemy.

**Art:** Like dwarves throughout the world, the utuchekulu produce fine metal and stonework.

**Food:** Utuchekulu eat a variety of subterranean mosses and lichens, some of which thrive on the sulfurous fumes of the volcanoes and smell like rotten eggs. Members of the other races find utuchekulu foods nearly indigestible.

**Language:** Dwarven. For some reason no one can adequately explain, the utuchekulu dialect of the Dwarven language bears some resemblance to the extinct language of Daka-dia.

**Names:** Male and female utuchekulu names are indistinguishable.

A few common utuchekulu names are: Abes, Ameren, Aris, Ashuhris, Atum, Halike, Heoma, Ibioye, Imhotrematep, Imhottis, Itis, Jaho, Jaha, Kachi, Khnumsera, Kisimba, Kumulogo, Kwasor, Kwate, Mera, Mosis, Mubinna, Mudika, Tumentu, Turamteti, Ushachonis, Uzoma, Xenkhen, Zema, and Zwarbi.

**Adventurers:** Many utuchekulu have grown frustrated with attempts to retake their ancestral homes from the undead giants known as the rom. As a result, many have left to find a new place in the world.

## WAKYAMBI ELVES

“Until the snake is dead, do not drop the stick.”

The *wakyambi* (wahk-YHAM-bee) are Nyamban elves. Their name means “sky people,” which is a very poor way of saying that they live in trees.

During the Kosa Time, the wakyambi were the favored slaves of the empire, and after the Great Rebellion, the wakyambi worked diligently to shed their image as traitors. To this day, the wakyambi put on a great show of animosity against the orcish ngoloko and other creatures of orcish blood.

## WAKYAMBI RACIAL TRAITS

**ABILITY MODIFIERS:** +2 DEXTERITY, +2 CHARISMA, -2 CONSTITUTION, -2 STRENGTH.

**SIZE:** MEDIUM-SIZE.

**SPEED:** 30 FEET.

**CLIMB SPEED (Ex):** WAKYAMBI HAVE A BASE CLIMB SPEED OF 20 FEET. THIS GIVES THEM A +8 RACIAL BONUS TO CLIMB CHECKS.

**SAVING THROW BONUS (Ex):** +2 RACIAL SAVING THROW BONUS AGAINST ENCHANTMENT SPELLS OR EFFECTS.

**LOW-LIGHT VISION (Ex):** WAKYAMBI 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.

**KEEN SENSES (Ex):** WAKYAMBI GAIN A +2 RACIAL BONUS TO ALL LISTEN AND SPOT CHECKS.

**AUTOMATIC LANGUAGES:** DAKA-KARA AND ELVEN.

**ILLITERATE:** WAKYAMBI ARE ILLITERATE BY DEFAULT. THEY MUST SPEND 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

**BONUS LANGUAGES:** DAKA-ALIF, DAKA-KOSA, DRACONIC, GOBLIN, KORDO, AND SYLVAN.

**FAVORED CLASS:** N'ANGA CLERIC; SEE CHAPTER FOUR.

**APPROPRIATE FEATS:** ARBOREAL, DODGE, PREHENSILE TAIL; SEE CHAPTER SIX.

**Personality:** Wakyambi are compassionate, benevolent, and nurturing. They also have a habit of patronizing and lecturing others, something that few find endearing.

**Physical Description:** The wakyambi appear as tall, brown-skinned Nyambans with pointed ears and a long, fleshy tail. Wakyambi hair is usually black at birth, but turns gray and then white before they reach adulthood. Wakyambi eyes can be a variety of colors, but are most commonly violet.

The wakyambi hate restrictive clothing. They make what clothing they wear from spider silk and leaves, and tie their belongings onto their bodies with vines so as to keep their hands and tails free for swinging through the trees of the blda Rainforest.

The wakyambi are not a warlike people, but are merciless when provoked. Their favored weapons are the whip and the barbed spear.

**Relations:** The Wakyambi view all the other races as children to be nurtured and protected, though they do not make this common knowledge. Other races and cultures tend to take a dim view of wakyambi meddling, though both the diminutive Nghoi and the halfling-like agogwe like them.

**Alignment:** Wakyambi are either neutral and impartial, or tend toward chaotic and good alignments. Few exhibit any lawful or evil tendencies.

**Wakyambi Lands:** Most wakyambi live in the blda Rainforest. They are ruled by a council of male and female elders who are chosen strictly on the basis of age.

**Religion:** Natural orisha. Wakyambi exclusively honor tree orisha. Wakyambi religious rituals concentrate on the performance of random good deeds for members of other races. For example, a wakyambi might secretly slip some of her cattle into the herd of a human farmer, or leave a small cache of coins somewhere where a beggar might find it. These good deeds must always go unrecognized and unrewarded by the recipient for the wakyambi to gain status.

**Art:** Wakyambi society seems to have an endless passion for cultivating orchids. Creating new strains of orchids is a particularly popular pastime, as is creating new and interesting floral arrangements.

**Food:** The wakyambi are strict vegetarians, and have trouble digesting meats. Calabash gourd is a staple of their diet, though they will eat virtually any fruit or vegetable. Though most foods are eaten raw, the wakyambi are skilled at the creation of soups, stews, and other prepared foods.

**Language:** Elven. Kordo has greatly influenced the wakyambi dialect of Elven.

**Names:** Wakyambi names show influences from many different languages and cultures.

## Male Wakyambi Names:

Amani, Asante, Bwana, Chaga, Ghali, Kijana, Popo, Pupa, Rafiki, Roho, Simba, and Zuri.

## Female Wakyambi Names:

Aminia, Aziza, Fara, Hawa, Imani, Jani, Johari, Maisha, Malaika, Malkia, Marahaba, Nadra, and Uboro.

**Adventurers:** Wakyambi take up adventuring to right wrongs and solve problems. Wakyambi adventurers tend to be very idealistic.

## ALTERNATE RACES

The following categories of non-human races are not part of the *Nyambe* campaign setting, but might find a place in homebrew campaign worlds. Each category comes with a few suggestions for incorporating the races into an *African Adventures* game.

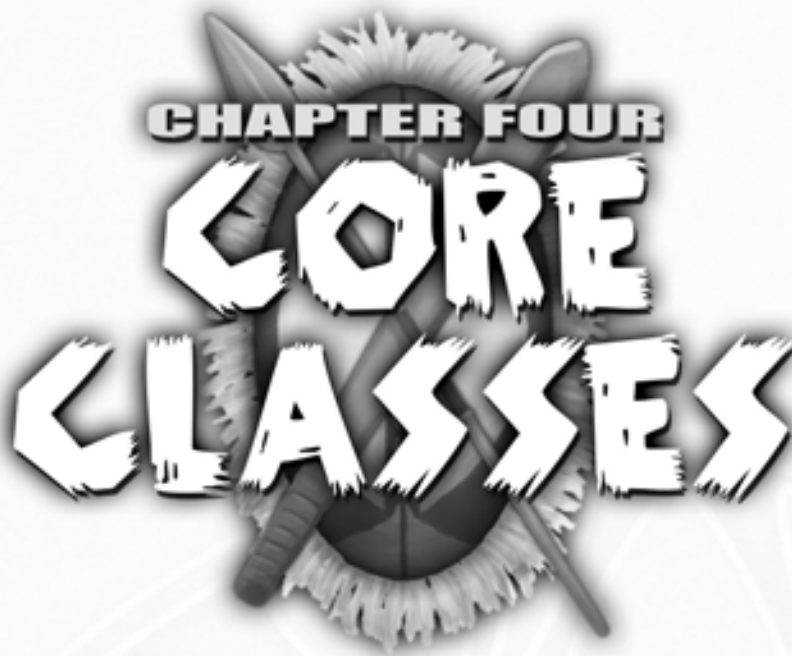

**Standard Non-Human Races:** This category includes dwarves, elves, gnomes, half-elves, half-orcs, and halflings. These races are based on European fairy-lore rather than African mythology. If you want to add these races to your game, you might want to consider them foreign immigrants rather than native races.

**Planetouched:** This category includes aasimar and tieflings, as well as more exotic creatures such as half-celestials and half-fiends. African folklore includes tales of people possessed by spirits while still in the womb and born with supernatural powers. Such beings, known as *n'kaa* (n-KAH), would make an excellent basis for the existence of planetouched characters.

**Goblinoid Races:** This category includes bugbears, kobolds, true orcs, goblins, hobgoblins, and others. Many of these monsters are derived from European fairy-lore and might not be appropriate to a game based on African mythology. If you want to add these races to your game, you might consider them foreign immigrants rather than native races.







# CHAPTER FOUR

# CORE CLASSES

While several of the existing core classes can be found wandering the Land of the Overpower as foreign characters, others are so rare as to be nonexistent. In addition, there are a few core class variants unique to Nyambe-tanda.

## EXISTING CLASSES

None of the core character classes are native to Nyambe-tanda. However, this does not mean they cannot be used or encountered. If you choose to play a foreigner, you are bound by the following restrictions:

- You may not take a Nyamban language as your native tongue. See the Speak Language skill in Chapter Six for a list of Nyamban languages.
- You are not automatically proficient in the Sanguar feat, also described in Chapter Six.
- You use the weapon proficiencies of your native land instead of those from the Nyamban weapon list. See Chapter Seven for a listing of simple, martial, and exotic Nyamban weapons.

### BARBARIAN

These berserk warriors are so rare in Nyambe-tanda as to be non-existent. Any barbarians in the Land of the Overpower are out-of-place Northerners. Players should get permission from the GM before choosing a barbarian.

### BARD

These wandering minstrels are also not found in Nyambe-tanda — bards in Nyambe are foreign Northerners. Players should, again, get permission from the GM before playing a bard. However, the ngoma prestige class is similar to the bard, and is common in Nyambe where the oral tradition is so important.

### CLERIC

These adventuring priests worship strange gods, and do not honor the orisha as do the n'anga of Nyambe. Any clerics encountered in Nyambe-tanda are either Near Easterners or one of the growing numbers of converts to a Near Eastern religion, as is common in the NaBula people.

### DRUID

These nature priests are isolated to the Northern lands outside of Nyambe-tanda. Players who want to play foreign druids should get permission from the GM.

### FIGHTER

The concept of the professional soldier is a new one in Nyamban warfare, introduced by the Near Easterners. Traditionally gamba — the village warriors — have provided the backbone of Nyamban armies, but in these troubled times, many nations have taken to training professional soldiers instead. The NaBula of Boroko are an example of this.

### MONK

Most of the monks encountered in Nyambe-tanda are Far Easterners, but a goodly number of Nyambans have been converted to the Far Eastern religions, and some have taken up the way of the monk. An instance of this is the Zamara people. The engolo prestige class is the closest Nyamban equivalent to the monk.

### PALADIN

The holy warrior is a concept totally alien to Nyamban thought. Any paladins encountered in the Land of the Overpower are Northerners. Players should get permission from the GM before playing a paladin.

## PSION

Though certain Nyambans have always had the ability to use psionics, formal training in the psion class was introduced by the Far Easterners. Any psions encountered will either be Far Easterners, or converts to the Far Eastern ways. Exceptions to this are the Mbanta and Zamara people; they may be psions if psionics is used in your campaign.

## PSYCHIC WARRIOR

Though certain Nyambans have always had the ability to use psionics, formal training in the psychic warrior class was introduced by the Far Easterners. Any psychic warriors encountered will either be Far Easterners, or converts to the Far Eastern ways. Zamara may also be psychic warriors if psionics is allowed in your game world.

## RANGER

In Nyambe-tanda, rangers exist only as the dembe prestige class. However, large numbers of Near Eastern and Far Eastern rangers can be found exploring the Nyamban wilds.

## ROGUE

Locks are uncommon in Nyambe-tanda, as are mechanical traps. As a result, Nyamban rogues, known as nanala, are more combat-oriented than rogues from other lands. Any standard rogues encountered in the Land of the Overpower are probably foreigners eager to exploit the riches of a new land.

## SORCERER

Nyambans do not see any distinction between a sorcerer and a Nyamban sei; foreign sorcerers in the Land of the Overpower will be viewed with the same distrust sei are subject to. Native Nyambans do not have the required bloodline to become standard sorcerers — all sorcerers encountered in Nyambe-tanda will be Near Easterners, Far Easterners, or out-of-place Northerners. Players should get permission from the GM before playing a sorcerer.

## WIZARD

Nyambans also do not see any distinction between wizards and the evil Nyamban mchawi; even

good-aligned wizards will be viewed with distrust, if not outright hatred. Virtually all standard wizards encountered in the Land of the Overpower are Near Easterners or Far Easterners. Players should get permission from the GM before playing a wizard.

## GAMBA FIGHTER

*Gamba* (GAHM-bah) are village warriors who place a greater emphasis on strength and toughness than any sort of formal training. Gamba are the most commonly encountered of all the Nyamban adventuring classes.

**Adventures:** Gamba adventure for many different reasons. Many have a mundane purpose, such as seeking fame, fortune, or power. Others adventure out of necessity, doing so to protect their communities from outside threats.

**Characteristics:** Gamba are brute-force combatants, relying on speed, strength, and power to make up for a lack of training. Gamba cannot cast spells.

**Alignment:** Gamba can be of any alignment, but many tend toward chaotic behavior.

**Religion:** Gamba can be of any religion, though many venerate ancestors or the orisha of predatory animals.

**Background:** Gamba are raised in rural communities, and most join warrior societies upon initiation into adulthood. These organizations provide them with camaraderie and a minimal amount of combat training. Many gamba are only part-time warriors, spending the majority of their time herding or hunting, and only fighting when their community needs to be defended. See Chapter Ten for more information on warrior societies.

**Races:** Gamba are very common amongst all races and cultures.

**Other Classes:** Gamba get along best with other gamba, though they also feel a close affinity with fighters. They are distrustful of magic, and are especially suspicious of mchawi wizards and sei sorcerers.





## GAME RULE INFORMATION

Gamba have the following game statistics.

**Abilities:** Unquestionably, the most important ability for the Gamba is Strength. Most gamba fight with a combination of melee weapons and thrown weapons, both of which require a high Strength score for maximum effectiveness. The least important ability to a gamba is usually Wisdom. Indeed, rash action is often seen as a sign of bravery and skill among gamba, for only the mightiest warriors would dare rush headlong into danger.

**Alignment:** Any.

**Hit Die:** d12.

## Class Skills

The gamba's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

**Skill Points at 1st Level:** 4 x (4 + Int modifier).

**Skill Points at Each Additional Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the gamba.

**Weapon and Armor Proficiency:** The gamba is proficient in the use of all simple and martial weapons, light armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Sanguar:** Gamba are also proficient in the art of dodging, commonly known as sanguar. The Sanguar feat provides a dodge bonus

to AC based on the character's base attack bonus; gamba get this feat free at 1st level. See Chapter Six for more information.

**Fast Movement (Ex):** The gamba has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

**Bonus Feats (Ex):** At 2nd level, the gamba gets a bonus feat. The gamba gains an additional bonus feat at 5th level and every three levels thereafter (8th, 11th, 14th, etc.). These bonus feats must be drawn from the list below.

A gamba can also take the subsequent feats listed after any of the feats on the list, but must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. Feats in italics can be selected more than once, but they must be for a different weapon or culture each time. New feats are marked with an asterisk and can be found in Chapter Six.

**Weapon Specialization (Ex):** On achieving 4th level or higher, the gamba (as a fighter variant) has the option of taking Weapon Specialization as he would any other feat. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The gamba must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because the gamba cannot strike with deadly accuracy beyond that range. The gamba may take this feat as a bonus feat or as a regular one.

**Damage Reduction (Ex):** Starting at 10th level, the gamba gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage

## GAMBA BONUS FEATS

### THE GAMBA

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL
1	+1	+2	+0	+0	FAST MOVEMENT, SANGUAR
2	+2	+3	+0	+0	BONUS FEAT
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	BONUS FEAT
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	BONUS FEAT
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	DAMAGE REDUCTION 1/—
11	+11/+6/+1	+7	+3	+3	BONUS FEAT
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	DAMAGE REDUCTION 2/—
14	+14/+9/+4	+9	+4	+4	BONUS FEAT
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	DAMAGE REDUCTION 3/—
17	+17/+12/+7/+2	+10	+5	+5	BONUS FEAT
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	DAMAGE REDUCTION 4/—
20	+20/+15/+10/+5	+12	+6	+6	BONUS FEAT

FEAT	SUBSEQUENT FEATS
AMBIDEXTERITY	
BLIND-FIGHT	
COMBAT REFLEXES	
DODGE	MOBILITY, SPRING ATTACK
EXOTIC WEAPON PROFICIENCY	
EXPERTISE	IMPROVED DISARM, IMPROVED TRIP, WHIRLWIND ATTACK
FOREIGN WEAPON PROFICIENCY*	
IMPULSIVE*	
IMPROVED CRITICAL	
IMPROVED INITIATIVE	
IMPROVED UNARMED STRIKE	DEFLECT ARROWS, STUNNING FIST
POINT BLANK SHOT	FAR SHOT, PRECISE SHOT, RAPID SHOT, SHOT ON THE RUN
POWER ATTACK	CLEAVE, IMPROVED BULL RUSH, SUNDER, GREAT CLEAVE
QUICK DRAW	
STEADFAST*	
TWO-WEAPON FIGHTING	IMPROVED TWO-WEAPON FIGHTING
WEAPON FINESSE	
WEAPON FOCUS	WEAPON SPECIALIZATION

the gamba takes each time the gamba is dealt damage. At 13th level, this damage reduction rises to 2. At 16th, it rises to 3. At 19th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

## MCHAWI WIZARD

*Mchawi* (m-CHAH-wee) are wizards who have learned to steal magic from the Overpower though the aid of fiendish orisha.

**Adventures:** Mchawi adventure for one reason alone, to accumulate power.

**Characteristics:** Mchawi are pathetic combatants, but with the ability to command the dead and slay the living with arcane energies, mchawi rarely need to resort to physical combat.

**Alignment:** Most mchawi are evil, and as the majority pursue their own agendas rather than serve the orisha, they tend toward ethical neutrality rather than law or chaos.

**Religion:** Though one might think all mchawi honor the fiendish orisha, this is not quite true. All mchawi negotiate with fiendish orisha in exchange for power, but do not necessarily venerate or serve them.

**Background:** It takes a certain kind of person to sell his soul in exchange for arcane power. Mchawi can come from any occupation and social class, but what they all have in common is self-centeredness and an ego big enough to believe that they can deal with the fiendish orisha and get away with it.

**Races:** Most mchawi are humans, with the greater part of those coming from the witch-hunting Zamara. Other races and cultures do produce mchawi, and no group is free from their taint.

**Other Classes:** Mchawi get along best with sei sorcerers, though they also work well with nanala and foreign rogues. They do not work well with gamba or fighters.

## GAME RULE INFORMATION

Mchawi have the following game statistics.

**Abilities:** Intelligence is highly prized by mchawi, since it allows them to strike better deals with the fiendish orisha and work ever-more-powerful spells. Since mchawi are physically frail, they also value high Constitution and Dexterity scores to protect themselves from harm. Most mchawi are lacking in Wisdom, since only the foolish or mad would dare steal magic from the Overpower.

**Alignment:** Any non-good. Most mchawi are neutral evil.

**Hit Die:** d4.

## Class Skills

The mchawi's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Natural Medicine (Int, new skill), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Skill Points at 1st Level:** 4 x (2 + Int modifier).

**Skill Points at Each Additional Level:** 2 + Int modifier.

## THE MCHAWI

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	CREATE GRIS-GRIS, SANGUAR	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	FIENDISH SERVANT	4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4	DAMNED SOUL	4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5	BONUS FEAT	4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8	BONUS FEAT	4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11	BONUS FEAT	4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4



## Class Features

All of the following are class features of the mchawi.

**Weapon and Armor Proficiency:** Mchawi are proficient with the blowgun, dagger, punch dagger, dart, sickle, quarterstaff, whacking stick, and wrist knife. Mchawi are not proficient with any type of armor nor with shields. Since mchawi are arcane spellcasters, they suffer from a chance of spell failure when wearing armor or using shields.

**Sanguar:** Mchawi are also proficient in the art of dodging, commonly known as sanguar. The Sanguar feat provides a dodge bonus to AC based on the character's base attack bonus; mchawi get this feat free at 1st level. See Chapter Six for more information.

**Spells:** A mchawi casts arcane spells from the sorcerer/wizard spell list, though he casts *summon dragon* instead of *summon monster*; see Chapter Nine. He is limited to a certain number of spells of each spell level per day, according to his class level. A mchawi must prepare spells ahead of time as does a wizard by getting a good night's sleep and spending one hour contemplating the contents of his mojuba bags and supplicating the fiendish orisha.

While studying, the mchawi decides which spells to prepare. To learn, prepare, or cast a spell, a mchawi must have an Intelligence score of at least 10 + the spell's level. A mchawi's bonus spells are based on Intelligence. The DC for saving throws against mchawi spells is 10 + the spell's level + the mchawi's Intelligence modifier.

Mchawi wizards, mganga witch-doctors, and sei sorcerers are very rare in the Land of the Overpower, but some of the more ominous clerical spells occasionally make their way into their repertoire of magic; these classes may take the following specialized Nyamban spells as they would those from the sorcerer/wizard spell list. See the spell descriptions in Chapter Nine for more on each of these spells.

### 2nd-Level Spells

**Incantation of the Broken Limb.** Subject takes damage and suffers a broken limb.

**Lockjaw.** Subject is unable to speak.

### 5th-Level Spells

**Lobir.** Creates a Fine-sized construct that attacks a victim for Constitution damage.

### 6th-Level Spells

**Tear the Open Wound.** Subject cannot be healed with *cure* spells.

### 8th-Level Spells

**Solid Darkness.** Creates an area of darkness that slows movement and inflicts negative energy damage.

## 9th-Level Spells

**Bite of the Plague Rat.** You give rise to a dangerous plague.

**Iron Golem.** Create an iron golem to attack your enemies.

If the mchawi is an ex-mganga, the mchawi regains the ability to cast all former mganga spells (except divination spells), but the spells become arcane instead of divine.

**Create Gris-Gris (Ex):** At 1st level, a mchawi gains the bonus item creation feat Create Gris-Gris; gris-gris are the Nyamban equivalent of scrolls. See Chapter Six for more information on this new feat.

**Bonus Feats (Ex):** At 6th, 12th, and 18th levels, a mchawi gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery.

**Mojuba Bags (Ex):** Mchawi must study their mojuba bags each day to prepare their spells, as a wizard would a spellbook. A mchawi cannot prepare any spell not encoded in his mojuba bags, except for *read magic*, which all mchawi can prepare from memory.

**Spell Mastery (Ex):** A mchawi can take the special feat Spell Mastery as he would any other. Each time the mchawi takes this feat, he chooses a number of spells equal to his Intelligence modifier (they must be spells that the mchawi already knows). From that point on, the mchawi can prepare these spells without referring to his mojuba bags.

**Necromancy Specialization:** Mchawi are all specialists in the school of necromancy. Specialization allows a mchawi to cast extra spells from the necromancy school, but the mchawi then never learns to cast spells from the divination school. Spells of the divination school are not available to her, and she can't even cast such spells from scrolls or wands. The mchawi can prepare one additional spell of the necromancy school per spell level each day. The mchawi gains a +2 bonus to Spellcraft checks to learn the spells of the necromancy school.

**Fiendish Servant (Su):** At 2nd level, the mchawi can summon a fiendish servant exactly as does a blackguard.

**Damned Soul (Su):** Mchawi of 5th level or higher no longer fear death. If slain, a mchawi is automatically reincarnated as if subject to the *reincarnate* spell, taking the form of a predatory animal with the barozi template; see Chapter 13 for this template. The mchawi cannot be restored from death by any other means, including powerful spells such as *true resurrection* or *wish*.



**Ex-Mchawi:** Any mchawi who changes to a good alignment loses the ability to cast mchawi spells, and can no longer advance in levels as a mchawi. In addition, if she has a fiendish servant, it turns against her and then leaves.

## NANALA ROGUE

*Nanala* (nah-NAH-lah) means “stealthy walker” in Kordo. The term is commonly applied to anyone who shows a tendency toward hiding, attacking from ambush, or any other sort of deception.

**Adventures:** Some nanala adventure to amass wealth, while others adventure out of necessity, circumstance, or simply a desire to prove their skills.

**Characteristics:** Nanala are probably the most diverse of classes, with training in a huge array of skills and feats. Unfortunately, they lack physical hardiness, and are unable to cast spells.

**Alignment:** Nanala can be of any alignment, but many tend toward chaotic behavior.

**Religion:** Nanala do not show tendencies toward any particular religion.

**Background:** Most nanala are members of the lower classes. Nanala with larcenous inclinations are more likely to come from cities than rural areas, as their crimes are more likely to be discovered in small communities.

**Races:** Nanala can be found amongst all the races, though they are most common amongst the gnomish kitunusi.

**Other Classes:** Nanala get along best with mchawi wizards, sei sorcerers, and foreign rogues. Since many nanala are lacking in morals, they often feel uncomfortable around the highly religious n’anga clerics.

## GAME RULE INFORMATION

Nanala have the following game statistics.

**Abilities:** In their role as bandits and thieves, nanala require high physical ability scores. Dexterity is probably the most important, but most nanala also have respectable Strength and Constitution scores as well. Few nanala have high Intelligence scores. Most are under-educated, and their generous allotment of skill points obviates the need for the bonus skill points granted by high Intelligence.

**Alignment:** Any.

**Hit Die:** d6.

## Class Skills

The nanala’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

**Skill Points at 1st Level:** 4 x (8 + Int modifier).

**Skill Points at Each Additional Level:** 8 + Int modifier.

## Class Features

All of the following are class features of the nanala.

**Weapon and Armor Proficiency:** A nanala’s combat training focuses on weapons suitable for stealth and sneak attacks. Nanala

## THE NANALA

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL
1	+0	+0	+2	+0	SNEAK ATTACK +1d6, SANGUAR
2	+1	+0	+3	+0	BONUS FEAT
3	+2	+1	+3	+1	SNEAK ATTACK +2d6
4	+3	+1	+4	+1	BONUS FEAT
5	+3	+1	+4	+1	SNEAK ATTACK +3d6
6	+4	+2	+5	+2	BONUS FEAT
7	+5	+2	+5	+2	SNEAK ATTACK +4d6
8	+6/+1	+2	+6	+2	BONUS FEAT
9	+6/+1	+3	+6	+3	SNEAK ATTACK +5d6
10	+7/+2	+3	+7	+3	BONUS FEAT
11	+8/+3	+3	+7	+3	SNEAK ATTACK +6d6
12	+9/+4	+4	+8	+4	BONUS FEAT
13	+9/+4	+4	+8	+4	SNEAK ATTACK +7d6
14	+10/+5	+4	+9	+4	BONUS FEAT
15	+11/+6/+1	+5	+9	+5	SNEAK ATTACK +8d6
16	+12/+7/+2	+5	+10	+5	BONUS FEAT
17	+12/+7/+2	+5	+10	+5	SNEAK ATTACK +9d6
18	+13/+8/+3	+6	+11	+6	BONUS FEAT
19	+14/+9/+4	+6	+11	+6	SNEAK ATTACK +10d6
20	+15/+10/+5	+6	+12	+6	2 BONUS FEATS

## NANALA BONUS FEATS

FEAT	SUBSEQUENT FEATS
AMBIDEXTERITY	
ANALYZE UNLIVING*	
BLIND-FIGHT	
CRIPPLING STRIKE*	
DEFENSIVE ROLL*	
DODGE	MOBILITY
EVASION*	IMPROVED EVASION*
OPPORTUNIST*	
POINT BLANK SHOT	FAR SHOT, PRECISE SHOT, RAPID SHOT, SHOT ON THE RUN
SKILL FOCUS	
SKILL MASTERY*	
SLIPPERY MIND*	
TRAPS*	
UNCANNY DODGE (RETAIN DEX)*	UNCANNY DODGE (NO FLANK)*, UNCANNY DODGE (AVOID TRAPS)*



are proficient in the sap, normal and composite shortbow, and all Small simple weapons. Medium-size Nanala are also proficient in Medium-size simple weapons. Nanala are not proficient in any sort of shield or armor.

**Sanguar:** Nanala are also proficient in the art of dodging, commonly known as sanguar. The Sanguar feat provides a dodge bonus to AC based on the character's base attack bonus; nanala get this feat free at 1st level. See Chapter Six for more information.

**Sneak Attack (Ex):** Any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank the target, your attack deals extra damage. The extra damage is +1d6 at 1st level, and an additional +1d6 at every odd-numbered nanala level.

Should you score a critical hit with a Sneak Attack, this extra damage is not multiplied. Ranged attacks can only count as Sneak Attacks if the target is within 30 feet, as you cannot strike with deadly accuracy from beyond that range. With a sap (blackjack) or an unarmed strike, you can make a Sneak Attack that deals subdual damage instead of normal damage. You cannot use a weapon that deals normal damage to deal subdual damage in a Sneak Attack, not even with the usual -4 penalty.

You can only Sneak Attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to Sneak Attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. You cannot Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Bonus Feats (Ex):** The nanala gains a bonus feat at 2nd level, and one additional bonus feat at 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th levels. He also gains two bonus feats at 20th level. These bonus feats must all be drawn from the list on page 50.

A nanala can also take the subsequent feats listed after any of the feats on the list, but must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. Feats in italics can be selected more than once, but they must be for a different weapon or culture each time. New feats are marked with an asterisk and can be found in Chapter Six.

## N'ANGA CLERIC

*N'anga* (n-AHN-gah) are the priests of Nyamban societies. Though all people make sacrifices to the orisha, N'anga devote their entire lives to making the will of the spirits manifest amongst the community. N'anga are responsible for performing many public rituals including those for birth, coming of age, marriage, and death.

**Adventures:** N'anga adventure to help their communities or further their understanding of the spirits.

**Characteristics:** N'anga are masters of divine magic, and have a small degree of combat training. They have additional powers depending on their religious beliefs.

**Alignment:** N'anga can be of any alignment, and no alignment is more common than another.

**Religion:** N'anga can be of any religion, though ancestor and celestial orisha are the most popular.

**Background:** N'anga do not form organized churches, though evil n'anga may come together in fiendish cults. Normally, being a n'anga is a hereditary occupation, and most are trained to assume their roles from childhood. Others come into the class later in life after having visions or encounters with powerful spirits. These "convert" n'anga often take their responsibilities more seriously than those who have inherited the "family business."

**Races:** N'anga are found throughout all the races, though they are especially common amongst humans.

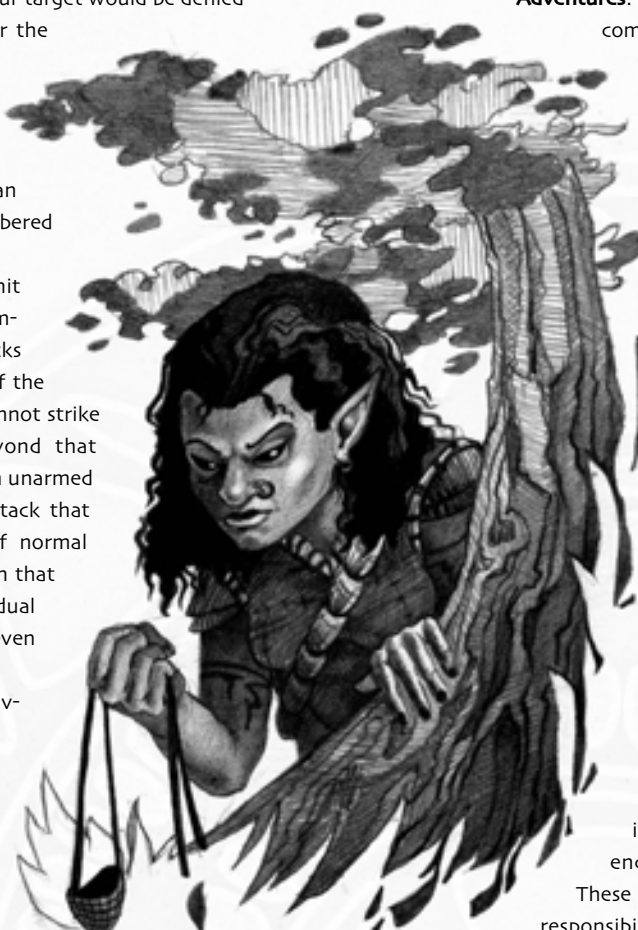
**Other Classes:** N'anga get along best with gamba and fighters. They distrust mchawi wizards and sei sorcerers, and look down upon nanala rogues.

## GAME RULE INFORMATION

N'anga have the following game statistics.

**Abilities:** N'anga rely on Wisdom to power their magical spells, and as pillars of their communities, they also require a respectable Charisma score. Strength is probably a n'anga's least important ability score; n'anga are advisors and healers, not warriors.

**Alignment:** Varies by patron orisha. A n'anga's alignment must be within one step of her patron orisha's, and it may not be neutral unless the patron orisha's alignment is neutral. Most n'anga are



lawful, but even chaotic n'anga place their community before themselves.

**Hit Die:** d8.

## Class Skills

The n'anga's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Natural Medicine (Int, new skill), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str).

**Domains, Spell Lists, and Class Skills:** A n'anga chooses a patron orisha from the list in this section, and two domains related to it. A n'anga who chooses Animal or Plant as one of his domains or uses the druid spell list also has Knowledge (nature) (Int) as a class skill. A n'anga who chooses Knowledge as one of his domains also has all Knowledge (Int) skills as class skills. A n'anga who chooses Travel as one of his domains or uses the druid spell list also has Wilderness Lore as a class skill. A n'anga who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills. See below for more information.

**Skill Points at 1st Level:** 4 x (2 + Int modifier).

**Skill Points at Each Additional Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the n'anga.

**Armor and Weapon Proficiency:** N'anga are proficient in all simple weapons. They are not proficient in any sort of armor, but are proficient with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Since n'anga are divine spellcasters, they do not suffer from spell failure when wearing armor or using shields.

**Sanguar:** N'anga are also proficient in the art of dodging, commonly known as sanguar. The Sanguar feat provides a dodge bonus to AC based on the character's base attack bonus; n'anga get this feat free at 1st level. See Chapter Six for more information.

**Favored Weapons (Ex):** Each patron orisha has a favored weapon, and n'anga consider it a point of pride to wield it. A n'anga whose patron orisha's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial



Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

**Spells:** A n'anga casts divine spells. A n'anga who follows ancestor, celestial, or fiendish orisha may prepare and cast any spell on the cleric spell list — though he casts *summon dragon* instead of *summon monster* — provided he can cast spells of that level. Information on *summon dragon* is in Chapter Nine.

N'anga who use the cleric spell list have access to one spell unique to Nyambe, in addition to the usual magics commonly available to clerics; they can take the following spell as they would those from the cleric spell list. See Chapter Nine for more on this spell.

### 6th-Level Spells

**Tear the Open Wound.** Subject cannot be healed with *cure* spells.

A n'anga who follows elemental or natural orisha may prepare and cast any spell on the druid spell list — though he casts *summon elemental* instead of *summon nature's ally* — provided he can cast spells of that level. N'anga who cast druid spells are sometimes called *bangu* (BAHN-goo), which means "skin" in Kordo and is a reference to their affinity with non-human things like animals, plants, and objects. Information on *summon elemental* is in Chapter Nine.

Since Nyambe-tanda is sparsely inhabited, n'anga clerics who follow the elemental or natural orisha are more commonly

encountered than the druids of other lands. N'anga who use the druid spell list have access to a number of spells unique to Nyambe, in addition to the usual magics commonly available to druids; they can take the following spells as they would those from the druid spell list. See Chapter Nine for more on each of these spells.

### 2nd-Level Spells

**Fertility Charm.** Improves the subject's ability to have children, and grants use of the Endurance feat.

**Lesser Water Breathing.** Caster can breathe underwater.

### 6th-Level Spells

**Sticks to Serpents.** Transforms pieces of wood into poisonous serpents.

### 7th-Level Spells

**Snake Staff.** Changes one end of a quarterstaff into the head of a poisonous snake.



## 8th-Level Spells

**Lightning Storm.** Deals 1d6 electrical damage/level.

## 9th-Level Spells

**Bite of the Plague Rat.** You give rise to a dangerous plague.

In addition to his standard spells, a n'anga gets one domain spell of each spell level starting at 1st, as does a cleric. When a n'anga prepares a domain spell, it must come from one of his two chosen domains. The DC for a saving throw against a n'anga's spell is 10 + the spell's level + the n'anga's Wisdom modifier.

Each n'anga must choose a time at which he must spend an hour each day in quiet contemplation to regain his daily allotment of spells. Time spent resting has no effect on whether a n'anga can prepare spells. When a n'anga casts a spell, he is temporarily possessed by the spirit of his patron orisha. This phenomenon is known as acting as a *farasi* (fah-RAH-see), or "horse" for an orisha.

Although the player still retains control of the character, the farasi takes on the personality traits and motivations of his patron orisha for at least several minutes (possibly as long as an hour). While this has no game mechanic effects, and the n'anga remembers his actions while acting as a farasi, it can lead to some interesting role-playing situations. Orisha are formless spirits, and can only interact with the physical world through a farasi. Most farasi do things that will allow their patron orisha to experience the pleasures of the physical world. Of course, what constitutes pleasure depends on the possessing orisha.

- A celestial orisha might want to give money to a beggar or just compliment everyone it meets.
- A plant orisha might desire to stand in the sun and soak up rays for a few minutes.
- A fiendish orisha might feel a need to lie, cheat, steal, or even kill.

## N'ANGA PATRON ORISHAS AND DOMAINS

PATRON ORISHA	ALIGNMENT	DOMAINS	TYPICAL FOLLOWERS
AIR ORISHA	NEUTRAL	AIR (REQUIRED), EARTH, FIRE, WATER	SCHOLARS, NANALA ROGUES, ARTISTS
ANCESTOR ORISHA	LAWFUL NEUTRAL	FERTILITY*, LUCK, PROTECTION, STRENGTH	ANY NYAMBAN
ANIMAL ORISHA	CHAOTIC NEUTRAL	ANIMAL, BIRDS*, FISH*, HUNTING*	THOSE WHO WORK WITH ANIMALS
ARAKU THE WARRIOR	LAWFUL GOOD	IRON*, WAR, STRENGTH	BLACKSMITHS, WARRIORS, LABORERS
BEDAGA THE TRICKSTER	CHAOTIC GOOD	GOOD, TRAVEL, MAGIC, TRICKERY	TRAVELERS IN SETTLED LANDS, CLOWNS AND FOOLS
BOKOR THE ARCANE	NEUTRAL EVIL	EVIL, KNOWLEDGE, MAGIC	EVIL WIZARDS AND SORCERERS
DAR!AK THE BLOODY	LAWFUL EVIL	DEATH, FLESH*, TRICKERY	ASSASSINS, MURDERERS, THOSE CONSUMED BY HATRED
DOGAR THE HAGGLER	NEUTRAL EVIL	GREED*, LUCK, TRAVEL, TRICKERY	MERCHANTS, THIEVES, BANDITS, THE LAZY AND GREEDY
EARTH ORISHA	NEUTRAL	AIR, EARTH (REQUIRED), FIRE, WATER	LABORERS, FARMERS, MINERS
EASAFA THE RIVER	NEUTRAL GOOD	WATER, LOVE*, BIRDS*	LOVERS, MATCHMAKERS, DIPLOMATS
FIRE ORISHA	NEUTRAL	AIR, EARTH, FIRE (REQUIRED), WATER	WARRIORS, ATHLETES, WORKERS OF FIRE
GAMAL THE DARK ONE	LAWFUL EVIL	DARKNESS*, DEATH, LAW	CYNICS, NIHILISTS, PESSIMISTS
GEOGRAPHIC ORISHA	CHAOTIC NEUTRAL	EARTH, IRON*, TRAVEL	THOSE WHO LIVE NEAR A GEOGRAPHIC FEATURE
GU!DU!GU THE OBSCENE ONE	CHAOTIC EVIL	CONFUSION*, KNOWLEDGE, WISDOM*	THOSE WITH NIGHTMARES, PARANOIACS, THE DELUSIONAL
MOLAMU THE SEDUCER	NEUTRAL EVIL	LOVE*, FERTILITY*, LUCK, TRICKERY	PROSTITUTES, INFERTILE COUPLES, THE LUSTFUL
N!OK THE ALL-SEEING EYE	LAWFUL EVIL	DESTRUCTION, EVIL, LAW, STRENGTH, WAR	NGOLOKO, WARRIORS, CONQUERORS
NA!NGA THE WARRIOR QUEEN	CHAOTIC EVIL	DESTRUCTION, FLESH*, WAR	SHAPECHANGERS, CANNIBALS, EVIL AMAZONS
NIMBALA THE JUDGE	LAWFUL GOOD	GOOD, HEALING, LAW, SUN	HEALERS, LEADERS, HOLY WARRIORS
PLANT ORISHA	CHAOTIC NEUTRAL	PLANT, SUN, WATER	THOSE WHO WORK WITH PLANTS
RAMARANDA THE DIVINER	LAWFUL GOOD	KNOWLEDGE, LUCK, WISDOM*	DIVINERS, POISON ORACLES, THE CAUTIOUS
SAMA/ THE POISON ONE	CHAOTIC EVIL	CHAOS, DEATH, PLAGUE*	FARMERS, THE SICK, POISON ORACLES
SHAKARE THE TORTURER	CHAOTIC EVIL	CHAOS, IRON*, EVIL	EXECUTIONERS, SADISTS, MASOCHISTS
SHONAMU THE HUNTER	NEUTRAL GOOD	HUNTING*, EARTH, PROTECTION	HUNTERS, TRAVELERS IN WILD AREAS
SIAMA THE DEAD	CHAOTIC GOOD	AIR, LIGHTNING*, DEATH	ALL NYAMBANS
TARANGO THE DRUMMER	CHAOTIC GOOD	FIRE, DANCE*, CHAOS	MUSICIANS, DANGERS, SINGERS, REVELERS
TISANDA THE OCEAN	NEUTRAL GOOD	WATER, FERTILITY*, FISH*	INFERTILE COUPLES, FISH-CATCHERS, FARMERS
TU THE OUTCAST	LAWFUL EVIL	DEATH, EXILE*, LAW	REFUGEES, EXILES, THE DEPRESSED, THE LONELY
WATER ORISHA	NEUTRAL	AIR, EARTH, FIRE, WATER (REQUIRED)	FISHERS, SAILORS, THOSE WHO LIVE NEAR WATER
ZOMBI THE SERPENT LORD	NEUTRAL EVIL	DEATH, EVIL, SERPENTS*, TRICKERY	NECROMANCERS, SNAKE-HANDLERS

- An animal orisha might crave raw meat.
- A geographic orisha might want nothing more than to stand still and feel the passage of time, or maybe to make physical contact with the landmark it represents.
- An ancestor orisha might want to visit family members, or overeat, or get drunk.
- A fire orisha might want to start fires, a water orisha might want to take a swim, an earth orisha might want to cover itself with dirt, and an air orisha might want to climb to the top of the nearest tall object.

These are merely suggestions of course; the player controlling the n'anga should feel free to invent other odd behaviors while possessed.

**Aligned Spells (Ex):** A n'anga cannot cast spells of an alignment opposed to his own or that of his patron orisha. For example, good opposes evil, and law opposes chaos.

**Patron Orisha, Domains, and Domain Spells (Su):** All n'anga must choose a patron orisha from the list on page 53. The n'anga's patron orisha influences his alignment, what magic he can perform, his values, and how others see him. A n'anga gains access to two domains from among those listed for his patron orisha. A n'anga can only select an alignment domain — such as Good, Evil, Law, or Chaos — if his alignment matches that domain. Each domain gives the n'anga access to a granted power, as well as providing an

option for the domain spell he chooses each spell level. With access to two domain spells at a given spell level, a n'anga can prepare one or the other each day (not both). If a domain spell is not on the cleric spells list or druid spells list (depending on the character's religion), a n'anga can *only* prepare it in his domain slot.

The domains marked with an asterisk on page 53 are new domains found in Chapter Nine. More information on these patron orisha can also be found in Chapter Eight.

**Special Ability:** N'anga gain a special ability, depending on their religion.

**Ancestor Orisha:** The n'anga is watched over by the spirits of his ancestors. The n'anga may select a bonus feat from the following list: Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Uncanny Dodge (Retain Dex), Uncanny Dodge (No Flank), Uncanny Dodge (Trap Defense); the last three of these are new feats found in Chapter Six. The n'anga can select an additional bonus feat from the list at 4th, 8th, 12th, 16th, and 20th level.

**Animal Orisha:** A n'anga of an animal orisha gains the spell-like ability to *shapechange* into a Small animal and back again once per day. Unlike the standard use of the spell, however, the n'anga may only adopt one form, which is chosen when he gains the ability and is usually based upon the animal orisha he chooses. As stated in the spell description, the n'anga regains hit points as if he has rested for a day. The n'anga does not risk the standard penalty for being

## THE N'ANGA

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY*									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	SPECIAL ABILITY, SANGUAR	3	1+1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—
4	+3	+4	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—
5	+3	+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15	+11/+6/+1	+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

\* IN ADDITION TO THE STATED NUMBER OF SPELLS PER DAY FOR 1ST- THROUGH 9TH-LEVEL SPELLS, A N'ANGA GETS A DOMAIN SPELL FOR EACH SPELL LEVEL, STARTING AT 1ST. THE "+ 1" ON THIS LIST REPRESENTS THAT. THESE SPELLS ARE IN ADDITION TO ANY BONUS SPELLS FOR HAVING A HIGH WISDOM.



disoriented while in the new form. At 3rd level, the n'anga can take the form of a Medium-sized animal and can change shape twice per day. At 6th level, the n'anga can take the form of a Large animal and can change shape three times per day. At 9th level, the n'anga can take the form of a Huge animal and can change shape four times per day. At 12th level, the n'anga can take the form of a dire animal and can change shape five times per day. At 15th level, the n'anga can take the form of a beast and can change shape six times per day. At 18th level, the n'anga can take the form of a Gargantuan animal, dire animal, or beast, and can change shape seven times per day.

**Celestial Orisha:** The n'anga has the supernatural ability to Turn Undead. A n'anga may attempt to Turn Undead a number of times per day equal to one plus his Charisma modifier. As a feat, a n'anga may take Extra Turning. This feat allows the n'anga to Turn Undead four more times per day than normal. A n'anga can take this feat multiple times, gaining four extra daily Turning attempts each time. The n'anga can also channel stored spell energy into healing spells that he hasn't prepared ahead of time. A n'anga can "lose" a prepared spell in order to cast any *cure* spell of the same level or lower; a *cure* spell is any standard D20 spell with "cure" in its name. A n'anga can't use spontaneous casting to convert domain spells into *cure* spells.

**Elemental Orisha:** The n'anga gains the spell-like ability to *shapechange* into a Small air, earth, fire, or water elemental and back again once per day. Unlike the standard use of the spell, however, the n'anga may only adopt one form, specifically the elemental type of his patron orisha. Unlike the *shapechange* spell, he gains all the special abilities of the elemental including supernatural abilities such as Whirlwind and Vortex. When first assuming elemental form, the n'anga regains hit points as if he has rested for a day. At 4th-level, the n'anga can change twice per day and select a secondary elemental type of his choice. At 8th-level, the n'anga can change three times per day and select a third elemental type of his choice. At 12th-level, the n'anga can change four times per day and take the form of a Medium-size elemental. At 16th-level, the n'anga can change form five times per day and take the form of a Large elemental. At 20th-level, the n'anga can change form six times per day and take the form of a Huge elemental. When using the Medium-size, Large, and Huge elemental sizes, the n'anga can take any of the three elemental types already available to him.

**Fiendish Orisha:** The n'anga has the supernatural ability to Rebuke Undead. A n'anga may attempt to Rebuke Undead a number of times per day equal to one plus his Charisma modifier. As a feat, a n'anga may take Extra Turning. This feat allows the n'anga to Rebuke Undead four more times per day than normal. A n'anga can take this feat multiple times, gaining four extra daily Rebuking attempts each time. The n'anga can also channel stored spell energy into *inflict* spells that he hasn't prepared ahead of time. A n'anga can "lose" a prepared spell in order to cast any *inflict* spell of the same level or lower; an *inflict* spell is any spell with "inflict" in its name. A n'anga can't use spontaneous casting to convert domain spells into *inflict* spells.

**Geographic Orisha:** The n'anga may move through natural thorns, briars, overgrown areas, and similar terrain at her normal

speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the n'anga. Starting at 2nd level, the n'anga leaves no trail in natural surroundings and cannot be tracked. At 4th level, the n'anga can select an immunity from the following list: altitude sickness, cold exposure (but not magical cold), drowning, dust or sandstorm damage and suffocation, flash flood damage, heat exhaustion (but not fire damage), landslide and avalanche damage, lava damage (but not fire damage), or wind effects (cannot be checked, knocked down, or blown away). The n'anga may select an additional immunity at 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th level. These immunities are all extraordinary abilities.

**Plant Orisha:** The n'anga gains the spell-like ability to use *tree shape* once per day per n'anga level. The n'anga can also select an immunity to one of the following attack forms: sleep, paralysis, stunning, or polymorphing. At 3rd, 6th, and 9th levels, he can select an additional immunity from the list. At 12th level, the n'anga can select an immunity to one of the following attack forms: critical hits, mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), or poison. At 15th level and 18th level, he can select an additional immunity from the second list.

**Bonus Languages (Ex):** A n'anga's list of bonus languages includes those bonus languages available to the character because of his race, as well as one or more additional languages based on his religion:

Orisha	Languages
Ancestor	Daka-alif, Daka-dia, Daka-kara, Daka-kosa, Kordo
Celestial	Celestial
Elemental	Aquan, Aura, Ignan, Terran
Fiendish	Abyssal, Infernal
Natural	Sylvan

**Ex-N'anga:** A n'anga who grossly violates the code of conduct expected by his patron orisha by acting in ways opposed to the orisha's alignment or purposes loses all spells and class features and cannot gain levels as a n'anga of that orisha until he atones.

## SEI SORCERER

*Sei* (SAY) means "witch" in Daka-kara. These spellcasters are mortals born with the blood of dragons, and they are the only individuals capable of using arcane magic in Nyambe without the aid of fiendish orisha.

It is not known whether the Overpower smiles or frowns upon sei, and despite their role in the overthrow of the Kosa, sei are distrusted and even hunted in some lands.

**Adventures:** Most sei adventure to prove themselves to others, and set out to make the world a better place. A few adventure for more mundane reasons such as money, power, and fame.

**Characteristics:** Sei are capable of wielding arcane magics to destructive ends. They do so not through study, but through force of personality. Sei have a slightly better selection of weapons than

mganga witchdoctors and mchawi wizards, but are still weak physical combatants.

**Alignment:** Sei can be of any alignment. Since most sei are of the unthlatu race, they tend toward neutrality.

**Religion:** Sei can be of any religion. Unthlatu sei tend to honor either natural or elemental orisha.

**Background:** Sei display their powers at childhood without any sort of training or practice. Amongst the unthlatu, such powers are considered normal, but sei of other races may find themselves exiled from their own communities.

**Races:** Most sei are unthlatu, and most unthlatu are sei. They are rare amongst other races and cultures.

**Other Classes:** Sei get along best with mchawi wizards and nanala rogues. They are self-conscious around the more physically oriented classes such as gamba fighters, and n'anga clerics.

## GAME RULE INFORMATION

Sei have the following game statistics.

**Abilities:** The most important ability to the sei is Charisma. Not only does Charisma allow a sei to cast more powerful spells, but it allows him to allay the fears of an otherwise distrustful population. Despite a high Charisma, few sei assume leadership positions. Though most dragon-blooded unthlatu are physically powerful, Strength is one of the sei's least-important attributes, as they prefer to rely on magical power over physical prowess.

**Alignment:** Any.

**Hit Die:** d4.

### Class Skills

The sei's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (arcana) (Int), Natural Medicine (Int, new skill), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Skill Points at 1st Level:** 4 x (2 + Int modifier).

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the sei.

**Weapon and Armor Proficiency:** Sei are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Since sei are arcane spellcasters, they suffer from a chance of spell failure when wearing armor or using shields.

**Sanguar:** Sei are also proficient in the art of dodging, commonly known as sanguar. The Sanguar feat provides a dodge bonus to AC based on the character's base attack bonus, and is taken for free by sei at 1st level. See Chapter Six for more information.

**Spells:** A sei casts arcane spells. The number of spells a sei knows is not affected by his Charisma bonus; instead, see the Sei Spells Known table on page 58. The spells a sei knows can be common spells chosen from the sorcerer/wizard spell list — with the modification that he casts *summon dragon* instead of *summon monster* — or they can be unusual spells that the sei has gained some understanding of by study; see Chapter Nine for more on the *summon dragon* spell. Sei also have access to the same specialized

Nyamban spells as the mchawi wizard, which they take as they would those from the sorcerer/wizard spell list.

A sei is limited to casting a certain number of spells of each level per day, but like a sorcerer he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any, which are based on Charisma. A sei may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it. To learn or cast a spell, a sei must have a Charisma score of at least 10 + the spell's level. The DC for saving throws against sei spells is 10 + the spell's level + the sei's Charisma modifier.

**Special Abilities:** At 1st level, a sei must select the dragon type from which he gains most of his power. This dragon blood requires that the sei learn certain spells once the sei is of sufficient level to know the spells, but also grants the sei additional special abilities as indicated below. Unthlatu sei must have the same dragon blood as their primary dragon ancestry.

#### Black Dragon Blood

**Required Spells Known:** *Darkness* (Sor/Wiz 2), *plant growth* (add to spell list as Sor 3), *insect plague* (add to spell list as Sor 5).

**Water Breathing (Ex):** At 1st level the sei can breathe underwater indefinitely and can freely use his spells while submerged. This can be used an unlimited number of times per day.

**Corrupt Water (Sp):** At 5th level, the sei can stagnate 10 cubic feet of water once per day, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC 10 + sei level + Charisma bonus) or become fouled.

**Charm Reptiles (Sp):** At 15th level, the sei can use this ability three times per day. It operates as a *mass charm* spell that works only on reptilian animals. The sei can communicate with any charmed reptiles as by casting a *speak with animals* spell.

#### Blue Dragon Blood

**Required Spells Known:** *Ventriloquism* (Sor/Wiz 1), *hallucinatory terrain* (Sor/Wiz 4), *mirage arcana* (Sor/Wiz 5), *veil* (Sor/Wiz 6).

**Create/Destroy Water (Sp):** At 1st level, the sei can use this ability three times per day. It works like the *create water* spell, except that the sei can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to 10 + sei level + Charisma bonus) or be ruined.

**Sound Imitation (Ex):** At 10th level, the sei can mimic any voice or sound he has heard, with no limitation on times per day or duration. Listeners must succeed at a Will save (DC equal to 10 + sei level + Charisma bonus) to detect the ruse.

#### Brass Dragon Blood

**Required Spells Known:** *Endure elements* (Sor/Wiz 1), *speak with animals* (add to spell list as Sor 2), *suggestion* (Sor/Wiz 3), *control winds* (add to spell list as Sor 5), *control weather* (Sor/Wiz 6).



**Sleep (Sp):** At 1st level, the sei can use *sleep* once per day as a spell-like ability.

**Summon Djinni (Sp):** At 10th level, a brass dragon sei can summon a djinni once per day. This ability works like a *summon monster* spell, except that it summons one djinni.

## Bronze Dragon Blood

**Required Spells Known:** *Speak with animals* (add to spell list as Sor 2), *fog cloud* (Sor/Wiz 2), *detect thoughts* (Sor/Wiz 2), *create food and water* (add to spell list as Sor 3), *polymorph self* (Sor/Wiz 4), *control water* (Sor/Wiz 6), *control weather* (Sor/Wiz 6).

**Water Breathing (Ex):** At 1st level, the sei can breathe underwater indefinitely and can freely use his spells while submerged. This ability can be used an unlimited number of times per day.

**Repulsion (Su):** Starting at 10th level, once per day the sei can breathe out a cloud of *repulsion* gas in a 15-foot cone. Those caught in the cone must make a Will save with a DC of (10 + sei level + Charisma bonus) or be unable to do anything but move away for 1d6 rounds plus 1 round per point of the sei's Charisma bonus.

## Copper Dragon Blood

**Required Spells Known:** *Stone shape* (Sor/Wiz 5), *transmute rock to mud* (Sor/Wiz 5), *transmute mud to rock* (Sor/Wiz 5), *wall of stone* (Sor/Wiz 5), *move earth* (Sor/Wiz 6).

**Spider Climb (Ex):** The sei can climb on stone surfaces as though using the *spider climb* spell. This ability can be used once per day + one additional use per point of Charisma bonus.

**Slow (Su):** Starting at 10th level, once per day the sei can breathe out a cloud of *slow* gas in a 15-foot cone. Creatures within the cone must succeed at a Fortitude save with a DC of (10 + sei level + Cha bonus) or be slowed for 1d6 rounds plus 1 round per point of the sei's Charisma bonus.

**Skills (Ex):** A copper dragon sei gains a racial bonus to his Jump skill equal to one-half his sei level.

## Gold Dragon Blood

**Required Spells Known:** *Bless* (add to spell list as Sor 1), *polymorph self* (Sor/Wiz 4), *geas/quest* (Sor/Wiz 6), *sunburst* (Sor/Wiz 8), *foresight* (Sor/Wiz 9).

**Water Breathing (Ex):** At 1st level, the sei can breathe underwater indefinitely and can freely use his spells while submerged. This can be used an unlimited number of times per day.

**Luck Bonus (Sp):** At 10th level, once per day the sei can touch one gem and enchant it to bring good luck. As long as the sei carries the gem, it and every good creature in a 10-foot radius per sei class level of the bearer receives a +1 luck bonus to all saving throws and similar dice rolls, as for a *stone of good luck*. If the sei gives a gem to another creature, only that bearer gets the bonus. The enchantment lasts 1d3 hours plus 1 hour per sei level, but ends if the gem is destroyed.

**Detect Gems (Sp):** At 15th level, the sei can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The sei can scan a 60-degree arc each round: by concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value.

**Skills (Ex):** A gold dragon sei gains a racial bonus to his Jump skill equal to one-half his sei level.

## Green Dragon Blood

**Required Spells Known:** *Suggestion* (Sor/Wiz 3), *plant growth* (add to list as Sor 3), *dominate person* (Sor/Wiz 5), *command plants* (add to list as Sor 8).

**Water Breathing (Ex):** At 1st level the sei can breathe underwater indefinitely and can freely use its spells while submerged. This can be used an unlimited number of times per day.

**Skills (Ex):** A green dragon sei gains a racial bonus to his Climb skill equal to his sei level.

## Red Dragon Blood

**Required Spells Known:** *Suggestion* (Sor/Wiz 3), *eyebite* (Sor/Wiz 6), *discern location* (Sor/Wiz 8).

**Locate Object (Sp):** The sei can use this ability as the spell of the same name, once per day per day at 1st level, twice per day at 5th level, three times per day at 10th level, four times per day at 15th level, and 5 times per day at 20th level.

**Skills (Ex):** A red dragon sei gains a racial bonus to his Jump skill equal to his sei level.

## Silver Dragon Blood

**Required Spells Known:** *Feather fall* (Sor/Wiz 1), *fog cloud* (Sor/Wiz 2), *polymorph self* (Sor/Wiz 4), *control winds* (add to list as Sor 5), *control weather* (Sor/Wiz 6), *reverse gravity* (Sor/Wiz 8).

**Cloudwalking (Su):** At 1st level, the sei treads on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.



## THE SEI

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL
1	+0	+0	+0	+2	SPECIAL ABILITIES, SANGUAR
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

**Paralysis (Su):** At 10th level, the sei can breathe a 15-foot cone of paralyzing gas. Creatures caught within the cone must succeed at a Fortitude save with a DC of (10 + sei level + Charisma bonus) or be paralyzed for 1d6 rounds plus 1 round per point of the sei's Charisma bonus. This ability can be used once per day.

**Skills (Ex):** A silver dragon sei gains a racial bonus to his Jump skill equal to his sei level.

### White Dragon Blood

**Required Spells Known:** *Gust of wind* (Sor/Wiz 3), *fog cloud* (Sor/Wiz 2), *wall of ice* (Sor/Wiz 4), *control weather* (Sor/Wiz 6).

**Icewalking (Ex):** At 1st level, the sei gains the ability to Icewalk. This ability works like the *spider climb* spell, but the surfaces the sei climbs must be icy. It is always in effect.

**Freezing Fog (Sp):** The sei can use this ability three times per day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the added effect of a *grease* spell there. The sei is immune to the *grease* effect because of his Icewalking ability.

**Multi-Classing Restrictions:** Sei are born, not trained. This class must be selected at 1st level; characters are not permitted to multi-class into sei unless the character is an unthlatu or the GM determines the character has latent dragon blood.

## SEI SPELLS TABLE

LEVEL	SPELLS PER DAY										SPELLS KNOWN									
	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
2	6	4	—	—	—	—	—	—	—	—	5	2	—	—	—	—	—	—	—	—
3	6	5	—	—	—	—	—	—	—	—	5	3	—	—	—	—	—	—	—	—
4	6	6	3	—	—	—	—	—	—	—	6	3	1	—	—	—	—	—	—	—
5	6	6	4	—	—	—	—	—	—	—	6	4	2	—	—	—	—	—	—	—
6	6	6	5	3	—	—	—	—	—	—	7	4	2	1	—	—	—	—	—	—
7	6	6	6	4	—	—	—	—	—	—	7	5	3	2	—	—	—	—	—	—
8	6	6	6	5	3	—	—	—	—	—	8	5	3	2	1	—	—	—	—	—
9	6	6	6	6	4	—	—	—	—	—	8	5	4	3	2	—	—	—	—	—
10	6	6	6	6	5	3	—	—	—	—	9	5	4	3	2	1	—	—	—	—
11	6	6	6	6	6	4	—	—	—	—	9	5	5	4	3	2	—	—	—	—
12	6	6	6	6	6	5	3	—	—	—	9	5	5	4	3	2	1	—	—	—
13	6	6	6	6	6	6	4	—	—	—	9	5	5	4	4	3	2	—	—	—
14	6	6	6	6	6	6	5	3	—	—	9	5	5	4	4	3	2	1	—	—
15	6	6	6	6	6	6	6	4	—	—	9	5	5	4	4	4	3	2	—	—
16	6	6	6	6	6	6	6	5	3	—	9	5	5	4	4	4	3	2	1	—
17	6	6	6	6	6	6	6	6	4	—	9	5	5	4	4	4	3	3	2	—
18	6	6	6	6	6	6	6	6	5	3	9	5	5	4	4	4	3	3	2	1
19	6	6	6	6	6	6	6	6	6	4	9	5	5	4	4	4	3	3	3	2
20	6	6	6	6	6	6	6	6	6	6	9	5	5	4	4	4	3	3	3	3





## CHAPTER FIVE

# PRESTIGE CLASSES

As heroes adventure across the land of Nyambe-tanda, they may encounter groups of people willing to teach them new and powerful abilities. For instance, members of fiendish cults may possess abilities far beyond those of a mere mchawi wizard.

In Nyambe, prestige classes are almost always associated with organizations. Though it is technically possible for a character to join a prestige class without receiving training from a group, such self-trained individuals are very rare.

## EXISTING CLASSES

Prestige classes are closely tied to settings, and many prestige classes are not appropriate for an *African Adventures* game. This section provides some advice on how to adapt the standard prestige classes to the *Nyambe* setting.

### ARCANE ARCHER

Change the name of this prestige class to arcane *shongo* (SHAWN-goh). In Nyambe, this prestige class is limited to members of the dragon-blooded unthlatu race. Unthlatu arcane shongo use throwing blades instead of bows, and the requirements of the class include a Weapon Focus in the throwing blade instead of a bow. The special abilities of this class should apply to thrown weapons instead of arrows.

### ASSASSIN

In Nyambe, the assassin prestige class is limited to the orcsish ngoloko and other races with orcsish blood; assassins are evil, skilled at combat, and cast arcane spells, all of which are the province of the kosans and their progeny. The prestige class is otherwise played as the standard D20 rules describe it.

### BLACKGUARD

The blackguard prestige class is unknown in Nyambe-tanda. Blackguards encountered in Nyambe would generally be Northern foreigners, but a few Near Easterners may have sold their souls to devils, as well.

### DWARVEN DEFENDER

In Nyambe, the dwarven defender prestige class is limited to those of the dwarven utuchekulu race. It is played as normal, except that the proficiency with heavy armor should be removed, since heavy armor is not practical in Nyambe-tanda's oppressive heat.

### LOREMASTER

The loremaster prestige class is well-suited for an *African Adventures* campaign. Most loremasters are female and come from the kingdom of Nibomay, as that nation has the most extensive collection of lore and history, dating back even to the creation of the world (or so it claims). The class is played as the standard D20 rules describe it.

### SHADOWDANCER

In Nyambe, the shadowdancer prestige class is limited to those of the gnomish kitunusi race, who possess an innate connection to shadows. It can otherwise be used as given in the standard D20 rules.

## DEMBE

*Dembe* (DEHM-bay) are "monster hunters," gifted with supernatural powers to help them pursue and destroy their chosen foes.

## THE DEMBE

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY			
						1	2	3	4
1	+1	+2	+2	+0	1ST FAVORED ENEMY	0	—	—	—
2	+2	+3	+3	+0	1ST FAVORED TERRAIN	1	—	—	—
3	+3	+3	+3	+1	2ND FAVORED ENEMY	1	0	—	—
4	+4	+4	+4	+1	2ND FAVORED TERRAIN	1	1	—	—
5	+5	+4	+4	+1	3RD FAVORED ENEMY	1	1	0	—
6	+6/+1	+5	+5	+2	3RD FAVORED TERRAIN	1	1	1	—
7	+7/+2	+5	+5	+2	4TH FAVORED ENEMY	2	1	1	0
8	+8/+3	+6	+6	+2	4TH FAVORED TERRAIN	2	1	1	1
9	+9/+4	+6	+6	+3	5TH FAVORED ENEMY	2	2	1	1
10	+10/+5	+7	+7	+3	5TH FAVORED TERRAIN	2	2	2	1

### DEMBE FAVORED ENEMIES

ENEMY TYPE	EXAMPLE
ABERRATIONS	MANGABANGABANA
ANIMALS	HYENA
BEASTS	MOKELE M'BEMBE
CONSTRUCTS	RELIQUARY GUARDIAN
DRAGONS	KONGAMATO
ELEMENTALS	FIRE ELEMENTAL
FEY	RONGA
GIANTS	SAO
HUMANOIDS (TYPE)*	INGOGO ORCS
MAGICAL BEASTS	DINGONEK
OOZES	GREY OOZE
OUTSIDERS (TYPE)*	CHIMISET DEMONS
PLANTS	MALATA PLANT
SHAPECHANGERS	NOMMO
UNDEAD	NDALAWO
VERMIN	MULILO

\* DEMBE MAY NOT SELECT "HUMANOID" OR "OUTSIDER" AS A FAVORED ENEMY, BUT THEY MAY SELECT A MORE NARROWLY DEFINED TYPE OF HUMANOID OR OUTSIDER. A DEMBE CAN ONLY SELECT HIS OWN RACE AS A FAVORED ENEMY IF HE SELECTS A SPECIFIC ORGANIZATION OR CULTURE.

They are experts with ranged weapons such as spears and bows, and are unparalleled trackers, much like rangers in other lands.

**Hit Die:** d8

### Requirements

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

**Base Attack Bonus:** +5

**Skills:** 3 ranks in Knowledge (nature), 5 ranks in Wilderness Lore

**Feats:** Track

### DEMBE FAVORED TERRAIN

TERRAIN TYPE	EXAMPLE
AQUATIC	SILWANE-MANZI-WATER
DESERT	GUDU JI PINGU DESERT
RAINFOREST	BIDA RAINFOREST
HILL	HILLS OF MADEMBA
MOUNTAIN	GIKO TAABA MOUNTAINS
SAVANNAH	TUBI GRASSLAND
MARSH	GREAT MANGROVE MARSH
UNDERGROUND	UTUCHEKULU-LAND

**Proficiencies:** Ranged Weapon Proficiency

**Special:** Must be accepted into a monster-hunting society.

### Class Skills

The dembe's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Natural Medicine (Int, new skill), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armor Proficiency:** Dembe gain proficiency with all simple and martial weapons. Dembe do not gain proficiency in any sort of armor or shield. Since dembe are divine spellcasters, they do not suffer from spell failure when wearing armor or using shields.

**Spells:** A dembe gains the ability to cast a small number of divine spells. To cast a spell, the dembe must have a Wisdom score of at



least 10 + the spell's level. Dembe bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the dembe gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the dembe gets only bonus spells. A dembe without a bonus spell for that level cannot yet cast a spell of that level. A dembe prepares and casts spells just as does a n'anga cleric, though the dembe does not gain any of the other special abilities of the n'anga. A dembe's caster level is one-half his dembe class level. A dembe has access to any spell on the ranger spell list — though he casts *summon elemental* instead of *summon nature's ally* — and can freely choose which to prepare. Information on *summon elemental* is in Chapter Nine.

Dembe are usually too devoted to adventuring to spend much time in spell research. However, they have developed a few useful spells unique to Nyambe between their hunts, the best known of which is the *arrow of slaying*. Dembe can take the following spells as they would those from the ranger spell list. See the spell descriptions in Chapter Nine more on these spells.

## 2nd-Level Spells

**Phase Arrow.** Allows you to fire arrows through physical objects.

## 4th-Level Spells

**Arrow of Slaying.** Creates magical arrows that slay creatures.

**Favored Enemy (Ex):** At 1st level, a dembe may select a type of creature as a favored enemy. A dembe can select his own race as a favored enemy, but must specify a specific culture or organization within his race. Due to his extensive study of his foes and training in the proper techniques for combating them, the dembe gains a +1 bonus to Hide, Listen, Move



Silently, Spot, and Wilderness Lore checks when using these skills against this type of creature.

Likewise, he gets a +1 bonus to attack rolls against creatures of this type.

At 3rd level and at every other level thereafter (5th, 7th, and 9th level), the dembe may select a new Favored Enemy, and the bonus associated with every previously selected Favored Enemy goes up by +1.

## Favored Terrain (Ex):

At 2nd level, a dembe may select a terrain type as a favored terrain. Due to a deep understanding of his favored terrain, the dembe gains a +1 bonus to Hide, Listen, Search, Move Silently, Spot, and Wilderness Lore checks when using these skills in his favored terrain.

At 4th level and at every other level thereafter (6th, 8th, and 10th level), the dembe may select a new favored terrain, and the bonus associated with every previously selected favored terrain goes up by +1.

# ENGOLO

*Engolo* (en-GOH-loh) are masters of unarmed combat. The art of engolo originally started as Nuba, a ritual form of wrestling practiced by the competitive NaBula people. Over the centuries, others have expanded the art of engolo to include kick attacks, weapon training, and even ritual dancing. However, Nuba still lies at the core of engolo, and as such the art includes much wrestling, tumbling, and ground fighting.

Recently, engolo and Far Eastern monks have started practicing together. This exchange of ideas is still too new to yield any fruit, but the possibilities for the future are exciting.

**Hit Die:** d8.

## Requirements

To qualify to become an engolo, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4

**Alignment:** Any lawful

**Skills:** 3 ranks in Perform (any)

**Feats:** Improved Unarmed Strike

## Class Skills

The engolo's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

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

### Weapon and Armor

**Proficiency:** Engolo gain proficiency with all simple weapons, but are not proficient with any sort of armor or shield.

An engolo using a light simple weapon (such as Small weapons for Medium-size engolo, or Tiny weapons for Small engolo) can use her more favorable number of attacks per round (see below). Her damage, however, is standard for the weapon, not her unarmed damage.

When wearing armor, an engolo loses her fast movement, fast attacks, and danger sense.

**Improved Grab (Ex):** An engolo can initiate a grapple attempt without provoking an attack of opportunity. An engolo can choose to inflict either normal or subdual damage while grappling.

**Evasion (Ex):** Engolo gain Evasion as a bonus feat. See Chapter Six for a description of the Evasion feat.

**Unarmed Strike (Ex):** At 2nd level, an engolo's unarmed strikes deal normal damage instead of subdual damage. To use this ability, an engolo uses her entire body as a weapon, not just a single hand, so making an off-hand attack is not possible for an engolo using unarmed strike.

An engolo fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting. Likewise, an engolo with a non-simple weapon in her off hand gets an extra attack

with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

The damage inflicted by an engolo's unarmed strike increases as she gains levels, as shown on the More Engolo Abilities table. Note that Small engolo do less damage than Medium-size engolo.

**Flurry of Blows (Ex):** Starting at 2nd level, the engolo may make one extra attack in a round at her highest base attack bonus, but this attack and each other attack made that round suffer a -2 penalty apiece.

This penalty applies for 1 round, so it affects attacks of opportunity the engolo might make before her next action. The engolo must use the full attack action to strike with a flurry of blows. An engolo may also use the flurry of blows if armed with a simple weapon. If armed with one such weapon, the engolo makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for the regular attack (or attacks) and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

### Fast Movement (Ex):

At 3rd level and higher, an engolo moves faster than normal. An engolo in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small engolo moves more slowly than a Medium-size engolo. An engolo's speed continues to increase as she gains levels, as shown on the engolo class table.

**Sandai (Ex):** Engolo train to musical accompaniment. This practice is known as *sandai* (SAHN-deye), and provides a bonus to an engolo's grapple checks starting at 4th level. To gain the bonus, the engolo must be listening to music played by someone with at least 3 ranks in the Perform skill (not necessarily a ngoma or bard). An engolo's sandai bonus





## THE ENGOLO

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	UNARMED DAMAGE	FAST MOVEMENT	SANDAI
1	+1	+2	+2	+0	IMPROVED GRAB, EVASION	—	—	—
2	+2	+3	+3	+0	UNARMED STRIKE, FLURRY OF BLOWS	1d6 (1d4)*	—	—
3	+3	+3	+3	+1	FAST MOVEMENT	1d6 (1d4)*	35 FT. (25 FT.):**	—
4	+4	+4	+4	+1	SANDAI	1d6 (1d4)*	35 FT. (25 FT.):**	+2
5	+5	+4	+4	+1	FAST ATTACKS	1d8 (1d6)*	35 FT. (25 FT.):**	+2
6	+6	+5	+5	+2	GROUND FIGHTING	1d8 (1d6)*	40 FT. (30 FT.):**	+3
7	+7	+5	+5	+2	SLOW FALL	1d8 (1d6)*	40 FT. (30 FT.):**	+3
8	+8	+6	+6	+2	DANGER SENSE	1d10 (1d8)*	40 FT. (30 FT.):**	+4
9	+9	+6	+6	+3	IMPROVED EVASION	1d10 (1d8)*	45 FT. (35 FT.):**	+4
10	+10	+7	+7	+3	IMMUNE TO SUBDUAL DAMAGE	1d10 (1d8)*	45 FT. (35 FT.):**	+5

\*SMALL ENGOLO DEAL LESS DAMAGE. THEY USE THE NUMBERS IN PARENTHESES.

\*\*SMALL AND SLOW RACES (INCLUDING THE UNTHLATU AND UTUCHEKULU) ARE SLOWER. THEY USE THE NUMBERS IN PARENTHESES.

continues to increase as she gains levels, as shown on the More Engolo Abilities table.

**Fast Attacks (Ex):** Starting at 5th level, an engolo fighting unarmed or using a light weapon can make extra attacks at only a –4 penalty to base attack instead of the usual –5.

**Ground Fighting (Ex):** At 6th level, an engolo suffers no AC or attack penalties for fighting while prone.

**Slow Fall (Ex):** At 7th level, the engolo takes damage as if a fall were 20 feet shorter than it actually is.

**Danger Sense (Su):** At 8th level, an engolo adds her Wisdom bonus (if any) to AC, in addition to her normal Dexterity modifier. The Wisdom bonus represents a preternatural awareness of danger, and an engolo does not lose it even in situations when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. Engolo do lose these AC bonuses when immobilized.

**Improved Evasion (Ex):** At 9th level, engolo gain Improved Evasion as a bonus feat. See Chapter Six for a description of the Improved Evasion feat.

**Immune to Subdual Damage (Su):** At 10th level, an engolo is tough enough to completely ignore subdual damage from physical attacks. Subdual damage from environmental sources (such as breathing smoke) or magical attacks still affect her normally.

## INYANGA YENSIMBI

*Inyanga yensimbi* (in-YAHN-gah yehn-SIHM-bee) are masters of the sacred element of iron. They are skilled at the creation of weapons and armor, and the creation of magical items. Indeed, the name inyanga yensimbi means “doctor of iron” in the Kordo language.

**Hit Die:** d8.

### Requirements

To qualify to become an inyanga yensimbi, a character must fulfill all the following criteria.

**Skills:** 5 ranks Craft (armorsmithing), 5 ranks Craft (blacksmithing), 5 ranks Craft (weaponsmithing)

**Feats:** Craft Magic Arms and Armor

### Class Skills

The inyanga yensimbi’s class skills (and the key ability for each skill) are Concentration (Con), Craft (armorsmithing, blacksmithing, weaponsmithing) (Int), Knowledge (arcana, religion) (Int), Spellcraft (Int), and Use Magic Device (Cha, exclusive skill).

**Skill Points at Each Level:** 4 + Int modifier.

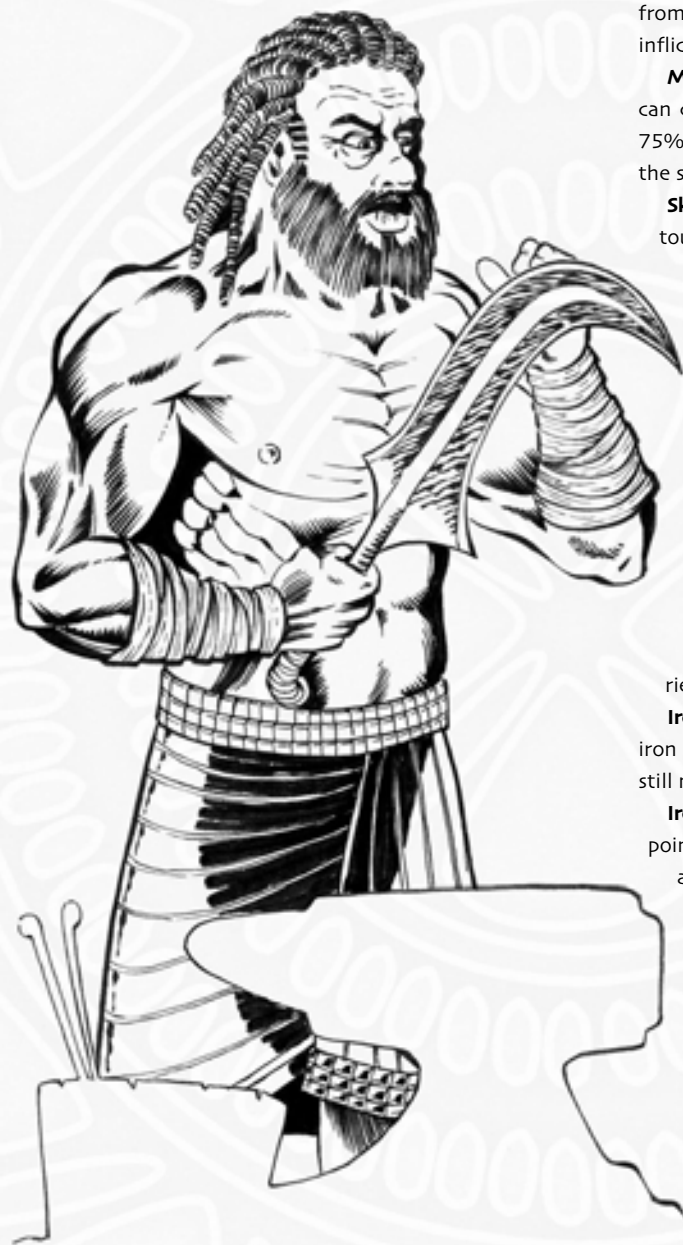
### Class Features

All of the following are class features of the inyanga yensimbi prestige class.

**Weapon and Armor Proficiency:** Inyanga yensimbi are proficient in all simple and martial weapons, as well as light and medium armor.

**Spells:** An inyanga yensimbi gains the ability to cast divine spells. To cast a spell, the inyanga yensimbi must have a Wisdom score of at least 10 + the spell’s level. Inyanga yensimbi bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. An inyanga yensimbi has access to any spell on the cleric spell list and can freely choose which to prepare, though he casts *summon dragon* instead of *summon monster*; see Chapter Nine. An inyanga yensimbi prepares and casts spells just as a n’anga following the path of the cleric does, and gains access to the same specialized Nyamban spells, though the inyanga yensimbi does not gain any of the other special abilities of the n’anga.

**Iron Doctoring (Ex):** When using a Craft skill to make non-magical items from iron, an inyanga yensimbi gains a +10 competence bonus to his Craft check.



**Hands of Iron (Ex):** An inyanga yensimbi's hands are so tough from working at the forge that they are considered weapons, and inflict normal damage instead of subdual damage.

**Magical Iron Doctoring (Ex):** At 2nd level, an inyanga yensimbi can create magic arms and armor with iron components at only 75% of the usual XP cost. The market price for the item remains the same.

**Skin of Iron (Ex):** At 2nd level, an inyanga yensimbi's skin is so tough from working at the forge that he gains a +2 natural armor bonus.

**Cool Iron (Ex):** At 3rd level, an inyanga yensimbi does not suffer the usual –4 penalty to Fortitude saves against heat exhaustion caused by wearing iron armor in very hot or extremely hot conditions. He suffers normally if wearing any armor not made from iron.

**Heat Iron (Sp):** At 3rd level, an inyanga yensimbi can spontaneously cast *heat metal* in place of any other prepared spell or spell slot of 2nd level or greater.

**Rusting Grasp (Sp):** At 4th level, an inyanga yensimbi can spontaneously cast *rusting grasp* in place of any other prepared spell or spell slot of 4th level or greater.

**Immune to Rust (Su):** At 4th level, any iron equipment carried by the inyanga yensimbi is immune to rust and corrosion.

**Iron Golem (Ex):** At 5th level, an inyanga yensimbi can create iron golems by expending only 75,000 gp and 1,500 XP. He must still meet all the other requirements.

**Iron Friend (Su):** At 5th level, an inyanga yensimbi gains 5 points of Damage Reduction against attacks from iron weapons; all other attacks hit normally.

## LEOPARD CULTIST

The leopard cult originally formed as a protectionist organization opposed to trade with the Far Easterners. Cloaked in the skins of leopards and armed with claw-shaped knives, its members ritually murdered Far Eastern merchants for over a year before the group was infiltrated by real wereleopards.

The group now actively seeks out infected wereleopards — called *irimu* (ih-REE-moo) — to join its ranks, and it is rapidly gaining wealth and influence. Though the leopard cultists are technically a fiendish cult, they operate more like a thieves' guild or organized crime family.

## THE INYANGA YENSIMBI

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY					
						0	1	2	3	4	5
1	+1	+2	+0	+2	IRONWORKING, HANDS OF IRON	4	2	—	—	—	—
2	+2	+3	+0	+3	MAGICAL IRONWORKING, SKIN OF IRON	5	3	2	—	—	—
3	+3	+3	+1	+3	COOL IRON, HEAT IRON	5	3	3	2	—	—
4	+4	+4	+1	+4	RUSTING GRASP, IMMUNE TO RUST	6	4	3	3	2	—
5	+5	+4	+1	+4	IRON GOLEM, IRON FRIEND (DR 5/SPECIAL)5	4	4	3	3	2	—

## THE LEOPARD CULTIST

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL
1	+1	+2	+2	+2	LUCIDITY
2	+2	+3	+3	+3	TRACK
3	+3	+3	+3	+3	ENHANCED DAMAGE
4	+4	+4	+4	+4	MASK TRUE FORM
5	+5	+4	+4	+4	HUMANOID DR 15/SPECIAL (HORN)

See Chapter Ten for more information on fiendish cults and their recruitment practices.

**Hit Die:** d8.

### Requirements

To qualify to become a leopard cultist, a character must fulfill all the following criteria.

**Skills:** 1 rank Control Shape (see the standard D20 lycanthrope template)

**Special:** Must be a natural or afflicted wereleopard. If afflicted, the character must voluntarily assume animal or hybrid form at least once, resulting in an alignment change to neutral evil. Some members of the leopard cultists are normal humans, but only lycanthropes are eligible to join the leopard cultist prestige class. See Chapter Thirteen more information on the wereleopard template.

### Class Skills

The leopard cultist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the leopard cultist prestige class.

**Weapon and Armor Proficiency:** Leopard cultists do not gain proficiency in any sort of weapon or armor.

**Lucidity (Ex):** An afflicted leopard cultist retains his full intelligence and memory while in animal or hybrid form.

**Track (Ex):** At 2nd level, leopard cultists gain Track as a bonus feat.

**Enhanced Damage (Ex):** At 3rd level, the damage inflicted by the leopard cultist's natural attacks increase to 1d6 for claw attacks and 1d8 for bite attacks.

**Mask True Form (Su):** At 4th level, a leopard cultist is protected from any spell or special ability that would reveal his true form, including *true seeing*.

**Humanoid Damage Reduction (Su):** At 5th level a leopard cultist benefits from its 15/special (horn) Damage Reduction even while in humanoid form.

## MAGIC EATER

For centuries, evil mchawi wizards have proliferated amongst the witch-hunting Zamara people. To remedy this situation, the Kaya Vua Samaki city-states have created an organization dedicated to the location and eradication of arcane spellcasters: the magic eaters.

Almost all magic eaters are humans of the Zamara people. Non-human candidates are usually dismissed out of hand, though it is





## THE MAGIC EATER

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPELL RESISTANCE	SPECIAL
1	+1	+2	+0	+2	12	HEART QUEST, SPELL-EATER
2	+2	+3	+0	+3	14	SKILL FOCUS
3	+3	+3	+1	+3	16	EFFECT-EATER
4	+4	+4	+1	+4	18	SKILL FOCUS
5	+5	+4	+1	+4	20	ARCANE NOURISHMENT
6	+6	+5	+2	+5	22	SKILL FOCUS
7	+7	+5	+2	+5	24	SKILL FOCUS
8	+8	+6	+2	+6	26	SKILL FOCUS
9	+9	+6	+3	+6	28	MAGIC DEVOURER
10	+10	+7	+3	+7	30	SPELL DEVOURER

rumored that the magic eaters count a few dwarven utuchekulu and agogwe halflings amongst their ranks.

**Hit Die:** d10.

### Requirements

To qualify to become a magic eater, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5

**Feats:** Arcane Ward, Inquisitor

**Languages:** Draconic or Daka-kosa

**Special:** Becoming a magic eater requires a grueling initiation rite. The candidate must pray and dance for two hours under the supervision of magic eater elders, and then drink a special potion that provides the candidate with a mystic vision. This vision shows her a mchawi with a level equal to the candidate's total character level. The candidate does not learn the mchawi's identity, but she can determine the direction in which the mchawi lies by making an Intuit Direction check (DC 15). The potential magic eater can make this test once per day, and may not take 10 or 20 on the check. If the candidate brings the heart of the mchawi to the Elders, she is accepted, and may become a magic eater.

### Class Skills

The magic eater's class skills (and the key ability for each skill) are Gather Information (Cha), Hide (Dex), Innuendo (Cha), Intuit Direction (Wis), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the magic eater prestige class.

**Weapon and Armor Proficiency:** Magic eaters gain proficiency in all simple weapons, light armor, and shields.

**Spell Resistance (Ex):** All magic eaters have Spell Resistance against arcane magic equal to twice the character's magic eater level + 10. To determine if an arcane spell or spell-like ability works against a magic eater, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds the magic eater's spell resistance, the spell works normally, though the magic eater still gets a saving throw if the spell allows such.

**Heart Quest (Ex):** To advance to a higher magic eater level, the character must bring the heart of a mchawi to the elders (and have enough experience points, as usual). The slain mchawi must be of a level at least equal to the magic eater's total character level.

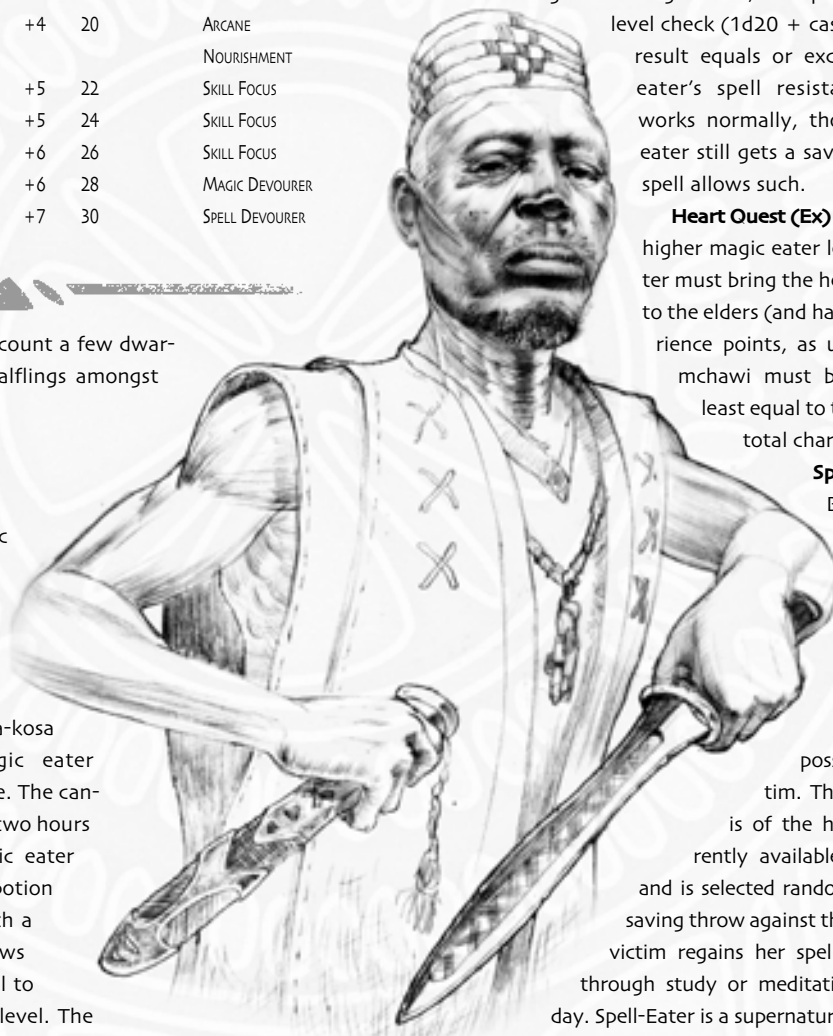
#### Spell-Eater (Su):

By making a successful touch attack, the magic eater can "eat" a prepared arcane spell or arcane spell slot possessed by her victim. The devoured spell is of the highest level currently available to the victim, and is selected randomly. There is no saving throw against this effect, but the victim regains her spell slot as normal through study or meditation, or the next day. Spell-Eater is a supernatural ability and can be used once per round maximum.

**Skill Focus (Ex):** At 2nd, 4th, 6th, 7th, and 8th level, the magic eater gains Skill Focus as a bonus feat. The magic eater may only apply this feat to the Knowledge (arcana), Scry, or Spellcraft skills.

**Effect-Eater (Su):** Starting at 3rd level, by making a successful touch attack, the magic eater can "eat" an arcane spell currently affecting the target — this could be *shield*, *invisibility*, *blur*, etc. The "eating" always begins with the most recent spell cast upon the victim. As with the Spell-Eater ability, there is no saving throw against this effect. Effect-Eater is a supernatural ability and can be used once per round maximum.

**Arcane Nourishment (Su):** Starting at 5th-level, each "eaten" spell or effect heals the magic eater 1d4 + (spell level) points of damage done to the magic eater.



**Magic Devourer (Su):** At 9th level, a magic eater can drain all the magic from arcane items surrounding the magic eater. This has the effect of *Mord's disjunction*, but only functions against magic items of arcane origin. Provided at least one permanent item is disjoined, the magic eater receives the effect of a *heal* spell. This is a supernatural ability, and can be used once per day maximum.

**Ex-Magic Eaters:** While magic eaters are not required to slay arcane spellcasters on sight, they are expected to work against them at all times. A magic eater loses all special class abilities if she ever willingly associates with arcane spellcasters, and can no longer gain levels as a magic eater. She regains her abilities only if she atones for her actions with an *atonement* spell, which requires slaying her previous arcane associates as penance.

**Spell-devourer (Su):** By making a successful touch attack, the magic-eater can "eat" 1d4+1 prepared arcane spells or arcane spell slots from her victim. The devoured spells are of the highest level currently available to the victim, and are selected randomly. There is no saving throw against this effect, but spellcasters regain the spell slot as normal the next day. Spell-devourer is a supernatural ability and can be used once per round maximum.



## MASK MAKER

Mask-making societies are common to many areas of Nyambe. These are typically secret organizations, composed only of males, which engage in the construction of enchanted masks. Masks are tremendously important to Nyamban cultures, and many rural villages are actually controlled by mask-making societies rather than any traditional form of government.

Mask makers take great pains to ensure that their membership in a society is never revealed, and the wearing of masks helps retain their anonymity. If a mask maker loans another person a mask, that person is sworn to secrecy during a special ritual. Those that violate the oath of secrecy are not always killed, but many wish they had been.

**Hit Die:** d6.

### Requirements

To qualify to become a mask maker, a character must fulfill all the following criteria.

**Gender:** Males only

**Skills:** 5 ranks in Knowledge (religion), 5 ranks in Craft (masks), 3 ranks in Perform (dance or sing)

**Feats:** Craft Wondrous Item

**Special:** Must be accepted by a mask-making society.

### Class Skills

The mask maker's class skills (and the key ability for each skill) are  
Bluff (Cha), Craft (Any)  
(Int), Diplomacy (Cha),  
Disguise (Cha),  
Intimidate

## THE MASK MAKER

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY					
						0	1	2	3	4	5
1	+0	+2	+2	+2	CREATE MASK	4	2	—	—	—	—
2	+1	+3	+3	+3	SKILL FOCUS	5	3	2	—	—	—
3	+2	+3	+3	+3	GIFT MASK	5	3	3	2	—	—
4	+3	+4	+4	+4	GRAFT MASK	6	4	3	3	2	—
5	+3	+4	+4	+4	GRAFT OTHER	6	4	4	3	3	2

(Cha), Knowledge (Any) (Int), Perform (Any) (Cha), Profession (Any) (Wis), Sense Motive (Wis), and Speak Language (None).

**Skill Points at Each Level:** 4 + Int Modifier.

## Class Features

All of the following are class features of the mask maker prestige class.

**Weapon and Armor Proficiency:** Mask makers gain proficiency in all simple weapons, as well as light armor and shields.

**Spells:** A mask maker gains the ability to cast a small number of divine spells. To cast a spell, the mask maker must have a Wisdom score of at least 10 + the spell's level. Mask maker bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. A mask maker has access to any spell on the cleric spell list and can freely choose which to prepare, though he casts *summon dragon* instead of *summon monster*; see Chapter Nine. A mask maker prepares and casts spells just as a n'anga following the path of the cleric does, and gains the same specialized Nyamban spells, though the mask maker does not gain any of the other special abilities of the n'anga.

**Create Mask:** A mask maker has an enhanced ability to create the various sorts of enchanted masks described in Chapter Twelve. When creating an enchanted mask, the maker only has to expend 1/2 the usual XP and 1/2 the usual gp cost. These "discounted" masks only function for their creator; they have no powers when worn by anyone else. A mask maker can also choose to create masks at the normal cost, which are usable by anyone.

**Skill Focus:** At 2nd level, a mask maker gains Skill Focus (Craft (masks)) as a bonus feat.

**Gift Mask:** At 3rd level, others can make use of the masks created by the mask-maker for 1/2 the normal gp and XP cost, provided the masks are freely given. Any exchange of money, goods, or promises negates the power of the masks. The spirits are quite strict about this, and do not allow any loopholes — those who obtain the masks as gifts cannot sell them either.

**Graft Mask:** At 4th level, a mask maker can magically graft a mask onto his own face as a standard action. This inflicts 1 point of temporary Constitution damage, but the mask then vanishes into the mask maker's face, permanently granting him the powers of

the mask. A second mask can even be worn over a grafted mask, and provide the usual benefits.

A mask maker can only wear one grafted mask at a time; attempting to graft a second mask destroys the first one, and replaces it with the new mask. A *dispel magic* spell targeted at the mask maker can cause the grafted mask to emerge from the mask maker's face. This is the only method of retrieving a grafted mask without destroying it.

**Graft Other:** At 5th level, a mask maker can use the Graft Mask ability on any willing humanoid recipient, permanently granting her the powers of the grafted mask.



## MGANGA

*Mganga* (mg-AHN-gah), also known as "witchdoctors," are spellcasters who specialize in fighting evil magic. Mganga are decidedly anti-social. Most live lives of seclusion, far from any settlements. People have little reason to interact with mganga unless they have been bewitched.

**Hit Die:** d4.

## Requirements

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

**Alignment:** Any non-evil

**Skills:** 5 ranks in Scry

**Spellcasting:** Ability to cast 4th-level divine spells.

## Class Skills

The mganga's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Natural Medicine (Int, new skill), Profession (Wis), Read Lips (Int, exclusive skill), Sense Motive (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

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

**Weapon and Armor Proficiency:** Mganga do not gain any new weapon or armor proficiencies. Since mganga are divine spellcasters, they do not suffer from spell failure when wearing armor or using shields.



## THE MGANGA

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	CREATE GRIS-GRIS	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	FAMILIAR	4	2	1	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	3	2	1	—	—	—	—	—	—
4	+2	+1	+1	+4		4	4	3	2	1	—	—	—	—	—
5	+2	+1	+1	+4		4	4	3	3	2	—	—	—	—	—
6	+3	+2	+2	+5		4	4	4	3	2	1	—	—	—	—
7	+3	+2	+2	+5		4	4	4	4	3	2	1	—	—	—
8	+4	+2	+2	+6		4	4	4	4	4	3	2	1	—	—
9	+4	+3	+3	+6		4	4	4	4	4	4	3	2	1	—
10	+5	+3	+3	+7		4	4	4	4	4	4	4	3	2	1

**Spells:** Mganga cast spells from the sorcerer/wizard spell list, though they do so as divine casters instead of arcane casters and cast *summon dragon* instead of *summon monster*; see Chapter Nine. Mganga also have access to the same specialized Nyamban spells as the mchawi wizard, which they take as they would those from the sorcerer/wizard spell list. A mganga is limited to a certain number of spells of each spell level per day, according to her class level, and cannot cast any spell with the Evil descriptor. A mganga must choose a time at which she must spend an hour each day contemplating the contents of her mojuba bags and supplicating the orisha. Rest has no effect on a mganga regaining spells.

While studying, the mganga decides which spells to prepare. To learn, prepare, or cast a spell, a mganga must have an Intelligence score of at least 10 + the spell's level. A mganga's bonus spells are based on Intelligence. The DC for saving throws against mganga spells is 10 + the spell's level + the mganga's Intelligence modifier.

**Mojuba Bags (Ex):** Mganga must study their mojuba bags each day to prepare their spells, as a wizard would a spellbook. An mganga cannot prepare any spell not encoded in her mojuba bags (except for *read magic*, which all mganga can prepare from memory).

**Spell Mastery (Ex):** A mganga can take the special feat Spell Mastery. Each time the mganga takes this feat, choose a number of spells equal to the mganga's Intelligence modifier (they must be spells that the mganga already knows). From that point on, the mganga can prepare these spells without referring to her mojuba bags.

**Create Gris-Gris (Ex):** At 1st level, a mganga gains the bonus item creation feat Create Gris-gris; gris-gris are the Nyamban equivalent of scrolls. See Chapter Six for more information on this new feat.

**Familiar (Su):** At 2nd level, a mganga can summon a familiar as a sorcerer does.

**Ex-Mganga:** Any mganga that changes to an evil alignment loses the ability to cast mganga spells, and can no longer advance in levels as a mganga. In addition, if she has a familiar, it turns against her and then leaves.

## NGOMA

*Ngoma* (ng-GOH-ma) means "drummer" in Kordó. Ngoma are musicians, dancers, poets, and spellcasters. Even though ngoma invoke the powers of the orisha, ngoma are not true religious functionaries. Instead they are "social" magicians, providing their services to members of the community for a modest fee, much like a bard.

**Hit Die:** d4.

### Requirements

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

**Alignment:** Non-lawful

**Skills:** 3 ranks in Perform (any form of singing, dancing, or drumming)

**Languages:** Ability to speak at least 3 different languages

**Spellcasting:** Ability to cast 3rd-level divine spells

### Class Skills

The ngoma's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Natural Medicine (Int, new skill), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armor Proficiency:** A ngoma gains proficiency in all simple weapons. Ngoma do not gain proficiency in any sort of

armor, but they do gain proficiency in shields. Since ngoma are divine spellcasters, they do not suffer from spell failure when wearing armor or using shields.

**Spells:** A ngoma casts divine spells. The ngoma casts these spells without needing to prepare them beforehand, as does a bard. Ngoma receive bonus spells for high Charisma, and to cast a spell a ngoma must have a Charisma score at least equal to 10 + the level of the spell. The DC for a saving throw against a ngoma's spell is 10 + the spell's level + the ngoma's Charisma modifier. A ngoma is limited to casting a certain number of spells per day, and only knows a limited number of spells taken from the bard spell list, though he casts *summon dragon* instead of *summon elemental*; see Chapter Nine.

Ngoma specialize in the use of magic in interpersonal relationships, unlike standard bards. To help them in this role, they also have access to a number of spells unique to the Land of the Overpower, which they take as they would spells from the bard spell list. See Chapter Nine for more on each of these spells.

## 2nd-Level Spells

**Lockjaw.** Subject is unable to speak.

## 3rd-Level Spells

**Babble.** Confuses languages of subjects.

**Fertility Charm.** Improves the subject's ability to have children, and grants use of the Endurance feat.

## 4th-Level Spells

**Drums of Panic.** Playing drums causes fear in your enemies.

## 5th-Level Spells

**Lobir.** Creates a Fine-sized construct that attacks a victim for Constitution damage.

**Lover's Curse.** Subject radiates a harmful *charm* aura.

## 6th-Level Spells

**True Love.** Two subjects share an emotional bond.

**Spirit Dance (Su):** Once per day per rank in Perform, a ngoma can dance or sing to produce magical effects on those around him; ngoma often times accompany themselves with a small hand drum.

If dancing, the ngoma cannot fight, but can cast spells (requires a Concentration check DC 15 + spell level), activate magic items by spell completion (such as *gris-gris*), or activate magic items by magic word (such as wands).

If singing, the ngoma can fight but cannot cast spells, activate magic items by spell completion (such as *gris-gris*), or activate magic items by magic word (such as wands). As with casting a spell with a verbal component, a deaf ngoma suffers a 20% chance to fail with Spirit Dance. If the ngoma fails, the attempt still counts against the daily limit. The Spirit Dance effects are as follows.

**Inspire Courage:** A ngoma of 2nd level can Inspire Courage in his allies. To be affected, an ally must hear the ngoma sing or see him dance for a full round. The effect lasts as long as the ngoma sings or dances and for 5 rounds after the ngoma stops singing or dancing (or 5 rounds after the ally can no longer see or hear the ngoma). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire Courage is a supernatural, mind-affecting ability.

**Countersong/Countervision:** A ngoma of 3rd level can counter magical effects that depend on sound (if singing) or vision (if dancing). Each round of the Countersong/Countervision, the ngoma makes a Perform check. Any creature within 30 feet of the ngoma (including the ngoma) who is affected by a sonic or language-dependent magical attack (if singing) or a sight-based magical attack (if dancing) may use the ngoma's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The ngoma may keep up the Countersong/Countervision for 10 rounds. Countersong/Countervision is a supernatural ability.

**Fascinate:** A ngoma of 4th level can cause a single creature to become Fascinated with him. The creature to be Fascinated must be able to see and hear the ngoma and must be within 90 feet. The ngoma must also see the creature. The creature must be able to pay attention to the ngoma. The distraction of a nearby combat or other dangers prevents the ability from working. The ngoma makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the ngoma's check result. If the saving throw succeeds, the ngoma cannot attempt to Fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and watches the performance for up to 1 round per level of the ngoma. While Fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the ngoma moving behind the Fascinated creature) allows the Fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect. While Fascinating (or attempting to Fascinate) a creature, the ngoma must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting *charm* ability.

**Inspire Competence:** At 6th level, a ngoma can help an ally succeed at a task. The ally must be able to see and hear the ngoma and must be within 30 feet. The ngoma must also see the creature. The ally gets a +2 competence bonus on her skill checks with a particular skill as long as she continues to hear the ngoma's music or watch his dance. The GM may rule that certain uses of this ability are infeasible. The ngoma can maintain the effect for 2 minutes

## THE NGOMA

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL
1	+0	+0	+2	+2	SECRET KNOWLEDGE
2	+1	+0	+3	+3	INSPIRE COURAGE
3	+2	+1	+3	+3	COUNTERSONG/COUNTERVISION
4	+3	+1	+4	+4	FASCINATE
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	INSPIRE COMPETENCE
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	SUGGESTION
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	INSPIRE GREATNESS



(long enough for the ally to take 20). Inspire Competence is a supernatural, mind-affecting ability.

**Suggestion:** At 8th level, a ngoma can make a *suggestion* (as the spell) to a creature that he has already Fascinated (see above). The *suggestion* doesn't count against the ngoma's daily limit on Spirit Dance performances, but the Fascination does. A Will saving throw (DC 13 + the ngoma's Charisma modifier) negates the effect. *Suggestion* is a spell-like, mind-affecting *charm* ability.

**Inspire Greatness:** At 10th level, a ngoma can Inspire Greatness in another creature. To Inspire Greatness, the ngoma must sing or dance and the creature must watch the performance for a full round, as with Inspire Courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as she see or hears the ngoma's performance and for 5 rounds thereafter. All these bonuses are competence bonuses. The target gains the following boosts: +2 Hit Dice (d10s that grant temporary hit points),

## NGOMA SPELL TABLES

LEVEL	SPELLS PER DAY							SPELLS KNOWN						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	2	—	—	—	—	—	—	4	—	—	—	—	—	—
2	1	—	—	—	—	—	—	6	3	—	—	—	—	—
3	3	3	1	—	—	—	—	6	4	3	—	—	—	—
4	3	3	2	0	—	—	—	6	4	4	2*	—	—	—
5	3	3	3	2	—	—	—	6	4	4	3	—	—	—
6	3	3	3	3	1	—	—	6	4	4	4	3	—	—
7	3	3	3	3	2	0	—	6	4	4	4	4	2*	—
8	4	4	3	3	3	2	—	6	4	4	4	4	3	—
9	4	4	4	4	3	3	1	6	5	5	4	4	4	3
10	4	4	4	4	4	4	3	6	5	5	5	5	4	4

\*PROVIDED THE NGOMA HAS SUFFICIENT CHARISMA TO HAVE A BONUS SPELL OF THIS LEVEL.



+2 competence bonus on attacks, +1 competence bonus on Fortitude saves. Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the *sleep* spell. Inspire Greatness is a supernatural, mind-affecting enchantment ability.

**Secret Knowledge (Su):** Sometimes the spirits whisper secrets to the ngoma. A ngoma may make a special Secret Knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item, but may give a hint as to its general function. The ngoma may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM should determine the DC of the check by referring to the table below.

## DC Type of Knowledge

- 10 Common, known by at least a substantial minority of the local population.
- 20 Uncommon but available, known by only a few people in the area.
- 25 Obscure, known by few, hard to come by.
- 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

**Ex-Ngoma:** A ngoma who becomes lawful in alignment loses the ability to cast ngoma spells, and cannot continue to progress in levels as a ngoma, though he retains all other ngoma class abilities.

## NIBOMAY AMAZON

The Amazons, also known as the *ahosi* (ah-HOH-see), are the elite warriors of the Kingdom of Nibomay, and are rightly feared for their prowess both with the bow and the sword.

**Hit Die:** d8.

## Requirements

To qualify to become a Nibomay Amazon, a character must fulfill all the following criteria.

**Gender:** Females only

**Alignment:** Any lawful

**Base Attack Bonus:** +5

**Feats:** Exotic Weapon (Razor Sword), Exotic Weapon (Greatbow), Single-Minded

**Special:** Must be trained by the Amazons of Nibomay.

## Class Skills

The Nibomay Amazon's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (weaponsmithing)(Int), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Search (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 2 + Int Modifier.

## Class Features

All of the following are class features of the Nibomay Amazon prestige class.

### Weapon and Armor

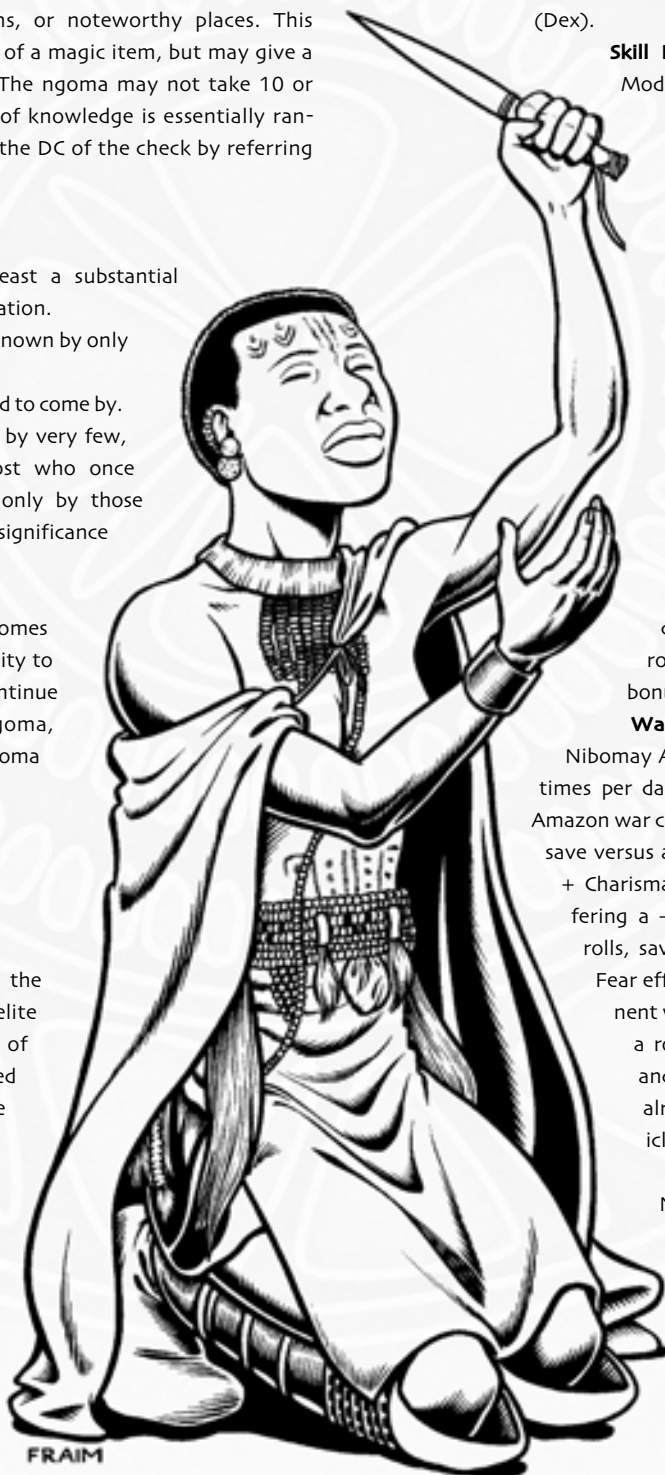
**Proficiency:** Nibomay Amazons gain proficiency in all simple and martial weapons. Amazons do not gain proficiency in any type of armor or shield.

**Unit Tactics:** Whenever a Nibomay Amazon uses the Aid Another action in combat, she provides allies with a +4 circumstance bonus to AC or attack rolls rather than the usual +2 bonus.

**War Cry (Ex):** At 2nd level, Nibomay Amazons can use a war cry three times per day. Any opponent that hears an Amazon war cry must immediately make a Will save versus a DC of (10 + 1/2 Amazon level + Charisma bonus) or become shaken, suffering a -2 morale penalty to all attack rolls, saves, and checks for 1d6 rounds. Fear effects are cumulative, so an opponent who is shaken by two war cries in a row instead becomes frightened, and an enemy who is shaken while already frightened becomes panicked.

**Pounce (Ex):** At 3rd level, a Nibomay Amazon can take a full move action and still attack on the first round of combat only.

**Ritual Scarring (Su):** At 4th level, a Nibomay Amazon can ritually scar herself before going into battle. These wounds take the



## THE NIBOMAY AMAZON

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL
1	+1	+2	+2	+0	UNIT TACTICS
2	+2	+3	+3	+0	WAR CRY
3	+3	+3	+3	+1	POUNCE
4	+4	+4	+4	+1	RITUAL SCARRING
5	+5	+4	+4	+1	FIGHTING SPIRIT
6	+6	+5	+5	+2	WEAPON BONDING
7	+7	+5	+5	+2	TRUE STRIKE
8	+8	+6	+6	+2	KEEN EDGE
9	+9	+6	+6	+3	VORPAL STRIKE
10	+10	+7	+7	+3	HEART PIERCE

form of temporary Charisma damage until they heal over, at which point they become intricate body art. The ritual includes starting a small fire, cutting one's self with a knife, then extinguishing the fire and rubbing its ashes into the wound while offering prayers to the orisha, asking them to enter the body through the wounds. Most Amazons scar either the forehead or around the navel, and diamond patterns are especially common.

This ritual requires one minute of time per point of temporary Charisma damage suffered, and can only inflict a maximum amount of Charisma damage equal to the character's Amazon level. For each point inflicted, the Amazon gains a temporary +1 enhancement bonus to either her Strength, Dexterity, or Constitution score; this is the Amazon's choice, but the entire bonus must be applied to a single ability. The enhancement bonus lasts for one hour per Amazon level, but the temporary Charisma damage returns at the normal rate of one point per day. If the Amazon has the Charisma damage healed magically, the enhancement bonuses vanish immediately.

**Fighting Spirit (Ex):** At 5th level, a Nibomay Amazon gains the ability to function normally when reduced to zero or fewer hit points. This does not automatically stabilize the Amazon, however; she can still lose hit points from blood loss, and dies at -10 hit points normally.

**Weapon Bonding (Su):** At 6th level, a Nibomay Amazon can perform a ritual to magically link herself to her weapons. Performing the ritual requires ten minutes and requires the Amazon to expend 250 XP per weapon bonded. When wielded or carried by the Amazon who performed the ritual, a bonded weapon cannot be broken or disarmed. If an Amazon is separated from her bonded weapons, she can sense their general location, within 100 feet, as long as the weapons and the Amazon are on the same plane of existence. An Amazon can break her bond with a weapon at any time as a free action. Weapon bonding is a supernatural ability.

**True Strike (Sp):** At 7th level, a Nibomay Amazon can use *true strike* up to three times per day, as the spell, with a caster level equal to twice her Amazon level.

**Keen Edge (Sp):** At 8th level, a Nibomay Amazon can use *keen edge* up to three times per day, as the spell, with a caster level equal to twice her Amazon level.

**Vorpal strike (Ex):** At 9th level, a Nibomay Amazon has attained mastery of the razor sword. Once per day, after scoring a critical hit with a razor sword, she can declare the attack a vorpal strike, and sever the head of her opponent as if she was using a *vorpal sword*.

**Heart Pierce (Ex):** At 10th level, an Amazon has attained mastery of the greatbow. Once per day, after scoring a critical hit with a greatbow, she can declare her attack a heart-piercing strike, and pierce the heart of her opponent as if she was using a *spear of heart-piercing*. See Chapter Twelve for information on the *spear of heart-piercing*.

## SOROKA

*Soroka* (so-ROH-kah), also known as "poison oracles," are diviners who foretell the future through the use of poison. To perform a poison divination, a soroka poisons a small animal such as a rat or a chicken, and analyzes its death-throes. To a soroka, such seemingly random spasms reveal hidden truths about the future.

Despite the preconceptions of many foreigners, soroka are not innately evil. In Nyambe-tanda, poison is considered nothing more than a weapon, and those who use it are not shunned by society. Quite to the contrary, soroka are highly sought after by the common people, especially to perform the ritual of naming after the birth of a child.

**Hit Die:** d12.

### Requirements

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

**Skills:** 4 ranks in Natural Medicine, 4 ranks in Wilderness Lore or Profession (herbalist), 4 ranks in Scry

**Spellcasting:** Ability to cast at least 5 different divination spells, one of which must be 3rd level or higher.

### Class Skills

The soroka's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Natural Medicine (Int, new skill), Profession (Herbalist) (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armor Proficiency:** Soroka do not gain proficiency in any sort of weapon or armor. Since soroka are divine spellcasters, they do not suffer from spell failure when wearing armor or using shields.

**Spells:** Soroka can learn any divination spell from the cleric, druid, or sorcerer/wizard spell list, and they cast spells as divine casters. A soroka is limited to a certain number of spells of each spell level per day, according to her class level. A soroka must choose a time at which she must spend an hour each day contemplating the contents of her mojuba bags and supplicating the orisha to regain her spells. Rest has no effect on a soroka regaining spells.

While studying, the soroka decides which spells to prepare. To learn, prepare, or cast a spell, a soroka must have an Intelligence score of at least 10 + the spell's level. A soroka's bonus spells are based on Intelligence. The DC for saving throws against soroka spells is 10 + the spell's level + the soroka's Intelligence modifier

**Mojuba Bags (Ex):** Soroka must study their mojuba bags each day to prepare their spells, as a wizard would a spellbook. A soroka cannot prepare any spell not encoded in her mojuba bags (except for *read magic*, which all soroka can prepare from memory).

**Spell Mastery (Ex):** A soroka can take the special feat Spell Mastery. Each



time the soroka takes this feat, choose a number of spells equal to the soroka's Intelligence modifier (they must be spells that the soroka already knows). From that point on, the soroka can prepare these spells without referring to her mojuba bags.

**Poison Use (Ex):** Soroka are highly proficient with poison. A soroka cannot accidentally poison herself when applying poison to a weapon.

**Poison Divination (Su):** At 2nd level, soroka can capture the life-energy escaping from a creature dying of poison, and use it to power divination spells. Good and neutral-aligned soroka only use this ability on non-sentient beings — those with an Intelligence of 2 or less.

If within 30 feet of a creature that dies from poison, the soroka can use the creature's life energy to cast a divination spell with a maximum level equal to 1/2 the creature's Hit Dice. The soroka can choose to cast any divination spell he knows, even if he doesn't actually have the spell prepared. The spell must be cast on the soroka's next action or else the life-force escapes and the opportunity is wasted.

Evil soroka have no restrictions on using sentient beings for this ritual, but

## THE SOROKA

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	POISON USE	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	POISON DIVINATION	4	2	1	—	—	—	—	—	—	—
3	+1	+3	+1	+3		4	3	2	1	—	—	—	—	—	—
4	+2	+4	+1	+4	CRAFT POISON	4	4	3	2	1	—	—	—	—	—
5	+2	+4	+1	+4		4	4	3	3	2	—	—	—	—	—
6	+3	+5	+2	+5	DETECT POISON	4	4	4	3	2	1	—	—	—	—
7	+3	+5	+2	+5		4	4	4	4	3	2	1	—	—	—
8	+4	+6	+2	+6	IMMUNE TO POISON	4	4	4	4	4	3	2	1	—	—
9	+4	+6	+3	+6		4	4	4	4	4	4	3	2	1	—
10	+5	+7	+3	+7	POISON MASTER	4	4	4	4	4	4	4	3	2	1



they pay a price for their callousness. If the life-energy is collected from a sentient being — one with an Intelligence of 3 or greater — the maximum level of the divination spell is equal to the victim's Hit Dice. However, any soroka so dastardly as to collect life-energy from a sentient being must make a Will save (DC 10 + victim's Hit Dice) or suffer 1 point of permanent Charisma drain.

**Craft Poison (Ex):** At 4th level, the soroka can manufacture generic poisons that emulate the effects of specific poisons. In game terms, the soroka can craft poisons using the new Natural Medicine skill without needing specific raw materials. If your campaign requires a specific feat to make poisons, the Soroka gains it as a bonus feat.

**Detect Poison (Sp):** At 6th level, the soroka can *detect poison* at will as a spell-like ability. This duplicates the effect of the spell.

**Immune to Poison (Ex):** At 8th level, a soroka's body has been exposed to so many different poisons that she has built up a complete immunity to them.

**Poison Mastery (Ex):** At 10th level, a soroka's command of poison is so great that any creature affected by a poison personally crafted by the soroka suffers a -4 to its Fortitude save.

## ZOMBI CULTIST

Zombi cultists are spellcasters who have chosen to associate themselves with Zombi, the fiendish orisha of serpents and the undead. These evil necromancers give up advancement in their former callings in exchange for the ability to gain complete mastery over true zombis, but a few study arcane magic instead.

**Hit Die:** d6

### Requirements

To qualify to become a Zombi cultist, a character must fulfill all the following criteria.

**Alignment:** Any evil

**Skills:** 2 ranks in Knowledge (arcana), 2 ranks in Knowledge (religion), 2 ranks in Natural Medicine

**Spellcasting:** Ability to cast *animate dead*

**Special:** Must kill a loved one for the sole purpose of animating that person's remains into a true zombi.

### Class Skills

The Zombi cultist's class skills (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Natural Medicine (Int, new skill), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 4 + Int Modifier

### Class Features

All of the following are class features of the Zombi cultist prestige class.

**Weapon and Armor Proficiency:** Zombi cultists do not gain additional proficiency in any sort of weapon, armor, or shield.

**Spells:** A Zombi cultist gains the ability to cast divine spells. To cast a spell, the Zombi cultist must have a Wisdom score of at least 10 + the spell's level. Zombi cultist bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. A Zombi cultist has access to any necromancy spell on the cleric and sorcerer/wizard spell lists and can freely choose which to prepare. A Zombi cultist prepares and casts spells just as a n'anga cleric does, though the Zombi cultist does not gain any of the other special abilities of the n'anga.

Zombi cultists also have access to a number of spells unique to the Land of the Overpower, which they take as they would spells from the cleric or sorcerer/wizard spell lists. See Chapter Nine for more on each of these spells.

#### 2nd-Level Spells

**Incantation of the Broken Limb.** Subject takes damage and suffers a broken limb.

**Lockjaw.** Subject is unable to speak.

#### 6th-Level Spells

**Tear the Open Wound.** Subject cannot be healed with *cure* spells.

## THE ZOMBI CULTIST

LEVEL	BASE ATTACK BONUS	FORT	REF	WILL	SPECIAL	SPELLS PER DAY									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	CREATE ZOMBI	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	ZOMBI POWDER	4	2	1	—	—	—	—	—	—	—
3	+1	+3	+1	+3	REBUKE UNDEAD	4	3	2	1	—	—	—	—	—	—
4	+2	+4	+1	+4	EXTRA DOMAIN	4	4	3	2	1	—	—	—	—	—
5	+2	+4	+1	+4	ZOMBI MASTERY X3	4	4	3	3	2	—	—	—	—	—
6	+3	+5	+2	+5	EYES OF ZOMBI	4	4	4	3	2	1	—	—	—	—
7	+3	+5	+2	+5	EXTRA DOMAIN	4	4	4	4	3	2	1	—	—	—
8	+4	+6	+2	+6	SCALES OF ZOMBI	4	4	4	4	4	3	2	1	—	—
9	+4	+6	+3	+6	FANGS OF ZOMBI	4	4	4	4	4	4	3	2	1	—
10	+5	+7	+3	+7	ZOMBI MASTERY X4	4	4	4	4	4	4	4	3	2	1

## 9th-Level Spells

**Bite of the Plague Rat.** You give rise to a dangerous plague.

**Create Zombi:** When casting *animate dead*, the Zombi cultist can choose to create true zombis instead of normal zombies; see the true zombi template in Chapter Thirteen for more information. The Zombi cultist can also cast *animate dead* spontaneously, trading any prepared spell or spell slot of equivalent level or higher for it.

**Zombi Powder:** At 2nd level, a Zombi cultist can create *lesser zombi powder*, *plague powder* or *greater zombi powder* at 1/2 the usual XP and 1/2 the usual gp cost. The Zombi cultist must still meet the prerequisites for creating the items. Creation rules for these are located in Chapter Twelve.

**Rebuke Undead:** At 3rd level, a Zombi cultist gains the ability to Rebuke Undead, Command Undead, Dispel Turning, and Bolster Undead as an evil cleric of a level equal to two less than his Zombi cultist level. If the Zombi cultist is already an evil n'anga with the ability to Rebuke Undead, these levels stack with existing n'anga levels.

**Extra Domain:** At 4th level and again at 7th level, a Zombi cultist gains access to a domain from the following list: Death, Evil, Trickery, or Serpents; see Chapter Nine for the Serpents domain. If the Zombi cultist already has access to clerical domains (for example, he's a n'anga or cleric), then he gains a new domain power and the ability to choose domain spells from the new domain in addition to the other domains he already knows. If he does not already have use of clerical domains, then he gains the listed domain ability, and the ability to substitute one domain spell for one prepared spell or spell slot of the indicated level.



FRAIM

**Zombi Mastery:** At 5th level, a Zombi cultist can control up to triple his level in Hit Dice of true zombis or normal zombies when casting *animate dead*, rather than only double his level. At 10th level, this increases to quadruple his level.

**Eyes of Zombi:** At 6th level, the Zombi cultist gains the Blindsight ability with a range of 30 feet, allowing him to sense others through the body heat they emit. The Zombi cultist is unable to use his Blindsight to target any creature that does not radiate body heat.

**Scales of Zombi:** At 8th level, the Zombi cultist begins to take on some of Zombi's reptilian appearance. The character develops scales that provide a +2 natural armor bonus to AC. These scales never cover the face or hands, and can be hidden under clothing.

**Fangs of Zombi:** At 9th level, the Zombi cultist develops poisonous fangs. These fangs can be folded back when not in use, and are not readily apparent. The character can deliver a poisonous bite attack for 1d4 points of damage. In addition, the fangs deliver a poison that inflicts 1d6 points of primary Strength damage, and 1d6 points of secondary Strength damage. The DC for the Fortitude saves is 15 + the cultist's Constitution bonus. This

attack is subject to all the usual rules affecting natural weaponry.

**Ex-Zombi Cultists:** A Zombi cultist that attempts to gain a level in another class loses all Zombi cultist special abilities and will be hunted down by Zombi's other servants.



## CHAPTER SIX

# SKILLS, FEATS AND COMBAT

The skills and feats below are designed specifically for use in an *African Adventures* game. A discussion of specialized forms of combat in Nyambe follows them.

## SKILLS

The table on page 78 shows which skills are available to Nyamban characters, with class skills for the core classes marked with a large “●” and cross-class skills marked with a small “•”. Those marked with a “✱” are exclusive skills available only to certain classes. Skills in italics have new uses in an *African Adventures* game, or are modified from the standard D20 description; these are discussed at greater length later in this section.

### NATURAL MEDICINE (Int; Trained Only)

Though alchemy is practiced in Nyambe-tanda, it does not take the pseudo-scientific form found in other lands. Instead, it is commonly known as “natural medicine” and is practiced by medicine men called *omugaanga* (oh-moo-gah-AHN-gah). While alchemists set up complicated laboratories and perform experiments to discover esoteric formulae, medicine men develop formulae by relying on generations of folklore and communication with the spirits of plants, animals, and stones.

Natural medicine does not make use of reagents and chemicals, but herbs, animal materials, and gemstones. These items can be purchased, but are more commonly gathered in the field. Though this does not require money, it does take time, and there is always the risk of the practitioner accidentally poisoning herself or contracting a contagious disease during these excursions. Another, far more hazardous method of gathering materials is by extracting organs from defeated monsters. Not only does the

omugaanga need to kill the monster, but digging through the insides of a creature carries the same risks of poisoning or disease that foraging does.

The Natural Medicine skill can be used to create any of the items commonly made by alchemists of other lands, with the only difference being the source of the components. For example, a *sunrod* created by an alchemist and a *sunrod* created by a medicine man would both function through a chemical-magical reaction. However, the alchemist would produce the chemical by mixing together various reagents according to complex formulae, while the practitioner of natural medicine might extract the chemical from bioluminescent cave fungi according to centuries-old traditions.

**Check:** You can forage for materials to make natural medicines, gather monster parts for the same purpose, and actually create natural medicines with this skill.

**Foraging:** Gathering local plants, animals, and minerals for use in natural medicine requires a full day of foraging, and a Natural Medicine check with a base DC of 20. The GM may increase the DC in an area with few plants or animals, such as in a desert or underground, or decrease the DC in an area with many plants and animals, like in a rainforest or herb garden.

On a success, the medicine man gathers 10 gp worth of raw natural medicine material. A failure means that he could not find any appropriate material. On a natural roll of 1, the character is exposed to some sort of poison or disease of the GM’s choosing (see Chapters Seven and Eleven). The omugaanga can take 10 on the check, but cannot take 20, and retries are not allowed.

**Monster Parts:** After defeating a monster, a character may want to extract components from it for use in natural medicine. This requires ten minutes of time per CR point of the monster, and a Natural Medicine check with a base DC of 25. The GM may



## NYAMBAN SKILLS

SKILL	GAMBA	MCHAWI	NANALA	N'ANGA	SEI	UNTRAINED	KEY ABILITY
ANIMAL EMPATHY	✖	✖	✖	●	✖	No	CHA
APPRAISE	•	•	●	•	•	Yes	INT
BALANCE	•	•	●	•	•	Yes	DEX*
BLUFF	•	•	●	•	●	Yes	CHA
CLIMB	●	•	●	•	•	Yes	STR*
CONCENTRATION	•	●	•	●	●	Yes	CON
CRAFT	●	●	●	●	•	Yes	INT
DECIPHER SCRIPT	✖	✖	●	✖	✖	No	INT
DIPLOMACY	•	•	●	●	•	Yes	CHA
DISABLE DEVICE	•	•	●	•	•	No	INT
DISGUISE	•	●	●	•	●	Yes	CHA
ESCAPE ARTIST	•	●	●	•	•	Yes	DEX*
FORGERY	•	•	●	•	•	Yes	INT
GATHER INFORMATION	•	•	●	•	•	Yes	CHA
HANDLE ANIMAL	●	•	•	●	•	No	CHA
HEAL	•	•	•	●	•	Yes	WIS
HIDE	•	•	●	•	•	Yes	DEX*
INNUENDO	•	•	●	•	•	No	WIS
INTIMIDATE	●	●	●	•	•	Yes	CHA
INTUIT DIRECTION	●	•	●	●	•	No	WIS
JUMP	●	•	●	•	•	Yes	STR*
KNOWLEDGE (ARCANA)	•	●	•	●	●	No	INT
KNOWLEDGE (RELIGION)	•	●	•	●	•	No	INT
KNOWLEDGE (NATURE)	•	●	•	•	•	No	INT
KNOWLEDGE (ALL SKILLS**)	•	●	•	•	•	No	INT
LISTEN	●	•	●	•	•	Yes	WIS
MOVE SILENTLY	•	•	●	•	•	Yes	DEX*
NATURAL MEDICINE	•	●	•	●	●	Yes	INT
OPEN LOCK	•	•	●	•	•	No	DEX
PERFORM	•	•	●	●	•	Yes	CHA
PICK POCKET	•	•	●	•	•	No	DEX*
PROFESSION	•	●	●	●	●	No	WIS
READ LIPS	✖	✖	●	✖	✖	No	WIS
RIDE	●	•	•	•	•	Yes	DEX
SCRY	✖	●	✖	●	●	Yes	INT
SEARCH	•	•	●	•	•	Yes	INT
SENSE MOTIVE	•	•	●	•	•	Yes	WIS
SPEAK LANGUAGE	•	•	•	•	•	No	NONE
SPELLCRAFT	•	●	•	●	●	No	INT
SPOT	●	•	●	•	•	Yes	WIS
SWIM	●	•	●	●	●	Yes	STR
TUMBLE	•	•	●	•	●	No	DEX*
USE MAGIC DEVICE	✖	✖	●	✖	●	No	CHA
USE ROPE	•	•	●	•	•	Yes	DEX
WILDERNESS LORE	●	•	•	•	•	Yes	WIS

\* YOUR ARMOR CHECK PENALTY, IF ANY, ALSO APPLIES.

\*\* MCHAWI BUY ALL KNOWLEDGE SKILLS AS INDIVIDUAL CLASS SKILLS.

increase the DC of the check if the means of death severely damaged the body, such as if the death was caused by massive damage, *disintegrate* spells, etc. Natural medicine components cannot be extracted from incorporeal creatures, constructs, or elementals.

A success yields 10 gp worth of raw natural medicine material per CR point of the monster. On a failure, the monster is too damaged to extract any useful organs. On a natural roll of 1, the character is exposed to the monster's poison if it is poisonous, or a disease of the GM's choosing if the monster is not poisonous (see Chapter Eleven). The medicine man can take 10 on the check, but cannot take 20, and retries are not allowed.

The GM may rule that some raw materials are only suitable for certain purposes. For example, the GM may state that organs harvested from a Huge scorpion are only suitable for making a preparation of *Huge scorpion venom*.

**Creating Natural Medicine:** Making items with Natural Medicine works exactly like making an item with the Alchemy skill, with only a few differences.

If the omugaanga already has the appropriate raw materials on hand, she can substitute them for the normal cost of raw materials (1/3 of the market price of the item).

The Natural Medicine skill can also be used to make poisons and healing salves, which are usually beyond the reach of simple alchemists. However, making these substances requires specific raw materials determined by the GM. For example, making a dose of *dragon bile poison* requires raw material extracted from a dragon. These specific raw materials are rarely for sale.

**Retry:** Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Special:** You must have a Natural Medicine kit (see Chapter Seven) to make an item or identify it. You also require raw materials, which can either be purchased or gathered using the techniques described above. Using a masterwork Natural Medicine kit grants a +2 circumstance bonus to Natural Medicine checks,

but does not affect the cost of any items made using the skill. This skill cannot be used to brew potions.

Characters with 5 or more ranks in Wilderness Lore can add a +2 synergy bonus to their Natural Medicine skill. Characters with 5 or more ranks in Profession (herbalist) can add a +2 synergy bonus to their Natural Medicine skill. These bonuses stack.

## NATURAL MEDICINE DCs

TASK	DC	NOTES
IDENTIFY POISON*	20	SEE <i>DETECT POISON</i>
IDENTIFY SUBSTANCE	25	COSTS 1 GP PER ATTEMPT (OR 20 GP TO TAKE 20)
IDENTIFY POTION	25	COSTS 1 GP PER ATTEMPT (OR 20 GP TO TAKE 20)
MAKE ACID, MARSH WATER**, OR SUNSCREEN**	15	SEE CRAFT SKILL
MAKE ALCHEMIST'S FIRE, HEALING SALVE**, SMOKESTICK, OR TINDERTWIG	20	SEE CRAFT SKILL
MAKE ANTITOXIN, SUNROD, TANGLEFOOT BAG, OR THUNDERSTONE	25	SEE CRAFT SKILL
MAKE POISON**	30	SEE CRAFT SKILL

\* This task can be performed immediately after casting *detect poison*.

\*\* See Chapter Seven for more information on these items, and for Nyamban poison rules.

## SCRY (Int; Mchawi, N'anga, Ngoma, Mganga, Sei Only)

In addition to its standard uses, in an *African Adventures* game the Scry skill can also be used to read omens.

Divinations of all sorts are extremely important to Nyamban cultures, and all spellcasters are trained in reading omens. Omens are seemingly minor random occurrences that foreshadow important future events. Highly skilled diviners can sift the meaning from omens, and provide valuable insight into the future.

**Check:** Omens are strictly under control of the GM, and characters cannot intentionally look for them. Omens feature prominently in Nyamban folklore, and most adventures set in the Land of the Overpower should include at least one omen. Colors are common omens, both good and bad. If the GM is at a loss for an omen, he can simply have the characters encounter an animal in a portentous color, as shown on the table below.

## OMENS AND COLORS

COLOR	GOOD OMEN	BAD OMEN
BLACK	MARRIAGE	DEATH
BLUE	LOYALTY	ENVY
YELLOW	WEALTH	HUNGER
GREEN	CONTENTMENT	SICKNESS
PINK	POWER	POVERTY
RED	LOVE	ANGER
WHITE*	PURITY	—

\* WHITE IS ALWAYS A GOOD OMEN.

Though the average DC for noticing and interpreting an omen is 15, the GM sets the exact DC depending on how obvious the symbolism is. For example, a party of adventurers is traveling through the D'okan desert when it sees an eagle dive down upon a group of meerkats and carry one off. The GM asks the group's ngoma bard for a Scry check with a DC of 13. The ngoma succeeds and the GM informs the ngoma's player that the meerkats represent the party, and the eagle represents a flying monster. The group should thus stay alert for an attack from a flying monster.

**Special:** The Scry skill is necessary to use the Inquisitor feat, described later in this chapter.

## SPEAK LANGUAGE (None; Trained Only)

Except for the selection of languages available, the description of this skill is not changed in the Land of the Overpower.

There are three major languages spoken in Nyambe: Kordo, Daka-alif, and Daka-kara. In addition, writings in the ancient languages known as Daka-kosa and Daka-dia can be found in the ruins of ancient temples and cities. Finally, the Talking Drum language is used for communication over long distances.

### Kordo

Kordo is the common tongue — the most frequently spoken language in Nyambe. It is most often encountered along the western coast and within the interior. This is not Common as spoken by those on other continents.

Kordo has a runic alphabet, which means that it has no curved lines, making it ideal for carving into wood, stone, and other materials.

### Daka-alif

Daka-alif is a language that bears resemblance both to Kordo and the language of the Near Eastern people. It is most frequently encountered along the northern coast of Nyambe.

Daka-alif uses many of the same letters as Kordo, but its written alphabet uses flowing script rather than runes. This is the language most commonly used for writing on non-durable materials such as hide or papyrus.

### Daka-dia

This is an extinct language used by the Water People. No one actually speaks this language, and there is no point in learning it unless a character is also literate. Daka-dia is a hieroglyphic language, and does not have a proper alphabet.

### Daka-kara

Daka-kara is a language that bears resemblance both to Kordo and the language of the Far Eastern people. It is most frequently encountered along the eastern coast of Nyambe.

The Daka-kara alphabet is unique amongst Nyamban languages in that multiple letters can be combined into single, new letters. This makes the language difficult to read, especially to those not familiar with the system.

## Daka-kosa

Daka-kosa is a “dead” language, once spoken by the orcs of the ancient Kosa Empire. However, the language is still spoken by scholars, ngoloko half-orcs, and the monstrous ingogo. It is most commonly encountered in writings and carvings left behind by the ancient kosans.

Daka-kosa seems to be an ancient, advanced dialect of Orcish with an emphasis on arcane magical terminology. The Daka-kosa alphabet is pictographic, with each symbol representing an entire word. As such it is impossible to sound out unknown words, though the meaning of an unknown symbol can sometimes be puzzled out by context.

## Talking Drum Language

The Talking Drum language is a proto-language used to send simple messages over long distances through special drums. These drums are capable of producing two or more distinct tones, and the melodies produced can resonate over long distances. Some cultures have learned to use flutes for communication in addition to drums, but talking flutes only carry half as far.

Messages that can be sent using the Talking Drum language are generic by nature. Some examples:

“Celebration in progress.”

“Prepare for an attack.”

“Prepare for visitors.”

“Come to our aid.”

“Come meet with us.”

Using the Talking Drum language requires both knowledge of the Talking Drum language and a Perform (drum) check. On a failure, either the message does not carry the entire distance, or the message is garbled. The drummer can choose to use a lesser range and DC if desired; for example, if using a stationary talking drum, the drummer could instead choose to send a message only 2 miles with a DC of 20. See Chapter Seven for more information on talking drums and flutes.

### THE TALKING DRUM LANGUAGE

RANGE	DC	INSTRUMENT REQUIRED
1/2 MILE	15	TALKING FLUTE
1 MILE	15	STANDARD TALKING DRUM
1 MILE	20	MASTERWORK TALKING FLUTE
2 MILES	20	MASTERWORK STANDARD TALKING DRUM
5 MILES	25	STATIONARY TALKING DRUM

## Related Languages

Characters who know a language on the list below can attempt to communicate with those speaking a related language, but suffer a –8 circumstance penalty to Charisma-based skills and checks.

### RELATED LANGUAGES IN NYAMBE

LANGUAGE KNOWN	RELATED LANGUAGES
KORDO	DAKA-ALIF, DAKA-KARA
DAKA-ALIF	KORDO, NEAR EASTERN
DAKA-KARA	KORDO, FAR EASTERN
NEAR EASTERN	DAKA-ALIF
FAR EASTERN	DAKA-KARA
DAKA-KOSA	ORCISH
ORCISH	DAKA-KOSA

## Foreign Languages

In addition to the regional languages of Nyambe, the following foreign languages are also spoken:

### FOREIGN LANGUAGES IN NYAMBE

LANGUAGE	SPEAKERS
ABYSSAL	FIENDISH ORISHA (CE OR NE)
AQUAN	WATER ORISHA, SILWANE-MANZI
AURAN	AIR ORISHA
CELESTIAL	CELESTIAL ORISHA
DRACONIC	UNTHLATU, DRAGONS, YUAN-TI
DWARVEN	UTUCHEKULU
ELVEN	WAKYAMBI
FAR EASTERN	FAR EASTERNERS
HALFLING	AGOGWE
GIANT	ROM, SAO
GNOLL	MBUI
GNOME	KITUNUSI
IGNAN	FIRE ORISHA
INFERNAL	FIENDISH ORISHA (LE OR NE)
NEAR EASTERN	NEAR EASTERNERS
SYLVAN	NATURAL ORISHA, ENTARE
TERRAN	EARTH ORISHA
UNDERCOMMON	SUBTERRANEAN CREATURES

# FEATS

Feats go a long way toward making a character distinctive. There is as much difference between an arrow-launching Tembu elephant archer and a rhetoric-spewing Tembu politician as there is between an agogwe halfling and a dwarven utuchekulu.

All of the standard D20 System feats are available to characters in an *African Adventures* game, as well as all of the new feats listed below; feats cannot be taken multiple times unless specifically noted. Some Nyamban classes — such as the gamba fighter and nanala rogue — limit bonus feats to a particular selection; see the class descriptions in Chapter Four for more on these. *Nyambe* also includes the new category of racial feats, which are simply feats that are limited to members of a certain race.

Since several of these new feats add a +2 bonus to two skills, to balance them GMs may want to change the Skill Focus feat so that it provides Nyamban characters with a +3 bonus to a single skill instead of the usual +2.



## NEW NYAMBAN FEATS

### GENERAL FEATS

ARCANE WARD  
CAUTIOUS  
CHOSEN ANIMAL  
DOUBLE-JOINTED  
DRAGONSLAYER  
DRUM DANCER  
ELEPHANT WARRIOR  
EQUESTRIAN  
EXPERT TRACKER  
FATED  
FEARLESS  
FOREIGN WEAPON PROFICIENCY\*  
IMPULSIVE  
MOUNTAIN BORN  
OMEN READING  
OPPORTUNIST

ORC-SLAYER  
PARRYING SHIELD  
PAST LIFE\*  
POETIC SPEECH  
POISON TOLERANCE  
RHETORIC  
RITUAL CANNIBALISM\*\*

RITUALISTIC ACTION  
RITUALISTIC COMBAT  
SANGUAR

SINGLE-MINDED  
SKILL MASTERY  
SLIPPERY MIND  
STEADFAST  
STRONG-ARM  
TRAILBLAZING  
TRAPS

UNCANNY DODGE (RETAIN DEX)  
UNCANNY DODGE (NO FLANK)  
UNCANNY DODGE (TRAP DEFENSE)

WEAPON DISPLAY

### PREREQUISITES

NONE  
EXPERTISE FEAT  
1 RANK IN ANIMAL EMPATHY  
1ST-LEVEL CHARACTER ONLY  
1ST-LEVEL CHARACTER ONLY  
TALKING DRUM LANGUAGE  
NONE  
NONE  
TRACK FEAT  
1ST-LEVEL CHARACTER ONLY  
NONE  
NONE  
IMPROVED INITIATIVE FEAT  
1ST-LEVEL CHARACTER ONLY  
1 RANK IN SCRY  
ABILITY TO SNEAK ATTACK; +6  
BASE ATTACK BONUS  
1ST-LEVEL CHARACTER ONLY  
NONE  
1ST-LEVEL CHARACTER ONLY  
NONE  
NONE  
NONE  
NON-GOOD ALIGNMENT; 1 RANK  
IN HEAL SKILL; 1 RANK IN  
WILDERNESS LORE SKILL  
NONE  
NONE  
DODGE FEAT OR NATIVE-BORN  
NYAMBAN  
NONE  
5 RANKS IN 6 DIFFERENT SKILLS  
CHA 13+; 5 RANKS IN BLUFF  
NONE  
STR 13+ OR CON 13+  
TRACK FEAT  
1 RANK IN SEARCH  
BLIND-FIGHT  
BLIND-FIGHT; UNCANNY DODGE  
(RETAIN DEX)  
BLIND-FIGHT; UNCANNY DODGE  
(RETAIN DEX); UNCANNY DODGE  
(NO FLANK)  
+1 BASE ATTACK BONUS

### ITEM CREATION FEATS

CREATE GRIS-GRIS  
CULINARY ASHE

### RACIAL FEATS

ARBOREAL  
BREATH WEAPON\*\*

ENERGY RESISTANT  
FIRE BLOOD

GIANT FIGHTING  
KEEN SENSES  
MUSK  
PLAY DEAD\*\*  
PREHENSILE TAIL  
SCENT  
SHADOW DODGE\*\*

SHADOW SIGHT  
SMALL STATURE

### SPECIAL FEATS

ANALYZE UNLIVING\*  
ASTROLOGICAL MAGIC  
CRIPPLING STRIKE  
DEFENSIVE ROLL

EVASION  
IMPROVED EVASION

INQUISITOR

### PREREQUISITES

SPELLCASTER LEVEL 1ST+  
ABILITY TO CAST DIVINE SPELLS;  
SPELLCASTER LEVEL 3RD+

### PREREQUISITES

WAKYAMBI ONLY  
UNTHLATU ONLY; CHARACTER  
LEVEL 3RD+  
UNTHLATU ONLY  
HUMANS ONLY; 1ST-LEVEL CHAR-  
ACTER ONLY  
UTUCHEKULU ONLY  
WAKYAMBI ONLY  
AGOGWE ONLY  
AGOGWE ONLY; 1 RANK IN BLUFF  
WAKYAMBI ONLY  
NGOLOKO ONLY  
KITUNUSI ONLY; SHADOW SIGHT  
FEAT; CHA 13+  
KITUNUSI ONLY  
NGHOI HUMANS ONLY; 1ST-LEVEL  
CHARACTER ONLY

### PREREQUISITE

NANALA ONLY  
ABILITY TO CAST SPELLS  
NANALA ONLY  
NANALA OR ENGOLO ONLY;  
EVASION FEAT; +6 BASE REFLEX  
SAVE  
NANALA OR ENGOLO ONLY  
NANALA OR ENGOLO ONLY;  
EVASION FEAT; +6 BASE REFLEX  
SAVE  
ABILITY TO CAST *DETECT MAGIC*; 1  
RANK IN SCRY

\* YOU CAN GAIN THIS FEAT MULTIPLE TIMES. ITS EFFECTS DO NOT STACK.  
EACH TIME YOU TAKE THE FEAT, IT APPLIES TO A NEW CREATURE TYPE,  
CULTURE, OR SKILL.

\*\* YOU CAN GAIN THIS FEAT MULTIPLE TIMES TO INCREASE THE DURATION  
OF THE EFFECT OR GAIN ADDITIONAL USES OF THE FEAT.

## ANALYZE UNLIVING [Special]

With sufficient training a nanala can learn to analyze the structure of unliving opponents, allowing her to strike their structural weak spots for additional damage.

**Prerequisites:** Nanala rogues only.

**Benefit:** Select one of the following monster categories: Construct, Elemental, Ooze, Plant, or Undead. You can make a Sneak Attack against a monster of that type, but use 1d4s for the Sneak Attack damage instead of the usual 1d6s.

**Normal:** Creatures of these types are normally immune to Sneak Attack damage.

**Special:** You can take this feat multiple times, selecting a different creature type each time.

## ARBOREAL [Racial]

The character was literally born in the trees. As a result, he is highly adept at avoiding falling damage.

**Prerequisites:** Wakyambi elves only.

**Benefit:** The character gains a +4 competence bonus to any Tumble checks made to avoid falling damage.

## ARCANE WARD [General]

The character knows special rituals to protect herself against the works of arcane magic.

**Benefit:** The character gains a +2 luck bonus to all saving throws versus arcane magic.

## ASTROLOGICAL MAGIC [Special]

The character knows how to enhance his magic through careful observation of the moon, stars, and planets.

**Prerequisites:** Ability to cast spells.

**Benefit:** The character can increase his effective caster level by making a successful Knowledge (astrology) check versus a DC of 20. The character is not permitted to take 10 or 20 on this check, and retries are not permitted. A successful check increases the character's effective caster level by +1 for 24 hours.

## BREATH WEAPON [Racial]

As dragon-blooded unthlatu age and gain experience, they obtain increasingly improved control over their dragon heritage. One of the abilities they can gain is the ability to generate and forcefully expel energy from their open mouths.

**Prerequisites:** Unthlatu only; character level 3rd+.

**Benefit:** The character can expel energy from his mouth like a dragon. This energy inflicts 3d6 points of damage and has an area and type determined by the character's primary dragon heritage, as shown on the table below; a line is 5 ft. high, 5 ft. wide, and 30 ft. long, and a cone is always 15 ft. long. A successful Reflex save against a DC of 12 halves the damage. After using this breath weapon, an unthlatu's player rolls 1d4 and must wait that many 8-hour periods before he can use it again.

**Special:** Each time this feat is taken after the first, it halves the waiting period before the character can use it again; taking it twice would result in 1d4 4-hour periods of time between uses, three

times could be 1d4 2-hour periods, and four times would leave only 1d4 1-hour periods.

## UNTHLATU BREATH WEAPON TYPES

### DRAGON BLOOD

BLACK, COPPER

BLUE, BRONZE

BRASS

GREEN

GOLD, RED

SILVER, WHITE

### BREATH WEAPON

LINE OF ACID

LINE OF LIGHTNING

LINE OF FIRE

CONE OF GAS

CONE OF FIRE

CONE OF COLD

## CAUTIOUS [General]

In battle, the character has learned the advantage of staying her hand until the most opportune moment presents itself.

**Prerequisites:** Expertise feat.

**Benefit:** The character can refocus as a standard action instead of a full-round action. She can then take a move-equivalent action, and the refocus comes into effect the following round.

For example, you roll for Initiative and get a 10 (a natural 6 + 4 for Improved Initiative). On the third round of combat, you refocus and take a move-equivalent action. On the next round you act on 24 (20 + 4 for Improved Initiative).

## CHOSEN ANIMAL [General]

The character has a particularly strong affinity for a certain kind of animal.

**Prerequisites:** 1 rank in Animal Empathy.

**Benefit:** The character gains a +4 competence bonus to Animal Empathy and Handle Animal checks with his chosen animal.

## CREATE GRIS-GRIS [Item Creation]

Gris-gris are small bags encoded with mystical energy. They typically contain a few rocks, feathers, bits of iron, and other mundane items. To the uninitiated, these objects mean nothing, but to a spellcaster, they contain the formula and energies needed to cast a spell. In Nyambe-tanda, gris-gris serve the same functions as magical scrolls do in other lands.

**Prerequisites:** Spellcaster level 1st+.

**Benefit:** The character can create a gris-gris bag of any spell that he knows; a gris-gris can only hold one spell, however. Creating a gris-gris takes one day for each 1,000 gp in its base price. The base price of a gris-gris is its spell level multiplied by its caster level multiplied by 25 gp. To create a gris-gris, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any gris-gris that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when creating the gris-gris.



## CRIPPLING STRIKE [Special]

The character's training in anatomy allows her to cut tendons, rupture organs, and otherwise cripple her opponent with a successful Sneak Attack.

**Prerequisites:** Nanala rogues only.

**Benefit:** Whenever the character damages an opponent with a Sneak Attack, the target also takes 1 point of temporary Strength ability score damage.

## CULINARY ASHE [Item Creation]

This feat is sometimes called "upside-down cooking." It is the ability to trap magical powers within common food items. The enchanted foods are magically protected from spoilage, and retain their magic indefinitely until used.

**Prerequisites:** Ability to cast divine spells; spellcaster level 3rd +.

**Benefit:** This feat functions exactly like Brew Potion, except that the caster can make the potion appear as any sort of food desired. Soups and stews are the most common, but it can also be used to make magical breads, cheeses, or meats.

## DEFENSIVE ROLL [Special]

If struck with a life-threatening blow, the character's body instinctively gives way, providing him with another chance at life.

**Prerequisites:** Nanala rogues or engolo monks only; Evasion feat; +6 base Reflex save

**Benefit:** Once per day, when the character would be reduced to 0 hit points or less by damage in combat from a weapon or other blow (not a spell or special ability), he can attempt to roll with the damage. Make a Reflex saving throw, with a DC equal to the damage dealt, and on a success the character takes only half damage from the blow. The character must be aware of the attack and be able to react to it in order to execute the defensive roll. If his Dexterity bonus to AC is denied, the character can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the Evasion ability does not apply to the defensive roll. A character cannot use a defensive roll if wearing medium or heavier armor.



## DOUBLE-JOINTED [General]

The character has extremely flexible joints at the wrists, elbows, knees, and ankles.

**Prerequisites:** You may only take this feat as a 1st-level character.

**Benefit:** The character gains a +4 competence bonus to Escape Artist checks.

## DRAGONSLAYER [General]

The character has been fated to slay dragons, and has supernatural defenses against their attacks.

**Prerequisites:** You may only take this feat as a 1st-level character.

**Benefit:** The character gains 5 points of Energy Resistance against all dragon breath weapon attacks, including those of unthlatu and half-dragons.

## DRUM DANCER [General]

The character is highly proficient at both playing the drum and ritual dancing.

**Prerequisites:** Talking Drum language.

**Benefit:** The character gains a +2 competence bonus to all Perform (drums), and Perform (dance) checks.



## ELEPHANT WARRIOR (General)

The character is exceptionally skilled in the purchasing, training, handling, and riding of elephants.

**Benefit:** The character gains a +2 competence bonus to all Animal Empathy, Appraisal, Handle Animal, and Ride checks involving elephants.

## ENERGY RESISTANT (Racial)

As dragon-blooded unthlatu age and gain experience, they obtain increasingly improved control over their dragon heritage. One of the abilities they can gain is the ability to shrug off certain types of energy.

**Prerequisites:** Unthlatu only.

**Benefit:** The character has 5 points of Energy Resistance against an attack form that matches her dragon heritage, as shown in the table below.

### UNTHLATU ENERGY RESISTANCES

COLORS	RESISTANCE
BLACK, COPPER, GREEN	ACID
BLUE, BRONZE	ELECTRICITY
BRASS, RED, GOLD	FIRE
SILVER, WHITE	COLD

## EQUESTRIAN (General)

The character is exceptionally skilled in the purchasing, training, handling, and riding of horses.

**Benefit:** The character gains a +2 competence bonus to all Animal Empathy, Appraisal, Handle Animal, and Ride Checks involving horses.

## EVASION (Special)

The character is especially adept at evading blows that would cripple others.

**Prerequisites:** Nanala rogue or engolo monk.

**Benefit:** If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw. Evasion can only be used if you are wearing light armor or no armor.

## EXPERT TRACKER (General)

The character has practiced the art of tracking since he was a child, and can follow tracks as naturally as other people can walk.

**Prerequisites:** Track feat.

**Benefit:** The character can follow tracks at his normal speed without suffering the usual –5 penalty to his Wilderness Lore check. If he is willing to accept a –5 penalty to his Wilderness Lore check, the character can follow tracks at twice his normal speed.

## FATED (General)

The character places great faith in fate to deliver him from danger.

**Prerequisites:** Cha 13+; you may only take this feat as a 1st-level character.

**Benefit:** If a failed saving throw would result in the character's death, he is permitted to make a second save if the first one fails. Using this ability causes a massive shock to the character, causing him to lose a level as if he had been killed and then *resurrected*. A character cannot re-roll saving throws that do not directly result in the character's death.

## FEARLESS (General)

The character has trained herself to show no fear, even in the most terrifying of circumstances.

**Benefit:** The character gains a +4 morale bonus to all saving throws versus fear effects, and even if she fails a saving throw, the effects are reduced by one category.

## FIRE BLOOD (General)

The character was born with red hair, a sign that he is descended from efreeti.

**Prerequisites:** Humans only; you may only take this feat as a 1st-level character.

**Benefit:** The character gains a +4 resistance bonus to saving throws against heat and fire-based attacks. If the character is a spellcaster, any spells he casts with the Fire descriptor are at +1 caster level. Unfortunately, he also suffers a –2 resistance penalty to all saving throws against cold-based attacks.

## FOREIGN WEAPON PROFICIENCY (General)

The character has learned to use foreign weapons just as well as those from her native land.

**Benefit:** Select a foreign culture — Northern, Eastern, or Far Eastern. Simple and martial weapons from that culture are no longer automatically considered exotic for the character.

For example, a longsword is considered an exotic weapon for a Nyamban character since it does not appear on the equipment list in Chapter Seven. If the character had Foreign Weapon Proficiency (Northern), the longsword would be considered a martial weapon, since Northerners treat it as a martial weapon. On the other hand, a repeating crossbow would still be an exotic weapon to this character, because Northerners consider a repeating crossbow to be exotic exactly like Nyambans do.

**Normal:** Any foreign weapon not mentioned on the equipment list is automatically considered an exotic weapon.

**Special:** You can take this feat multiple times, selecting a different foreign culture each time.

## GIANT FIGHTING (Racial)

The utuchekulu are dedicated foes of the undead giants known as the rom, and as a result, they have developed special techniques for fighting giants.

**Prerequisites:** Utuchekulu dwarves only.

**Benefit:** The utuchekulu gains a +1 racial bonus to attack rolls and a +4 dodge bonus when facing giants. Note that any time a character loses his Dexterity bonus to Armor Class, such as when he's caught flat-footed, he loses this dodge bonus as well.

## IMPROVED EVASION [Special]

With constant training in Evasion, you can learn to reduce the damage taken when you are unable to completely avoid an area-affecting attack.

**Prerequisites:** Nanala rogues or engolo monks only; Evasion feat; +6 base Reflex save.

**Benefit:** If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw, and only half damage on a failed saving throw. Improved Evasion can only be used if you are wearing light armor or no armor.

## IMPULSIVE [General]

The character is well known for rushing into danger. Sometimes this grants him great glory, other times it just gets him into trouble.

**Prerequisites:** Improved Initiative feat.

**Benefit:** On the first round of combat only, the character can charge and still use his full attack action.

## INQUISITOR [Special]

The character has been trained in the proper techniques for detecting arcane spellcasters.

**Prerequisites:** Ability to cast *detect magic*; 1 rank in Scry.

**Benefit:** The character can tell by simply looking at someone if she is capable of casting arcane spells. Using this feat is a full-round action. The character must make a Scry check, which is opposed by the target's Bluff skill. On a successful roll, he can tell if the target is an arcane caster, but not her class or level. If the character spends a second round concentrating and wins a second opposed check, he can learn the identity of the target's arcane classes. If the character spends a third round concentrating and wins a third opposed check, he can tell the target's caster level. The character cannot take 10 or 20 on any of these checks, and if a check is failed, subsequent checks are not permitted.

## KEEN SENSES [Racial]

With experience and training, the wakyambi have the ability to develop their vision, hearing, and sense of touch to levels far exceeding those of the other races.

**Prerequisites:** Wakyambi elves only.

**Benefit:** +2 racial bonus on Listen, Search, and Spot checks. A wakyambi who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

## MOUNTAIN BORN [General]

The character was born in the mountains, and has a distinctive barrel chest due to oxygen deprivation. This improves his ability to take in oxygen at lower altitudes.

**Prerequisites:** You may only take this feat as a 1st-level character.

**Benefit:** The character gains a +4 racial bonus to his Fortitude save to resist the effects of low oxygen levels, including subdual damage and altitude sickness. The character also gains a +4 racial bonus on Constitution checks made to hold his breath.

**Normal:** Operating at altitudes over 20,000 feet requires characters to roll a Fortitude saving throw each 6-hour period (DC 15,

+1 per previous check), taking 1 point of temporary damage to all ability scores each time they fail.

## MUSK [Racial]

The character naturally produces a musk that makes him seem more charismatic to others.

**Prerequisites:** Agogwe halflings only.

**Benefit:** Once per day the character can produce a faint musk that adds a +2 racial bonus to all of her Charisma-based skills for 10 minutes. The bonus does not apply if his is interacting with a construct, elemental, ooze, plant, undead, or vermin.

## OMEN READING [General]

The character spent much time learning to read the will of the orisha in everyday life. As a result, he can see portentous omens in events that others might overlook.

**Prerequisites:** 1 rank in Scry.

**Benefit:** The character gains a +4 competence bonus when attempting to read omens using the Scry skill. The bonus does not apply to other uses of the Scry skill.

## OPPORTUNIST [General]

The character's combat training allows her to exploit moments of temporary weakness in others.

**Prerequisites:** Ability to Sneak Attack; +6 base attack bonus.

**Benefit:** Once per round, the character can make an attack of opportunity against an opponent in an adjacent square who has just been struck for damage in melee by someone else. This attack uses all of the character's attacks of opportunity for that round. Even a character with the Combat Reflexes feat can't use the Opportunist feat more than once per round.

## ORC-SLAYER [General]

The memory of the rebellion against the kosan orcs runs strong in the character's blood.

**Prerequisites:** You may only take this feat as a 1st-level character.

**Benefit:** You gain a +2 dodge bonus to AC against any creature with orcish blood, including orcs, getiet, ingogo, and ngoloko half-orcs.

## PARRYING SHIELD [General]

The character is trained in the use of a special type of shield known as a parrying shield.

**Benefit:** The character must have a parrying shield in hand to use this feat. Once per round when the character would normally be hit with a ranged weapon, he may make a Reflex saving throw against a DC of 20; if the ranged weapon has a magical bonus to attack, the DC increases by that amount. If he succeeds, he deflects the weapon. He must be aware of the attack and not be flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons like hurled boulders or *alchemist's fire* can't be deflected.

If the character also has the Deflect Arrows feat, he can deflect one ranged weapon with the Deflect Arrows feat, and a second ranged weapon with the Parrying Shield feat.

## PAST LIFE [General]

The character is the reincarnation of a member of her family who died without issue. Though she does not remember much about her past life, she still has some access to the skills she learned in that lifetime.

**Prerequisites:** You may only take this feat as a 1st-level character.

**Benefit:** Select any one non-exclusive skill. That skill is always considered a class skill for your character.

Alternatively, you can select an exclusive skill. If the character gains a level in a class without access to the exclusive skill, the exclusive skill is available to her as a cross-class skill.

**Special:** You can take this feat multiple times at 1st level, selecting a different skill each time.

## PLAY DEAD [Racial]

The character can slow his metabolism to such a rate that others think he is dead.

**Prerequisites:** Agogwe halflings only; 1 rank in Bluff.

**Benefit:** The character can slow his metabolism so as to appear dead. For the ruse to be successful, he must make a Bluff check opposed by a Sense Motive check on the part of anyone observing the trick. If the character succeeds at the check, it will appear to observers that he dropped dead of a massive heart attack or some seemingly minor injury.

While playing dead, the character takes half damage from attacks, and requires double the usual length of time to be affected by poisons, drowning, diseases, or other dangers dependent on an active metabolism. A character can play dead for a maximum of one hour.

**Special:** You can take this feat multiple times to increase the length of time you can play dead.

## POETIC SPEECH [General]

When the character speaks, poetry naturally flows like honey from her lips.

**Benefit:** The character gains a +2 competence bonus to Diplomacy and Perform (poetry) checks.

## POISON TOLERANCE [General]

The character has an inborn resistance to substances that others would consider poisonous.

**Benefit:** The character gains a +4 competence bonus to saving throws versus poison.

## PREHENSILE TAIL [Racial]

The character has learned to use his tail as a crude grasping hand.

**Prerequisites:** Wakyambi elves only.

**Benefit:** The character can use his tail to hold items weighing 10 pounds or less. The tail does not have enough dexterity to wield a weapon, but it can be used for holding torches, holy symbols, etc.

## RHETORIC [General]

The character is an expert at swaying others to her point of view through the art of rhetoric.

**Benefit:** The character gains a +2 competence bonus whenever she takes 10 on a Bluff, Diplomacy, or Sense Motive check; thus, when she takes 10, it becomes a 12.

## RITUAL CANNIBALISM [General]

The character can cut out and eat the heart of a defeated enemy to gain its strength.

**Prerequisites:** Non-good alignment; 1 rank in Heal skill; 1 rank in Wilderness Lore skill.

**Benefit:** Once per day, the character can eat the heart of an animal, beast, humanoid, magical beast, or monstrous humanoid that he has defeated in combat. Eating the heart will heal the character of 1d8 points of damage, +1 per Hit Die of the defeated foe; the maximum bonus to the roll is equal to the cannibal's character level. It takes a minimum of one minute to remove and eat an enemy's heart.

**Special:** You can take this feat multiple times to gain additional uses per day.

## RITUALISTIC ACTION [General]

The character knows special rituals for almost everything, and when he takes the time to perform them, they ensure that the orisha smile upon him.

**Benefit:** Whenever the character takes 20 on a check, he can also perform a special ritual to ensure success. This grants him a +1 morale bonus to that check only; thus, when he takes 20, it becomes 21.

## RITUALISTIC COMBAT [General]

The character has been trained to fight battles without killing her foes.

**Benefit:** The character is highly trained at inflicting non-lethal wounds in combat. When using a normal weapon to inflict subdual damage, she does not suffer the normal -4 attack penalty. She is even capable of using thrown or missile weapons to inflict subdual damage, but suffers the standard -4 penalty when attempting to do so. If using a missile weapon that is already capable of inflicting subdual damage, such as a throwing club or blunted throwing spear, the character does not suffer the -4 attack penalty.

## SANGUAR [General]

All Nyamban characters have some training in sanguar, the art of dodging attacks. All Nyamban core class variants are automatically proficient in the Sanguar feat. Foreigners from other lands are not skilled in its use.

**Prerequisites:** Dodge feat or native-born Nyamban.

**Benefit:** Sanguar provides a dodge bonus to AC, based on the character's base attack bonus and armor.



## SANGUAR BONUSES

BASE ATTACK BONUS	DODGE BONUS TO AC
0	+0
1 – 5	+1
6 – 10	+2
11 – 15	+3
16 – 20	+4

Characters wearing armor of any sort derive a reduced benefit from Sanguar. Wearing light armor reduces a character's Sanguar bonus by 1, wearing medium armor reduces a character's Sanguar bonus by 2, and wearing heavy armor reduces a character's Sanguar bonus by 3. A character has a minimum Sanguar bonus of 0.

For example, a character with a base attack bonus of +7 wearing leather armor gains a +2 armor bonus to AC from the armor, and a +1 dodge bonus to AC from Sanguar — +2 for his base attack bonus, and –1 for wearing light armor.

## SCENT [General]

The character can detect others by scent.

**Prerequisites:** Ngoloko half-orcs only.

**Benefit:** This extraordinary ability lets orcish ngoloko detect approaching enemies, sniff out hidden foes, and track by sense of smell.

The ngoloko can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as zorilla (skunk) musk or ghost stench, can be detected at three times these ranges. The ngoloko detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the ngoloko can pinpoint that source.

The ngoloko can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the Scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

## SHADOW DODGE [Racial]

Because of your close connection to the Shadow World, you can create a cloak of shadows to help evade attacks.

**Prerequisites:** Kitunusi gnomes only; Shadow Sight feat; Cha 13+.

**Benefit:** Once per day, the character can wrap shadows around herself as a free action. The shadows remain for 3 rounds. All

attacks directed at the character while he is wrapped in shadows have a 20% miss chance due to concealment — the shadows even block Darkvision. Creatures able to target attacks using senses other than sight do not suffer this miss chance.

**Special:** Characters can take this multiple times to gain additional uses of this ability.

## SHADOW SIGHT [Racial]

The kitunusi have a close connection with the Shadow World, and with practice, some develop the ability to see into it.

**Prerequisites:** Kitunusi gnomes only.

**Benefit:** The character can see into the Shadow World, and interact with ethereal creatures as if he were also ethereal. This can be dangerous, as it exposes the character to attacks from ethereal beings. The character can repress active Shadow Sight or activate repressed Shadow Sight as a full-round action by making a Concentration check against a DC of 10.

## SINGLE-MINDED [General]

The character does as she pleases, regardless of what others may think.

**Benefit:** The character gains a +2 morale bonus to all Intimidate checks and a +1 bonus to Will saves.

## SKILL MASTERY [General]

The character has honed his skills in the field, allowing him to use them even when stress or distraction might prevent a less-competent individual from doing so.

**Prerequisites:** 5 ranks in 6 different skills.

**Benefit:** Select a number of skills equal to 3 + the character's Intelligence modifier. When making a skill check with one of these skills, the character may take 10 even if stress and distractions would normally prevent him from doing so.

**Special:** Characters may take this feat multiple times, selecting additional skills for it to apply to each time.

## SLIPPERY MIND [General]

The character is such an accomplished liar that she has the ability to mentally "talk" her way out of charms, compulsions, and other sorts of enchantments.

**Prerequisites:** Cha 13+; 5 ranks in Bluff.

**Benefit:** If the character is affected by an enchantment and fails the saving throw, 1 round later she can attempt the saving throw again. She only gets one extra chance to succeed.

## SMALL STATURE [Racial]

The character is extremely small for a human, standing less than five feet in height.

**Prerequisites:** Nghoi humans only; you may only take this feat as a 1st-level character.

**Benefit:** A human with this feat is considered Small instead of Medium-size. This grants a +4 bonus to hide rolls, improves the character's AC by +1, improves the character's attack rolls by +1, and reduces the cost of many equipment items by 25%.

However, it also limits the size of weapons the character can wield, reduces the character's weight limit by 25%, reduces her base speed by a third, and hinders her in grappling combat.

## STEADFAST (General)

The character knows how to stand his ground in a battle.

**Benefit:** The character gains a +4 competence bonus to his 1d20 roll to resist bull rushes and trip attempts.

## STRONG-ARM (General)

The character is trained at using brute force to get what she wants from others.

**Prerequisites:** Str 13+ or Con 13+.

**Benefit:** The character can substitute her Strength or Constitution modifier (whichever is higher) for her Charisma modifier when making Intimidate checks.

## TRAILBLAZING (General)

The character has the ability to find easy paths through difficult terrain.

**Prerequisites:** Track feat.

**Benefit:** The character's daily overland speed is increased by one terrain category. If the character is traveling over normally Trackless terrain, it is treated as Road or Trail terrain instead,

and if the character is traveling over Road or Trail terrain, it is treated as Highway terrain.

The character may make a Wilderness Lore check with a DC of 10, +2 per additional party member, to increase the daily

overland speed of any group he is traveling with as well. A check must be made each time the group enters or leaves a new terrain type. The base time for this check is 1 hour, and the character may take 10 or 20 to improve the chances of locating a suitable path.

## TRAPS (General)

You are proficient at finding mundane and magical traps, and can disable mundane and magical traps.

**Prerequisites:** 1 rank in Search.

**Benefit:** A character with this feat can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. The character can also use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A character who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

## UNCANNY DODGE (RETAIN DEX) (General)

You have been trained to keep your wits when ambushed or attacked by invisible opponents.

**Prerequisites:** Blind-Fight feat.

**Benefit:** You retain your Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

## UNCANNY DODGE (NO FLANK) (General)

You know how to best protect your flank in battle.

**Prerequisites:** Blind-Fight feat; Uncanny Dodge (Retain Dex) feat.

**Benefit:** You cannot be flanked except by a nanala rogue of at least four levels higher than your character level.



## UNCANNY DODGE (TRAP DEFENSE) [General]

**Prerequisites:** Blind-Fight; Uncanny Dodge (Retain Dex) feat; Uncanny Dodge (No Flank) feat.

**Benefit:** You gain a +4 bonus to Reflex saves made to avoid traps.

## WEAPON DISPLAY [General]

The character is able to put on a flashy display of weapon prowess to intimidate her enemies.

**Prerequisites:** +1 base attack bonus.

**Benefit:** This ability can only be used in a combat situation. The character can add her base attack bonus to an Intimidate check, but she must spend at least one full round showing off her skill first.

# COMBAT

As adventurers travel across Nyambe-tanda, they will undoubtedly encounter many enemies and hazards. The basic rules of combat remain the same in Nyambe-tanda, but this chapter covers special circumstances which may affect Nyamban battles.

## BRUSH FIRES

When fighting in the savannah, setting the grasses aflame to drive enemies in a particular direction is a common tactic. This particular method of warfare is especially favored by the cowardly ingogo.

To set a brush fire, a character needs a torch or equivalent amount of flame, and grass of at least 3 feet in height. Setting a brush fire is a full-round action.

Brush fires are moved by the wind, so it is important to know the direction of the wind before starting one. A character can determine the current wind direction by making a Wilderness Lore check with a DC of 10. This check is a move-equivalent action. The GM can either select a wind direction based on geography, or randomly determine one by rolling on the Wind Direction table.

Once set, a brush fire spreads from the point of origin in the shape of a cone. Though the speed of the flames can vary, 20 feet per round is the usual rate of progress.

Anyone caught in the area of a brush fire suffers 1d6 points of fire damage per round, and must make a Reflex save against a DC of 15 or catch fire. Once set on fire, the victim will continue to take damage each round, even if she escapes from the flames. Each round the victim is allowed a new Reflex save, and on a successful save, the flames are extinguished.

On any given round, there is a 10% chance that the wind direction will shift. If this happens, the fire moves in the new direction until the wind shifts again.

## WIND DIRECTION

### 1d8 ROLL

1  
2  
3  
4  
5  
6  
7  
8

### WIND DIRECTION

NORTH  
NORTHEAST  
EAST  
SOUTHEAST  
SOUTH  
SOUTHWEST  
WEST  
NORTHWEST

A brush fire cannot burn beyond the limits of the available grasses, and most burn themselves out. A typical brush fire will burn itself out in 1d10 rounds, though at the GM's discretion, they can burn out of control and scorch hundreds or even thousands of acres.

## RITUAL WARFARE

Ritual warfare is a type of war intended to settle a conflict while producing a minimal number of casualties. When conducting a battle in a ritual war, the two opposing groups line up in parallel rows, armed with either throwing clubs or blunted throwing spears, and armored only with parrying shields.

At a pre-arranged signal, the warriors begin hurling their weapons, and the battle begins. Ritual battles forbid the use of spells, melee weapons, and even unarmed combat. Note that both throwing clubs and blunted throwing spears inflict normal damage on critical hits, so it is possible to die in a ritual battle.

The battle lasts until all the members of one side have either fallen from subdual damage, surrendered, quit the field, or run out of weapons, at which time the battle ends and the opposing side is declared the victor. Fleeing from or surrendering a ritual battle is considered cowardly; most warriors choose to fight until they are either knocked unconscious or run out of ammunition. Any character who flees, surrenders, or is captured in a ritual battle gains no XP for opponents defeated during that battle.

What happens to the losing side on a ritual war? It depends on the context. Usually the losing side is simply humiliated and gives up claim to whatever started the war in the first place — typically land. If a ritual war is simply a matter of honor, the warriors on the losing side may be taken captive by the victors, and ransomed back to the defeated clan.

## CATTLE RAIDS

Another type of ritual battle, though a less-structured form than a ritual war, is a cattle raid. Cattle raids are largely a tradition of the Shombe people, though other herding cultures have been known to engage in them as well. Since cattle are worth approximately 15 gold pieces each, and some clans have herds numbering in the hundreds, cattle raids can have a significant economic effect on both the attacking and defending clans.

Cattle raids are clandestine attacks by one clan on the *kraal* (KRAHL) of a rival clan in an attempt to steal cattle or some other livestock. A kraal is a temporary village constructed by



semi-nomadic peoples. A kraal consists of a central, circular animal pen that usually contains cattle, but sometimes goats and chickens as well, surrounded by a ring of small hemispherical homes made of thatch grass and cow dung. The ring of buildings is surrounded by a wooden palisade or wall of thorny scrub known as a *boma* (BOH-mah). A kraal usually has a single, easily defended entry point. A kraal allows a village to simultaneously defend itself and its livestock against predatory creatures, thieves, and raiding parties.

Cattle raids are usually conducted in response to some affront to a clan's honor, and as such the raid must be conducted in an honorable manner as well. If all goes well, the clan being attacked is not even aware of the raid, and the cattle are stolen from the kraal without incident. The raid cannot make use of any sort of magic or lethal force, which is a breach of honor and allows the opposing side to resort to magic or lethal force without a loss of honor. Characters using magic or lethal combat gain no XP for opponents defeated in a cattle raid unless the other side does so first. Captured raiders are stripped naked and returned to their clan, their possessions forfeited to the defending clan as ransom.

Few clans are foolish enough to violate the rules for a cattle raid. Such a dastardly action can easily lead to a bloody, generations-long feud.

## NUBA MATCHES

The rules of a Nuba match are fairly simple. Both combatants enter a circular ring and attempt to force the other to the ground or out of the ring. If either condition persists for three seconds, the match ends. Nuba matches ban the use of weapons, spells, and pummeling attacks such as punches and kicks. The only permitted attacks are bull rushes, grapples, overruns, and trips. When grappling, wrestlers must inflict subdual damage only; inflicting normal damage is cause for disqualification.

Aside from the fight itself, a great deal of pomp and ceremony surrounds a Nuba match. Wrestlers dress in simple loincloths and shave their heads bald, though many wear an ostrich-plume headdress. Before beginning a match, many

wrestlers purify themselves with ash or white clay. As they enter the ring, musicians begin a rhythmic beat known as a *sandai* (SAHN-deye), which is supposed to spur the combatants to greater demonstrations of skill. When a match ends, the loser must kiss the ground at the feet of the winner.

Because of the popularity and honor associated with winning a Nuba match, victorious wrestlers gain full XP for defeating an opponent in a Nuba match. This XP is not shared with other members of the party.

## ENGOLU DUELS

While Nuba matches are mere sporting events, engolo duels are deadly serious and banned in all civilized lands. An engolo duel follows many of the Nuba traditions, but the fight lasts until one combatant is either incapacitated or dead, and a wider variety of techniques are used. Engolo duels allow all manner of strikes, though kicks delivered from the ground are most common. Weapons are not normally permitted unless the duel is intended to be fought to the death, in which case combatants are allowed to use a variety of simple non-magical weapons. The more deadly engolo duels employ third parties to complicate the battle by doing things like firing arrows at the combatants, or slipping poisonous snakes into the ring.

Why would anyone engage in such an activity? The simple answer is to prove who is the better combatant. Engolo fighters have a strong sense of personal honor, and most are willing to risk their lives to prove their superiority in a fair fight. Honor aside, winning black-market engolo matches can earn a fighter a great deal of money — 100 gp or more in a non-lethal match against an opponent of equal skill. Fights to the death or against an obviously superior opponent can earn a fighter up to ten times that amount. Because of this, many would-be engolo are simply poor warriors attempting to better themselves.

Only members of the engolo prestige class can fight in an engolo duel. Anyone else would be laughed out of the ring. Attempting to find a black-market engolo duel requires a Gather Information check with a DC of 20. Most large cities hold one black-market match per month, though few are intentionally fought to the death.

# CHAPTER SEVEN

# NYAMBAN

# EQUIPMENT

The economy in Nyambe-tanda is similar to that in other fantasy worlds in that it uses copper pieces, silver pieces, gold pieces, and platinum pieces. However, many undeveloped regions do not have a formalized exchange system and instead rely on barter. Nyambe boasts many unique weapons and items of equipment, but some items common in other realms — like heavy armor — are completely unavailable here.

## TRADE GOODS

Trade goods are items with stable values. They are used extensively in barter, and many rural communities use them in place of hard currency. The most widely accepted trade good in Nyambe-tanda is the cowry shell. These tiny seashells are used to make jewelry, and in many areas they are used as money. Near Easterners have tried to replace the cowry shell with Near Eastern glass beads, but have had little success thus far.

In areas occupied by herding cultures such as the Shombe, livestock takes the place of money. In other areas, slaves or ivory are the preferred currency. Any exceptions to this are noted in the description of the appropriate nation or kingdom in Chapter Ten.

Common trade goods are listed at right. Note that these prices differ slightly from the D20 System standard to take into account increased trade with the Near East and Far East. Also note that items marked with a “—” are not given a weight since they are not designed to be carried, or have no weight worth mentioning.

## EQUIPMENT LISTS

The following sections contain lists of standard equipment items available for sale in Nyambe-tanda. If an item is not on this list, it is probably not available. Note that the prices given in this equipment

## TRADE ITEMS

TRADE ITEM	COST	WEIGHT
BEAD, COMMON	1 CP	—
BEAD, MASTERWORK	1 SP	—
CHICKEN	2 CP	—
COPPER	5 SP	1 LB.
COW	15 GP	—
COWRY SHELL	1 SP	—
DOG	10 GP	—
GOAT	1 GP	—
GOLD	50 GP	1 LB.
IRON	2 SP	1 LB.
IVORY**	3 GP	1 LB.
LINEN, 1 SQ. YD.*	3 GP	1 LB.
MILLET	1 CP	1 LB.
RAFFIA CLOTH, 1 SQ. YD.*	1 SP	1 LB.
OX	25 GP	—
PIG	3 GP	—
SALT	5 GP	1 LB.
SHEEP	2 GP	—
SILK, 2 SQ. YD.*	15 GP	1 LB.
SILVER	5 GP	1 LB.
SPICES, FAR EASTERN	10 GP	—
SPICES, NEAR EASTERN	5 GP	—
SPICES, NYAMBAN	1 GP	—

\* A SQUARE YARD OF CLOTH WEIGHS APPROXIMATELY 1 POUND. THERE ARE USUALLY 40 YARDS TO A BOLT OF CLOTH. SILK IS AN EXCEPTION TO THIS RULE AND IS PRICED BY THE POUND INSTEAD OF THE SQUARE YARD.

\*\* IVORY IS PRICED BY THE POUND AND NOT BY THE TUSK. THIS IS BECAUSE THE WEIGHT OF TUSKS CAN VARY WIDELY, FROM AS LITTLE AS 10 POUNDS TO WELL OVER 100 POUNDS.

list may vary from standard D20 System prices. This is to reflect the scarcity of certain items in Nyambe-tanda. Some items are not available at all unless brought in from another game setting.

Items on the equipment lists have one or more of the following properties:

**Item:** The item's common name. Items in italics are either new to *African Adventures* or are modified from the standard description. These items are discussed at more length in the item description section following the list. Weapons marked with (5 ft.), (10

ft.), or (20 ft.) have a 5-foot, 10-foot, or 20-foot reach, those marked with a (d) are double weapons, and those marked with an (x) do x2 damage to a charging attacker on a readied action.

**Cost:** The cost of the item, usually in gold pieces. This may vary slightly from the standard price, due to the rarity of materials like steel and glass.

**Weight:** The weight of the item, usually in pounds. If a "—" is listed, then the item either has a negligible weight, or it is not designed to be carried. Armor fitted for a Small character

## NYAMBAN WEAPONS

### Simple Weapons — Melee

Weapon	Cost	Damage	Critical	Increment	Weight	Type
<b>Unarmed Attacks</b>						
Strike, unarmed (Medium-size)	—	1d3 (subdual)	X2	—	—	B
Strike, unarmed (Small)	—	1d2 (subdual)	X2	—	—	B
<b>Tiny</b>						
Dagger	2 gp	1d4	19-20/X2	10 ft.	2 (1) lb.	P
Dagger, punching	2 gp	1d4	X3	—	3 (2) lb.	P
<i>Knife, arm</i>	5 gp	1d4	X2	—	2 (1) lb.	P&S
<b>Small</b>						
<i>Knife, scrub</i>	8 gp	1d4	18-20/X2	—	5 (3) lb.	S
Mace, light	5 gp	1d6	X2	—	8 (6) lb.	B
Sickle	6 gp	1d6	X2	—	4 (3) lb.	S
<i>Stick, whacking</i>	3 gp	1d4 (1d6)	X2	10 ft.	1	B&P
<b>Medium-size</b>						
Club	—	1d6	X2	10 ft.	3 lb.	B
Halfspear (x)	1 gp	1d6	X3	20 ft.	4 (3) lb.	P
Mace, heavy	12 gp	1d8	X2	—	15 (12) lb.	B
Morningstar	8 gp	1d8	X2	—	10 (8) lb.	B&P
<b>Large</b>						
Quarterstaff (d)	—	1d6/1d6	X2	—	4 lb.	B
Shortspear (x)	2 gp	1d8	X3	20 ft.	6 (5) lb.	P

### Simple Weapons — Ranged

<b>SMALL</b>						
<i>BOLA</i>	2 GP	1D4 (SUBDUAL)	X2	10 FT.	2 LB.	B
<i>CLUB, THROWING</i>	2 GP	1D4	X2	20 FT.	2 LB.	B
CROSSBOW, LIGHT	35 GP	1D8	19-20/X2	80 FT.	6 LB.	P
BOLTS (10)	1 GP	—	—	—	2 (1) LB.	—
DART	5 SP	1D4	X2	20 FT.	1/2 LB.	P
SLING	—	1D4	X2	50 FT.	0 LB.	B
BULLETS (10)	1 SP	—	—	—	5 LB.	—
<b>MEDIUM-SIZE</b>						
BLOWGUN	1 GP	1	X2	10 FT.	2 LB.	P
NEEDLES (20)	1 GP	—	—	—	—	—
JAVELIN	1 GP	1D6	X2	30 FT.	2 LB.	P
THROWER	2 GP	—	—	—	2 LB.	—



weighs half as much as normal, and items and containers made for Small characters weigh or carry 1/4 their normal amount.

**Damage:** Damage inflicted by a weapon. Weapons marked with (subdual) do subdual damage instead of normal damage.

**Critical:** A weapon's critical range.

**Increment:** A weapon's range increment.

**Type:** The type of damage inflicted by a weapon. "B" is blunt damage, "P" is piercing damage, and "S" is slashing damage. If two types are given, the weapon is both types.

**Armor Bonus:** The AC bonus provided by a suit of armor.

**Arcane Spell Failure:** The chance an arcane spell will fail if cast by a person wearing the listed armor.

**Armor Check Penalty:** A penalty applied to movement-related skills caused by wearing the listed armor.

**Maximum Dex Bonus:** The maximum Dex bonus a character can gain while wearing the listed armor.

**Speed:** The maximum movement speed possible while wearing the listed armor.

## NYAMBAN WEAPONS

### Martial Weapons — Melee

WEAPON	COST	DAMAGE	CRITICAL	INCREMENT	WEIGHT	TYPE
<b>TINY</b>						
<i>KNIFE, WRIST</i>	6 GP	1D4	X2	—	2 (1) LB.	S
<b>SMALL</b>						
AXE, THROWING	8 GP	1D6	X2	10 FT.	5 (4) LB.	S
HAMMER, LIGHT	1 GP	1D4	X2	20 FT.	3 (2) LB.	B
HANDAXE	6 GP	1D6	X3	—	6 (5) LB.	S
LANCE, LIGHT	6 GP	1D6	X3	—	6 (5) LB.	P
SAP	1 GP	1D6 (SUBDUAL)	X2	—	3 LB.	B
SHORTSWORD	10 GP	1D6	19-20/X2	—	5 (3) LB.	P
<b>MEDIUM-SIZE</b>						
BATTLEAXE	10 GP	1D8	X3	—	9 (7) LB.	S
FLAIL, LIGHT	8 GP	1D8	X2	—	7 (5) LB.	B
LEAF SPEAR	15 GP	1D10	X2	10 FT.	9 (7) LB.	P&S
SCIMITAR	15 GP	1D6	18-20/X2	—	6 (4) LB.	S
SWORD, SICKLE	20 GP	1D8	19-20/X2	—	7 (5) LB.	S
WARHAMMER	12 GP	1D8	X3	—	10 (8) LB.	B
<b>LARGE</b>						
FALCHION	75 GP	2D4	18-20/X2	—	20 (16) LB.	S
FLAIL, HEAVY	15 GP	1D10	19-20/X2	—	25 (20) LB.	B
GREATAXE	20 GP	1D12	X3	—	25 (20) LB.	S
GREATCLUB	5 GP	1D10	X2	—	10 LB.	B
HAMMER, GREAT	24 GP	1D10	X3	—	20 (16) LB.	B
LONGSPEAR (10 FT.) (D)	5 GP	1D8	X3	—	10 (9) LB.	P
SCYTHE	18 GP	2D4	X4	—	15 (12) LB.	P&S
SPEAR, HEAVY (D)	7 GP	1D12	X3	—	10 (8) LB.	P
TRIDENT (X)	15 GP	1D8	X3	—	12 (8) LB.	P

### Martial Weapons — Ranged

<b>SMALL</b>						
<i>BLADE, THROWING</i>	7 GP	1D6	X3	15 FT.	5 (3) LB.	S
<b>MEDIUM-SIZE</b>						
SHORTBOW	30 GP	1D6	X3	60 FT.	2 LB.	P
ARROWS (20)	1 GP	—	—	—	4 (3) LB.	—
SHORTBOW, COMPOSITE	75 GP	1D6	X3	70 FT.	2 LB.	P
ARROWS (20)	1 GP	—	—	—	4 (3) LB.	—
SPEAR, BARBED	4 GP	1D6	X4	20 FT.	5 (4) LB.	P
SPEAR, THROWING	2 GP	1D8	X3	30 FT.	4 (3) LB.	P

## NYAMBAN WEAPONS

### Martial Weapons — Ranged (continued)

WEAPON	COST	DAMAGE	CRITICAL	INCREMENT	WEIGHT	TYPE
<b>LARGE</b>						
LONGBOW	75 GP	1d8	X3	100 FT.	3 LB.	P
ARROWS (20)	1 GP	—	—	—	4 (3) LB.	—
LONGBOW, COMPOSITE	100GP	1d8	X3	110 FT.	3 LB.	P
ARROWS (20)	1 GP	—	—	—	4 (3) LB.	—

### Exotic Weapons — Melee

<b>TINY</b>						
KUKRI	8 GP	1d4	18-20/X2	—	4 (3) LB.	S
<b>SMALL</b>						
NONE						
<b>MEDIUM-SIZE</b>						
DAGGER-SWORD (D)	30 GP	1d8/1d4	19-20/X2	—	7 (5) LB.	S
SWORD, RAZOR	45 GP	1d10	18-20/X2	—	6 (4) LB.	S
WARAXE, DWARVEN	30 GP	1d10	X3	—	20 (15) LB.	S
<b>LARGE</b>						
AXE, ELEPHANT (10 FT.)	40 GP	1d12	X4	—	25 (20) LB.	S
AXE, ORC DOUBLE (D)	60 GP	1d8/1d8	X3	—	30 (25) LB.	S
CHAIN, SPIKED (10 FT.)	25 GP	2d4	X2	—	20 (15) LB.	P
FLAIL, DIRE (D)	90 GP	1d8/1d8	X2	—	25 (20) LB.	B
SWORD, EXECUTIONER'S	30 GP	1d10	X4	—	15 (10) LB.	S
SWORD, TWO-BLADED (D)	100 GP	1d8/1d8	19-20/X2	—	40 (30) LB.	S
URGROSH, DWARVEN (X) (D)	100 GP	1d8/1d6	X3	—	45 (35) LB.	S&P

### Exotic Weapons — Ranged

<b>TINY</b>						
CROSSBOW, HAND	200 GP	1d4	19-20/X2	30 FT.	3 LB.	P
BOLTS (10)	2 GP	—	—	—	2 (1) LB.	—
<b>SMALL</b>						
CLUB, RETURNING	5 GP	1d4	X3	20 FT.	2 LB.	B
WHIP	1 GP	1d2 (SUBDUAL)	X2	15 FT.	2 LB.	S
<b>MEDIUM-SIZE</b>						
CROSSBOW, REPEATING	250 GP	1d8	19-20/X2	80 FT.	16 LB.	P
BOLTS (5)	1 GP	—	—	—	2 (1) LB.	—
GREATBOW	150 GP	1d10	X3	100 FT.	4 LB.	P
ARROWS, RAZOR (20)	5 GP	—	—	—	5 (4) LB.	—
GREATBOW, COMPOSITE	200 GP	1d10	X3	110 FT.	4 LB.	P
ARROWS, RAZOR (20)	5 GP	—	—	—	5 (4) LB.	—
NET	20 gp	—	—	10 ft.	10 lb.	—

## NEW WEAPONS

All new Nyamban weapons are considered exotic to foreigners. Similarly, any weapon not on the equipment list is considered an exotic foreign weapon to native Nyambans. The Foreign Weapon Proficiency feat allows a character to gain proficiency in the simple or martial weapons of another culture. See Chapter Six for more information.

Any weapon with a metal thrusting tip and wooden shaft can be constructed as an iron, steel, wooden, bone, or stone weapon. Weapons that fall into this category include arrows, javelins, and spears. Any weapon with metal components can be constructed as an iron, steel, or bronze weapon. Weapons that fall into this category include swords, daggers, and axes.

Iron weapons are the Nyambe campaign standard, and are used by all major cultural groups except for the NaBula people, who use

steel weapons, and the stone-age Tuslan people, who make weapons from wood, bone, or flint instead of iron. In addition, bronze weapons can still be found in ancient ruins, dating back to the ancient empire of the Water People.

Special rules apply for weapons made of different materials:

**Iron Weapons:** Cost the listed amount, and use the first (heavier) weight number.

**Steel Weapons:** Cost twice the indicated amount, and use the second (lighter) weight number listed in parenthesis.

**Bronze Weapons:** Suffer a -1 attack penalty, have a hardness of 8, use the first (heavier) weight, and cost 75% of the listed amount.

**Flint-Tipped Weapons:** Suffer a -1 damage penalty, have a Hardness of 7, use the first (heavier) weight, and cost 50% the listed amount.

**Bone-Tipped Weapons:** Suffer a -1 attack and -1 damage penalty, have a Hardness of 6, use the second (lighter) weight, and cost 25% the listed amount.

**Wood-Tipped Weapons:** Suffer a -1 attack and -2 damage penalty, have a hardness of 5, use the second (lighter) weight, and cost 10% the listed amount.

**Masterwork and Magic Weapons:** These can be made of steel, bronze, stone, bone, or wood, but the cost modifiers apply only to the price of the weapon itself, not its masterwork component, nor its magical properties. For example, a +1 steel leaf spear would have a market price of 2,000 gp for the magic component, plus 300 gp for the masterwork component, plus 30 gp for a steel spear, for a total of 2,330 gp.

The following weapons are specially designed for use in an *African Adventures* game.

## Arrows, Razor

These special arrows are required to make proper use of a greatbow. The tips of these arrows are made from two types of iron. The first type of iron is normal, but the second type is magically hardened. The two types of iron are hammered together into an amalgam known as watered iron. During normal use, the softer iron wears out faster than the hardened iron, creating a very fine serrated edge. This edge allows the arrowheads to cut flesh with ease. Razor arrows cannot be used in any bow other than a greatbow, composite greatbow, or mighty composite greatbow.

Razor arrows are used exclusively by Amazons and other warriors of the matriarchal Tisambe people.

## Axe, Elephant

This is a huge axe with a crescent-moon shaped blade, and is specifically designed for hamstringing elephants, though it is capable of delivering devastating blows against any sort of foe.

The weapon is quite intimidating, and is often decorated to make it look even more menacing. It is not uncommon to find elephant axes adorned with tassels, the skulls of small animals, and horrific engravings.

Every heavy infantry squad in the Empire of Nibomay carries at least one elephant axe for use against the elephant warriors of the Empire of Mabwe.

Elephant axes are capable of inflicting tremendously damaging critical hits. Unfortunately, they are so close to being Huge weapons that any Medium-sized user suffers a -4 attack penalty when wielding one, and a Large user suffers a -4 attack penalty when attempting to use one one-handed.

The elephant axe has a 10-foot reach, allowing the wielder to use it with relative safety against massive foes such as elephants, dinosaurs, dragons, and the like.

## Blade, Throwing

Also known as a *hunga-munga* (HUHN-gah MUHN-gah) or *shongo* (SHAWN-goh), this weapon is part throwing knife, part throwing axe. They are powerful but ungainly weapons capable of inflicting a great deal of damage.

Hunga-munga are most commonly found in the hands of dragon-blooded unthlatu arcane shongo, a variant of the arcane archer prestige class.

## Blowgun

This weapon is common in the bida Rainforest. It is a long piece of hollow reed, through which long needles of metal or plant fiber are fired. Metal blowgun needles can easily pierce armor and even wooden planks, but do only minor damage if not poisoned.

## Bola

The Nyamban bola is a hunting weapon specifically designed for taking down birds in flight. It is made from a number of wooden spheres connected with woven cord.

A bola attack inflicts subdual damage and initiates a free grapple attempt against any Medium-size or smaller target. Any flying creature grappled by a bola becomes incapable of flight.

## Club, Returning

These unusual clubs were originally designed for hunting birds. Though a returning club does not inflict much damage, a properly thrown club will actually fly back to the user on a missed attack. Returning clubs are found mostly in the hands of the desert-dwelling Marak'ka.

On a successful hit, the club does not return. On a failed attack roll, the club will return to the attacker, and can be caught on a successful Dexterity check versus a DC of 15. On a failed check, the club lands at the attacker's feet. Returning clubs can be used to inflict subdual damage if the thrower accepts a -4 attack penalty.

Some returning clubs have sharpened blades. These weapons inflict 1d6 points of damage, but cannot be used to inflict subdual damage.

## Club, Throwing

A throwing club is a small club designed specifically for ranged attacks. These clubs are often used in ritual warfare, and are especially popular amongst the Marak'ka desert nomads and the volcano-dwelling Hutali peoples.

Unlike most ranged weapons, throwing clubs can inflict subdual damage if the thrower so chooses. Using a throwing club to inflict subdual damage causes the thrower to suffer a -4 attack penalty.



A throwing club always inflicts normal damage on a critical hit, regardless of the intentions of the thrower.

## Dagger-Sword

A dagger-sword is a straight-bladed sword similar to a longsword. However, the pommel of the sword can be detached, revealing a dagger hidden inside the hilt.

The dagger is typically attached to the sword with a thick leather strap or thin chain. This makes it more difficult to disarm, and also allows the user to swing the dagger from the chain, striking enemies up to 10 feet away.

Dagger-swords are wielded mostly by the witch-hunting Zamara people, and appear to be a Nyamban version of a common Far Eastern martial arts weapon called the *chijiriki* (chee-jee-REE-kee).

A dagger-sword can be used as a sword, a dagger with a 10-foot reach and the ability to make trip attacks, or as a double weapon without reach that provides a +4 to opposed attack rolls when resisting a disarm attempt. Switching between uses of the weapon counts as a move-equivalent action unless the wielder has the Quick Draw feat.

## Greatbow

A greatbow is even more difficult to master than a longbow. It stands over six feet high, has a draw weight of 100 pounds or more, and uses razor-tipped arrows measuring well over a yard in length.

These weapons, like razor swords, are most commonly associated with the elite warriors of Nibomay known as Amazons. However, unlike the razor sword, there are no laws against oth-

ers using a greatbow, and they can be found in the hands of many Tisambe warriors.

To maintain its awesome damage potential, a greatbow requires special razor-tipped arrows; otherwise it functions as a normal longbow. Razor arrows cannot be used in any bow other than a greatbow, composite greatbow, or mighty composite greatbow.

## Greatbow, Composite

This weapon is identical to the greatbow, except that it is backed with strips of gazelle horn to provide it with extra spring. These horn backings are often elaborately carved with hunting motifs.

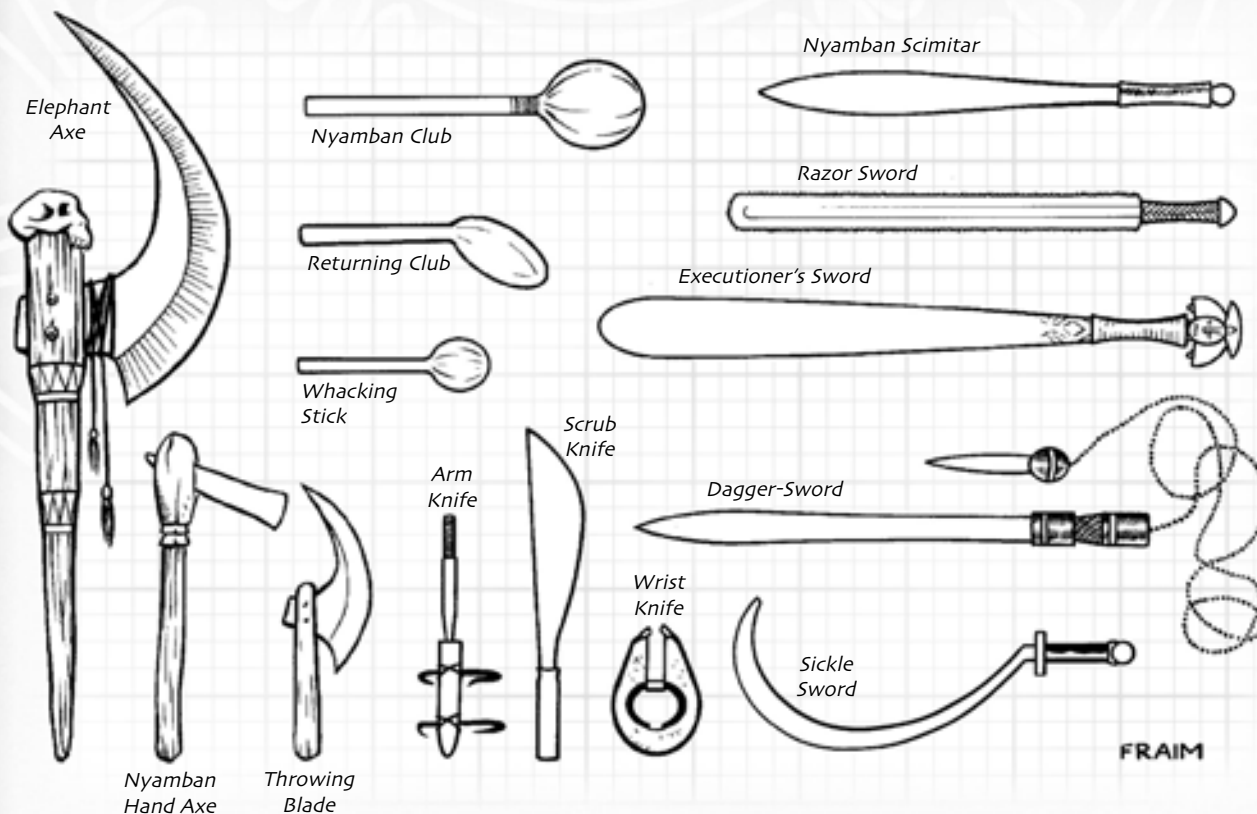
To maintain its awesome damage potential, a composite greatbow requires special razor-tipped arrows; otherwise it functions as a normal composite bow. Razor arrows cannot be used in any bow other than a greatbow, composite greatbow, or mighty composite greatbow.

## Hammer, Great

A great hammer is a massive warhammer with a solid iron head. They are especially popular with the Tembu people and the dwarven utuchekulu.

## Knife, Arm

An arm knife is a blade designed to be carried in a special sheath worn on the forearm. This makes the weapon easy to conceal and quick to draw. It can also be used to deflect other weapons when sheathed. Arm knives see the most use amongst



the NaBula people, as they are especially popular with engolo fighters.

An arm knife can be readied as a free action without the user needing to learn the Quick Draw feat. If the knife is sheathed and the user is fighting defensively, the arm knife adds an additional +1 AC bonus. An arm knife cannot be worn on the same arm as a shield, and cannot be used defensively in conjunction with a whacking stick in the same hand.

## Knife, Scrub

A scrub knife is a heavy bladed knife designed for cutting brush. The powerful blade makes it an effective weapon in close-quarters combat. Scrub knives see the most use in the bida Rainforest, but can be found throughout Nyambe.

## Knife, Wrist

The wrist knife has an oval blade made from a flat piece of iron. It is worn around the wrist like a bracelet. The outside edge of the weapon is sharpened, while the inside is protected with leather to avoid harming the wearer. In addition, a wrist knife usually has a semi-circular sheath that fits around the exterior edge to avoid accidentally harming the wearer. The wrist knife is both a useful tool and a weapon for grappling combat. Wrist knives are common weapons in engolo matches, and are a favorite weapon of the diminutive Nghoi people.

A wrist knife never has to be readied, which makes it an excellent weapon for use in grappling combat. In addition, it can be worn while holding an item or wielding a weapon without penalty. It cannot be used in the same hand as a shield.

A character wearing a wrist knife is entitled to make attacks of opportunity against unarmed attacks as if she was armed. Unfortunately, the weapon is not well suited for standard attacks. When attacking with a wrist knife, the user is considered unarmed and is subject to attacks of opportunity.

## Leaf Spear

A leaf spear, also known as an *ikilwa* (ee-KIHL-wah) for the sound it makes when pulled from a wound, is a short stabbing weapon with a wide, leaf-like blade. In the hands of a capable warrior, an *ikilwa* is capable of inflicting more damage than a sword.

Leaf spears are a very popular adventuring weapon, and are used extensively by the ritualistic Azzazza people.

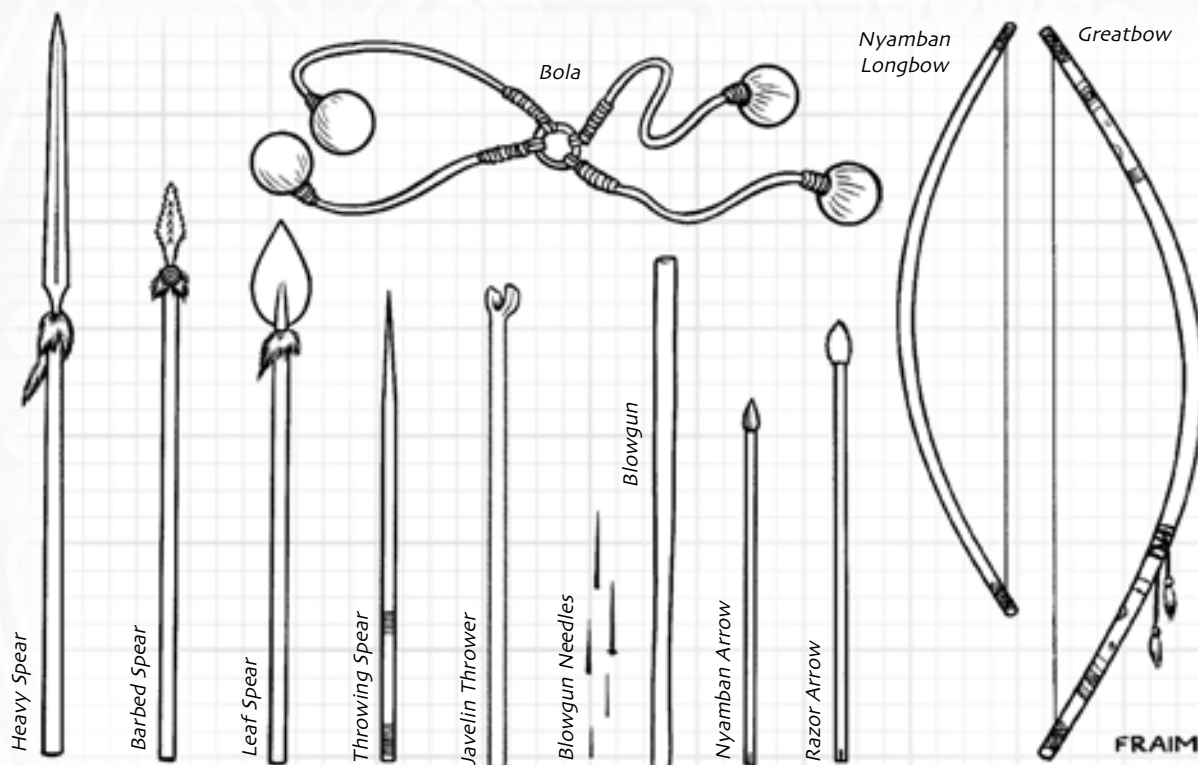
## Needles, Blowgun

Metal blowgun needles can easily pierce armor and even wooden planks. The needles do little damage, and must be poisoned to have any appreciable effect. The most commonly used blowgun poisons are *black mamba venom* and *poison frog secretions*. See page 107 for more details on Nyamban poisons.

## Spear, Barbed

Barbed spears are throwing spears with cruelly sharpened barbs that tend to stick in a target, aggravating the wound. The wakyambi elves favor the barbed spear over all other weapons.

When struck by a barbed spear, the target must make a Fortitude save versus a DC of 15 or suffer an additional 1 point of damage from blood loss every round for the next 1d4 rounds, after which time the spear works itself loose. Undead and other creatures immune to critical hits do not take this additional damage.



## Spear, Heavy

The heavy spear is approximately six feet in total length, with the spear tip itself measuring between one and two feet in length. The edges of the spear tip are sharpened down into a sword-like blade that makes the weapon absolutely lethal in combat.

The heavy spear was invented by the cattle-herding Shombe people, and few others will make use of it for fear of insulting them.

## Spear, Throwing

Throwing spears are a type of javelin used for both real combat and ritual warfare. Most warriors keep at least a couple on hand for duels or ritual wars.

Unlike most ranged weapons, throwing spears are available in sharpened and blunted forms. A sharpened throwing spear inflicts normal damage. A blunted throwing spear inflicts subdual damage, but causes the thrower to suffer a -4 attack penalty. Blunted throwing spears inflict normal damage on a critical hit, regardless of the intentions of the thrower.

## Stick, Whacking

Also known as a *knobkerrie* (NAWB-keh-ree) or an *iWisa* (ee-WEE-sah), the whacking stick looks like a club, but is closer in function to brass knuckles.

The head of a whacking stick is made from the hardened root bulb of a sapling, and is either sharpened to a dull point, or carved into flanges or facets like a mace. Often, the tail end of the haft is sharpened as well.

The head of the whacking stick is grasped in the hand and used for punching attacks, while the haft is allowed to trail along the forearm for use as a makeshift buckler. The grip on the weapon can also be reversed, still grasping the head but jabbing with the pointed end of the haft. Finally, the haft of the weapon can be used as a grip, allowing the user to swing it like a club.

As an inexpensive and lightweight weapon, the whacking stick sees extensive use amongst all the peoples of Nyambe. Medium-size and Large versions of this weapon also exist, but they should be treated as clubs or greatclubs, respectively.

If the user is fighting defensively, the whacking stick adds an additional +1 to the user's AC to represent the added defense provided by using the haft as a makeshift buckler. A whacking stick cannot be used defensively on the same arm as a sheathed arm knife.

If used as a club, the whacking stick inflicts 1d6 points of damage, but it inflicts blunt damage instead of blunt/piercing damage, and the haft shatters on a natural roll of 1.

## Sword, Executioner's

An executioner's sword is a large sword designed for decapitating criminals. It has a rounded point and a heavy blade designed to inflict as much damage as possible. Unfortunately, it is not well balanced for combat and sees little use amongst professional warriors.

Executioner's swords are capable of inflicting tremendously damaging critical hits. Unfortunately, an executioner's sword is so unwieldy that anyone attempting to use one suffers a -4 attack penalty.

## Sword, Razor

This weapon, also known as a *nyek-ple-nen-toh* (nyek-pleh-NEHN-toh), is a three-foot-long straight razor made from two types of iron. The first type of iron is normal, but the second type is magically hardened. The two types of iron are hammered together into an amalgam known as watered iron. During normal use, the softer iron wears out faster than the hardened iron, creating a very fine serrated edge. This edge allows the blade to cut flesh with ease.

Razor swords are associated with the powerful female warriors known as Amazons, and in the Empire of Nibomay it is against the law for anyone else to wield one. Most are decorated with a gemstone pattern indicating the name and status of the blade's owner.

Razor swords are deadly in melee combat, but because the weapon can only be used to slice and not hack, it is difficult for a strong warrior to make proper use of one. A Strength bonus does not add to the damage of a razor sword, but a Strength penalty still reduces the damage of the weapon.

## Sword, Sickle

These weapons were introduced to Nyambe-tanda by the Water People, though they have since spread throughout the continent. A sickle sword appears to be a long bladed sickle with a shallow curve and rudimentary crossguard.

Sickle swords do not see much use in warfare because they both expensive to produce and easily broken. Sickle swords can sustain only 2 points of damage before breaking (a typical Medium-size sword can take 5 points of damage before breaking).

The hooked shape of a sickle sword provides the wielder with a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to keep the user from being disarmed if he fails to disarm his opponent).

## Thrower, Javelin

Also known as an *atl-atl*, this ancient weapon provides greater leverage to thrown javelins, increasing their range and power. They are used extensively throughout Nyambe-tanda.

The javelin thrower is a grooved stick with a notch at one end used for propelling javelins. To use the thrower, a javelin is loaded into the groove, and the user swings the stick with an overhand throw motion, flinging the javelin forward with much more force than is possible with an unassisted throw.

Using a javelin thrower doubles a javelin's range increment to 40 feet, increases its threat range to 19 – 20, and increases its critical multiplier to x3. Unfortunately, loading a javelin thrower is a move-equivalent action, and using one to throw a javelin is a standard action, which prevents skilled throwers from making multiple attacks.



## NYAMBAN ARMOR AND SHIELDS

### Armor

		ARMOR	MAXIMUM	ARMOR	ARCANE	— SPEED —		
ARMOR	COST	BONUS	DEX BONUS	CHECK PENALTY	SPELL FAILURE	30 FT.	20 FT.	WEIGHT
LIGHT								
BEADED	25 GP	+2	+6	−1	15%	30 FT.	20 FT.	15 LB.
CHAIN SHIRT (IRON)	100 GP	+4	+4	−2	20%	30 FT.	20 FT.	30 LB.
FETISH	25 GP	NONE	NA	NONE	NONE	30 FT.	20 FT.	5 LB.
LEATHER	10 GP	+2	+6	NONE	10%	30 FT.	20 FT.	15 LB.
PADDED	5 GP	+1	+8	NONE	5%	30 FT.	20 FT.	10 LB.
STUDDED LEATHER	25 GP	+3	+5	−1	15%	30 FT.	20 FT.	20 LB.
WOVEN CORD	10 GP	+1	+7	−1	5%	30 FT.	20 FT.	10 LB.
MEDIUM								
HIDE	15 GP	+3	+4	−3	20%	20 FT.	15 FT.	25 LB.
IRON MANTLE	150 GP	+5	+2	−5	30%	20 FT.	15 FT.	30 LB.
WOODEN PLATE	50 GP	+4	+3	−4	25%	20 FT.	15 FT.	25 LB.
HEAVY								
NONE								

### Shields

BUCKLER, WOODEN	5 GP	+1	—	-1	5%	—	—	3 LB.
LARGE LEATHER	5 GP	+2	—	-2	15%	—	—	7 LB.
LARGE WOODEN	7 GP	+2	—	-2	15%	—	—	10 LB.
LEATHER BODY	15 GP	+3	—	-5	25%	—	—	15 LB.
PARRYING	20 GP	+1	—	-1	10%	—	—	6 LB.
SMALL LEATHER	2 GP	+1	—	-1	5%	—	—	3 LB.
SMALL WOODEN	3 GP	+1	—	-1	5%	—	—	5 LB.
TOWER	30 GP	FULL COVER	—	-10	50%	—	—	45 LB.

## NEW ARMOR

Nyamban warriors prefer to rely on skill instead of armor, but a few types of armor are found in this land. Most are specially designed to help compensate for the overpowering heat that prevents most armor use. See Chapter Ten for more on the extreme weather conditions of Nyambe-tanda.

### Beaded Armor

This armor is made from beads and woven leather cord. This makes the armor highly decorative, yet still provides some degree of protection to the wearer. It is most common amongst nobility and the priesthood.

Unlike leather armor, beaded armor is quite comfortable in warm weather and high humidity. Beaded armor causes its wearer to suffer only a -2 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4.

Beaded armor can be donned in 1 minute, donned hastily in 5 rounds, and removed in 1 minute.

### Fetish Armor

Fetish armor is made up of tiny pouches holding divine spell components and tied onto a leather harness. Non-magical fetish armor provides no protection whatsoever, and most suits of fetish armor are thus magical.

Fetish armor does not count as armor for the purposes of heat exposure. It can be donned in 1 minute, donned hastily in 5 rounds, and removed in 1 minute.

### Iron Mantle Armor

Iron mantle armor is made from a number of iron plates held together with leather straps, and covers the wearer's shoulders and chest.

Iron mantle armor causes its wearer to suffer only a -3 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4.

Iron mantle armor can be donned in 4 minutes, donned hastily in 1 minute, and removed in 1 minute.

## Wooden Plate Armor

Some Nyamban armor is made from carved wooden plates. Since these plates are thick and hinder movement, they are typically limited only to inflexible areas of the body, such as the forearms, shins, and chest.

In warm or humid weather, this armor is more comfortable than studded leather. Wooden armor causes its wearer to suffer only a -3 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4.

Wooden armor can be donned in 4 minutes, donned hastily in 1 minute, and removed in 1 minute.

## Woven Cord Armor

This armor is made from woven raffia fibers. Though not as flexible as leather armor, woven cord armor offers superior ventilation. Woven armor causes its wearer to suffer only a -1 penalty to Fortitude saving throws against subdual damage from heat exposure, instead of the usual -4.

Woven armor can be donned in 1 minute, donned hastily in 5 rounds, and removed in 1 minute.

# NEW SHIELDS

Since Nyambans are limited in their selection of armor by the intense heat, shields become very important to any warrior.

## Buckler

A wooden buckler serves the exact same function as a steel buckler, but is easier to damage. Wooden bucklers are typical-

ly made of a lightweight wood to minimize any hindrance to the wearer.

A wooden buckler has a Hardness of 5 and 5 hit points.

## Large Leather Shield

A leather shield is lighter than a wooden shield, but easier to damage. The leather is cured until it is hard enough to deflect attacks.

A large leather shield has a Hardness of 3 and 12 hit points.

## Leather Body Shield

A body shield is only slightly smaller than a tower shield. Such a shield would be unwieldy if made from any material other than leather. The leather is cured until it is hard enough to deflect attacks.

A body shield has a Hardness of 3 and 15 hit points.

## Parrying Shield

A parrying shield is a special shield used by the ritualistic Azzazza people. It is a small leather shield with special projections used for deflecting arrows.

A parrying shield has a Hardness of 3 and 9 hit points.

## Small Leather Shield

A leather shield is lighter than a wooden shield, but easier to damage. The leather is cured until it is hard enough to deflect attacks.

A small leather shield has a Hardness of 3 and 7 hit points.



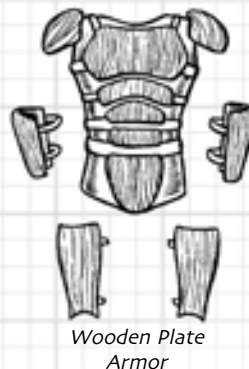
Fetish  
Armor



Beaded  
Armor



Woven  
Cord Armor



Wooden Plate  
Armor



Iron Mantle  
Armor



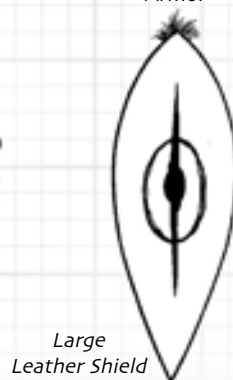
Wooden  
Buckler



Small Wooden  
Shield



Parrying  
Shield



Large  
Leather Shield



Leather  
Body Shield

## NYAMBAN GOODS AND SERVICES

### Adventuring Gear

ITEM	COST	WEIGHT
BACKPACK, WOVEN	2 GP	2 LB.
BARREL (EMPTY)	2 GP	30 LB.
BASKET, NYAMBAN (EMPTY)	4 SP	1 LB.
BELL	1 GP	—
BLANKET, LIGHT	3 SP	1 LB.
BLOCK AND TACKLE	5 GP	5 LB.
BOTTLE CALABASH	5 SP	4 LB.
BOTTLE, OSTRICH EGG	1 GP	1 LB.
BOX, WOODEN	1 SP	1/10 LB.
BUCKET (EMPTY)	5 SP	2 LB.
CANDLE	1 CP	—
CANVAS (SQ. YD.)	1 SP	1 LB.
CARPET (SQ. YD.)	2 GP	2 LB.
CASE, MAP OR SCROLL	1 GP	1/2 LB.
CHAIN, IRON (10 FT.)	30 GP	2 LB.
CHALK, 1 PIECE	1 CP	—
CHEST (EMPTY)	2 GP	25 LB.
FIRE BOW	1 GP	1/2 LB.
FIREWOOD (PER DAY)	1 CP	20 LB.
FISHHOOK, IRON	1 SP	—
FISHING NET, 25 SQ. FT.	4 GP	5 LB.
FLASK, CERAMIC	3 CP	—
GRAPPLING HOOK, IRON	3 GP	4 LB.
HAMMER, IRON	5 SP	2 LB.
HEADREST, WOODEN	2 SP	2 LB.
INK (1 OZ. VIAL)	24 GP	—
INKPEN	3 SP	—
JUG, CLAY	3 CP	9 LB.
LADDER, 10-FOOT	5 CP	20 LB.
LAMP, COMMON	1 SP	1 LB.
LOCK, AVERAGE	120 GP	1 LB.
LOCK, GOOD	240 GP	1 LB.
LOCK, VERY SIMPLE	60 GP	1 LB.
MANACLES, IRON	15 GP	2 LB.
MIRROR, SMALL SILVER	10 GP	1/2 LB.
MUG/TANKARD, CLAY	2 CP	1 LB.
OIL, LAMP (1-PINT FLASK)	1 SP	1 LB.
PAPYRUS (SHEET)	2 SP	—
PARCHMENT (SHEET)	4 SP	—
PERFUME	10 GP	—
PICK, MINER'S	3 GP	10 LBS.
PILLOW, SEATING	1 GP	2 LB.
PITCHER, CLAY	2 CP	5 LB.
POLE, 10-FOOT	2 SP	8 LB.
POT, IRON	5 SP	10 LB.
POUCH, BELT	1 GP	1 LB.
RATIONS, TRAIL (PER DAY)	5 SP	1 LB.
ROPE, HEMP (50 FT.)	1 GP	10 LB.
ROPE, SILK (50 FT.)	10 GP	5 LB.
SACK (EMPTY)	1 SP	1/2 LB.

### ITEM

SEWING NEEDLE, IRON	5 SP	—
SIGNAL WHISTLE	8 SP	1/10 LB.
SIGNET RING	5 GP	—
SPADE OR SHOVEL, IRON	2 GP	8 LB.
STOOL, BASKETWORK	4 SP	2 LB.
TABLE, BASKETWORK	8 SP	4 LB.
TENT	10 GP	20 LB.
TORCH	1 CP	1 LB.
VIAL, INK OR POTION	1 GP	—
WHETSTONE	2 CP	1 LB.

### Class Tools and Kits

ITEM	COST	WEIGHT
ARTISAN'S TOOLS	5 GP	5 LB.
ARTISAN'S TOOLS, MASTERWORK	55 GP	5 LB.
DISGUISE KIT	50 GP	8 LB.
GAME BOARD, WOODEN	5 GP	2 LB.
HEALER'S KIT	50 GP	1 LB.
HOLY SYMBOL, SILVER	25 GP	1 LB.
HOLY SYMBOL, WOODEN	1 GP	1/10 LB.
MOJUBA BAG, EACH	3 SP	1/10 LB.
NATURAL MEDICINE KIT	500 GP	40 LB.
NYAMBAN INSTRUMENT, COMMON	5 GP	3 LB.
NYAMBAN INSTRUMENT, MASTERWORK	100 GP	3 LB.
NYAMBAN INSTRUMENT, STATIONARY DRUM	50 GP	—
SCALE, MERCHANTS	2 GP	1 LB.
SPELL COMPONENT POUCH	5 GP	3 LB.
THIEVES' TOOLS, COMMON	60 GP	1 LB.
THIEVES' TOOLS, MASTERWORK	200 GP	2 LB.

### Nyamban Clothing

Item	COST	WEIGHT
ARTISAN'S OUTFIT	1 GP	4 LB.
CLERIC'S OUTFIT	5 GP	6 LB.
COURTIER'S OUTFIT	30 GP	6 LB.
ENTERTAINER'S OUTFIT	3 GP	4 LB.
EXPLORER'S OUTFIT	10 GP	8 LB.
NOBLE'S OUTFIT	75 GP	10 LB.
PEASANT'S OUTFIT	1 SP	2 LB.
ROYAL OUTFIT	200 GP	15 LB.
SCHOLAR'S OUTFIT	5 GP	6 LB.
TRAVELER'S OUTFIT	1 GP	5 LB.

### Food, Drink, and Lodging

ITEM	COST	WEIGHT
ALE, GALLON	4 SP	8 LB.
ALE, MUG	8 CP	1 LB.
BANANA BEER, GALLON	2 SP	8 LB.
BANANA BEER, MUG	4 CP	1 LB.
BANQUET (PER PERSON)	10 GP	—
BREAD OR MILLET-CAKE	2 CP	1/2 LB.
CHEESE, HUNK OF	3 SP	1/2 LB.
INN STAY, COMMON (PER DAY)	5 SP	—
INN STAY, GOOD (PER DAY)	2 GP	—
INN STAY, POOR (PER DAY)	2 SP	—
MEALS, COMMON (PER DAY)	3 SP	—
MEALS, GOOD (PER DAY)	5 SP	—
MEALS, POOR (PER DAY)	1 SP	—
MEAT, CHUNK OF	3 SP	1/2 LB.
PALM WINE (PITCHER)	2 SP	6 LB.
PALM WINE, FINE (DECANTER)	5 GP	2 LB.
PORRIDGE, BOWL OF	1 CP	1/2 LB.
RATIONS, TRAIL (PER DAY)	5 SP	1 LB.

### Mounts and Related Gear

Item	COST	WEIGHT
BARDING, HUGE	x8	x4
BARDING, LARGE	x4	x2
BARDING, MEDIUM-SIZE	x2	x1
BIT AND BRIDLE, HUGE	4 GP	2 LB.
BIT AND BRIDLE, LARGE	2 GP	1 LB.
CAMEL, RIDING OR PACK	50 GP	—
CART	15 GP	200 LB.
DOG, RIDING	150 GP	—
DONKEY OR MULE	8 GP	—
ELEPHANT, LABOR	150 GP	—
ENGARGIYA	200 GP	—
FEED, CAMEL (PER DAY)	2 CP	10 LB.
FEED, ELEPHANT (PER DAY)	2 GP	300 LB.
FEED, ENGARGIYA (PER DAY)	1 SP	10 LB.
FEED, HORSE (PER DAY)	5 CP	10 LB.
HORSE, LIGHT	75 GP	—
SADDLE, HUGE MILITARY	40 GP	60 LB.
SADDLE, HUGE PACK	10 GP	30 LB.
SADDLE, HUGE RIDING	20 GP	50 LB.
SADDLE, LARGE PACK	5 GP	15 LB.
SADDLE, LARGE MILITARY	20 GP	30 LB.
SADDLE, LARGE RIDING	10 GP	25 LB.
STABLING, CAMEL (PER DAY)	2 SP	—
STABLING, ELEPHANT (PER DAY)	15 GP	—
STABLING, ENGARGIYA (PER DAY)	1 GP	—
STABLING, HORSE (PER DAY)	5 SP	—
WAR CAMEL	100 GP	—
WAR ELEPHANT	400 GP	—
WARHORSE, LIGHT	150 GP	—



## NEW ADVENTURING GEAR

Most of the items described in this section are variations of equipment found in other lands, differing only in material or appearance.

### Backpack

Nyamban adventurers use woven backpacks instead of leather ones. These packs are well ventilated and help prevent the spoilage of supplies in humid areas.

### Basket

Baskets are much more common in Nyambe-tanda than other lands. A Nyamban basket often comes with leather or woven straps so that it can be secured to the top of the head. This reduces the effective weight of a loaded basket by 25%.

Overloading these baskets is not recommended, as it can cause damage to the wearer's neck.

### Blanket

These light blankets are often made from Taumau-Bohan cotton, and are just heavy enough to be comfortable during the cool Nyamban night. In some Nyamban cultures, blankets double as clothing.

### Bottle Calabash

While other cultures may find it acceptable to make wineskins from sheep bladders, Nyambans find the idea of drinking from a bladder repulsive. Instead, they make drinking vessels from a type of gourd called a *bottle calabash*. Not only are these gourds edible,

but when dried they are as strong as wood, and make excellent shatter-resistant containers. Bottle calabash can also be made into inexpensive bowls.

### Bottle, Ostrich Egg

In deserts or other areas where calabash gourds are not easily available for use as drinking vessels, people use emptied ostrich eggs as bottles instead. These vessels are lacquered for strength, and usually painted in a variety of bright colors. Amongst the Marak'ka, ostrich egg bottles can be more art objects than items of equipment.

### Box

Small wooden boxes are often used in place of leather pouches.

### Fire Bow

This is a small bow used for starting fires. It comes with a box holding wood shavings and wax.

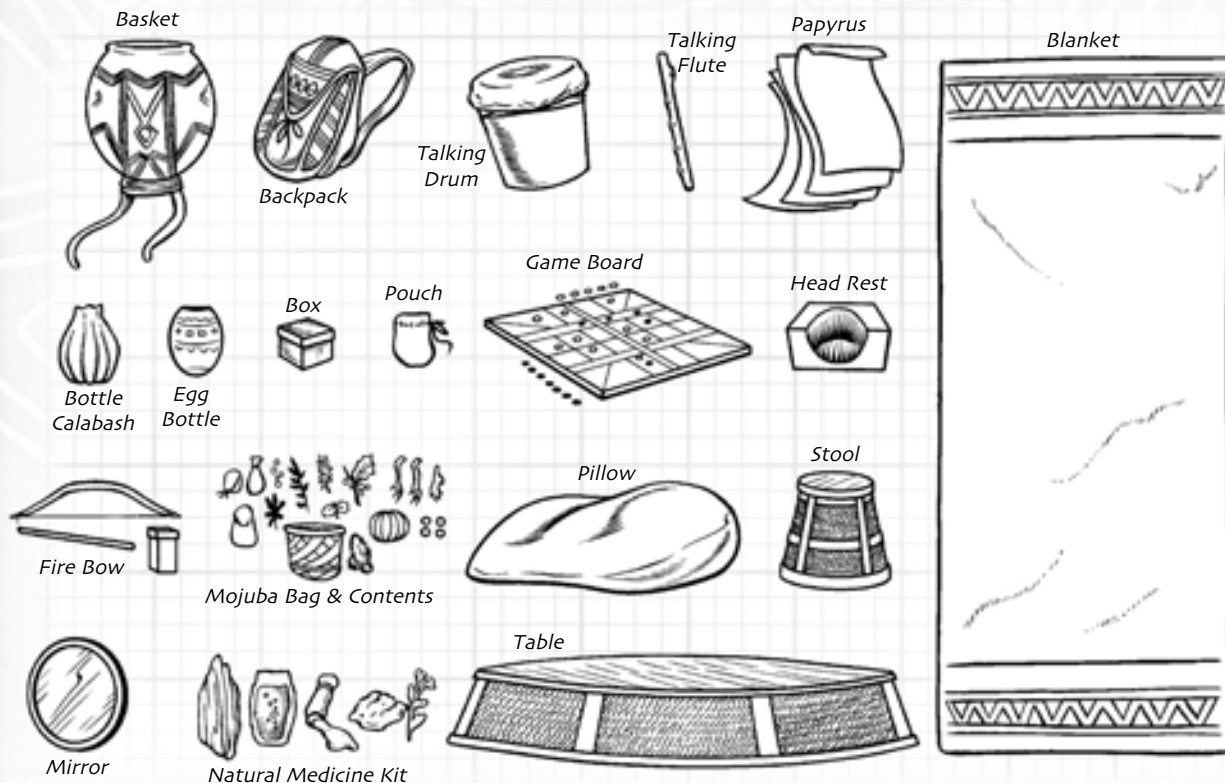
It takes one full minute to light a fire using a fire bow.

### Headrest

In many regions of Nyambe, pillows are not a particularly sanitary or comfortable option for sleeping due to problems with sand, mold, insects, and the like. In these areas, carved wooden headrests serve the same function. Some of these headrests are hollow, allowing the user to safely store valuables inside while sleeping.

### Mirror

Due to the rarity of steel and glass, most mirrors in Nyambe-tanda are made from silver. Otherwise, they function normally.



FRAIM

## Papyrus

This is a writing material made from pulverized reed. This technique used to make papyrus was discovered centuries ago, and the writing sheets are commonly used by literate Nyambans.

## Pillow

Seating pillows are a Near Eastern import, but are almost as popular as the traditional Nyamban stool. Seating pillows are usually made of silk or other expensive fabric.

## Stool

This is a basket woven into the shape of a comfortable stool. They are a very common and inexpensive item of furniture. Some stools are made of more valuable materials, up to and including gold. These items are treated as art objects rather than equipment items.

## Table

This is a basket woven into the shape of a low table. They are a very common and inexpensive item of furniture.

## NEW CLASS TOOLS AND SKILL KITS

The following new items are available for use in an *African Adventures* game.

### Game Board

Board games are very popular in Nyambe. The most common are "seed capture" games. These games use a wooden board with a number of depressions, and seeds or polished stones for playing pieces. There are many variations of seed capture games, but the most popular include *mancala* (mahn-CAH-lah), *bao* (BAHW), and *oware* (oh-WAH-reh). In all these games, players take turns moving the seeds across the board, trying to take as many of their opponent's seeds as possible.

In addition, some board games have come over from the Near East and the Far East. The most popular of these is *shahmatq* (SHAHK-mahtch), a capture-the-king game very similar to chess.

Using a game board for divinations or scrying adds a +2 bonus to the Scry skill.

### Mojuba Bag

Mchawi, mganga, and soroka use mojuba bags instead of spellbooks. Mojuba bags are small pouches, gourds, eggs, or other containers that hold items needed to prepare wizard spells. Except for their appearance, they function exactly like spellbooks. A mchawi, mganga, or soroka needs one mojuba bag for each spell known. See Chapter Nine for more information on mojuba bags.

### Natural Medicine Kit

A Nyamban alchemist's lab is known as a "natural medicine kit." It does not use beakers, chemicals, and reagents, but instead is made up of gourds, baskets, herbs, and animal parts. Aside from these differences, it functions identically, giving a +2 circumstance

bonus to Natural Medicine checks, but having no bearing on the costs related to the Natural Medicine skill.

Without this kit, a character with the Natural Medicine skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the kit provides.

### Nyamban Instrument

Some musical instruments common to Nyambe are bells, clappers, drums, fiddles, flutes, gongs, harps, rattles, whistles, and xylophones. Each race and culture has its own varieties of instruments.

The most famous instrument of all is the so-called talking hand drum, which can be used for communication between neighboring villages; the smaller talking flute can be used for this purpose, also. Stationary talking drums weigh hundreds of pounds and cannot be moved.

Masterwork instruments add a +2 circumstance bonus to Perform checks, and are a mark of status.

## NYAMBAN CLOTHING

The appearance of a character's clothing is largely dependent on his culture, but there are social-class-based variations within a cultural standard.

### Artisan's Outfit

Cultural standard, plus a cloth or leather apron and a belt for carrying tools. The material is usually of low quality and has little or no decoration.

### Cleric's Outfit

Cultural standard, but always ornamented with fetishes, non-magical masks, and culturally appropriate decorations. The material is usually of high quality and may be dyed or embroidered.

### Courtier's Outfit

Cultural standard, except tailored to fit and in the latest fashions. The material is of high quality and usually embroidered or ornamented.

### Entertainer's Outfit

Cultural standard, except designed for maximum mobility. Entertainer's outfits are often decorated with small bells, streamers, or trinkets. The material is usually of low quality and dyed in bright patterns.

### Explorer's Outfit

Cultural standard, but the material is as sturdy as possible, so as to stand up to the rigors of adventuring. These outfits have many pockets, and usually come with a hat or simple headdress to ward off the sun. Explorer's outfits are made from high-quality material, but are rarely decorated. The emphasis on durability makes an explorer's outfit uncomfortable for everyday use.

**Noble's Outfit**

Cultural standard, tailored to fit, and in the latest fashions. Noble's outfits are usually embroidered or ornamented with beads or cowry shells. The material is of high quality, but the clothing is impractical for everyday use.

**Peasant's Outfit**

Cultural standard. This clothing is of low quality and has little or no decoration.

**Royal Outfit**

Cultural standard, and tailored to fit. Royal clothing is usually so heavily covered with embroidery, precious metals, gems, cowries, or beads that the cloth is impossible to see. The material is usually of a superb quality, but because the decoration may prevent it from being seen, lesser materials are sometimes used. Royal clothing is highly impractical for everyday use.

**Scholar's Outfit**

Cultural standard, but with an emphasis on comfort, since scholars must remain sedentary for long periods of time. The material is usually high quality, and occasionally embroidered.

**Traveler's Outfit**

Cultural standard, but designed with both comfort and durability in mind. Traveler's outfits are usually dyed, but rarely embroidered or ornamented.

**NEW FOOD, DRINK, AND LODGING**

A number of crops and food items common to Nyambe-tanda are not raised in other parts of the world.

**Banana Beer**

This brew is made of fermented bananas, and is the Nyamban equivalent of ale.

**Bread or Millet-Cake**

Nyambans make flatbread or millet-cakes instead of the loaves of bread found in other realms.

**Palm Wine**

Palm wine is a milky-colored and very dry wine made from the sap of palm trees. In areas where ancestor orisha are honored, it is customary to spill some palm wine on the ground for the spirits to consume before drinking any yourself.

**Porridge**

Porridge is the staple of the Nyamban diet. Porridges can be made from a variety of grains, roots, and tubers including cassava, millet, taro, and yams.

**NEW MOUNTS AND RELATED GEAR**

The following new mounts and gear are available to Nyamban characters.

**Barding, Huge**

This item is identical to standard barding, except that it is designed for Huge mounts, such as elephants. It is a type of armor covering the head, neck, chest, body, and possibly legs. It comes in all of the types found on the Armor table above, costs eight times what a human's armor does, and weighs four times as much. Removing and fitting barding takes five times as long for human armor, and requires two people.

Medium or heavy barding slows mounts, and flying mounts can't fly in medium or heavy barding. A mount wearing heavy armor moves at only triple its normal rate when running instead of quadruple.

	— Speed —		
Barding	40 ft.	50 ft.	60 ft.
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.	35 ft.	40 ft.

**Bit and Bridle, Huge**

This item is identical to a standard bit and bridle, except it is designed for size Huge mounts, such as elephants.

**Camel, Pack or Riding**

Riding and pack camels are available in two breeds. The first is the Dromedary camel, which has a single hump and is best suited to the desert. The other is the two-humped Bactrian camel, which is better-suited for mountainous terrain. The Dromedary camel is common in the more arid regions of the continent. The Bactrian camel is rare, but can be found in the Giko Taaba mountain range.

Camels cost less to feed and stable than any other standard mount. They use Large saddles, bit and bridle, and barding. See Chapter Thirteen for riding and pack camel statistics.

**Elephant, Labor**

These elephants are trained to carry heavy loads. They are powerful but unreliable, and can fly into a deadly rage if provoked.

Elephants cost more to feed and stable than any other standard mount. They use Huge saddles, bit and bridle, and barding. See Chapter Thirteen for labor elephant statistics.

**Engargiya**

This draft animal is extinct in most other parts of the world. The engargiya is a Large animal related to the horse, with a long neck, sloped back, and clawed feet. They are used as pack animals along Nyambe's northern coast. Although engargiya are slow, they are sometimes used as riding animals. Engargiya are never trained for war.



Engargiya cost more to feed and stable than horses, but less than elephants. They use Large saddles, bit and bridle, and barding. See Chapter Thirteen for engargiya statistics.

## Feed, Camel

Camels prefer to be well fed and watered, but can go for a week without either. After periods of dehydration, camels ingest vast quantities of food, and drink as much as 40 gallons of water at a single sitting. Camel feed is less expensive than horse feed, mostly because camels are not as picky about what they eat — they will ingest plants that other animals consider inedible, and have been known to eat shoes, rope, and even tents.

## Feed, Elephant

Feeding elephants is a logistical nightmare. Wild elephants can spend up to 16 hours each day grazing, and ingest as much as 600 pounds of plant matter. Labor and war elephants are usually fed more concentrated fare, reducing the total to about 300 pounds of feed per day.

## Feed, Engargiya

Engargiya are not much larger than horses, but they are very particular about what grasses they will eat, and are correspondingly more expensive to feed.

## Saddle, Huge Military

This item is similar to a standard military saddle, except it is designed for Huge mounts, such as elephants. Military saddles brace

the riders, providing a +2 circumstance bonus to Ride checks to stay in the saddle. If knocked unconscious while in a military saddle, a character has a 75% chance to stay in the saddle (compared to 50% for a riding saddle). Huge military saddles can accommodate two people (usually archers) riding on the elephant's back, with a third seated at the base of the animal's neck and guiding its actions.

## Saddle, Huge Pack

This item is identical to a standard pack saddle, except it is designed for Huge mounts, such as elephants. Pack saddles cannot accommodate a rider, but can hold as much gear as the mount can carry; see the mount's description in Chapter Thirteen for specifics.

## Saddle, Huge Riding

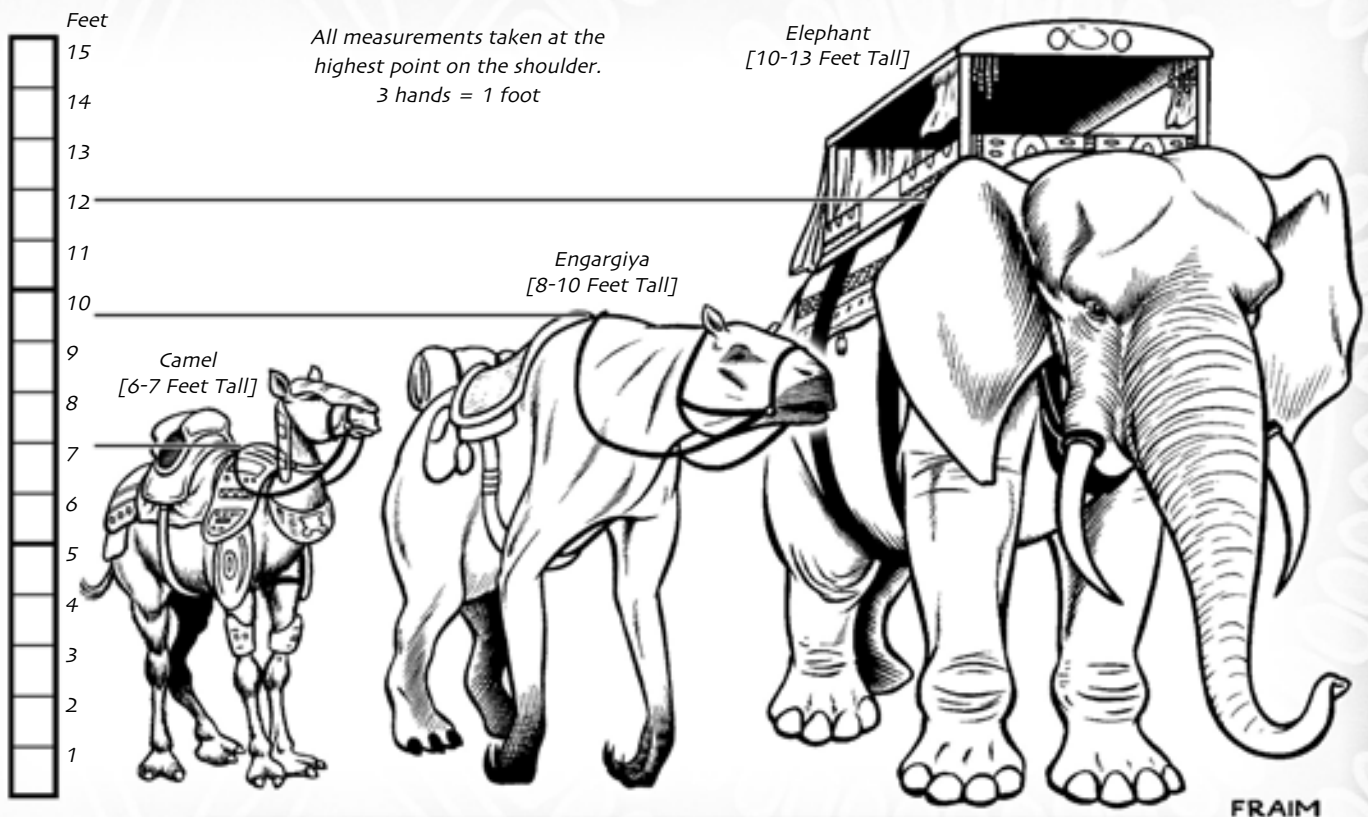
This item, also known as a howdah (HOW-deh), is a canopied riding saddle designed for Huge mounts, such as elephants. Huge riding saddles can comfortably accommodate up to four riders, with a fifth seated at the base of the animal's neck and guiding its actions.

## Stabling

Stabling costs for camels, elephants, and engargiya include a stable or pen, daily feed, grooming, and occasional exercise.

## War Camel

Camels trained for warfare are always Dromedary camels. They are stubborn but make effective mounts. See Chapter Thirteen for war camel statistics.



## War Elephant

Unlike labor elephants, war elephants are trained to fight and remain calm in battle or other stressful situations. Unfortunately, their combat training makes them much more dangerous if they go berserk. See Chapter Thirteen for war elephant statistics.

## NEW SPECIAL AND SUPERIOR ITEMS

All standard special and superior items are available in Nyambetanda, though they may differ somewhat in appearance. Any item not listed below is identical to the D20 System norm.

### Healing Salve

When applied directly to a wound, these herbal balms speed healing and produce a sedative effect. They are not especially useful in the heat of combat, as it can take several hours for the sedative effect to wear off and for the subject to return to normal.

A *healing salve* converts 1d4 points of damage into the same amount of subdual damage. The subdual damage heals at the normal rate of 1 hp per character level per hour of rest. For one hour after the use of a healing salve, the user is drowsy; drowsy

characters suffer -1 to all skill and ability checks, attack rolls, and saving throws.

A *healing salve* can only be effectively used once per hour — penalties and healing do not stack with multiple uses during that time — though subsequent applications after an hour's wait do convert more damage.

### Marsh Water

This liquid, distilled from the bark of trees, provides partial protection from *malaise*, a common but occasionally dangerous ailment caused by mosquito bites. Drinking *marsh water* allows a victim to take 10 on any saving throws against *malaise* for one week. See Chapter Eleven for more information on *malaise*.

### Mighty Composite Greatbow

These bows allow the user to add a strength bonus to the damage inflicted by the greatbow. Aside from having a higher maximum damage bonus, mighty composite greatbows function identically to mighty composite longbows and mighty composite shortbows. The bow can't grant a character a higher bonus than he already has.

## SPECIAL AND SUPERIOR ITEMS

### Weapons and Armor

Item	Cost
ARMOR OR SHIELD, MASTERWORK	+ 150 GP
ARROW, BOLT, OR BULLET, MASTERWORK	7 GP
ARROW, BOLT, OR BULLET, SILVERED	1 GP
DAGGER, SILVERED	10 GP
MIGHTY COMPOSITE GREATBOW + 1	400 GP
MIGHTY COMPOSITE GREATBOW + 2	500 GP
MIGHTY COMPOSITE GREATBOW + 3	600 GP
MIGHTY COMPOSITE GREATBOW + 4	700 GP
MIGHTY COMPOSITE GREATBOW + 5	800 GP
MIGHTY COMPOSITE GREATBOW + 6	1000 GP
MIGHTY COMPOSITE LONGBOW + 1	200 GP
MIGHTY COMPOSITE LONGBOW + 2	300 GP
MIGHTY COMPOSITE LONGBOW + 3	400 GP
MIGHTY COMPOSITE LONGBOW + 4	500 GP
MIGHTY COMPOSITE SHORTBOW + 1	150 GP
MIGHTY COMPOSITE SHORTBOW + 2	225 GP
WEAPON, MASTERWORK	+ 300 GP

### Miscellaneous

TOOL, MASTERWORK	+ 50 GP
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### Special Substances and Items

Item	Cost
ACID (FLASK)	10 GP
ALCHEMIST'S FIRE (FLASK)	20 GP
ANTITOXIN (VIAL)	50 GP
HEALING SALVE	10 GP
HOLY WATER (FLASK)	25 GP
MARSH WATER	5 GP
SMOKESTICK	20 GP
SUNROD	2 GP
SUNSCREEN	1 GP
TANGLEFOOT BAG	50 GP
THUNDERSTONE	30 GP
TINDERTWIG	1 GP

### Spells

0-LEVEL SPELL	CASTER LEVEL X 5 GP
1ST-LEVEL SPELL	CASTER LEVEL X 10 GP
2ND-LEVEL SPELL	CASTER LEVEL X 20 GP
3RD-LEVEL SPELL	CASTER LEVEL X 30 GP
4TH-LEVEL SPELL	CASTER LEVEL X 40 GP
5TH-LEVEL SPELL	CASTER LEVEL X 50 GP
6TH-LEVEL SPELL	CASTER LEVEL X 60 GP
7TH-LEVEL SPELL	CASTER LEVEL X 70 GP
8TH-LEVEL SPELL	CASTER LEVEL X 80 GP
9TH-LEVEL SPELL	CASTER LEVEL X 90 GP

## Sunscreen

This lotion can be made from several substances, though the most common ingredient is skin secretions from hippopotami. It provides the wearer with protection from the harsh Nyamban sun.

*Sunscreen* provides a character with a +4 resistance bonus to Fortitude saving throws against heat exhaustion. The saving throw bonus lasts for 24 hours, but immediately ends if the wearer is immersed in water.

## POISONS

Poisons are commonly encountered in Nyambe-tanda, and poison use is not considered an evil act unless it is done in a cowardly fashion. Many hunters use envenomed arrows to help them slay dangerous game, and highly respected poison oracles called soroka foretell the future by poisoning small animals and observing their death-throes.

The Poisons of Nyambe table lists the poisons available in *African Adventures*; it is up to the GM whether or not to allow characters to purchase specific poisons. Note that some of these poisons have initial or secondary onset times differing from the D20 System standard, which normally specifies an instant initial onset and secondary onset of one minute. Also, those poisons in italics have a special effect discussed below, and those marked with a "—" generally indicate that a particular type of damage isn't applicable.

**Aboleth Mucus:** The victim gains the ability to breathe water for 3 hours but loses the ability to breathe air. Attempting to leave the water during this time results in suffocation rules kicking in.



## Carion Crawler Brain Juice:

On a failed initial save, victim is paralyzed for 2d6 minutes.

## Crowing Crested Cobra Juice:

On a failed initial save, victim is paralyzed for 1 minute. On a failed secondary save, victim is permanently turned to stone, becoming petrified.

**Jellyfish Sting Extract:** On a failed initial save, victim is dazed for 1 round. On a failed secondary save, victim is stunned for 2d6 rounds.

**Poison Frog Secretions:** One point per die of Constitution damage is permanent drain, the rest is temporary damage.

**Poison Toad Secretions:** On a failed initial save, victim is dazzled for 1 minute. On a failed secondary save, victim is confused for 2d6 minutes.

**Raw Sewage:** Characters who imbibe raw sewage become nauseated for 24 hours.

**Spectre Dust:** On a failed initial save, the victim suffers temporarily from 1 negative level. The secondary save takes the place of the Fortitude save normally made to recover the negative level. On a failed secondary save, the negative level is permanent; on a successful secondary save, the negative level is gone.

**Spitting Cobra Venom:** On a failed initial save, victim is blinded for 1 minute. On a failed secondary save, the blindness is permanent.

**Spoiled Food:** Characters who eat spoiled food become nauseated for 1d10 hours.

**Spotted Toadstool:** On a failed initial save, victim is deafened for 5 minutes. On a failed secondary save, deafness is permanent.

**Tendriculos Juice:** On a failed initial save, the victim is paralyzed for 3d6 rounds.



## NYAMBAN POISONS

NAME	TYPE	INITIAL ONSET	INITIAL DAMAGE	SECONDARY ONSET	SECONDARY DAMAGE	PRICE
<i>ABOLETH MUCUS</i>	inhaled DC 19	CONDITIONAL	SUFFOCATION	—	—	750 GP
ALCOHOL	INGESTED DC 10	1 MINUTE	1 Wis	10 MIN	1 DEX	VARIES
BLACK FUNGUS JUICE	INGESTED DC 18	5 MIN	2d6 CHA	15 MIN	2d6 CHA	600 GP
BLACK LOTUS OIL	CONTACT DC 20	INSTANT	3d6 CON	1 MIN	3d6 CON	2,500 GP
BLACK MAMBA VENOM	INJURY DC 15	INSTANT	1d6 CON	1 MIN	1d6 CON	700 GP
BOMBARDIER BEETLE VAPOR	inhaled DC 13	INSTANT	1d4+2 (ACID)	—	—	50 GP
BOOMSLANG VENOM	INJURY DC 11	INSTANT	1d6 CON	1 MIN	1d6 CON	350 GP
<i>CARRION CRAWLER BRAIN JUICE</i>	CONTACT DC 13	INSTANT	PARALYSIS	—	—	200 GP
COLOSSAL CENTIPEDE VENOM	INJURY DC 36	INSTANT	2d6 DEX	1 MIN	2d6 DEX	1,200 GP
COLOSSAL SCORPION POISON	INJURY DC 54	INSTANT	2d8 STR	1 MIN	2d8 STR	1,600 GP
COLOSSAL SPIDER VENOM	INJURY DC 35	INSTANT	2d8 STR	1 MIN	2d8 STR	1,400 GP
<i>CROWING CRESTED COBRA DUST</i>	inhaled DC 15	INSTANT	PARALYSIS	1 MIN	PETRIFIED	2,500 GP
DRAGON BILE	CONTACT DC 26	INSTANT	3d6 STR	1 MIN	3d6 STR	1,500 GP
DREGG SPORES	inhaled DC 12	5 MIN	1d6 Wis	15 MIN	1d6 Wis	250 GP
EBONY CREEPER TEA	INGESTED DC 15	5 MIN	2d6 INT	15 MIN	2d6 INT	500 GP
GARGANTUAN CENTIPEDE VENOM	INJURY DC 26	INSTANT	1d8 DEX	1 MIN	1d8 DEX	600 GP
GARGANTUAN SCORPION POISON	INJURY DC 36	INSTANT	2d6 STR	1 MIN	2d6 STR	800 GP
GARGANTUAN SPIDER VENOM	INJURY DC 31	INSTANT	2d6 STR	1 MIN	2d6 STR	700 GP
GIANT ANT STING EXTRACT	INJURY DC 20	INSTANT	1d4 HP (ACID)	—	—	25 GP
GIANT BEE STING POISON	INJURY DC 13	INSTANT	1d6 CON	1 MIN	1d6 CON	500 GP
GIANT WASP POISON	INJURY DC 18	INSTANT	1d6 DEX	1 MIN	1d6 DEX	210 GP
GOLDEN COBRA VENOM	INJURY DC 16	INSTANT	2d4 STR	1 MIN	4d4 STR	750 GP
GREEN MAMBA VENOM	INJURY DC 13	INSTANT	1d6 CON	1 MIN	1d6 CON	500 GP
GRUB ESSENCE	CONTACT DC 12	1 MINUTE	1d4 Wis	10 MIN	1d4 Wis	100 GP
HUGE CENTIPEDE VENOM	INJURY DC 18	INSTANT	1d6 DEX	1 MIN	1d6 DEX	300 GP
HUGE SCORPION POISON	INJURY DC 26	INSTANT	1d8 STR	1 MIN	1d8 STR	400 GP
HUGE SPIDER VENOM	INJURY DC 22	INSTANT	1d6 STR	1 MIN	1d8 STR	350 GP
<i>JELLYFISH STING EXTRACT</i>	CONTACT DC 12	INSTANT	DAZED	1 ROUND	STUNNED	100 GP
LARGE CENTIPEDE VENOM	INJURY DC 16	INSTANT	1d4 DEX	1 MIN	1d4 DEX	150 GP
LARGE SCORPION POISON	INJURY DC 18	INSTANT	1d6 STR	1 MIN	1d6 STR	200 GP
LARGE SPIDER VENOM	INJURY DC 16	INSTANT	1d6 STR	1 MIN	1d6 STR	175 GP
LICH DUST	INGESTED DC 17	INSTANT	2d6 STR	1 MIN	1d6 STR	250 GP
MEDIUM-SIZE CENTIPEDE VENOM	INJURY DC 13	INSTANT	1d3 DEX	1 MIN	1d3 DEX	120 GP
MEDIUM-SIZE SCORPION POISON	INJURY DC 15	INSTANT	1d4 STR	1 MIN	1d4 STR	150 GP
MEDIUM-SIZE SPIDER VENOM	INJURY DC 11	INSTANT	1d4 STR	1 MIN	1d4 STR	150 GP
POISON CATFISH BARBS	CONTACT DC 13	INSTANT	2d6 STR	1 MIN	1d6 STR	200 GP
<i>POISON FROG SECRETIONS</i>	INJURY DC 16	INSTANT	1d6 CON	1 MIN	1d6 CON	1,500 GP
<i>POISON TOAD SECRETIONS</i>	CONTACT DC 14	INSTANT	DAZZLED	1 MIN	CONFUSED	100 GP
PURPLE WORM POISON	INJURY DC 24	INSTANT	1d6 STR	1 MIN	1d6 STR	700 GP
RAW SEWAGE	CONTACT DC 10	INSTANT	NAUSEATED	1 MIN	1d2 STR	—
SMALL CENTIPEDE VENOM	INJURY DC 11	INSTANT	1d2 DEX	1 MIN	1d2 DEX	90 GP
SMALL SCORPION POISON	INJURY DC 11	INSTANT	1d3 STR	1 MIN	1d3 STR	100 GP
SMALL SPIDER VENOM	INJURY DC 11	INSTANT	1d3 STR	1 MIN	1d3 STR	100 GP
<i>SPECTRE DUST</i>	inhaled DC 15	INSTANT	NEGATIVE LEVEL	24 HOURS	NEGATIVE LEVEL	1,000 GP
<i>SPITTING COBRA VENOM</i>	CONTACT DC 15	INSTANT	BLINDED	1 MIN	BLINDED	250 GP
<i>SPOILED FOOD</i>	INGESTED DC 10	15 MIN	NAUSEATED	1 HOUR	1d2 CON	NA
<i>SPOTTED TOADSTOOL</i>	INGESTED DC 18	1 ROUND	DEAFENED	5 MIN	DEAFENED	100 GP
<i>TENDRICULOS JUICE</i>	CONTACT DC 19	INSTANT	PARALYSIS	1 ROUND	2d6 HP (ACID)	300 GP
TINY CENTIPEDE VENOM	INJURY DC 11	INSTANT	1 DEX	1 MIN	1 DEX	30 GP
TINY SCORPION POISON	INJURY DC 11	INSTANT	1d2 STR	1 MIN	1d2 STR	50 GP
TINY SPIDER VENOM	INJURY DC 11	INSTANT	1d2 STR	1 MIN	1d2 STR	50 GP
WYVERN POISON	INJURY DC 17	INSTANT	2d6 CON	1 MIN	2d6 CON	3,000 GP

# CHAPTER EIGHT

# SPIRITS

# OF NYAMBE

Unlike the inhabitants of many fantasy realms, most Nyambans believe in a supreme creator god, also known as the Overpower. However, they also believe that the mortal races have somehow managed to offend or alienate the Overpower. As a result of this offense, the Overpower no longer directly answers prayers from mortals.

To get around this problem, both normal people and divine spellcasters in Nyambe must turn to a variety of supernatural beings, collectively called orisha, to act as mediators between the Overpower as the source of all divine magic, and the mortal races.

Orisha are not worshiped. Instead they are honored as the intermediaries between the mortal races and the Overpower. A character typically only honors one type of orisha, and the type honored is synonymous with the character's religion. A character's religion can be determined by her ethnic group, national affiliation, or personal choice. Often these influences contradict one another, and some characters attempt to follow several religions simultaneously.

Below are the orisha that are standard to an *African Adventures* game, along with game information that will allow player characters to honor them. Note that new domains are marked with an asterisk, and can be found in Chapter Nine.

## ANCESTOR ORISHA

**Alignment:** Lawful Neutral

**Domains:** Fertility\*, Luck, Protection, Strength

**Weapon:** Spear (any)

**Pray for Spells:** Sunset

**Typical Followers:** Any Nyamban

Ancestor orisha are the ghosts of the departed; they are a form of benevolent incorporeal undead. Ancestor orisha only respond to prayers from their descendants. Priests of ancestor orisha are always n'anga clerics.



The symbol of an ancestor orisha is usually some item owned by the orisha while it lived. This item is used only for ceremonial purposes and cannot be used for mundane purposes without defiling it.

## CELESTIAL ORISHA

Celestial orisha are good outsiders that have either never been mortal, or ascended so long ago that their origins are forgotten. Celestial orisha are often called "gods." Unlike ancestor orisha, celestial orisha are consistent between ethnic groups and races.

Celestial orisha are served almost exclusively by n'anga clerics.

### Araku the Warrior

**Alignment:** Lawful Good

**Domains:** Iron\*, War, Strength

**Weapon:** Falchion

**Pray for Spells:** Sunset

**Typical Followers:** Blacksmiths, warriors, laborers

*Araku* (ah-RAH-koo) is the orisha of blacksmiths, warriors, and laborers. His followers espouse success through hard work.

Though his holy symbol is the hammer and anvil, many of his n'anga clerics prefer to fight with heavy falchions. His colors are red and brown. Araku is a very popular orisha, and shrines or temples in his name can be found in most towns and cities. Some warriors will not even consider using a weapon forged by anyone other than a n'anga of Araku.



### Bedaga the Trickster

**Alignment:** Chaotic Good

**Domains:** Good, Travel, Magic, Trickery

**Weapon:** Quarterstaff

**Pray for Spells:** Dawn



**Typical Followers:** Travelers in settled lands, the downtrodden, clowns and fools

*Bedaga* (beh-DAH-gah) is the orisha of doorways and roads. He is a trickster, always on the move, and constantly looking for ways to elevate the meek and lay low the mighty. With Bedaga, everything is potential, and nothing remains the same.

His holy symbol is an open door. His colors are black and white. Many homes nail Bedaga's holy symbol above their entrances, and roadside shrines to him are common, but he has no proper temples.

## Easafa the River

**Alignment:** Neutral Good

**Domains:** Water, Love\*, Birds\*

**Weapon:** Sling

**Pray for Spells:** Dawn

**Typical Followers:** Lovers, matchmakers, diplomats

*Easafa* (eh-ah-SAH-fah) is the goddess of rivers, romantic love, and birds. She is the twin sister of Tisanda the Ocean. Easafa encourages her followers to find non-violent solutions to problems, and her n'anga clerics have negotiated many peace treaties amongst warring nations.

Her holy symbol is the Nyamban peacock, which lacks the elaborate fan-like tail of its Far Eastern counterpart, and her colors are blue and yellow. Her temples are located along riverbanks, and always include gardens with free-roaming peacocks.



## Nimbala the Judge

**Alignment:** Lawful Good

**Domains:** Good, Healing, Law, Sun

**Weapon:** Scimitar

**Pray for Spells:** Noon

**Typical Followers:** Healers, religious and political leaders

It is said that *Nimbala* (nihm-BAH-lah) is the father of humanity, which would technically make him an ancestor orisha. The truth of this is unknown, so he is placed amongst the ranks of the celestial orisha instead.

Nimbala is the most revered of the celestial orisha, having domain over healing, law and order, morality, and even the sun — the symbol of the Overpower. Living up to Nimbala's standards is difficult, and he has few devout followers.

Nimbala's holy symbol is an ivory scimitar, also called an *udamalore* (oo-dah-mah-LOHR-eh), and his color is white. Temples and shrines to Nimbala can be found throughout Nyambe.



## Ramaranda the Diviner

**Alignment:** Lawful Good

**Domains:** Knowledge, Luck, Wisdom\*

**Weapon:** Morning Star

**Pray for Spells:** Dawn

**Typical Followers:** Diviners, poison oracles, the cautious

*Ramaranda* (rah-mah-RAN-dah) is the orisha who convinced the dragons to mate with mortals and give them the power of sorcery.



He is the orisha of knowledge, wisdom, foresight, and planning. Followers of Ramaranda encourage a cautious, carefully planned approach to life.

His holy symbol is a divinatory board, also known as an *opon* (OH-pohn), and his colors are yellow and white. Temples to Ramaranda are most common in larger towns and cities. Shrines to him are rare, though many pray for his help in times of need.

## Shonamu the Hunter

**Alignment:** Neutral Good

**Domains:** Hunting\*, Earth, Protection

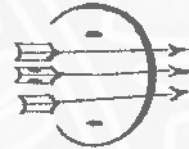
**Weapon:** Longbow

**Pray for Spells:** Dawn

**Typical Followers:** Hunters, monster slayers, travelers in wild areas

*Shonamu* (shoh-NAWM-oo) is the god of hunters, the earth, and protection from danger. Since followers of Shonamu prefer to hunt for food rather than grow crops or raise livestock, they are not always accepted in urban areas. However, they are a welcome sight in the wilderness, since they almost always help travelers in need.

Shonamu's holy symbol is the bow, and his colors are black and brown. As might be expected, temples to Shonamu are only found in rural areas.



## Siamas the Dead

**Alignment:** Chaotic Good

**Domains:** Air, Lightning\*, Death

**Weapon:** Javelin

**Pray for Spells:** Midnight

**Typical Followers:** All the peoples of

Nyambe pay at least some homage to Siamas

*Siamas* (seye-AHM-ah) is the goddess of storms and the dead, but is not evil. Instead, she is viewed as the maternal caretaker of the dead, and the embodiment of the wildness of nature.

Siamas's n'anga clerics are responsible for the majority of funeral rituals throughout Nyambe, and are surprisingly jovial and sociable for morticians. However, if one of her n'anga learns about a murder or other unjust death, she will visit the wrath of Siamas upon the evildoer like a bolt of lightning.

Siamas's holy symbol is the lightning bolt, and her colors are black and blue. Shrines and temples to Siamas can be found anywhere there is a graveyard. Siamas is the wife of Tarango the Drummer, as no other orisha could tolerate either one of them.



## Tarango the Drummer

**Alignment:** Chaotic Good

**Domains:** Fire, Dance\*, Chaos

**Weapon:** Battleaxe

**Pray for Spells:** Sunset

**Typical Followers:** Musicians, dancers, singers, revelers

*Tarango* (tah-RAHN-goh) is the orisha of fire, drums, dancing, and enthusiasm. Followers of Tarango are known for their volatile personalities and excessive merrymaking. He is one of the more pop-





ular orisha amongst the common people, but his faith is not well liked by the elite, who consider him a threat to stability and order.

His holy symbol is an axe, and his colors are red and black. He is the husband of Siam the Dead. Temples to Tarango are rare, but any village that performs drum-dances would be foolish not to offer him at least a small shrine.

## Tisanda the Ocean

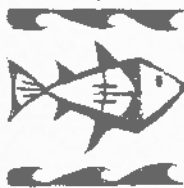
**Alignment:** Neutral Good

**Domains:** Water, Fertility\*, Fish\*

**Weapon:** Net

**Pray for Spells:** Noon

**Typical Followers:** Infertile couples, fish-catchers, farmers



*Tisanda* (tee-SAHN-dah) is the goddess of the ocean and bounty, and the twin sister of Easafa the River. Her clerics specialize in providing counseling and fertility rituals to childless couples, and more than one previously infertile couple has named their first female child Tisanda. Several Nyamban cultures are matriarchal, and these cultures hold Tisanda in especially high esteem. Her role as the orisha of fertility also grants her dominion over the rains and harvests.

Tisanda's holy symbol is a fish, and her colors are blue and green. As might be imagined, Tisanda's temples are only found along the coastlines, but her shrines can be found throughout Nyambe; this is especially true of the homes of childless couples, and in rural villages prone to drought.

## ELEMENTAL ORISHA

Elemental orisha are spirits from the elemental planes.

These orisha are most often associated with natural phenomenon. For example, fire orisha might live within a raging volcano, water orisha can be found in lakes and streams, earth orisha frequent the mountains of Nyambe, and air orisha mix freely with the sky.

Priests of elemental orisha are n'anga clerics. Unlike most true neutral religions, n'anga of elemental orisha can be of any alignment, though the majority are indeed true neutral. When a player is selecting domains for a n'anga character who worships an elemental orisha, the domain that matches the element of the orisha is required.

### Air Orisha

**Alignment:** Neutral

**Domains:** Air (required), Earth, Fire, Water

**Weapon:** Blowgun

**Pray for Spells:** Dawn

**Typical Followers:** Scholars, nanala rogues, artists

Air orisha represent creativity, dexterity, and the intellect. Their followers are usually either scholars or nanala rogues.

The symbol of air orisha is a spiral, and their color is blue.



### Earth Orisha

**Alignment:** Neutral

**Domains:** Air, Earth (required), Fire, Water

**Weapon:** Heavy Mace

**Pray for Spells:** Midnight



**Typical Followers:** Laborers, farmers, miners

Earth orisha represent stability and endurance. Their followers are usually hardy laborers.

The symbol of earth orisha is a stone, and their color is brown.

### Fire Orisha

**Alignment:** Neutral

**Domains:** Air, Earth, Fire (required), Water

**Weapon:** Hand Axe

**Pray for Spells:** Noon

**Typical Followers:** Warriors, athletes, those who work with fire

Fire orisha represent strength and force. Their followers are usually powerful warriors.

The symbol of fire orisha is a flame, and their color is red.



### Water Orisha

**Alignment:** Neutral

**Domains:** Air, Earth, Fire, Water (required)

**Weapon:** Net

**Pray for Spells:** Sunset

**Typical Followers:** Fishers, sailors, those who live near water

Water orisha represent emotion and wisdom. Their followers are often fisher-folk or sailors.

The symbol of water orisha is a wave, and their color is green.



## FIENDISH ORISHA

Fiendish orisha are Evil-aligned outsiders. They can be Lawful Evil, Neutral Evil, or Chaotic Evil. Fiendish orisha are often called "demons" or "devils." Priests of the fiendish orisha are always n'anga clerics.

As the fiendish orisha are evil outsiders, their worship is banned in many civilized lands. However, many non-evil beings privately honor the fiendish orisha simply to avoid their wrath.

### Bokor the Arcane

**Alignment:** Neutral Evil

**Domains:** Evil, Knowledge, Magic

**Weapon:** Quarterstaff

**Pray for Spells:** Sunset

**Typical Followers:** Evil wizards and sorcerers

*Bokor* (BOH-kohr) is the orisha of arcane magic. It is said that he was the first to discover how to steal magic from the Overpower. His followers pursue arcane power at the expense of all else.

His symbol is a black disk, and his colors are black and silver.



### Dar!ak the Bloody

**Alignment:** Lawful Evil

**Domains:** Death, Flesh\*, Trickery

**Weapon:** Arm knife

**Pray for Spells:** Midnight



**Typical Followers:** Assassins, murderers, those consumed by hatred

*Dar!ak* (DAHR-[click]-ahk) is the fiendish orisha of assassination and murder. His followers are encouraged to solve disputes by killing those who disagree with them.

His symbol is a bloody knife, and his color is red.

## Dogar the Haggler

**Alignment:** Neutral Evil

**Domains:** Greed\*, Luck, Travel, Trickery

**Weapon:** Sap

**Pray for Spells:** Noon

**Typical Followers:** Merchants, thieves and bandits, the lazy, the greedy

*Dogar* (DOH-gahr) is the fiendish orisha of usury, laziness, and greed. His followers believe in the accumulation of material wealth though deception.

His symbol is an uneven balance, and his color is gold.



## Gamal the Dark One

**Alignment:** Lawful Evil

**Domains:** Darkness\*, Death, Law

**Weapon:** Net

**Pray for Spells:** Midnight

**Typical Followers:** Cynics, nihilists, pessimists

*Gamal* (gah-MAHL) is the fiendish orisha of silence, darkness, and oblivion. Some say that he was the father of the other fiendish orisha. His followers are cynics who put faith in nothing other than the oblivion he brings.

Gamal's symbol is a dark cloud, and his color is black.



## GuDuGu the Obscene One

**Alignment:** Chaotic Evil

**Domains:** Confusion\*, Knowledge, Wisdom\*

**Weapon:** Dart

**Pray for Spells:** Midnight

**Typical Followers:** Those experiencing nightmares, paranoiacs, the delusional

*GuDuGu* (goo-DOO-goo) is the fiendish orisha of nightmares and insanity. His followers drug themselves to experience terrifying hallucinations, sometimes committing horrible atrocities while so affected.

His symbol is a humanoid clutching its head in pain, and his favored color is indigo blue.



## Molamu the Seducer

**Alignment:** Neutral Evil

**Domains:** Love\*, Fertility\*, Luck, Trickery

**Weapon:** Whip

**Pray for Spells:** Sunset

**Typical Followers:** Prostitutes, infertile couples, the lustful



*Molamu* (moh-LAH-moo) is the fiendish orisha of seduction and lies. Her followers leave a trail of broken hearts and ruined lives in their wake. It is said that she is the cause of all infertility amongst the mortal races.

Molamu's symbol is a bloody heart, and her colors are red and pure white.

## Na/inga the Warrior Queen

**Alignment:** Chaotic Evil

**Domains:** Destruction, Flesh\*, War

**Weapon:** Punching dagger

**Pray for Spells:** Sunset

**Typical Followers:** Shapechangers, cannibals, evil Amazons

*Na/inga* (nah-[tsk]-EEN-gah) is the fiendish orisha of lycanthropes and cannibalism. Her followers often transform themselves into animals and devour other sentient beings.

Her symbol is a necklace of leopard's claws, and her colors are brown and red.



## N!ok the All-Seeing Eye

**Alignment:** Lawful Evil

**Domains:** Destruction, Evil, Law, Strength, War

**Weapon:** Longspear

**Pray for Spells:** Dawn

**Typical Followers:** Creatures with orcs blood, warriors, conquerors

*N!ok* (n-[click]-AWK) is the fiendish orisha of tyranny and war. In the ancient past he was the patron orisha of the kosan orcs.

N!ok's symbol is a single eye, and his colors are crimson red and black.



## Sama/ the Poison One

**Alignment:** Chaotic Evil

**Domains:** Chaos, Death, Plague\*

**Weapon:** Blowgun

**Pray for Spells:** Sunset

**Typical Followers:** Farmers, the sick, poison oracles

*Sama/* (SAH-mah-[tsk]) is the fiendish orisha of poison, disease, and defilement. Her followers try to spread plagues amongst people, plants, and livestock. They also have a reputation for poisoning those who oppose them. Sama/ is said to be the source of sick livestock and withering crops.

Her symbol is a skull, and her colors are black and green.



## Shakare the Torturer

**Alignment:** Chaotic Evil

**Domains:** Chaos, Iron\*, Evil

**Weapon:** Spiked chain

**Pray for Spells:** Noon

**Typical Followers:** Executioners, sadists, masochists, those in pain



*Shakare* (shah-KAHR-eh) is the fiendish orisha of pain and torture. Her followers sometimes kidnap random people and torture them to death simply to please her.

Shakare's symbol is a spiked chain, and her color is yellow.

## Tu the Outcast

**Alignment:** Lawful Evil

**Domains:** Death, Exile\*, Law

**Weapon:** Dagger

**Pray for Spells:** Sunset

**Typical Followers:** Refugees, exiles, the depressed, the lonely

*Tu* (TOO) is the fiendish orisha of isolation and suicide. Few of his n'anga clerics attain high levels, as they usually kill themselves out of despair first.

His symbol is a noose, and his color is gray.



## Zombi the Serpent Lord

**Alignment:** Neutral Evil

**Domains:** Death, Evil, Serpents\*, Trickery

**Weapon:** Sickle

**Pray for Spells:** Midnight

**Typical Followers:** Necromancers, snake-handlers, those who wish to avoid his wrath

*Zombi* (ZOHM-bee) is the fiendish orisha of serpents and the undead. His followers are foul necromancers who gain a false sense of power by animating and dominating the dead in Zombi's name.

Zombi's symbol is a dead snake, and his colors are black and white.



## NATURAL ORISHA

Natural orisha are the spirits of archetypal plants or animals, but not of beasts or other sorts of creatures. There is an orisha for every species of animal or plant in existence — a seemingly bewildering variety. Because of this vastness, followers of natural orisha usually venerate a whole group of animals or plants rather than a single one.

For example, one follower of the natural orisha might honor herd animals, another might respect trees, and a third might honor reptiles. Priests of natural orisha are n'anga clerics.

Every priest of the natural orisha has at least one personal holy symbol. The symbol could be stone from a holy mountain, the claws of a sacred animal, or a piece of a holy plant. If a priest deals with all three types of natural orisha, he may acquire quite a collection of holy items.

## Animal Orisha

**Alignment:** Chaotic Neutral

**Domains:** Animal, Birds\*, Fish\*, Hunting\*

**Weapon:** Club or sling

**Pray for Spells:** Noon or midnight

**Typical Followers:** Those who work with animals



Animal orisha are most concerned with hunting, reproduction, and sleep, and have little care for the concerns of mortals. Sample animal orisha include the ape, giraffe, hyena, jackal, lion, and leopard.

The symbol of an animal orisha is some part of that animal, and its color is brown.

## Geographic Orisha

**Alignment:** Chaotic Neutral

**Domains:** Earth, Iron\*, Water

**Weapon:** Sling

**Pray for Spells:** Midnight

**Typical Followers:** Those who live near or on a prominent geographic feature

Geographic orisha have little interest in the temporal concerns of mortals, but are wonderfully objective observers. Sample geographic orisha include the Dogar Plateau, Great Mangrove Marsh, Jolo River, Northern Ocean, and Tabu-Taabu Mountain.

The symbol of a geographic orisha is some part of that geographic feature, and its color is gray.



## Plant Orisha

**Alignment:** Chaotic Neutral

**Domains:** Plant, Sun, Water

**Weapon:** Club

**Pray for Spells:** Noon

**Typical Followers:** Those who work with plants

Plant orisha are mostly interested in sunshine, wind, and rain, and have little care for the concerns of humanoids. Sample plant orisha include the baobab tree, calabash gourd, formian acacia, millet, strangler fig, and oil palm.

The symbol of a plant orisha is a part of that plant, and its color is green.



## THE ORISHA IN YOUR CAMPAIGN

Some campaigns have a universal pantheon of deities worshipped by all people in all parts of the world. Or, a GM might prefer a polytheistic fantasy Africa rather than the monotheistic/animist one presented here. It is even possible to combine both polytheism and the orisha, so that some cultures worship gods, while others venerate spirits, and still others do both.

The orisha can be converted from spirits to deities for a more polytheistic setting. The celestial and fiendish orisha are the easiest to convert, since they are presented as individuals with distinct personalities. A little more work is needed to convert ancestor, elemental, and natural orisha. Ancestor orisha can be portrayed as "ascended" mortals who have achieved the ranks of godhood. Elemental orisha could be reworked as four different elemental gods, largely unconcerned with the problems of mortal races. The natural orisha could be transformed into three different nature gods; one representing animals, a second representing plants, and a third with dominion over weather and other natural phenomena.

For a campaign that combines gods and spirits, simply allow characters to choose patron deities instead of patron orisha.





## CHAPTER NINE

# NYAMBAN MAGIC

Nyambans have a different attitude toward magic than the people of other lands. Magic is not considered a mysterious force, but simply a natural extension of Da, the Spirit World. As a result of this familiarity with magical lore, spell research is a flourishing art, and Nyamban spellcasters have developed a variety of new and interesting spells.

### ALTERNATE MAGIC RULES

Though the laws of magic do not change in Nyambe, the following rules modifications help establish the unique feel of Nyamban magic.

#### MOJUBA BAGS

*Mojuba* (moh-JOO-bah) literally means “to prepare a spell” in Kordo, so logically a mojuba bag is a container used to hold objects required for a spell preparation ritual. These containers are also called *mojo* bags or *onanga* (oh-NAHN-gah), and the items contained within are collectively known as *mojo* (MOH-joh).

The typical mojuba bag holds a few rocks, feathers, bits of iron, and other mundane items. To the uninitiated, these objects mean nothing, but to another spellcaster, they contain the encoded formula needed to prepare a spell. For all intents and purposes, a mojuba bag is equivalent to a written formula in a spellbook. Each spell known by the caster requires a separate mojuba bag.

Mojuba bags are used only by mchawi wizards, and the mganga witchdoctor and soroka oracle prestige classes. See Chapter Seven for a description of mojuba bags as equipment.

#### SUMMONING SPELLS

The standard *summon monster* and *summon nature's ally* spells are not available in Nyambe-tanda. Instead, mask makers, mchawi

wizards, mganga witchdoctors, inyanga yensimbi iron workers, sei sorcerers, ngoma bards, and n'anga clerics who use the cleric spell list have access to *summon dragon*; dembe rangers and n'anga clerics who use the druidic spell list have access to *summon elemental*.

#### RESURRECTION AND REINCARNATION

In ancient times, the Overpower attempted to communicate the secret of resurrection to the mortal races, but failed to do so. As a result, the clerics of Nyambe have an imperfect understanding of resurrection magic. In addition, the spirits of the dead have many duties and obligations, and may find themselves unable to return to the world of the living, even if they desire to do so.

*Reincarnation* spells usually function only for those without any living descendants. People who have descendants have an obligation to serve their family, be they alive or dead. *Reincarnation* evades that obligation by bringing the person back in a body of a different bloodline. Even if a soul has not become an ancestor orisha, *reincarnating* the dead requires pulling a soul from Siama's care, and she is very protective of the dead.

A *reincarnation* spell has a 10% chance of failure if the subject has no descendants. If the subject has descendants, *reincarnation* has a 20% chance of failure. If any attempt at *reincarnation* fails, all future attempts will also fail.

*Resurrection* spells — including *raise dead*, *resurrection*, and *true resurrection* — usually only function for those with living descendants. People without descendants are in Siama's care, waiting to be reincarnated, and she does not take a kind view of those attempting to return them to their previous life. Even if a soul has become an ancestor orisha, the soul has obligations it must attend to, and may not be able to return to the world of the living.

Before using any form of *resurrection* magic, the caster must first bury the body in an earthen grave, and then sprinkle the grave

with ashes gathered from the hearth of a temple. In the case of *true resurrection*, even though a body does not need to be present, the caster must still prepare a grave and obtain the ashes.

Any *resurrection*-type spell has a 10% chance of failure if the subject has descendants. If the subject has no descendants, attempts at *resurrection* have a 20% chance of failure. If any attempt at *resurrection* fails, all future attempts will also fail.

## ARMOR SPELLS

Nyamban spellcasters do not have the same access to armor-providing spells as their counterparts in other lands. Any spell that provides an AC bonus requires valuable components in a Nyamban campaign. Assume the spell requires a gem worth 25 gp per level of the spell. For example, *shield* is a 1st-level spell, and would require a gem worth 25 gp as its material component.

## NEW NYAMBAN DOMAINS

These domains are designed for use in an *African Adventures* game, but most of them can be used in other settings with minimal alterations. N'anga clerics gain domains based on their patron orisha, while Zombi cultists have access to the Death, Evil, Trickery, and Serpents domains. Any spell marked with an asterisk is a new spell unique to Nyambe. See the spell descriptions section later in this chapter for more information on these new spells.

## BIRDS

The Bird domain grants its clerics the ability to command avians, fly through the air, and even change shape.

**Orisha:** Animal Orisha, Easafa the River.

**Granted Power:** The character can *speak with animals* (birds only) at will.

### Bird Domain Spells

- 1 Animal Messenger.** Sends a Tiny animal to a specific place.
- 2 Levitate.** Subject moves up or down at your direction.
- 3 Fly.** Subject flies at a speed of 90 ft.
- 4 Polymorph Self.** You assume a new form (winged creatures only).

**5 Wings\*.** You grow wings and gain the Flyby Attack feat.

**6 Control Weather.** Changes weather in local area.

**7 Animal Shapes.** One ally per level *polymorphs* into chosen animal (birds only).

**8 Convocation of Eagles\*.** Summons a dozen giant eagles that obey your commands.

**9 Shapechange.** Transforms you into any creature, and you can change form once per round (winged creatures only).

## CONFUSION

It is said that no cleric would ever willingly pursue access to the Confusion domain. Instead, it is something that is thrust upon one unbidden.

**Orisha:** GuDuGu the Obscene One.

**Granted Power:** The character is immune to all spells and effects that cause confusion, random actions, or insanity.

### Confusion Domain Spells

- 1 Random Action.** One creature acts randomly for 1 round.
- 2 Undetectable Alignment.** Conceals alignment for 24 hours.
- 3 Babble\*.** Confuses languages of subjects.
- 4 Confusion.** Makes subject behave oddly for 1 round per level.
- 5 Feeblemind.** Subject's Int drops to 1.
- 6 Mind Fog.** Subjects in fog get -10 Wis, Will checks.
- 7 Insanity.** Subject suffers continuous confusion.
- 8 Symbol.** Triggered runes have an array of effects (symbol of insanity only).
- 9 Foresight.** "Sixth sense" warns of impending danger.

## DANCE

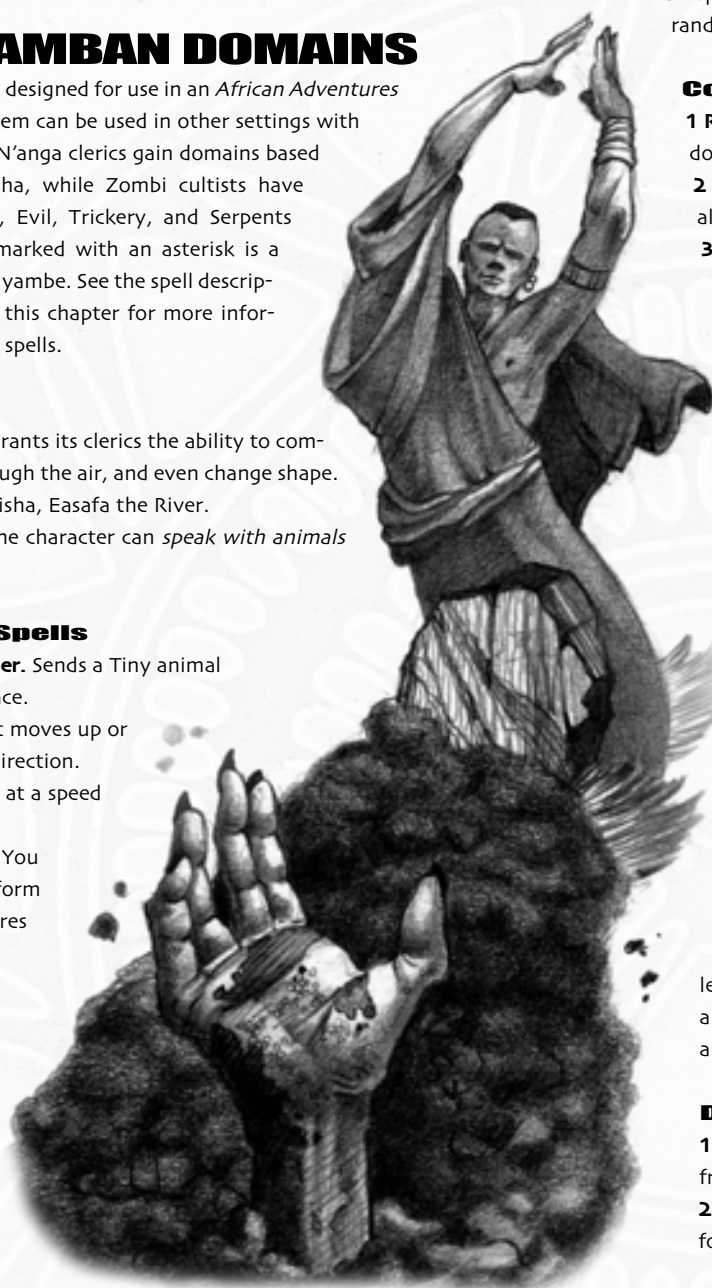
The Dance domain contains charms, compulsions, and sonic effects. Many of these spells are commonly used by ngoma bards.

**Orisha:** Tarango the Drummer.

**Granted Power:** If the character has at least 3 ranks in Perform (dance), he gains a +2 synergy bonus to Tumble, Balance, and Jump checks.

### Dance Domain Spells

- 1 Charm Person.** Makes one person your friend.
- 2 Cat's Grace.** Subject gains 1d4 + 1 Dex for 1 hr. per level.



- 3 Sculpt Sound.** Creates new sounds or changes existing ones.
- 4 Shout.** Deafens all within cone and deals 2d6 damage.
- 5 Drums of Panic\*.** Playing drums causes fear in your enemies.
- 6 Eyebite.** Charm, fear, sicken, or sleep one subject.
- 7 Shadow Walk.** Step into shadow to travel rapidly.
- 8 Otto's Irresistible Dance.** Forces subject to dance.
- 9 Weaving Dance\*.** You gain supernatural agility to help you avoid danger.

## DARKNESS

The Darkness domain is concerned both with the death of light, and the fear of what dwells within the resulting void.

**Orisha:** Gamal the Dark One.

**Granted Power:** Darkvision with a 60-foot range.

### Darkness Domain Spells

- 1 Darkness.** 20-ft. radius of supernatural darkness.
- 2 Blindness/Deafness.** Makes subject blind or deaf (blindness only).
- 3 Deeper Darkness.** Object sheds absolute darkness in 60-ft. radius.
- 4 Phantasmal Killer.** Fearsome illusion kills subject or deals 3d6 damage.
- 5 Nightmare.** Sends vision dealing 1d10 damage, fatigue.
- 6 Solid Darkness\*.** Creates an area of darkness that slows movement and inflicts negative energy damage.
- 7 Shadow Walk.** Step into a shadow to travel rapidly.
- 8 Power Word, Blind.** Blinds 200 hp worth of creatures.
- 9 Weird.** As *phantasmal killer*, but affects all within 30 ft.

## EXILE

Exile is a common punishment for murder, treason, or other high crimes. In many lands exile is considered a worse punishment than death, and people give n'anga clerics with access to this domain proper deference.

**Orisha:** Tu the Outcast.

**Granted Power:** The character gains a +2 competence bonus to Hide and Move Silently skill checks.

### Exile Domain Spells

- 1 Sanctuary.** Opponents can't attack you, and you can't attack.
- 2 Invisibility.** Subject is invisible for 10 min. per level or until it attacks.
- 3 Blink.** You randomly vanish and reappear for 1 round per level.
- 4 Dimensional Anchor.** Bars extradimensional movement.
- 5 Improved Invisibility.** As invisibility, but subject can attack and stay invisible.
- 6 Sequester.** Subject is invisible to sight and scrying.
- 7 Maze.** Traps subject in extradimensional maze.
- 8 Trap the Soul.** Imprisons subject within gem.
- 9 Imprisonment.** Entombs subject beneath the earth.

## FERTILITY

The Fertility domain is a popular one, and focuses on the creation of food, water, inanimate objects, and even life itself.

**Orisha:** Ancestor Orisha, Molamu the Seducer, and Tisanda the Ocean.

**Granted Power:** When resting, the character heals 2 hp per character level per day of light activity and 3 hp per level per day of complete rest, instead of the usual 1 hp per level per day. This can be further boosted by the Heal skill (DC 15) to 3 hp per level per day of light activity and 4 hp per level per day of complete rest.

### Fertility Domain Spells

- 1 Fertility Charm\*.** Improves the subject's ability to have children, and grants use of the Endurance feat.
- 2 Make Whole.** Repairs an object.
- 3 Plant Growth.** Grows vegetation, improves crops.
- 4 Create Food and Water.** Feeds three humans (or one horse) per level.
- 5 Minor Creation.** Creates one wood or cloth object.
- 6 Heroes' Feast.** Food for one creature per level, cures and blesses.
- 7 Major Creation.** As minor creation, plus stone or metal.
- 8 Mord's Magnificent Mansion.** Door leads to extradimensional mansion.
- 9 Clone.** Duplicate awakens when original dies.

## FISH

The Fish domain allows the n'anga cleric to command fish, breathe water, and eventually assume the shape of aquatic creatures.

**Orisha:** Animal Orisha, Tisanda the Ocean.

**Granted Power:** Rebuke or Command aquatic creatures as an evil cleric Rebukes or Commands undead. Use this ability a total number of times per day equal to 3+ the character's Charisma modifier.

### Fish Domain Spells

- 1 Bless Water.** Makes holy water.
- 2 Lesser Water Breathing\*.** Caster can breathe underwater.
- 3 Water Breathing.** Subjects can breathe underwater.
- 4 Freedom of Movement.** Subject moves normally despite impediments.
- 5 Polymorph Self.** You assume a new form (aquatic creatures only).
- 6 Control Water.** Raises, lowers, or parts bodies of water.
- 7 Animal Shapes.** One ally per level polymorphs into chosen animal (fish only).
- 8 Horrid Wilting.** Deals 1d8 damage per level within 30 ft.
- 9 Shapechange.** Transforms you into any creature, and change form once per round (aquatic creatures only).

## FLESH

The domain of Flesh contains spells that warp and harm the flesh of others.

**Orisha:** Dar!ak the Bloody, Na/inga the Warrior Queen.



**Granted Power:** Every time the character takes the Toughness feat, he gains +5 hit points instead of +3 hit points.

## Flesh Domain Spells

- 1 Incantation of the Broken Limb\*.** Subject takes damage and suffers a broken limb.
- 2 Blindness/Deafness.** Makes subject blind or deaf.
- 3 Lobir\*.** Creates a Fine-sized construct that attacks a victim for Constitution damage.
- 4 Polymorph Other.** Gives one subject a new form.
- 5 Tear the Open Wound\*.** Subject cannot be healed with *cure* spells.
- 6 Flesh to Stone.** Turns subject creature to stone.
- 7 Destruction.** Kills subject and destroys remains.
- 8 Clone.** Duplicate awakens when original dies.
- 9 Implosion.** Kills one creature per round.

## GREED

The domain of Greed is not intended to enrich the caster so much as to jealously guard his possessions.

**Orisha:** Dogar the Haggler.

**Granted Power:** The character gains a +4 insight bonus to the Pick Pockets skill. In addition, if someone attempts to pick his pockets, he gains a +4 insight bonus to any Spot checks made to notice the attempt.

## Greed Domain Spells

- 1 Tenser's Floating Disk.** 3-ft.-diameter horizontal disk that holds 100 lb. per level.
- 2 Obscure Object.** Masks object against divination.
- 3 Shrink Item.** Object shrinks to one-twelfth size.
- 4 Fire Trap.** Opened object deals 1d4+1 per level damage.
- 5 Leomund's Secret Chest.** Hides expensive chest in the Shadow World (Ethereal Plane); you retrieve it at will.
- 6 Guards and Wards.** Array of magic effects protect area.
- 7 Drawmij's Instant Summons.** Prepared object appears in your hand.
- 8 Screen.** Illusion hides area from vision, scrying.
- 9 Antipathy.** Object or location affected by spell repels certain creatures.

## HUNTING

The Hunting domain contains spells to affect plants, animals, and ranged combat. Many of these spells are commonly used by dembe rangers.

**Orisha:** Animal Orisha, Shonamu the Hunter.

**Granted Power:** The character can learn the Animal Empathy skill as a class skill when he gains divine spellcaster levels.

## Hunting Domain Spells

- 1 Detect Animals or Plants.** Detects species of animals or plants.
- 2 Hold Animal.** Holds one animal helpless; 1 round per level.
- 3 Snare.** Creates a magical booby trap.

**4 Phase Arrow\*.** Allows you to fire arrows through physical objects.

**5 Tree Stride.** Step from one tree to another far away.

**6 Transport via Plants.** Move instantly from one plant to another of the same species.

**7 Arrow of Slaying\*.** Creates magical arrows that slay creatures.

**8 Animal Shapes.** One ally per level polymorphs into chosen animal.

**9 Shapechange.** Transforms you into to any creature, and you can change form once per round.

## IRON

Most n'anga clerics with access to the Iron domain consider it a fifth element beyond the usual quartet of air, earth, fire, and water. This is a popular domain, and its spells can be used either for good or for evil.

**Orisha:** Geographic Orisha, Araku the Warrior, Shakare the Torturer.

**Granted Power:** Three times per day the character can strike an object of iron or steel to greater advantage; the character can ignore the Hardness of an iron door or spear, ignore the Damage Reduction of an iron golem, or ignore the armor bonus from iron armor, for example.

## Iron Domain Spells

- 1 Lockjaw\*.** Subject is unable to speak.
- 2 Heat Metal.** Hot metal damages those who touch it.
- 3 Keen Edge.** Doubles a normal weapon's threat range.
- 4 Rusting Grasp.** Your touch corrodes iron and alloys.
- 5 Wall of Iron.** 30 hp per four levels; can topple onto foes.
- 6 Blade Barrier.** Blades encircling you deal 1d6 damage per level.
- 7 Repel Metal or Stone.** Pushes away metal and stone.
- 8 Iron Body.** Your body becomes living iron.
- 9 Iron Golem\*.** Create an iron golem to attack your enemies.

## LIGHTNING

The Lightning domain allows a cleric to command some of the most destructive forces of nature. While not a common domain, it is very powerful.

**Orisha:** Siana the Dead.

**Granted Power:** The character gains 10 points of Electrical Resistance.

## Lightning Domain Spells

- 1 Shocking Grasp.** Touch delivers 1d8, +1 per level, electricity damage.
- 2 Sound Burst.** Deals 1d8 sonic damage to subjects; may stun them.
- 3 Call Lightning.** Directs lightning bolts (1d10 per level) during storms.
- 4 Lightning Bolt.** Electricity deals 1d6 damage per level.
- 5 Lightning Strike\*.** Smite foes with divine lightning (1d6 per level).

- 6 Control Weather.** Changes weather in local area.
- 7 Chain Lightning.** 1d6 damage per level; secondary bolts.
- 8 Lightning Storm\*.** Deals 1d6 electrical damage per level.
- 9 Storm of Vengeance.** Storm rains acid, lightning, and hail.

## LOVE

Love is both wonderful and terrible, granting both ecstasy and despair. Most people distrust clerics with access to this domain, at least until their services are required.

**Orisha:** Easafa the River, Molamu the Seducer.

**Granted Power:** The character automatically knows how to brew a potion of *love*, even without the Brew Potion feat. If the character learns the Brew Potion feat, the XP cost of creating the *love* potion is reduced by 50%. See Chapter Twelve for more information on this potion.

### Love Domain Spells

- 1 Charm Person.** Makes one person your friend.
- 2 Enthral.** Captivates all within 100 ft. + 10 ft. per level.
- 3 Suggestion.** Compels subject to follow stated course of action.
- 4 Emotion.** Arouses strong emotion in subject.
- 5 Charm Monster.** Makes monster believe it is your ally.
- 6 Mass Suggestion.** As suggestion, plus one per level subjects.
- 7 Lover's Curse\*.** Subject radiates a harmful *charm* aura.
- 8 Mass Charm.** As *charm monster*, but all within 30 ft.
- 9 True Love\*.** Two subjects share emotional bond.

## PLAGUE

The hated Plague domain contains spells concerning the spread of disease, filth, and contamination.

**Orisha:** Sama/ the Poison One.

**Granted Power:** The character does not take ability score damage from diseases, though he can still become infected and spread them. Diseases with other effects harm him normally.

### Plague Domain Spells

- 1 Summon Swarm.** Summons swarm of small crawling or flying creatures.
- 2 Contagion.** Infects subject with chosen disease.
- 3 Poison.** Touch deals 1d10 Con damage, repeats in 1 minute.
- 4 Bestow Curse.** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- 5 Insect Plague.** Insect horde limits vision, inflicts damage, and weak creatures flee.
- 6 Harm.** Subject loses all but 1d4 hp.
- 7 Antilife Shell.** 10-ft. field hedges out living creatures.
- 8 Creeping Doom.** Carpet of insects attacks at your command.
- 9 Bite of the Plague Rat\*.** Your touch spreads a highly contagious disease.

## SERPENTS

Snakes are considered signs of ill omens amongst the people of Nyambe, and casters with access to the domain of Serpents are greatly feared.

**Orisha:** Zombi the Serpent Lord.

**Granted Power:** Rebuke or Command animals (reptiles), dragons, and reptilian creatures as an evil cleric Rebukes or Commands undead. Use this ability a total number of times per day equal to 3 + the character's Charisma modifier.

### Serpent Domain Spells

- 1 Magic Fang.** One natural weapon of subject creature gets +1 bonus to attack and damage.
- 2 Animal Trance.** Fascinates 2d6 HD of animals.
- 3 Greater Magic Fang.** One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
- 4 Poison.** Touch deals 1d10 Con damage, repeats in 1 minute.
- 5 Animal Growth.** One animal per two levels doubles in size, HD.
- 6 Sticks to Serpents\*.** Transforms pieces of wood into poisonous serpents.
- 7 Snake Staff\*.** Changes one end of a quarterstaff into the head of a poisonous snake.
- 8 Animal Shapes.** One ally per level polymorphs into chosen animal (reptiles only).
- 9 Shapechange.** Transforms you into any creature, and change form once per round (reptiles, dragons, and reptilian creatures only).

## WISDOM

The Wisdom domain is highly respected, and clerics with access to it often act as advisors to nobility.

**Orisha:** GuDuGu the Obscene One, Ramaranda the Diviner.

**Granted Power:** The character gains a +1 insight bonus to all Wisdom-based skills.

### Wisdom Domain Spells

- 1 Identify.** Determines single feature of magic item.
- 2 Locate Object.** Senses direction toward object (specific or type).
- 3 Tongues.** Speak any language.
- 4 Discern Lies.** Reveals deliberate falsehoods.
- 5 Commune.** Deity answers one yes-or-no question per level.
- 6 Find the Path.** Shows most direct way to a location.
- 7 Vision.** As legend lore, but quicker and strenuous.
- 8 Discern Location.** Exact location of creature or object.
- 9 Foresight.** "Sixth sense" warns of impending danger.

## NEW NYAMBAN SPELLS

These new spells are designed especially for use in an *African Adventures* game, but they can be helpful in other game settings as well. The abbreviations in parenthesis are the existing core classes that can optionally take the spells, while those not in parenthesis are classes standard to the Nyambe-tanda campaign setting; the Game Moderator has ultimate control over what spells are available. Check with the GM before selecting any of these spells for your character.

## ABBREVIATION

BNG

DEM

INY/Msk/NAN

MCW/MGA/SEI

NGM

ZOM

## NYAMBAN CLASS

BANGU (DRUIDIC PATH OF N'ANGA CLERIC)

DEMBE RANGER

INYANGA YENSIMBI IRON WORKER, MASK MAKER,  
AND CLERICAL PATH OF N'ANGA CLERIC

MCHAWI WIZARD, MGANGA WITCHDOCTOR, AND  
SEI SORCERER

NGOMA BARD

ZOMBI CULTIST

## Arrow of Slaying

Transmutation

**Level:** Dem 4, Hunting 7, (Rgr 4)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** One magic arrow/4 levels (*greater slaying*) or one  
magic arrow/3 levels (*lesser slaying*)

**Duration:** 10 minutes/level

**Saving Throw:** Yes (object, harmless)

**Spell Resistance:** Yes (object, harmless)

Clerics and rangers extremely skilled in the craft of the hunt can transform magical arrows into even more powerful slaying arrows, also called *pintul* (PIHN-tool) or "upside-down arrows." This spell is a closely guarded secret and never made into gris-gris or placed in wands or staves.

The caster can transform magical arrows with a +1 or greater enhancement bonus into *lesser slaying arrows* or *greater slaying arrows*. One arrow can be transformed for every 3 caster levels into *lesser slaying arrows*, or one arrow can be transformed for every 4 caster levels into *greater slaying arrows*. The caster designates the target type, but all transformed arrows must have the same target type.

A creature of the designated type struck by a *slaying arrow* must make a Fortitude save (DC 20 for a *lesser slaying arrow*, DC 23 for a *greater slaying arrow*) or die instantly; unliving targets are destroyed instead of dying.

Transformed arrows lose all previous special properties while transformed. Once transformed, the arrows must be used before the duration expires, or the enchantment is lost and the arrows revert to their previous type.

## Babble

Enchantment (Compulsion) [Mind-Affecting]

**Level:** (Brd 3), Confusion 3, Ngm 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** 30-ft.-radius burst

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Ngoma followers of GuDuGu the Obscene One often use this spell to punish their enemies without physically harming them.

Victims of the *babble* spell lose the ability to speak, read, or write any meaningful language. Any attempt to speak produces unintelligible sounds, and any attempt to write produces only meaningless scribbles. The victims can still communicate using pantomime, empathy, or other means of non-linguistic communication. Due to the inability to form coherent speech, *babble* also prevents its subjects from casting any spells requiring verbal components.

The effect of this enchantment is permanent, but can be negated by a *remove curse* or *heal* spell.

## Bite of the Plague Rat

Necromancy

**Level:** Bng 9, (Drd 9), Mcw/Mga/Sei 9, Plague 9, (Sor/Wiz 9),

Zom 9

**Components:** V, S, M

**Casting Time:** 1 Action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A single casting of this spell was responsible for a massive plague three generations ago that killed as many as 10,000 gnomic kitunusi in the land of Mademba. Luckily, only a small number of spellcasters are powerful enough and evil enough to work such deadly magics.

All targets within the area of effect must make a Fortitude save or become infected with *red death*. Those who make the save are unaffected by the casting, but may have to make an additional saving throw if exposed to diseased individuals (see below). See Chapter Eleven for more information on *red death*.

The disease has the normal 1d6 day incubation period, and the targets show no symptoms during that time. Despite the lack of symptoms, the victims become highly contagious the instant they contract the disease. Any living creature that breathes the air within 30 feet of a diseased individual for more than one minute must make a Fortitude save against DC 18 or contract it as well. Those who become sick from exposure to the target also become contagious, and so on.

**Material Component:** A small emerald worth at least 1,000 gp.

## Convocation of Eagles

Conjuration (Summoning)

**Level:** Birds 8

**Components:** V, S, M, DF

**Casting Time:** 1 round

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** 12 giant eagles

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This dramatic spell allows the caster to summon a dozen giant eagles. These noble creatures are known throughout the moun-



tainous regions of Nyambe-tanda, and commanding them is a sure sign that the spirits favor the caster.

*Convocation of eagles* summons a dozen giant eagles to do the caster's bidding; use the standard D20 System giant eagle statistics. They appear where you designate and act immediately on your turn. They attack your opponents to the best of their abilities. If you can communicate with them, you can command them not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell, and disappear at the end of their turn.

**Material Component:** A dozen dead mice.

## Drums of Panic

Enchantment (Compulsion) [Mind-Affecting]

**Level:** (Brd 4), Dance 5, Ngm 4

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Personal

**Area:** All enemies in a 30-ft.-radius burst, centered on caster

**Duration:**

Concentration,  
maximum 1  
round/level

**Saving Throw:** See  
text

**Spell Resistance:** Yes

This spell is used to great effect by military-minded clerics of Tarango. These war priests cast the spell while leading their followers into battle, and laughed raucously as panic-stricken enemies were cut down in mid-flight.

To cast *drums of panic*, the caster must have at least one rank in the Perform (drums) skill. All applicable targets within 30 feet of the caster must make a Will save with a DC equal to the result of a Perform (drums) check or become panicked for 1d4 rounds.

If a target successfully saves, the caster can continue to play the drums for a maximum of 1 round per level, re-rolling the Perform (drums) check and requiring a new Will save from those within the area each round.

**Focus:** A set of masterwork drums.

## Fertility Charm

Transmutation

**Level:** Bng 2, (Brd 3), (Drd 2), Fertility 1, Ngm 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Adult creature touched

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates (harmless)

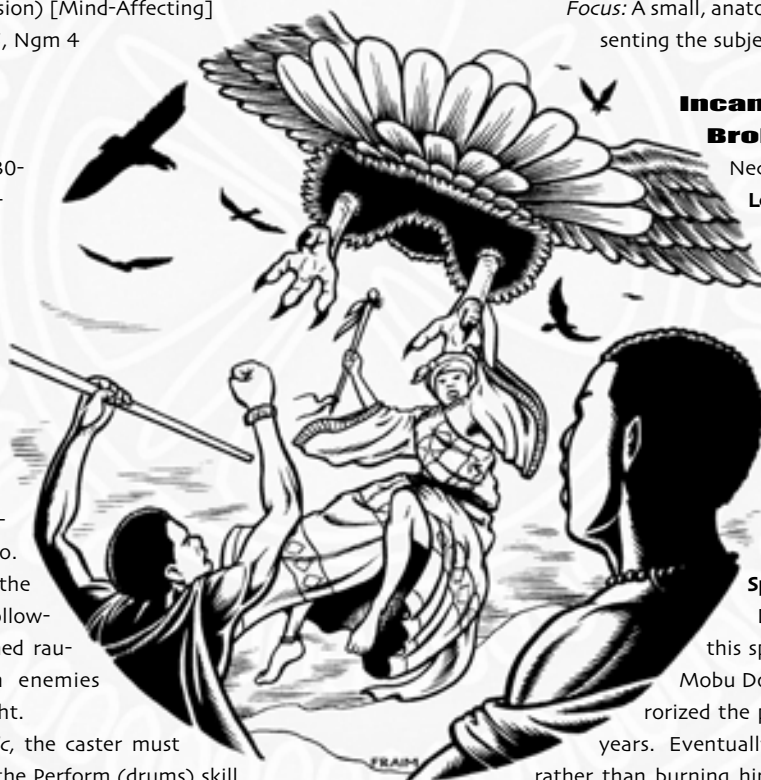
**Spell Resistance:** Yes (harmless)

This single spell is among the most popular in all of Nyambe-tanda. Those who can cast it find their skills in high demand, especially in rural areas.

For the duration of the spell, *fertility charm* allows any adult subject to father children (if male) or become pregnant (if female), regardless of physical condition, old age, or disease. *Fertility charm* will work on any creature capable of sexual reproduction, be it humanoid, animal, or other. Though the spell makes conception possible, it does not guarantee it or a live birth.

As a side effect, the subject also gains free use of the Endurance feat for the duration of the spell.

**Focus:** A small, anatomically correct carving representing the subject's species and gender.



## Incantation of the Broken Limb

Necromancy

**Level:** Flesh 1, Mcw/Mga/Sei 2, (Sor/Wiz 2), Zom 2

**Components:** V, S, M

**Casting Time:** 1 Action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** Living creature with an internal skeleton and limbs

**Duration:** Instantaneous

**Saving Throw:** Fortitude  
partial

**Spell Resistance:** Yes

Despite its low level of power, this spell was a favorite weapon of Mobu Doba'ka, a sei sorcerer who terrorized the people of Bashar'ka for many years. Eventually Mobu was captured, but rather than burning him at the stake for practicing evil witchcraft, his arms and legs were broken with hammers, and he was left in the desert to die. His body was never found, and rumors of his survival persist to this day.

The target of the spell suffers 1d4 points of damage per level of the caster (maximum 5d4), and must make a Fortitude save or suffer from an arm or leg injury (caster's choice). If an arm injury, the target has a -2 penalty to all d20 rolls that involve use of the arm (attack rolls, Swim checks, etc.). If a leg injury, the target has a -2 penalty to all d20 rolls that involve use of the leg (Jump checks, Reflex saves, etc.). The penalties remain until all the damage caused by the spell is fully healed through either magical or mundane means.

A target who makes a successful Fortitude save takes only half damage, and does not suffer a limb injury. Targets without internal skeletons or limbs are not affected by the spell.

**Material Component:** The arm or leg bone of a small animal.

## Iron Golem

Conjuration (Creation)

**Level:** Iron 9, Mcw/Mga/Sei 9, (Sor/Wiz 9)

**Components:** V, S, F/DF

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One summoned creature

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This extremely powerful spell allows the caster to draw iron forth from the ground, and temporarily fashion it into an iron golem.

*Iron golem* magically creates an iron golem that attacks your enemies; use the standard D20 System iron golem statistics. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. You automatically have the ability to communicate with the golem, so you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Iron golems are powerful creatures, and every time this spell is cast, there is a 10% noncumulative chance that the golem will immediately turn on you, attacking you to the best of its ability.

*Focus:* A small iron statue worth at least 100 gp.

## Lesser Water Breathing

Transmutation

**Level:** Bng 2, (Drd 2), Fish 2

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

Though an inferior form of water breathing, this spell is quite useful for situations in which the caster only needs to remain underwater for a short period of time.

This spell allows the caster to breathe water for a short period of time. It is otherwise identical to the *water breathing* spell.

## Lightning Storm

Evocation [Electricity]

**Level:** Bng 8, (Drd 8), Lightning 7,

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Two 10-ft. cubes/level (S)

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

Even more powerful than *lightning strike*, *lightning storm* can decimate entire groups of foes.

When a *lightning storm* spell is cast, the whole area is shot through with blue lightning bolts. All creatures or objects within

the area take 1d6 points of electricity damage per caster level (maximum 15d6).

## Lightning Strike

Evocation [Electricity]

**Level:** Lightning 5

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cylinder (10-ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex halves

**Spell Resistance:** Yes

This spell calls down the wrath of the spirits in the form of divine lightning. *Lightning strike* is essentially an electrical version of the spell *flame strike*.

A *lightning strike* produces a vertical column of divine blue lightning roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is electrical damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (electricity)* or similar magic.

## Lobir

Conjuration (Creation)

**Level:** (Brd 5), Flesh 3, Mcw/Mga/Sei 5, Ngm 5, (Sor/Wiz 5)

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Short (25 ft. + 5 ft./2 levels)

**Effect:** One Fine-sized construct

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** None

This spell creates an invisible construct known as a *lobir* (LOH-beer). If it could be seen, a lobir would resemble a small insect such as a hornet or fly, but it can also appear as an animated cone of metal; see Chapter Thirteen for statistics. A lobir seeks out and destroys the caster's enemies, burrowing under their skin and devouring them from within.

The lobir appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. You automatically have the ability to command the lobir, so you can direct it not to attack or to attack particular enemies. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

*Material Component:* A dead stinging insect such as a bee, hornet, wasp, etc.

## Lockjaw

Necromancy

**Level:** (Brd 2), Iron 1, Mcw/Mga/Sei 2, Ngm 2, (Sor/Wiz 2), Zom 2

**Components:** V, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Special

**Saving Throw:** Fortitude Negates

**Spell Resistance:** Yes

This simple yet effective spell causes the jaw muscles in the chosen target to clench, making the person incapable of speech.

*Lockjaw* also makes its target unable to speak or eat solid foods. The inability to speak prevents the target from casting spells with verbal components or using magic items with command words. The target can attempt a new saving throw every day, and once the save succeeds, the target has thrown off the effect of the spell. *Remove paralysis* will also counter *lockjaw*.

**Material Component:** A rusty nail.

## Lover's Curse

Enchantment (Charm) [Mind-Affecting]

**Level:** (Brd 5), Love 7, Ngm 5

**Components:** V, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

According to legend, this spell was responsible for the death of the nefarious rogue Bugunda Arraya. Apparently, the scoundrel became involved with the wife of a famous ngoma bard and was punished with this spell. Within a few hours, Bugunda had been stoned to death by an angry mob.

*Lover's curse* is a "backwards" charm spell, causing other individuals to regard the subject as a hated enemy. All Charisma checks and Charisma-based skills used by the target suffer from a -10 circumstance penalty while under the influence of this spell. In addition, no NPC can have a reaction better than "friendly" toward an individual so cursed. Individuals who have a "hostile" reaction will usually attack the cursed individual on sight.

*Remove curse* will not remove this spell, though *break enchantment* will work normally.

## Phase Arrow

Transmutation

**Level:** Dem 2, Hunting 4, (Rgr 2)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 non-magical arrow/level (maximum 10)

**Duration:** 10 minutes/caster level

**Saving Throw:** None

**Spell Resistance:** No

Both rangers and clerics of Shonamu the hunter can enchant normal arrows into magical *phase arrows* capable of passing through physical objects.

This spell transforms up to 10 normal arrows into *phase arrows* that travel through the Shadow World (Ethereal Plane). A *phase arrow* is a +1 arrow that ignores all modifiers for armor, natural

armor, and cover. It can even pass through walls, but unseen targets get the usual benefits of concealment. The arrow returns to the Material Plane when it strikes its target.

The arrows revert to being non-magical at the end of the spell's duration, if exposed to an *anti-magic field*, or if *dispelled*.

## Snake Staff

Transmutation

**Level:** Bng 7, (Drd 7), Serpents 7

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Magical or non-magical quarterstaff

**Duration:** 1 round/level

**Saving Throw:** Special (see text)

**Spell Resistance:** No

This disturbing spell causes the caster's staff to partially animate, transforming the head into that of a poisonous snake. A staff enchanted by this spell cannot be used as a double weapon. However, a successful hit by the *snake staff* inflicts 1d8 points of piercing damage and poisons the target. The victim must make a Fortitude save versus the normal spell DC or immediately suffer 1d4 points of temporary Constitution damage. One minute after being struck, the foe must make an additional Fortitude save, or suffer an additional 1d4 points of temporary Constitution damage.

The *snake staff* does not run out of venom and can be used any number of times before the spell's duration ends. *Dispel magic* can transform the weapon back into a normal staff, but the poison is non-magical and must be treated normally. It is not possible to "milk" the staff and extract the poison for later use.

**Focus:** A quarterstaff (magical or non-magical).

## Solid Darkness

Conjuration (Creation)

**Level:** Darkness 6, Mcw/Mga/Sei 8, (Sor/Wiz 8)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Darkness that spreads in a 30-ft. radius, 20 ft. high

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

The magical darkness conjured up by this spell is often used by necromancers to heal undead minions. A cloud of inky darkness billows out from the point you designate. The darkness completely obscures all sight, including Darkvision. A creature within the cloud is considered to have full concealment; attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target.

*Solid darkness* is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -2 penalty. The darkness prevents effective ranged weapon attacks, except for magic rays and the like. A creature or object that falls into *solid darkness* is slowed, so that each 10 feet of darkness that the creature or object falls through reduces the damage of a fall by 1d6 points, with a



minimum damage of 0. For example, if a creature falls 30 feet, then passes through 20 feet of *solid darkness* before striking the ground, the total damage of the fall is 5d6 – 2d6 (total fall of 50 feet, with 20 feet of the fall being through *solid darkness*).

*Solid darkness* is charged with negative energy; any creature within it suffers 1 point of negative energy damage each round (no save). Undead or other negative-energy creatures within the darkness are instead healed 1 hit point per round.

## Sticks to Serpents

Transmutation

**Level:** Bng 6, (Drd 6), Serpents 6

**Components:** V, S, M, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** 3 fiendish Small vipers/level

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Used by followers of the fiendish Zombi, this spell allows an evil priest to send the spirits of dead snakes into pieces of wood, bringing them to life.

This spell lets the caster transform a pile of small branches or twigs into fiendish Small vipers; use the standard D20 System Small viper statistics modified by the fiendish template. The caster can create 3 snakes per caster level, provided sufficient components are available. If you can communicate with them, you can command them not to attack, to attack particular enemies, or to perform other actions. The summoned creatures act normally on the last round of the spell, and disappear at the end of their turn, leaving only a pile of twigs behind.

**Material Component:** One twig or small branch for each snake created.

## Summon Dragon I

Conjuration (Summoning) [see text]

**Level:** (Brd 1), (Clr 1), Iny/Msk/Nan 1, Mcw/Mga/Sei 1, Ngm 1, (Sor/Wiz 1)

**Components:** V, S, F/DF

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One summoned dragon

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons one dragon of a type specified in the Summon Dragon table for this level that attacks your enemies; stats can be found either in Chapter Thirteen or in the standard D20 System rules. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the dragon, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

**Arcane Focus:** A dragon scale

## SUMMON DRAGON TABLE

<b>1ST LEVEL</b>	DRAGON, GREEN, YOUNG (LE)
KONGAMATO, JUVENILE	DRAGON, RED, VERY YOUNG (CE)
<b>2ND LEVEL</b>	<b>6TH LEVEL</b>
KONGAMATO, ADULT	DRAGON, BLUE, YOUNG (LE)
<b>3RD LEVEL</b>	DRAGON, BRASS, YOUNG (CG)
DRAGON, BLACK, WYRMLING (CE)	<b>7TH LEVEL</b>
DRAGON, BLUE, WYRMLING (LE)	DRAGON, BLACK, JUVENILE (CE)
DRAGON, BRASS, WYRMLING (CG)	DRAGON, COPPER, YOUNG (CG)
DRAGON, BRONZE, WYRMLING (LG)	DRAGON, BRONZE, YOUNG (LG)
DRAGON, COPPER, WYRMLING (CG)	DRAGON, GOLD, VERY YOUNG (LG)
DRAGON, GREEN, WYRMLING (LE)	DRAGON, RED, YOUNG (CE)
<b>4TH LEVEL</b>	<b>8TH LEVEL</b>
DRAGON, BLACK, VERY YOUNG (CE)	DRAGON, BRASS, JUVENILE (CG)
DRAGON, BLUE, VERY YOUNG (LE)	DRAGON, GREEN, JUVENILE (LE)
DRAGON, BRASS, VERY YOUNG (CG)	DRAGON, BLUE, JUVENILE (LE)
DRAGON, GREEN, VERY YOUNG (LE)	<b>9TH LEVEL</b>
DRAGON, RED, WYRMLING (CE)	DRAGON, GOLD, YOUNG (LG)
<b>5TH LEVEL</b>	DRAGON, BLACK, YOUNG ADULT (CE)
DRAGON, BLACK, YOUNG (CE)	DRAGON, COPPER, JUVENILE (CG)
DRAGON, BRONZE, VERY YOUNG (LG)	DRAGON, BRONZE, JUVENILE (LG)
DRAGON, COPPER, VERY YOUNG (CG)	
DRAGON, GOLD, WYRMLING (LG)	

## Summon Dragon II

Conjuration (Summoning) [see text]

**Level:** (Brd 2), (Clr 2), Iny/Msk/Nan 2, Mcw/Mga/Sei 2, Ngm 2, (Sor/Wiz 2)

**Effect:** One summoned dragon

*As summon dragon I.*

## Summon Dragon III

Conjuration (Summoning) [see text]

**Level:** (Brd 3), (Clr 3), Iny/Msk/Nan 3, Mcw/Mga/Sei 3, Ngm 3, (Sor/Wiz 3)

**Effect:** One summoned dragon

*As summon dragon I.*

## Summon Dragon IV

Conjuration (Summoning) [see text]

**Level:** (Brd 4), (Clr 4), Iny/Msk/Nan 4, Mcw/Mga/Sei 4, Ngm 4, (Sor/Wiz 4)

**Effect:** One summoned dragon

*As summon dragon I.*

## Summon Dragon V

Conjuration (Summoning) [see text]

**Level:** (Brd 5), (Clr 5), Iny/Msk/Nan 5, Mcw/Mga/Sei 5, Ngm 5, (Sor/Wiz 5)

**Effect:** One summoned dragon

*As summon dragon I.*



## Summon Dragon VI

Conjuration (Summoning) [see text]

**Level:** (Brd 6), (Clr 6), Iny/Msk/Nan 6, Mcw/Mga/Sei 6, Ngm 6, (Sor/Wiz 6)

**Effect:** One summoned dragon  
*As summon dragon I.*

## Summon Dragon VII

Conjuration (Summoning) [see text]

**Level:** (Brd 7), (Clr 7), Iny/Msk/Nan 7, Mcw/Mga/Sei 7, Ngm 7, (Sor/Wiz 7)

**Effect:** One summoned dragon  
*As summon dragon I.*

## Summon Dragon VIII

Conjuration (Summoning) [see text]

**Level:** (Brd 8), (Clr 8), Iny/Msk/Nan 8, Mcw/Mga/Sei 8, Ngm 8, (Sor/Wiz 8)

**Effect:** One summoned dragon  
*As summon dragon I.*

## Summon Dragon IX

Conjuration (Summoning) [see text]

**Level:** (Brd 9), (Clr 9), Iny/Msk/Nan 9, Mcw/Mga/Sei 9, Ngm 9, (Sor/Wiz 9)

**Effect:** One summoned dragon  
*As summon dragon I.*

## Summon Elemental I

Conjuration (Summoning) [see text]

**Level:** Bng 1, Dem 1, (Drd 1), (Rgr 1)

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One summoned creature

**Duration:** 1 round per level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a Small elemental that attacks your enemies. It appears where the spellcaster designates and attacks immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the elemental, you can direct it not to attack, to attack a particular foe, or to perform some other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn. The GM can substitute a comparable creature at his discretion.

## Summon Elemental II

Conjuration (Summoning) [see text]

**Level:** Bng 2, Dem 2, (Drd 2), (Rgr 2)

**Effect:** Two summoned creatures, which cannot be more than 30 ft. apart

*As summon elemental I*, except that you can summon two Small elementals.

## Summon Elemental III

Conjuration (Summoning) [see text]

**Level:** Bng 3, Dem 3, (Drd 3), (Rgr 3)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

*As summon elemental I*, except that you can summon either three Small summoned elementals, one Medium-size summoned elemental, or one summoned mephitis.

## Summon Elemental IV

Conjuration (Summoning) [see text]

**Level:** Bng 5, Dem 4, (Drd 4), (Rgr 4)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except that you can summon either four Small elementals, one Medium-sized elemental and one Small elemental, or one mephitis and one Small elemental.

## Summon Elemental V

Conjuration (Summoning) [see text]

**Level:** Bng 5, Dem 5, (Drd 5), (Rgr 5)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either five Small elementals, two Medium-sized elementals, two mephitis, or one Large elemental.

## Summon Elemental VI

Conjuration (Summoning) [see text]

**Level:** Bng 6, Dem 6, (Drd 6), (Rgr 6)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either seven Small elementals, three Medium-sized elementals, three mephitis, or one Large elemental and either a Medium-sized elemental or a mephitis.

## Summon Elemental VII

Conjuration (Summoning) [see text]

**Level:** Bng 7, Dem 7, (Drd 7), (Rgr 7)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either nine Small elementals, four Medium-sized elementals, four mephitis, two Large elementals, or one Huge elemental.

## Summon Elemental VIII

Conjuration (Summoning) [see text]

**Level:** Bng 8, Dem 8, (Drd 8), (Rgr 8)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either twelve Small elementals, six Medium-sized elementals, six mephitis, three Large elementals, or one Huge elemental and one Large elemental.

## Summon Elemental IX

Conjuration (Summoning) [see text]

**Level:** Bng 9, Dem 9, (Drd 9), (Rgr 9)

**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon elemental I*, except you can summon either eight Medium-sized elementals, eight mephitis, four Large elementals, two Huge elementals, or one greater elemental.

## Tear the Open Wound

Necromancy

**Level:** (Clr 6), Flesh 5, Iny/Msk/Nan 6, Mcw/Mga/Sei 6, (Sor/Wiz 6), Zom 6

**Components:** S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature with an injury from a slashing or piercing weapon

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell is often used by evil spellcasters against good-aligned priests. A person so affected becomes unable to benefit from healing spells, and is much easier to defeat in combat. Since *tear the open wound* requires a pre-existing injury, a spellcaster intending to use this necromantic attack often opens a battle with thrown darts, javelins, or crossbow fire.

This spell can only be cast upon a living creature that has sustained at least 1 point of damage from an edged or piercing weapon. With but a gesture, the caster then places a potent curse upon the target. An individual affected by this spell is not affected by *cure* spells. Healing spells without the word *cure* in their name, such as *heal* or *restoration*, still function normally.

*Tear the open wound* can be negated by *break enchantment*, *limited wish*, *wish*, or *miracle*.

# SUMMON ELEMENTAL TABLE

<b>1ST LEVEL</b>	1 LARGE ELEMENTAL AND EITHER
1 SMALL ELEMENTAL	1 MEDIUM-SIZED ELEMENTAL
<b>2ND LEVEL</b>	OR 1 MEPHIT
2 SMALL ELEMENTALS	<b>7TH LEVEL</b>
<b>3RD LEVEL</b>	9 SMALL ELEMENTALS
3 SMALL ELEMENTALS	4 MEDIUM-SIZED ELEMENTALS
1 MEDIUM-SIZED ELEMENTAL	4 MEPHITS
1 MEPHIT	2 LARGE ELEMENTALS
<b>4TH LEVEL</b>	1 HUGE ELEMENTAL
4 SMALL ELEMENTALS	<b>8TH LEVEL</b>
1 MEDIUM-SIZED ELEMENTAL	12 SMALL ELEMENTALS
AND 1 SMALL ELEMENTAL	6 MEDIUM-SIZED ELEMENTALS
1 MEPHIT AND 1 SMALL ELEMENTAL	6 MEPHITS
<b>5TH LEVEL</b>	3 LARGE ELEMENTALS
5 SMALL ELEMENTALS	1 HUGE ELEMENTAL AND 1
2 MEDIUM-SIZED ELEMENTALS	LARGE ELEMENTAL
2 MEPHITS	<b>9TH LEVEL</b>
1 LARGE ELEMENTAL	8 MEDIUM-SIZED ELEMENTALS
<b>6TH LEVEL</b>	8 MEPHITS
7 SMALL ELEMENTALS	4 LARGE ELEMENTALS
3 MEDIUM-SIZED ELEMENTALS	2 HUGE ELEMENTALS
3 MEPHITS	1 GREATER ELEMENTAL



## True Love

Enchantment (Charm) [Mind-Affecting]

**Level:** (Brd 6), Love 9, Ngm 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Long (400 ft. + 40 ft./level)

**Target:** Any two targets within range

**Duration:** Permanent

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

This extremely powerful love charm causes two persons to become hopelessly obsessed with each other. According to legend, this spell was cast upon the Hungering Lion by his enemies, charming him to love a simple serving-girl named Toma. They married, grew to love each other without the magic, and the Lion never bothered to have the enchantment broken.

Under the influence of *true love*, two humanoids of Medium size or smaller regard each other as perfectly romantically matched. This spell functions regardless of the gender or race of the humanoids involved. If either subject is threatened or attacked by the other when targeted by the spell, both targets make normal Will saves against the spell. If the targets are not in direct conflict, the saving throws are at a -5 penalty. For this spell to function properly, both victims must fail their saving throws. If either victim succeeds in the saving throw, the spell has no effect.

Since both subjects are charmed, neither will do anything that would harm or take advantage of the other. If the subjects are separated from each other (unable to physically touch) for more than 24 hours while under the effect of the spell, their intense longing for each other causes both to sicken.

A sickened creature moves at half her normal speed and suffers -4 penalties on both Strength and Dexterity. She heals damage at one-tenth her normal rate and cannot benefit from any magical healing effects. A sickened creature must make a Fortitude save each day against the same DC as the initial Will save or become crippled. Once crippled, the subject is effectively disabled (as if she had 0 hit points) and can't choose to take strenuous actions. These effects end instantly when the two are united. If one of the victims dies either from love sickness or any other means, the other victim sickens as if separated from the other person and will eventually become crippled. The only escape from this is to break the spell.

*True love* can be broken by *dispel magic*, *break enchantment*, *limited wish*, *wish*, or *miracle*. However, due to the unusual nature of the spell, both victims must be in the presence of the spellcaster and in physical contact for the spell to be ended by magical means. If the victims are not in physical contact, the spell cannot be broken by any known mortal magic.

**Material Component:** A small diamond worth at least 100 gp.

## Weaving Dance

Abjuration

**Level:** Dance 9

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Duration:** 1 round/level

The *weaving dance* spell grants the caster the ability to move about a battlefield with the grace of a dancer, deftly avoiding danger. The caster gains a number of amazing movement-related powers.

- The caster gains a +1 dodge bonus to AC, and a +4 dodge bonus to AC when subject to attacks of opportunity (the +4 bonus supercedes the +1 bonus, and is not in addition to it).
- The caster's speed increases by +10 feet, provided she is wearing no armor, light armor, or medium armor, and not carrying a heavy load.
- Whenever subject to an attack that allows half damage on a successful Reflex save, the caster takes no damage on a successful save, and only half damage on a failed save.
- The caster maintains her Dexterity bonus to AC (if any) when caught flat-footed or struck by an invisible attacker (she still loses her Dexterity bonus to AC if immobilized).
- The caster cannot be flanked. This defense denies attackers with Sneak Attack the ability to use a flank attack to Sneak Attack the caster. The exception to this defense is that a nanala or rogue of at least four levels higher than the caster can flank her (and thus Sneak Attack her).
- Finally, the caster gains a +4 bonus to Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

## Wings

Transmutation

**Level:** Birds 5

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Personal

**Duration:** 1 hour/level

This spell causes many clerics of Easafa the River to be mistaken for half-celestials. Though most are too modest to allow such a falsehood to spread, others actively encourage the misinformation.

*Wings* causes a pair of feathered wings to sprout from the caster's back. These wings provide a speed of 90 feet (60 feet if the caster wears medium or heavy armor). The caster can fly up at half speed and descend at double speed. The caster's maneuverability is good.

Flying requires as much concentration as walking, so the caster can attack or cast spells normally. The caster can charge, but not run, and she cannot carry aloft more weight than her maximum load.

In addition, the caster gains free use of the Flyby Attack feat for the duration of the spell.

If the duration of this spell ends while the caster is airborne, the magic fails slowly. The caster drops 60 feet per round for 1d6 rounds. If she reaches the ground in that amount of time, she lands safely. If not, she falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since dispelling a spell effectively ends it, the subject also falls slowly if the spell is dispelled.

**Material Component:** a feather from a bird of prey.



## CHAPTER TEN

# LANDS, NATIONS AND SOCIETIES

Nyambe has a surface area of just over nine million square miles. Within this tremendous area can be found a vast array of geographical features, including mountains, hills, deserts, forests, swamps, plains, and rivers.

Below is a discussion of each of the major geographical regions of Nyambe, including random wilderness encounter tables for the GM's use. Monsters in italics are new to *African Adventures*, and can be found in Chapter Thirteen; demihumans in italics are described in Chapter Three.

## MOUNTAINS

There are two major mountain chains in Nyambe, both running from northwest to southeast.

### GIKO TAABA MOUNTAINS

The largest mountain chain in Nyambe-tanda separates the tUbl Grassland from the blda Rainforest. Due to its intense volcanic activity, it is called the Giko Taaba, or "Fireplace Mountains."

The Giko Taaba Mountains are home to all manner of fire creatures, but despite the danger, many people are willing to live near or within the chain because of the rich gemstone deposits. The gemstone mines of Nibomay, especially, produce the finest gems in the entire world. These mines are literally thousands of years old in some places, and reach down into deep underground caverns inhabited by all manner of foul subterranean creatures.

**Typical Encounter Level:** 7

### KUBA TAABA MOUNTAINS

The second major mountain chain in Nyambe separates the blda Rainforest from the scrub plains of the western coast. These mountains are called the Kuba Taaba, or "Copper Mountains," because of

the massive deposits of gold, granite, silver, and copper found within. The Kuba Taaba Mountains are the sovereign property of the Empire of Mabwe, and the source of its wealth. Though the Kuba Taaba are heavily patrolled, many fell monsters can still be found within, especially those that have taken up lairs in abandoned mines.

Of all the mountains in the Kuba Taaba, the best known is certainly *Tabu-Taabu* (TAH-boo TAH-boo), or "mountain's mountain," the tallest mountain in Nyambe. No one has ever climbed Tabu-Taabu and lived to tell the tale. However, several years ago a powerful mganga witchdoctor claimed that he teleported to the peak, and saw strange ruins being guarded by powerful arctic monsters. After being attacked by several white dragons, he retreated from the summit, and has not gone back.

**Typical Encounter Level:** 8

### DOGAR PLATEAU

This strange feature is found in the center of the tUbl Grassland. It is a single gigantic mesa hundreds of feet in height, with a surface that is so large that the entire city of Dogar was built atop it. Underground springs flow up through the rocks and provide fresh water for the inhabitants of the city. Narrow staircases and ladders provide the only non-magical access to the plateau, making the city virtually unassailable.

The plateau, named after the fiendish orisha of laziness and greed, is obviously a product of powerful magic, but no one knows who created it or why. Arcane symbols bearing the name of Dogar have been found carved into various places on the rock, but the exact purpose of these symbols remains unclear.

There are no random wilderness encounters atop the Dogar Plateau, which is dominated by the city of Dogar.

## GIKO TAABA MOUNTAINS Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-03	01-02	ANIMAL, APE	1d4+1	2	6	51	42-43	GIANT, FIRE	1	10	10
04-05	—	ANIMAL, EAGLE	1d2	1/2	1/2	52	44-45	GIANT, STONE	1	8	8
6-10	03	ANIMAL, GAZELLE	5d10	1/4	5	53-54	—	GIANT EAGLE	1d2	3	3
11-12	—	ANIMAL, HAWK	1d2	1/3	1/3	55	46-47	GIRALLON	1	5	5
13-14	—	ANIMAL, LIZARD	1	1/6	1/6	56-59	48-50	GNOLL	2d4+2	1	7
15-16	—	ANIMAL, LIZARD, GIANT	1	2	2	60	51	GOLEM, STONE	1	11	11
17-18	04-06	ANIMAL, TOAD, GIANT	2d6	1/3	3	61-62	52-53	HARPY	1d2	4	4
19	—	ANIMAL, VULTURE	1d6+1	1/3	1	63	54-55	HELL HOUND	1d8+4	3	9
20	07-09	AZER	2d6	2	8	64	56-57	HOWLER	2d4+2	3	9
21	10	BELKER	2d2	6	9	65-68	58-59	HUMAN*	*	*	6
22-23	11	CAME, WILD	1	1	1	69	60	MAGMIN	2d4+2	3	9
24	12-13	CHIMERA	1	7	7	70	61-62	MANGABANGABANA	1	10	10
25	14	DESTRACHAN	1	8	8	71	63	MEPHIT, EARTH	1	3	1
—	15	DEVOURER	1	11	11	72	64	MEPHIT, FIRE	1	3	1
26-27	18	DIGESTER	1d2	6	6	73	65	MEPHIT, MAGMA	1	3	1
28	—	DRAGON, GOLD, ADULT	1	15	15	74	66	MEPHIT, STEAM	1	3	1
29	—	DRAGON, GOLD, JUVENILE	1	10	10	75-76	67-68	MNGWA	1d5+4	2	9
30	—	DRAGON, GOLD, VERY YOUNG	1d2	6	6	77	—	NIENGE	2d10	1/6	2
31	—	DRAGON, GOLD, WYRMING	d4+1	4	7	78-79	69-71	OGRE	1d4+4	2	7
32	—	DRAGON, GOLD, YOUNG	1	8	8	80	72-73	PHASE SPIDER	1d4+1	5	8
33	—	DRAGON, GOLD, YOUNG ADULT	1	13	13	81	74	RAST	1d4+2	5	9
34	19	DRAGON, RED, ADULT	1	14	14	82	75	RELIQUARY GUARDIAN	2d6	4	10
35	20	DRAGON, RED, JUVENILE	1	9	9	—	76-79	ROM	1d4+1	11	14
36	21	DRAGON, RED, VERY YOUNG	1d4+1	4	7	83	80-81	SALAMANDER, AVERAGE	1d3+2	5	9
37	22	DRAGON, RED, WYRMING	1d4+1	3	6	84	82-83	SALAMANDER, FLAMEBROTHER	1d3+2	2	6
38	23	DRAGON, RED, YOUNG	1d2	6	6	85	84	SALAMANDER, NOBLE	1	9	9
39	24	DRAGON, RED, YOUNG ADULT	1	12	12	86	—	SAO		1d3+1	11
40	25	ELEMENTAL, AIR, LARGE	1	5	5	14					
41	26	ELEMENTAL, AIR, MEDIUM	1	3	3	—	85-86	STIRGE	1d5+8	1/2	5
42	27	ELEMENTAL, AIR, SMALL	1	1	1	87	87	THOQUA	1d2	2	2
43	28	ELEMENTAL, EARTH, LARGE	1	5	5	—	88-90	UMBER HULK	2d2	7	10
44	29	ELEMENTAL, EARTH, MEDIUM	1	3	3	88-92	91-93	UTUCHEKULU*	*	*	7
45	30	ELEMENTAL, EARTH, SMALL	1	1	1	93	94	VERMIN, GIANT ANT, SOLDIER	2d2	2	5
46	31	ELEMENTAL, FIRE, LARGE	1	5	5	94-95	95	VERMIN, GIANT ANT, WORKER	1d6+5	1	6
47	32	ELEMENTAL, FIRE, MEDIUM	1	3	3	96-97	96	VERMIN, GIANT BEETLE, BOMBARDIER	1d6+5	2	8
48	33	ELEMENTAL, FIRE, SMALL	1	1	1	—	97-98	VERMIN, GIANT BEETLE, FIRE	1d6+5	1/3	3
49	34	GENIE, EFREETI	1	8	8	98	99	VERMIN, MONSTROUS CENTIPEDE, HUGE	1d4+1	2	5
50	35-36	GETIET	1d4+1	1	3	99-100	100	VERMIN, MONSTROUS CENTIPEDE, LARGE	1d4+1	1	3
—	37-38	GHOUL, GHAST	2d2	3	6						
—	39-41	GHOUL, GHOUL	1d6+6	1	9						

\* HUMANS ENCOUNTERED IN THE WILDERNESS OF THE GIKO TAABA MOUNTAINS ARE USUALLY HUTALI, AND INCLUDE 3d6 COMMONERS (CR 1/2) AND A 5TH-LEVEL NANALA ROGUE LEADER (CR5). UTUCHEKULU ENCOUNTERS INCLUDE 3d6 WARRIORS (CR 1/2) AND A 5TH-LEVEL GAMBA FIGHTER LEADER (CR 5).





# KUBA TAABA MOUNTAINS Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-03	01-02	ANIMAL, APE	1d4+1	2	6	51	34	ELEMENTAL, EARTH, GREATER	1	9	9
04-05	—	ANIMAL, EAGLE	1d2	1/2	1/2	52	35	ELEMENTAL, EARTH, HUGE	1	7	7
06-08	03	ANIMAL, GAZELLE	5d10	1/4	5	53	36	ELEMENTAL, EARTH, LARGE	1	5	5
09-10	—	ANIMAL, HAWK	1d2	1/3	1/3	54	37	ELEMENTAL, EARTH, MEDIUM	1	3	3
11-12	—	ANIMAL, LIZARD	1	1/6	1/6	55	38	ELEMENTAL, EARTH, SMALL	1	1	1
13-14	—	ANIMAL, LIZARD, GIANT	1	2	2	56-57	39	GENIE, DJINNI	1	5	5
—	04-05	ANIMAL, OWL	1d2	1/4	1/4	58-60	40-43	GETIET	2d4+2	1	6
15-16	06-07	ANIMAL, TOAD, GIANT	2d6	1/3	3	—	44-46	GHAIST	2d2	3	6
17-18	—	ARROWHAWK, ADULT	1d3+1	5	8	—	47-49	GHOUL	1d6+6	1	9
19-20	—	ARROWHAWK, JUVENILE	1d3+1	3	6	60-62	—	GIANT EAGLE	1d2	3	3
21-22	—	ARROWHAWK, ELDER	1d3+1	8	11	—	50-51	GIANT OWL	1d2	3	3
23-24	08	DESTRACHAN	1	8	8	63-64	52-53	GIANT, CLOUD	1	11	11
25-26	09	DIGESTER	1d2	6	6	65	54-55	GIANT, HILL	1	7	7
27-29	10-11	DIRE ANIMAL, APE	1d4+4	3	8	66-67	56-58	GIANT, STONE	1	8	8
30	12	DIRE ANIMAL, LION	1	5	5	68	59	GIANT, STORM	1	13	13
31-33	13-16	DIRE ANIMAL, RAT	1d10+10	1/3	5	69-70	60-62	GIRALLON	1	5	5
34	—	DRAGON, SILVER, ADULT	1	14	14	71-74	63-65	HUMAN	*	*	7
35	—	DRAGON, SILVER, JUVENILE	1	9	9	75-76	66-68	MANGABANGABANA	1	10	10
36	—	DRAGON, SILVER, VERY YOUNG	1d4+1	4	7	77-78	69-70	MEPHIT, AIR	1	3	3
37	—	DRAGON, SILVER, WYRMING	1d4+1	3	6	79-80	70-71	MEPHIT, EARTH	1	3	3
38	—	DRAGON, SILVER, YOUNG	1d2	6	6	80-82	72-75	MNGWA	1d5+4	2	9
39	—	DRAGON, SILVER, YOUNG ADULT	1	12	12	83	—	NJENGE	2d10	1/6	2
40	17-18	DRAGON, WHITE, ADULT	1d2	9	9	85-85	76-77	PHASE SPIDER	1d4+1	5	8
41	19-20	DRAGON, WHITE, JUVENILE	1d2	5	5	86-87	78	ROC	1	9	9
42	21-22	DRAGON, WHITE, VERY YOUNG	1d4+1	2	5	—	79	TEMPLATE, TRUE ZOMBI**	1	5	5
43	23-24	DRAGON, WHITE, WYRMING	1d4+1	1	3	88-90	80-83	UTUCHEKULU	*	*	6
44	25-26	DRAGON, WHITE, YOUNG	1d4+1	3	6	91-93	84-86	XORN, AVERAGE	1d2+3	6	10
45	27-28	DRAGON, WHITE, YOUNG ADULT	1	7	7	94-95	87-88	XORN, ELDER	1d2	8	8
46	29	ELEMENTAL, AIR, GREATER	1	9	9	96-100	89-92	XORN, MINOR	1d2+3	3	7
47	30	ELEMENTAL, AIR, HUGE	1	7	7	—	93-94	ZOMBIE, SMALL	1d10+10	1/4	4
48	31	ELEMENTAL, AIR, LARGE	1	5	5	—	95-96	ZOMBIE, MEDIUM	1d10+10	1/2	6
49	32	ELEMENTAL, AIR, MEDIUM	1	3	3	—	97-98	ZOMBIE, LARGE	1d5+5	1	6
50	33	ELEMENTAL, AIR, SMALL	1	1	1	—	99-100	ZOMBIE, HUGE	1d5+5	3	7

\* HUMANS ENCOUNTERED IN THE WILDERNESS OF THE KUBA TAABA MOUNTAINS ARE USUALLY TEMBU, AND INCLUDE 3d6 WARRIORS (CR 1/2) AND A 5TH-LEVEL GAMBA FIGHTER LEADER (CR 5). UTUCHEKULU ENCOUNTERS INCLUDE 3d6 COMMONERS (CR 1/2) AND A 5TH-LEVEL GAMBA FIGHTER LEADER (CR 5).

\*\* APPLY THE TRUE ZOMBI TEMPLATE IN CHAPTER THIRTEEN TO A HUMANOID OF CR 6.



## HILLS

Both the Kuba Taaba and Giko Taaba Mountains have foothills, but the foothills of the Giko Taaba deserve special attention.

### HILLS OF MADEMBA

At the southeastern end of the Giko Taaba range, the chain gradually gives way to the rolling Hills of Mademba. Mademba itself lies just north of an underwater fault line, and this area, which is heavily settled by the gnomish kitunusi, is notorious for frequent and powerful earthquakes.

**Typical Encounter Level:** 4

## DESERTS

There are two desert regions in Nyambe — the Gudu Ji Pingu is the larger and hotter of the two, while the D'okan is one of the few places in Nyambe-tanda where armor can be worn comfortably.

### GUDU JI PINGU DESERT

The Gudu Ji Pingu is the major desert of Nyambe. Its name roughly translates to "Desert of Watery Sky," and is a reference to the frequent mirages encountered by desert travelers.

The Gudu Ji Pingu is an incredibly harsh desert, and aside from the occasional euphorbe plant or patch of scrub grass, there is lit-

## HILLS OF MADEMBA Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01–04	01–02	ANIMAL, JACKAL***	5d4	1/3	4	56–57	51–52	KONGAMATO, ADULT	1d6	1	3
05–08	—	ANIMAL, HAWK	1d2	1/3	1/3	58–59	53–54	KONGAMATO, JUVENILE	3d6	1/2	5
09–10	03–04	ANIMAL, LIZARD	1	1/6	1/6	60–64	55–59	GNOLL	1d4+1	1	3
11–12	05–06	ANIMAL, LIZARD, GIANT	1	2	2	65–66	60–61	GORGON	1	8	8
—	07–09	ANIMAL, OWL	1d2	1/4	1/4	67–68	62–63	MEDUSA	1	7	7
13–14	10–11	ANIMAL, SNAKE, HUGE VIPER	1	3	3	69–71	64–66	MNGWA	1	2	2
15–16	12–13	ANIMAL, SNAKE, LARGE VIPER	1	2	2	72–76	67–71	NGOLOKO	*	*	5
17–18	14–15	ANIMAL, SNAKE, MEDIUM-SIZE VIPER	1	1	1	77	—	NJENGE	2d10	1/6	2
19–20	16–17	ANIMAL, SNAKE, TINY VIPER	1	1/3	1/3	78–79	72–73	OGRE	2d2	2	5
—	18–20	BOMAN	5d4	1	8	80	74	RELIQUARY GUARDIAN	1	4	4
21–22	21–22	CHEPEKWE	1	3	3	81	—	SAO	1	11	11
23–24	23–24	CHIMERA	1	7	7	82–83	75	TEMPLATE, JACKAL	1	2	2
—	25–27	DIRE ANIMAL, BAT	1d4+4	2	6	—	76–77	SHAPECHANGER**	—	—	—
25–27	28–30	DIRE ANIMAL, RAT	1d10+10	1/3	5	—	76–77	TEMPLATE, TRUE ZOMBI**	1	5	5
28	—	DRAGON, COPPER, ADULT	1	13	13	84–86	78–79	VERMIN, GIANT BEETLE, BOMBARDIER	1d4+1	2	5
29	—	DRAGON, COPPER, JUVENILE	1	8	8	87–89	80–81	VERMIN, GIANT PRAYING MANTIS	1	2	2
30–31	—	DRAGON, COPPER, VERY YOUNG	1	4	4	90–92	82–83	VERMIN, GIANT WASP	1	3	3
32–33	—	DRAGON, COPPER, WYRMILING	1d4+1	2	5	93–95	84–85	VERMIN, MONSTROUS SPIDER, LARGE	1	2	2
34	—	DRAGON, COPPER, YOUNG ADULT	1	10	10	96–98	86–87	VERMIN, MONSTROUS SPIDER, HUGE	1	4	4
35–36	—	DRAGON, COPPER, YOUNG	1	6	6	—	88–90	WRAITH	1	5	5
37–38	—	ENGARGIYA, WILD	1d2	3	3	99–100	90–91	YRTHAK	1	9	9
—	31–33	GIANT OWL	1d2	3	3	—	92–94	ZOMBIE, SMALL	1d10+10	1/4	4
39–40	34–35	GIANT, HILL	1	7	7	—	95–97	ZOMBIE, MEDIUM	1d10+10	1/2	6
41–42	36–37	HARPY	1	4	4	—	98–99	ZOMBIE, LARGE	1d5+5	1	6
43–45	38–40	HUMAN	*	*	4	—	100	ZOMBIE, HUGE	1d5+5	3	7
46–50	41–45	INGOGO	1d10+10	1/2	6						
51–55	46–50	KITUNUSI	*	*	5						

\* HUMANS ENCOUNTERED IN THE WILDERNESS OF THE HILLS OF MADEMBA ARE USUALLY HUTALI, AND INCLUDE 2d6 COMMONERS (CR 1/2) AND A 5TH-LEVEL GAMBA FIGHTER LEADER (CR 2). KITUNUSI ENCOUNTERS INCLUDE 3d6 EXPERTS (CR 1/2) AND A 5TH-LEVEL NANALA ROGUE LEADER (CR 5). NGOLOKO ENCOUNTERS INCLUDE 3d6 COMMONERS (CR 1/2) AND A 5TH-LEVEL GAMBA FIGHTER LEADER (CR 5).

\*\* APPLY THE JACKAL SHAPECHANGER TEMPLATE IN CHAPTER THIRTEEN TO A COMMONER. APPLY THE TRUE ZOMBI TEMPLATE IN CHAPTER THIRTEEN TO A CR 6 HUMANOID.

\*\*\* USE THE STANDARD D20 SYSTEM STATISTICS OF A DOG FOR THE JACKAL.

tle plant life to be found. Animals are even more rare than plants, but can be found in wider varieties. Most have adapted to either eat the sparse vegetation or each other.

There are no settlements in the Gudu Ji Pingu, and the only major group of humanoids found there are the nomadic Marak'ka. The Marak'ka say they live within the desert because it takes them out of competition with other humanoids.

**Typical Encounter Level: 7**

## D'OKAN DESERT

The D'okan Desert is located at the westernmost tip of Nyambe, and is actually the coolest region in the continent. Scrub plants dot the area despite the lack of open water, and animals, especially avians, are fairly common.

Travelers in this region are advised to dress warmly, especially at night. Because of the mild temperature, the region is well-populated, and easily accessible wells are scattered throughout the area. Needless to say, armor can be comfortably worn in the D'okan Desert.

**Typical Encounter Level: 5**

## GUDU JI PINGU DESERT Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
—	01–03	ALLIP	1	3	3	—	49	MHORG	1	8	8
—	04–05	ANIMAL, BAT	5d10	1/10	2	63–65	50–51	MLULARUKA	2d8	1/2	5
1–02	06–07	ANIMAL, JACKAL***	1d10+6	1/3	4	—	52–55	MUMMY	1d5+4	3	9
03–04	—	ANIMAL, FLIGHTLESS BIRD	3d4	2	8	66	—	NIENGE	2d10	1/6	2
05–06	08–09	ANIMAL, LIZARD	1	1/6	1/6	—	56–57	SKELETON, SMALL	3d6	1/4	3
07–08	10–11	ANIMAL, LIZARD, GIANT	1	2	2	—	58–59	SKELETON, MEDIUM	3d6	1/3	4
09–10	—	ANIMAL, VULTURE	1d6+1	1/3	1	—	60–61	SKELETON, LARGE	3d6	1	8
—	12–13	CHIMERA	1d3+2	7	11	67–68	62–63	TEMPLATE, JACKAL	1	1	1
—	14–15	DIRE ANIMAL, BAT	1d4+4	2	7			SHAPECHANGER**			
11–12	—	GENIE, DJINNI	3d4+3	5	12	—	64–66	TEMPLATE, TRUE ZOMBI**	1	7	7
13	16–17	DRAGON, BLUE, ADULT	1	13	13	70–71	67–68	TEMPLATE, WEREJACKAL**	1	7	7
14	18–19	DRAGON, BLUE, JUVENILE	1	7	7	72–73	69–70	VERMIN, INCUBUS BEETLE	10d10	1/4	7
15–16	20–21	DRAGON, BLUE, VERY YOUNG	1d4+1	3	6	74–75	71–72	VERMIN, MONSTROUS SCORPION,	1	11	11
17–18	22–23	DRAGON, BLUE, WYRMING	1d4+1	2	5			COLOSSAL			
19–20	24–25	DRAGON, BLUE, YOUNG	1d4+1	5	8	76–77	73–74	VERMIN, MONSTROUS SCORPION,	1	9	9
21	26–27	DRAGON, BLUE, YOUNG ADULT	1	10	10			GARGANTUAN			
22	—	DRAGON, BRASS, ADULT	1	11	11	78–80	75–76	VERMIN, MONSTROUS SCORPION,	1d4+1	6	9
23–24	—	DRAGON, BRASS, JUVENILE	1	7	7			HUGE			
25–26	—	DRAGON, BRASS, VERY YOUNG	1d4+1	3	6	81–83	77–78	VERMIN, MONSTROUS SCORPION,	1d4+1	2	5
27–28	—	DRAGON, BRASS, WYRMING	1d4+1	2	5			LARGE			
29–30	—	DRAGON, BRASS, YOUNG	1d4+1	5	8	84–87	79–80	VERMIN, MONSTROUS SCORPION,	1d4+1	1	3
31	—	DRAGON, BRASS, YOUNG ADULT	1	9	9			MEDIUM-SIZE			
32–33	28–29	DRAGONNE	1d2	7	7	88–91	81–82	VERMIN, MONSTROUS SCORPION,	1d6+5	1/2	5
34–35	30	GENIE, EFREETI	2d2	8	11			SMALL			
36–38	31–32	ELEMENTAL, AIR, MEDIUM	1	3	3	92–94	83–84	VERMIN, MONSTROUS SCORPION,	2d6+5	1/4	3
39–41	33–34	ELEMENTAL, AIR, SMALL	1	1	1			TINY			
42–44	35–36	ELEMENTAL, EARTH, MEDIUM	1	3	3	95–96	85–86	VERMIN, GIANT ANT, WORKER	2d3	1	4
45–47	37–38	ELEMENTAL, EARTH, SMALL	1	1	1	97–100	87–88	VERMIN, GIANT ANT, SOLDIER	2d2	2	5
48–50	39–40	ELEMENTAL, FIRE, MEDIUM	1	3	3	—	89–90	WIGHT	1d6+5	3	9
51–53	41–42	ELEMENTAL, FIRE, SMALL	1	1	1	—	91–92	WRAITH	1d4+1	5	8
54–59	43–45	HUMANS	*	*	8	—	93–94	ZOMBIE, SMALL	1d10+10	1/4	3
60	46	MEPHIT, DUST	1	3	3	—	95–97	ZOMBIE, MEDIUM	1d5+5	1/2	5
61	47	MEPHIT, EARTH	1	3	3	—	98–99	ZOMBIE, LARGE	1d5+5	1	7
62	48	MEPHIT, SALT	1	3	3	—	100	ZOMBIE, HUGE	1d5+5	3	9

\* HUMANS ENCOUNTERED IN THE WILDERNESS OF THE GUDU JI PINGU ARE USUALLY MARAK'KA, AND INCLUDE 2D6 COMMONERS (CR 1/2) RIDING CAMELS (CR 1).

\*\* FOR THE JACKAL SHAPECHANGER, APPLY THE ANIMAL SHAPECHANGER TEMPLATE IN CHAPTER THIRTEEN TO A DOG. APPLY THE TRUE ZOMBI TEMPLATE IN CHAPTER THIRTEEN TO A CR 8 HUMANOID. APPLY THE WEREJACKAL TEMPLATE IN CHAPTER THIRTEEN TO A CR 4 HUMANOID.

\*\*\* USE THE STANDARD D20 SYSTEM STATISTICS FOR A DOG FOR THE NYAMBAN JACKAL.



## D'OKAN DESERT Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-03	01-02	ANIMAL, BABOON	10d4	1/2	8
—	03-05	ANIMAL, BAT	10d5	1/10	4
04-05	06-07	ANIMAL, OXEN**	6d5	2	10
06-07	08-09	ANIMAL, JACKAL**	2d8	1/3	3
08-09	10-11	ANIMAL, FLIGHTLESS BIRD	3d4	2	8
10-11	12-13	ANIMAL, LIZARD	1	1/6	1/6
12-13	14-15	ANIMAL, LIZARD, GIANT	1	2	2
14-15	16-17	ANIMAL, RAT	10d10	1/8	6
16-17	18-19	ANIMAL, VULTURE	1d6+1	1/3	1
18-19	20-21	ANIMAL, HYENA**	3d4+4	1	8
20	22-23	ANIMAL, WOLF	3d4+4	1	8
—	24-25	DIRE ANIMAL, BAT	1	2	2
21-22	26-27	DIRE ANIMAL, RAT	1d10+10	1/3	5
23-24	28-29	DIRE ANIMAL, HYENA**	1	3	3
25-26	30-31	DIRE ANIMAL, WOLF	1	3	3
27-30	32-35	ELEMENTAL, AIR, MEDIUM	1	3	3
31-34	36-39	ELEMENTAL, AIR, SMALL	1	1	1
35-38	40-43	ELEMENTAL, EARTH, MEDIUM	1	3	3
39-42	44-47	ELEMENTAL, EARTH, SMALL	1	1	1
43-44	48-49	ENTARE	1	5	5
45-46	50-51	FORMIAN, MYRMARCH	1	10	1
47-48	52-53	FORMIAN, TASKMASTER	1	7	1
49-50	54-55	FORMIAN, WARRIOR	1	3	3
53-54	58	GENIE, JANNI	1d3+1	4	7
55-56	59	GRIFFON	1d2	4	4
57-58	60-65	HOWLER	1	3	3
59-62	66-68	HUMANS	*	*	6
63-64	69-71	LAMIA	1	6	6
65-66	72	LAMMASU	1	8	8
67-68	73-75	MANTICORE	1	5	5
69-70	76-77	MEPHIT, DUST	1	3	3
71-72	78-79	MEPHIT, EARTH	1	3	3
73-74	80-81	MEPHIT, SALT	1	3	3
75-76	82-83	MLULARUKA	2d8	1/2	5
77-78	84	MONSTROUS SCORPION, LARGE	1d4+1	2	5
79-80	85	MONSTROUS SCORPION, MED.	1d4+1	1	3
81-82	86	MONSTROUS SCORPION, SMALL	1d6+5	1/2	5
83-84	87	MONSTROUS SCORPION, TINY	1d10+6	1/4	3
85-86	88	NIJENGE	2d10	1/6	2
—	89-90	TEMPLATE, TRUE ZOMBI***	1	5	5
87-88	91-93	VERMIN, INCUBUS BEETLE	10d10	1/4	7
—	94-96	ZOMBIE, SMALL	1d10+10	1/4	3
—	97-99	ZOMBIE, MEDIUM	1d5+5	1/2	5
—	100	ZOMBIE, LARGE	1d5+5	1	7

\* HUMAN ENCOUNTERS ARE WITH 2D6 XON'MO 1ST-LEVEL (CR 1/2) COMMONERS ACCOMPANIED BY A 3RD-LEVEL N'ANGA CLERIC (CR 3).

\*\* USE THE STANDARD D20 SYSTEM STATS OF A WOLF OR DIRE WOLF TO REPRESENT A HYENA OR DIRE HYENA. USE THE STATS FOR BISON TO REPRESENT OXEN, AND THOSE FOR A DOG FOR A NYAMBAN JACKAL.

\*\*\* APPLY THE TRUE ZOMBI TEMPLATE IN CHAPTER THIRTEEN TO A CR 6 HUMANOID.



## SWAMPS

The Great Mangrove Marsh is the swampland of greatest note in Nyamb-tanda.

### GREAT MANGROVE MASH

Along the northwestern end of the Kuba Taaba Mountains can be found several deep valleys. Runoff from mountainous streams and lakes has transformed these valleys into a series of fetid swamps collectively known as the Great Mangrove Marsh.

Though the marshes are not uninhabited — they are the homeland of the dragon-blooded unthlatu — many people refuse to live in them for fear of the creatures that dwell within the swamps, especially the fearsome snake-like creatures known as the *lau* (LAHW). Some claim that the lau were placed in the swamps by the kosan orcs to guard a fantastic treasure. If this is true, then there may be more to the swamps than meets the eye ...

**Typical Encounter Level: 7**

### GREAT MANGROVE MARSH Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01–02	01–03	ANIMAL, FROG, GIANT POISONOUS	6d4	1	8	58	47	HYDRA, LERNAEAN PYRO, 11-HEADED	1	14	14
03–04	04	ANIMAL, LIZARD	1	1/6	1/6	59	48	HYDRA, LERNAEAN PYRO, 5-HEADED	1	8	8
05–06	05	ANIMAL, LIZARD, GIANT	1	2	2	60	49	HYDRA, LERNAEAN PYRO, 9-HEADED	1	12	12
07–08	06	ANIMAL, SNAKE, CONSTRICTOR	1	2	2	61	50	HYDRA, LERNAEAN PYRO, 7-HEADED	1	10	10
09	07–08	ANIMAL, SNAKE, GIANT CONSTRICTOR	1	5	5	62	51	HYDRA, LERNAEAN PYRO, 6-HEADED	1	9	9
10	09–10	ANIMAL, SNAKE, HUGE VIPER	1	3	3	63	52	HYDRA, LERNAEAN PYRO, 10-HEADED	1	13	13
11–12	11	ANIMAL, SNAKE, LARGE VIPER	1	2	2	64	53	HYDRA, LERNAEAN PYRO, 12-HEADED	1	15	15
13–14	12	ANIMAL, SNAKE, MEDIUM-SIZE VIPER	1	1	1	65	54	HYDRA, LERNAEAN, 8-HEADED	1	10	10
15	13–14	ANIMAL, SNAKE, PUMINA	1	8	8	66	55	HYDRA, LERNAEAN, 11-HEADED	1	13	13
16–17	15	ANIMAL, SNAKE, SMALL VIPER	1	1/2	1/2	67	56	HYDRA, LERNAEAN, 5-HEADED	1	7	7
18–19	16	ANIMAL, SNAKE, TINY VIPER	1	1/3	1/3	68	57	HYDRA, LERNAEAN, 9-HEADED	1	11	11
20–21	17	ANIMAL, TOAD, GIANT	2d6	1/3	3	69	58	HYDRA, LERNAEAN, 7-HEADED	1	9	9
22	18–19	CHUUL	1	7	7	70	59	HYDRA, LERNAEAN, 6-HEADED	1	8	8
23–24	20	DINOSAUR, DEIONYCHUS	1d4+2	3	7	71	60	HYDRA, LERNAEAN, 10-HEADED	1	12	12
25–26	21–22	DINOSAUR, MEGARAPTOR	1d2	6	6	72	61	HYDRA, LERNAEAN, 12-HEADED	1	14	14
27–28	23–24	DINOSAUR, TRICERATOPS	1	7	7	73	62	HYDRA, 9-HEADED	1	8	8
29–30	25–26	DINOSAUR, TYRANNOSAURUS	1	8	8	74	63	HYDRA, PYRO, 8-HEADED	1	9	9
31	27–28	DRAGON, BLACK, ADULT	1	10	10	75	64	HYDRA, PYRO, 11-HEADED	1	12	12
32	29–30	DRAGON, BLACK, JUVENILE	1	6	6	76	65	HYDRA, PYRO, 5-HEADED	1	6	6
33	31–32	DRAGON, BLACK, VERY YOUNG	1d4+1	3	6	77	66	HYDRA, PYRO, 9-HEADED	1	10	10
34	33–34	DRAGON, BLACK, YOUNG	1d4+1	4	7	78	67	HYDRA, PYRO, 7-HEADED	1	8	8
35	35–36	DRAGON, BLACK, YOUNG ADULT	1	8	8	79	68	HYDRA, PYRO, 6-HEADED	1	7	7
36–37	—	DRAGON, BRONZE, JUVENILE	1	8	8	80	69	HYDRA, PYRO, 10-HEADED	1	11	11
38–39	—	DRAGON, BRONZE, VERY YOUNG	1d4+1	4	7	81	70	HYDRA, PYRO, 12-HEADED	1	13	13
40–41	—	DRAGON, BRONZE, WYRMING	1d4+1	2	5	82	71	HYDRA, 7-HEADED	1	6	6
42–43	—	DRAGON, BRONZE, YOUNG	1	6	6	83	72	HYDRA, 6-HEADED	1	5	5
44–45	—	DRAGON, BRONZE, YOUNG ADULT	1	11	11	84	73	HYDRA, 10-HEADED	1	9	9
46–47	37–38	ELEMENTAL, WATER, LARGE	1	5	5	85	74	HYDRA, 12-HEADED	1	11	11
48–49	39	ELEMENTAL, WATER, MEDIUM	1	3	3	86–88	75–76	Lau	1	16	16
50–51	40	ELEMENTAL, WATER, SMALL	1	1	1	89–90	77–78	Mokele M'bembe	1	11	11
52	41–42	HAG, GREENHAG	1	5	1	91	79–80	SHAMBLING MOUND	1	6	6
53	—	HUMAN	*	*	7	92	81	TENDRICULOS	1	6	6
54	43	HYDRA, EIGHT-HEADED	1	7	7	93–100	82–92	Unthlatu	*	*	7
55	44	HYDRA, ELEVEN-HEADED	1	10	10	—	93–95	ZOMBIE, SMALL	1d10+10	1/4	3
56	45	HYDRA, FIVE-HEADED	1	4	4	—	96–98	ZOMBIE, MEDIUM	1d5+5	1/2	5
57	46	HYDRA, LERNAEAN PYRO, 8-HEADED	1	11	11	—	99–100	ZOMBIE, LARGE	1d5+5	1	7

\* UNTHLATU ENCOUNTERS INCLUDE 2d6 1ST-LEVEL SEI SORCERERS. HUMAN ENCOUNTERS INCLUDE 2d6 1ST-LEVEL WARRIORS OF THE NABULA PEOPLE LED BY A 5TH-LEVEL STANDARD FIGHTER.

## FOREST

There is only one major forest in Nyambe: the bida Rainforest.

### BIDA RAINFOREST

This area occupies over one-quarter of the continent. It is so large and dominating that Nyambans do not even consider naming it, calling it simply bida, or "forest." The entire central region of Nyambe is a valley between the two major mountain chains, allowing rains sweeping down from the north to transform the area into a massive rainforest. This area was once the homeland of the kosan orcs, but now it contains little more than ruins and monsters. The wakyambi elves, the agogwe halflings, and the diminutive Nghoi have claimed

the less dangerous regions of the forest. The three races live together in relative harmony, though each has staked out its own "layer" in the rainforest; the wakyambi live in the trees, the humans live on the ground, and the agogwe live below ground.

All sorts of trees can be found in the rainforest, ranging from simple evergreens and oil palms to valuable hardwood trees such as teak and mahogany. Ground covering consists of ferns, vines, and various scrub plants. Travel through the forest is absolutely brutal, and adventurers are advised to go heavily armed and prepared to remain for weeks. In recent years, the Far Eastern yuan-ti have taken a liking to the bida and have converted many Kosa Empire ruins into yuan-ti temples and cities.

**Typical Encounter Level:** 9

### BIDA RAIN FOREST Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01–03	01	AGOGWE	*	*	7	34	32	DRAGON, GREEN, YOUNG	1d4+1	4	7
04–05	02	ANIMAL, APE	1d4+1	2	5	35–36	33	ELOKO	1d4+1	2	5
—	03	ANIMAL, BAT	10d5	1/10	4	37	34	ETTERCAP	**	*	5
06–07	04	ANIMAL, ELEPHANT	6d5	8	14	38	35–36	GETIET	1d4+1	1	3
08–10	05–06	ANIMAL, LEOPARD	1d2	2	2	39–40	37	GIRALLON	1d4+4	5	10
11	07	ANIMAL, SNAKE, CONSTRICTOR	1	2	2	41	38	GOLEM, IRON	1	13	1
12	08	ANIMAL, SNAKE, GIANT CONSTRICTOR	1	5	5	42–43	39	GUIAFARIO	3d6	1	8
13	09	ANIMAL, SNAKE, HUGE VIPER	1	3	3	44–45	40–41	HOWLER	1d5+5	3	9
14	10	ANIMAL, SNAKE, LARGE VIPER	1	2	2	46–48	42	HUMAN	*	*	9
15	11	ANIMAL, SNAKE, MEDIUM-SIZE VIPER	1	1	1	49–50	43–44	INGOGO	1d10+10	1/2	6
16	12	ANIMAL, SNAKE, PUMINA	1	8	8	51–52	45–46	KRENSHAR	1d5+5	1	7
17	13	ANIMAL, SNAKE, SMALL VIPER	1	1/2	1/2	53	47	MALATA PLANT SEED	1	1/2	1/2
18	14	ANIMAL, SNAKE, TINY VIPER	1	1/3	1/3	54	48	MALATA PLANT WARRIOR (UNCONTROLLED)	1	3	3
19	15	ANKHEG	1d3+1	3	6	55	49	MEDUSA	1d3+1	7	10
20	16	ASSASSIN VINE	1d3+1	3	6	—	50	MOHRG	1	8	8
—	17	BOMAN	4d8	1	9	56	51	MOKELE M'BEMBE	1d2	11	11
21	18	CHUUL	1d4+1	7	10	57	52	MULILO	1	8	8
22	19	COCKATRICE	1d8+5	3	9	58	53	NAGA, DARK	1d3+1	8	11
23	20	DINOSAUR, DEIONYCHUS	1d4+2	3	7	59	54	NAGA, SPIRIT	1	9	9
24	21	DINOSAUR, MEGARAPTOR	1d4+2	6	9	—	55	NDALAWO	1	7	7
25	22	DINOSAUR, TRICERATOPS	1d4+4	7	12	60–61	56–57	PHASE SPIDER	1d4+1	5	8
26	23	DINOSAUR, TYRANNOSAURUS	1d2	8	8	62	—	PSEUDODRAGON	1	1	1
27	24	DIRE ANIMAL, APE	1d4+4	3	8	63	—	RONGA	1	4	4
—	25	DIRE ANIMAL, BAT	1d4+4	2	7	64	—	SAO	1	11	11
28	26	DRAGON, GREEN, ADULT	1	12	12	—	58	SHADOW	1d6+5	3	9
39	27	DRAGON, GREEN, JUVENILE	1d4+1	7	10	65–66	59	SHAMBLING MOUND	1	6	6
30	28	DRAGON, GREEN, MATURE ADULT	1	15	15	67	60	SHOCKER LIZARD	1d6+5	2	8
31	29	DRAGON, GREEN, OLD	1	17	17	68	61	SKELETON, HUGE	3d6	2	9
32	30	DRAGON, GREEN, VERY OLD	1	18	18	69	62	SKELETON, LARGE	3d6	1	8
33	31	DRAGON, GREEN, YOUNG ADULT	1	10	10	70	63	SKELETON, MEDIUM-SIZE	3d6	1/3	4
						—	64	SPECTRE	1d3+1	7	10



## PLAINS

The plains of Nyambe-tanda range from the vast savannah of the tUbi Grassland in the west, to the scrubland that dominates the eastern portion of the continent.

### tUBI GRASSLAND

West of the Giko Taaba Mountains lies the tUbi Grassland, a nearly featureless expanse of savannah, broken only by the occasional watering hole or tree.

The grasses in the tUbi range in height from only a few inches to as tall as six feet in the most wild of regions, and provide sustenance to a tremendous variety of animals. Many of the flora and

fauna unique to Nyambe can be found only in the savannah. The tUbi is also home to the entare — a territorial lion-like savage race that lives for combat — a major reason why the savannah has never been heavily settled. The only people that regularly brave the tUbi are the nomadic Shombe, and even they take pains to avoid the entare.

**Typical Encounter Level: 8**

### SCRUB PLAINS

The scrub plains cover much of eastern Nyambe-tanda, and are the continent's most heavily patrolled and safest wilderness region.

**Typical Encounter Level: 2**

## BIDA RAIN FOREST Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
71	65	SPIDER EATER	1	5	5	88	84	VERMIN, MONSTROUS CENTIPEDE, MEDIUM-SIZE	1d4+1	1/2	2
—	66	TEMPLATE, GHOST***	1	9	9	89	85	VERMIN, MONSTROUS SPIDER, COLOSSAL	1	10	10
72	67	TEMPLATE, LEOPARD SHAPECHANGER	1	4	4	90	86	VERMIN, MONSTROUS SPIDER, GARGANTUAN	1	7	7
73	68	TEMPLATE, MALATA PLANT SERVITOR***	1	9	9	91	87	VERMIN, MONSTROUS SPIDER, HUGE	1d4+1	4	7
74	69	TEMPLATE, MWANGA***	1	9	9	92	88	VERMIN, MONSTROUS SPIDER, LARGE	1d4+1	2	5
—	70	TEMPLATE, TERKOW***	1	9	9	93	89	VERMIN, MONSTROUS SPIDER, MEDIUM-SIZE	1d4+1	1	3
75	71	TEMPLATE, TRUE ZOMBI***	1	9	9	94	90	VERMIN, MONSTROUS SPIDER, SMALL	1d6+5	1/2	5
76	72	TEMPLATE, WERELEOPARD***	1	9	9	94	91	VERMIN, MONSTROUS SPIDER, TINY	3d4+4	1/4	3
77	73	TENDRICULOS	1	6	6	95–95	92	WAKYAMBI	*	*	9
78–79	74–75	TREANT	1d4+3	8	13	—	93	WIGHT	1d6+5	3	9
80	76	VERMIN, BEE, GIANT	1d10+10	1/2	6	97	94	YUAN-TI, ABOMINATION	1d3+1	7	10
81	77	VERMIN, GIANT BEETLE, STAG	1d6+6	4	10	98	95	YUAN-TI, HALFBLOOD	1d3+1	5	8
82	78	VERMIN, GIANT PRAYING MANTIS	1	2	2	99	96	YUAN-TI, PUREBLOOD	1d3+1	5	8
83	79	VERMIN, GIANT WASP	1d10+10	3	11	—	97	ZOMBIE, COLOSSAL	1	12	12
84	80	VERMIN, MONSTROUS CENTIPEDE, COLOSSAL	1	8	8	—	98	ZOMBIE, GARGANTUAN	1d5+5	6	12
85	81	VERMIN, MONSTROUS CENTIPEDE, GARGANTUAN	1	6	6	—	99	ZOMBIE, HUGE	1d5+5	3	9
86	82	VERMIN, MONSTROUS CENTIPEDE, HUGE	1d4+1	2	5	—	100	ZOMBIE, LARGE	1d10+10	1	9
87	83	VERMIN, MONSTROUS CENTIPEDE, LARGE	1d4+1	1	3						

\* HUMAN ENCOUNTERS ARE WITH 2d6 TEMBU 1ST-LEVEL (CR 1/2) COMMONERS ACCOMPANIED BY A 4TH-LEVEL STANDARD FIGHTER (CR 4). WAKYAMBI ENCOUNTERS ARE WITH 2d6 2ND-LEVEL COMMONERS (CR 1) ACCOMPANIED BY A 8TH-LEVEL ADEPT (CR 7). AGOGWE ENCOUNTERS ARE WITH 2d6 1ST-LEVEL (CR 1/2) WARRIORS ACCOMPANIED BY A 4TH-LEVEL GAMBA FIGHTER (CR 4).

\*\* ETTERCAP ENCOUNTERS INCLUDE 1 ETTERCAP (CR 4) AND 1d3+1 MEDIUM-SIZE MONSTROUS SPIDERS (CR 1)

\*\*\* APPLY THE STANDARD D20 SYSTEM GHOST TEMPLATE TO A CR 7 CREATURE. APPLY THE MALATA PLANT SERVITOR TEMPLATE IN CHAPTER THIRTEEN TO A CR 10 CREATURE. APPLY THE MWANGA TEMPLATE IN CHAPTER THIRTEEN TO A CR 7 HUMANOID OR MONSTROUS HUMANOID. APPLY THE TERKOW TEMPLATE IN CHAPTER THIRTEEN TO A CR 7 HUMANOID. APPLY THE TRUE ZOMBI TEMPLATE IN CHAPTER THIRTEEN TO A CR 10 HUMANOID. APPLY THE WERELEOPARD TEMPLATE IN CHAPTER THIRTEEN TO A CR 5 HUMANOID.

## SCRUB PLAINS Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-05	0-105	ACHAIERAI	1	5	5
06-10	06-10	ANIMAL, ELEPHANT	1	8	8
11-15	11-15	ANIMAL, FLIGHTLESS BIRD	1d2	2	2
16-20	16-20	ANIMAL, GIRAFFE	1	2	2
21-25	21-25	ANIMAL, RAT	1	1/8	1/8
26-30	26-30	ANIMAL, RAVEN	1	1/6	1/6
31-35	31-35	CHEPEKWE	1	3	3
36-40	36-40	DIRE ANIMAL, RAT	1	1/3	1/3
41-45	41-45	FORMIAN, MYRMARCH	1	10	10
46-50	46-50	FORMIAN, TASKMASTER	1	7	7
51-55	51-55	FORMIAN, WARRIOR	1	3	3
56-60	56-60	FORMIAN, WORKER	1d3+1	1/2	2
61-80	61-80	HUMAN	*	*	1
81-85	81-85	KONGAMATO, ADULT	1	1	1
86-90	86-90	KONGAMATO, JUVENILE	1	1/2	1/2
91-95	91-95	NIJENGE	2d10	1/6	2
96-100	96-100	TREANT	1	8	8

\* HUMAN ENCOUNTERS ARE WITH 1d4 1ST-LEVEL COMMONERS, USUALLY OF THE ZAMARA OR TEMBU PEOPLE.

## RIVERS

There are three major rivers in Nyambe: the Kalimara, the Drogo, and the Jolo. Random wilderness encounters in these areas all use the same table, at right.

### KALIMARA RIVER

The Kalimara begins in the mountain lakes of the northwestern Kuba Taaba Mountains, and flows through swamps and grassland to the city of Araka, along the northwestern coast. The Kalimara undergoes frequent flooding, which enriches the soil along its banks and makes it the most fertile farmland on the continent.

The state of Taumau-Boha guards the Kalimara jealously, and those attempting to farm on its banks without permission from the government will soon find themselves either rotting in a dungeon or hanging from the nearest tree.

**Typical Encounter Level: 6**

### DROGO RIVER

The Drogo has its source in underground springs below the Giko Taaba Mountains, and flows south, eventually emptying into the Southern Ocean. Small streams feed into the Drogo, flowing from the blda Rainforest. Navigating this maze of

## TUBI GRASSLAND Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-05	01-03	ANIMAL, BABOON	10d4	1/2	8	66-67	53-54	FORMIAN, MYRMARCH	1	10	10
06-10	04-05	ANIMAL, OXEN**	6d5	2	10	68-69	55-56	FORMIAN, TASKMASTER	1	7	7
11-15	06-08	ANIMAL, BOAR	1	2	2	70-71	57-58	FORMIAN, WARRIOR	1d6+5	3	9
16-17	09	ANIMAL, CHEETAH	1d3+2	2	6	72-73	59-60	FORMIAN, WORKER	1d12+6	1/2	6
18-20	10	ANIMAL, ELEPHANT	1	8	8	74-83	61-70	GNOLL	1d4+1	1	3
21-30	11-15	ANIMAL, GAZELLE	10d10	1/4	8	84	71-72	GORGON	1	8	8
31-32	16	ANIMAL, GIRAFFE	3d6	2	9	85	73-75	HOWLER	1d5+5	3	9
33-37	17-20	ANIMAL, HYENA**	1d10+6	1	8	86-90	76-80	HUMAN	*	*	8
38-40	21-23	ANIMAL, LION	1d5+5	3	9	91	81-90	INGOGO	1d10+10	1/2	6
41-42	24-25	ANIMAL, RHINOCEROS	2d6	4	10	92	91	MLULARUKA	2d8	1/2	5
43	26	ANIMAL, VULTURE	1d6+1	1/3	1	93	92	MPISIMBI	2d6	4	10
44-48	27-29	ANIMAL, ZEBRA	2d3	1/4	1	94	93	NIJENGE	2d10	1/6	2
49	30-31	CENTAUR****	1d4+4	3	8	95	94	TEMPLATE, DIRE HYENA** BAROZI***	1	12	12
50	32-33	CHEPEKWE	1	3	3	96	95	TEMPLATE, HYENA SHAPECHANGER	1	3	3
51	34-35	DEVIL, HELLCAT	1	7	7	97	96	TEMPLATE, LION BAROZI***	1	8	8
52	36-37	DIRE ANIMAL, LION	1d5+5	5	11	98	97	TEMPLATE, LION SHAPECHANGER	1	5	5
53-55	38-42	DIRE ANIMAL, HYENA**	1d4+4	3	8	99	98-99	TEMPLATE, WEREHYENA***	1	3	3
56-65	43-52	ENTARE	1d4+4	5	10	100	100	TEMPLATE, WERELION, LESSER***	1	7	7

\* HUMAN ENCOUNTERS ARE WITH 2d6 2ND-LEVEL GAMBA FIGHTERS OF THE SHOMBE PEOPLE.

\*\* USE THE STANDARD D20 SYSTEM STATS FOR A WOLF OR DIRE WOLF TO REPRESENT A HYENA OR DIRE HYENA, AND STANDARD D20 SYSTEM BISON STATS FOR WILD OXEN.

\*\*\* APPLY THE BAROZI TEMPLATE FROM CHAPTER THIRTEEN TO A 5TH-LEVEL MCHAWI WIZARD. APPLY THE WEREHYENA TEMPLATE FROM CHAPTER THIRTEEN TO A CR 2 HUMANOID. APPLY THE LESSER WERELION TEMPLATE FROM CHAPTER THIRTEEN TO A CR 2 HUMANOID.

\*\*\*\* NYAMBAN CENTAURS HAVE THE LOWER HALF OF A ZEBRA, RATHER THAN OF A HORSE.

waterways requires skill, as no craft larger than a canoe can handle them.

Rumor has it that many of the Drogo's streams run past ancient ruins of the Kosa Empire, and more than one adventurer has chosen to explore the far reaches of the Drogo basin, never to return.

**Typical Encounter Level: 6**

## JOLO RIVER

The Jolo begins in the southern portion of the Kuba Taaba Mountains, and flows southeast past Dzimba Dza Mabwe, emptying into the Eastern Ocean near the city-state of Dutama.

It is said that the Overpower itself once lived along the banks of the Jolo river, but despite intense searches, no one has ever found evidence of its home.

**Typical Encounter Level: 6**

## LAKES

There are only two major lakes in Nyambe, but there are hundreds of smaller lakes and ponds known on a local basis. Lake Tugo and Lake Gomala use the same random wilderness encounter table.

### LAKE TUGO

Lake Tugo is the largest lake in Nyambe, found at the source of the Jolo River in the Kuba Taaba Mountains. This lake provides fresh



water and fish to much of the population of Mabwe. Unfortunately, due to population pressures the lake is becoming polluted, and the fish have started to die.

Recently, creatures resembling merfolk have been sighted in the lake, luring fishermen toward a watery doom. While it is possible that these are simply sightings of freshwater manatees or some other animal, Mabwe's naval forces have been advised to remain on the alert.

**Typical Encounter Level: 4**

### LAKE GOMALA

Lake Gomala is most notable because of the unusual events surrounding it. Every few hundred years, all the humanoid, monstrous, and animal life within a 5-mile radius around Lake Gomala simply dies.

No one has yet found an explanation for this continuing event, but there are legends of a lion that lives at the center of the lake guarding a magical egg; it is said to kill all nearby in retribution whenever its lair is discovered. Most consider this nonsense, but in a world filled with magic, stranger things have been known to happen.

**Typical Encounter Level: 4**

## RIVER Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-20	01-10	ANIMAL, CROCODILE	1d6+5	2	8	71-80	61-70	HUMAN	*	*	9
21-30	11-15	ANIMAL, CROCODILE, GIANT	1	4	4	81-85	71-75	KONGAMATO, JUVENILE	3d6	1/2	6
31-40	16-20	ANIMAL, HIPPOPOTAMUS	1	5	5	86-90	76-80	KONGAMATO, ADULT	3d6	1	8
41-50	21-35	DINGONEK	1	5	5	—	81-85	MEPHIT, WATER	1	3	3
51-60	36-40	ELEMENTAL, WATER, LARGE	1	5	5	91-93	86-90	MOKELE M'BEMBE	1	11	1
61-65	41-45	ELEMENTAL, WATER, HUGE	1	7	7	94-96	91-95	MOROU-NGOU	1	7	7
66-70	46-50	ELEMENTAL, WATER, GREATER	1	9	9	97-100	96-100	OGRE, MERROW	1d4+4	2	7
—	51-60	HAG, SEA HAG, FRESHWATER	1	4	4						

\* HUMAN ENCOUNTERS ARE USUALLY WITH FLAT-BOTTOMED PATROL GALLEYS CARRYING 4d6 1ST-LEVEL WARRIORS AND A 6TH LEVEL GAMBA FIGHTER LEADER.



## LAKE Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
—	01–10	ABOLETH	1	7	7	41–50	51–55	KONGAMATO, JUVENILE	3d6	1/2	6
01–10	11–15	ANIMAL, CROCODILE	1d6+5	2	8	51–60	56–65	OGRE, MERROW	1d4+4	2	7
11–20	16–20	ANIMAL, CROCODILE, GIANT	1	4	4	61–80	66–80	SEA LION, FRESHWATER	1	4	4
21–25	21–25	ANIMAL, HIPPOPOTAMUS	1	5	5	—	81–90	SKUM	1d4+1	2	5
—	26–35	CHUUL	1	7	7	81–85	91–93	TOJANIDA, ADULT	1	5	5
26–30	36–40	ELEMENTAL, WATER, MEDIUM	1	3	3	86–90	94–95	TOJANIDA, ELDER	1	9	9
—	41–45	HAG, SEA HAG, FRESHWATER	1	4	4	91–100	96–100	TOJANIDA, JUVENILE	1	3	3
31–40	46–50	KONGAMATO, ADULT	3d6	1	8						

## OCEANS

Oceans surround Nyambe-tanda. To make it easier to integrate Nyambe into your current game world, these oceans are simply called the Northern Ocean, the Eastern Ocean, the Western Ocean, and the Southern Ocean.

### NORTHERN OCEAN

The Northern Ocean only borders Nyambe along the continent's northern tip. The waters here are crawling with sea monsters such as dragon turtles and kraken, so few ships travel northward, instead preferring to hug the coastline and travel toward the Eastern Ocean.

**Typical Encounter Level:** 7

### EASTERN OCEAN

The Eastern Ocean is Nyambe's lifeline to the rest of the world. The ocean is very calm, and the waters are always warm. Ships from the Near East and Far East ply this ocean on a regular basis. Sea monsters are rare in the ocean, and some travelers have reported encountering benign aquatic races such as tritons and locathah.

**Typical Encounter Level:** 4

### SOUTHERN OCEAN

The Southern Ocean does not suffer from particularly wild weather swings, although underwater earthquakes occasionally cause tidal waves.

Some sailors utilizing *water breathing* spells have reported sunken cities off the southern coast, and their descriptions make these cities sound suspiciously like those of the Kosa Empire. The ruins are virtually unexplored, but the ruling houses of Nibomay have been planning a major expedition for some years now.

**Typical Encounter Level:** 9

### WESTERN OCEAN

The Western Ocean is violently turbulent, and most mariners refuse to sail upon its waters for fear of hurricanes, whirlpools, and waterspouts, especially in the winter months. The ocean is also

home to aquatic ghouls, bloated sea zombies, and the deadly silwane-manzi.

**Typical Encounter Level:** 6

## ISLANDS

There are a number of major islands in the oceans surrounding Nyambe, and dozens of smaller islands that do not appear on mariners' charts.

### ISLE OF SHADOW

The Isle of Shadow lies near the center of the Bay of Mademba. Half-orcish ngoloko have turned the isle into a virtual fortress, repelling any attempts to land by other humanoids. Magical attempts at scrying have proven fruitless. Any half-orc who lands on the island is taken inside the wooden palisades and never seen again.

The rulers of Mademba have offered a large reward for anyone who can penetrate the island's defenses and return with useful information.

There are no random wilderness encounters on the Isle of Shadow, as the ngoloko keep the island clear of all dangerous beasts except for the undead shadow leopards called ndalawo that they train to attack intruders; see Chapter Thirteen for stats.

### MARAK'PINGA

Marak is the semi-mythical patriarch of the desert-dwelling Marak'ka, and a *pinga* (p-IHNG-ah) is a child born after the death of its father. Thus, Marak'pinga roughly translates to "child of dead Marak." This island is the most sacred of places to the Marak'ka, and where they traditionally bury their dead. Recently, many of the corpses buried on Marak'pinga have risen up as dangerous mummies. These foul undead have proven capable of crossing the water that separates the island from the mainland, and have attacked and slain many of Marak's people.

The Marak'ka would be in the eternal debt of anyone who could discover why their ancestors are returning to stalk them, and put an end to the undead plague once and for all.

# OCEAN Wilderness Encounters

## Northern Ocean

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-05	01-10	DRAGON TURTLE	1	9	9	51-60	51-60	HUMANS, NYAMBAN	*	*	7
06-10	11-20	KRAKEN	1	12	12	61-70	61-70	ELEMENTAL, WATER, LARGE	1	5	5
11-25	21-30	ANIMAL, OCTOPUS	1	1	1	71-80	71-80	ELEMENTAL, WATER, MEDIUM	1	3	3
26-40	31-40	ANIMAL, OCTOPUS, GIANT	1	8	8	81-90	81-90	NOMMO	1	8	8
41-50	41-50	HUMANS, NEAR EASTERN	*	*	7	91-100	91-100	ANIMAL, PORPOISE	2d10	1/2	6

## Eastern Ocean

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-10	01-10	TRITON	1	4	4	51-60	51-60	HUMANS, NYAMBAN	**	**	4
11-20	11-20	LOCATHAH	1d3+1	1/2	2	61-65	61-65	HUMANS, NEAR EASTERN	**	**	5
21-30	21-30	SQUID	1d6+5	1	7	66-80	66-80	ELEMENTAL, WATER, MEDIUM	1	3	3
31-40	31-40	SQUID, GIANT	1	9	9	81-100	81-100	ELEMENTAL, WATER, SMALL	1	1	1
41-50	41-50	HUMANS, FAR EASTERN	**	**	5						

## Southern Ocean

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-10	01-05	NOMMO	1d4+1	8	11	46-55	51-55	MEPHIT, OOZE	1	3	3
11-20	06-15	DINOSAUR, ELASMOSAURUS	1	5	5	56-65	56-60	MEPHIT, WATER	1	3	3
—	16-20	DRAGON TURTLE	1	9	9	66-75	61-70	TEMPLATE, HALF-DRAGON	1	7	7
21-30	21-25	ELEMENTAL, WATER, HUGE	1	7	7			ELASMOSAURUS			
31-40	26-35	ELEMENTAL, WATER, GREATER	1	9	9	76-85	71-80	TOJANIDA, JUVENILE	1d3+1	3	6
41-45	36-45	ELEMENTAL, WATER, ELDER	1	11	11	86-95	81-90	TOJANIDA, ADULT	1d3+1	5	8
—	46-50	KRAKEN	1	12	12	96-100	91-100	TOJANIDA, ELDER	1d3+1	9	12

## Western Ocean

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
—	01-10	GHOUL, GHOUL	1d6+6	1	7	51-55	71-75	ORCS	***	***	10
—	11-20	GHOUL, GHAST	1d3+1	3	6	56-60	76-80	HUMANS, NORTHERN	***	***	10
01-10	21-30	ZOMBIE, MEDIUM	1d4+1	1/2	2	61-70	—	HUMANS, NYAMBAN	***	***	5
11-20	31-40	SILWANE-MANZI****	1d4+4	2	7	71-80	81-90	DIRE ANIMAL, SHARK	1	9	9
21-30	41-50	ANIMAL, SHARK, MEDIUM-SIZE	1d6+5	1	7	81-90	91-93	ELEMENTAL, WATER, LARGE	1	5	5
31-40	51-60	ANIMAL, SHARK, LARGE	1d4+1	2	5	96-100	97-100	SEA LION	1d2	4	4
41-50	61-70	ANIMAL, SHARK, HUGE	1d4+1	4	7						

\* Encounters with Near Eastern humans in the Northern Ocean include 5d4 1st-level commoners aboard a used ocean-going vessel led by a 5th-level standard cleric. Encounters with Nyamban humans usually include 2d6 2nd-level commoners of the Azzazza or NaBula people aboard small fishing boats.

\*\* Encounters with Far Eastern humans in the Eastern Ocean include 3d6 1st-level commoners aboard a used ocean-going vessel led by a 2nd-level expert. Encounters with Nyamban humans usually include 2d6 1st-level commoners of the Zamara people aboard small fishing boats. Encounters with Near Eastern humans include 3d6 1st-level commoners aboard a used ocean-going vessel led by a 2nd-level expert.

\*\*\* Orc encounters in the Western Ocean include two dozen orcs on board a rickety ship lead by a 6th-level standard barbarian. Northern human encounters include 5d6 1st-level commoners aboard a sturdy vessel lead by a 6th-level standard fighter. Nyamban human encounters usually involve a fishing boat with 2d6 1st-level Tisambe or Xon'mo commoners on board.

\*\*\*\* Use the standard D20 System stats for sahaugin to represent silwane-manzi.

For wilderness encounters on the isle of Marak'pinga, use the Gudu Ji Pingu Desert Wilderness Encounters table.

**Typical Encounter Level:** 7

## THE BUGUNDO ARCHIPELAGO

This archipelago consists of four islands: *Bugundo* (boo-GOON-doh), *Samara* (sah-MAHR-ah), *Halak* (HAHL-ahk), and *Risu* (REE-soo). Near Eastern and Far Eastern traders have established small outposts on these islands and driven off most of the monsters. Needless to say, these islands are always a hotbed of intrigue and mercantile double-dealing.

Due to heavy patrols, there are no random wilderness encounters in the Bugundo Archipelago.

## ISLE OF THE OVERPOWER

The largest of Nyambe-tanda's islands, this is where the Overpower supposedly retreated in the Beginning Time. The island is covered with strange crystal outcroppings and unusually shaped rock formations. Portals to the upper coils of Da are very common here, as are any number of otherworldly creatures.

The Isle of the Overpower also holds a mighty rock formation called the Throne of the Overpower. According to legend, the Throne is the only seat in Nyambe capable of hosting more powerful rituals than Nibomay's *Adamu Dwa* (ah-DAH-moo DWAH).

**Typical Encounter Level:** 11

## KALAYU ISLAND

*Kalayu* (kahl-AH-yoo) is a small volcanic island southwest of the Isle of the Overpower. Ancient legends suggest that this small island was where the kosan orcs first made contact with the fiendish orisha. The island is dotted with portals to the lower coils of Da, and demons and devils of all sorts call this island their home.

**Typical Encounter Level:** 13

## WEATHER

The central regions of Nyambe line up nicely with the equator, so as a general rule, the farther one travels into the interior, the hotter it gets. However, most of the continent resides within the tropics, making the weather uniformly warm except in the northernmost and southernmost regions.

The average annual temperature in Nyambe is 80 degrees Fahrenheit (26.7° C), with temperatures dipping to as low as 60 degrees at night, and as rising to as high as 100 degrees at midday. These temperatures are fairly consistent except in the desert regions, where the temperature climbs to an average of 90 degrees Fahrenheit (32.2° C) on summer days, and to as low as 32 degrees Fahrenheit (0° C) during the winter nights.

Average annual rainfall varies dramatically from a high of 55 inches (1400 mm) in the blda Rainforest to a low of 5 inches (130 mm) in the deserts.

## HEAT EXHAUSTION

The temperature and humidity in Nyambe is considered very hot (high enough to cause subdual damage) between ten o'clock in the morning and four o'clock in the afternoon. Temperatures rarely rise into the extreme range except for the hottest summer days in the interior of the Gudu Ji Pingu Desert. Native Nyambans know enough to get out of the heat, and usually avoid intense activity during this time. However, adventuring often requires ignoring common sense, so the rules for heat damage are discussed here.

Heat deals subdual damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of subdual damage, the character begins to take normal damage at the same rate.

## ISLE OF THE OVERPOWER Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	AVG. EL
01-05	01-03	ASTRAL DEVA	1	14	14	66	61	PLANETAR	1	16	16
06-10	04-06	CELESTIAL, AVORAL	1d3+2	9	13	67	62	SOLAR	1	19	19
11-15	07-09	CELESTIAL, HOUND ARCHON	1d3+2	4	8	68-72	63-65	TEMPLATE, CELESTIAL DEINONYCHUS	1d4+2	4	8
16-20	10-12	CELESTIAL, LANTERN ARCHON	1d3+2	2	6	73-77	66-70	TEMPLATE, CELESTIAL DIRE APE (15 HD)	1d4+4	5	13
21-25	13-15	COUATL	1d4+2	10	14	78-82	71-75	TEMPLATE, CELESTIAL DIRE BOAR (21 HD)	1d4+4	6	14
26-30	16-20	DINOSAUR, DEINONYCHUS	1d4+2	3	7	83-87	76-80	TEMPLATE, CELESTIAL MEGARAPTOR	1d4+2	8	12
31-35	21-25	DINOSAUR, MEGARAPTOR	1d4+2	6	10	88-91	81-85	TEMPLATE, CELESTIAL TRICERATOPS	1d4+4	9	14
36-40	26-30	DINOSAUR, TRICERATOPS	1d4+4	7	12	92-94	86-90	TEMPLATE, CELESTIAL TYRANNOSAURUS	1d2	10	10
41-45	31-35	DINOSAUR, TYRANNOSAURUS	1d2	8	8	95	91-92	TEMPLATE, HALF-CELESTIAL DEINONYCHUS	1d4+2	5	9
46-50	36-38	DIRE ANIMAL, APE (15 HD)	1d4+4	3	11	96	93-94	TEMPLATE, HALF-CELESTIAL DIRE APE (15 HD)	1d4+4	5	13
51-55	39-40	DIRE ANIMAL, BOAR (21 HD)	1d4+4	4	12	97	95-96	TEMPLATE, HALF-CELESTIAL DIRE BOAR (21 HD)	1d4+4	6	14
-	41-45	ETHEREAL FILCHER	1	3	3	98	97-98	TEMPLATE, HALF-CELESTIAL MEGARAPTOR	1d4+2	8	12
-	46-50	ETHEREAL MARAUDER	1	3	3	99	99	TEMPLATE, HALF-CELESTIAL TRICERATOPS	1d4+4	9	14
56-60	51-55	LAMMASU	1	8	8	100	100	TEMPLATE, HALF-CELESTIAL TYRANNOSAURUS	1d2	10	10
61-65	56-60	LILLEND	1d3+1	7	10						



A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saves. This is the major reason that Nyambans avoid the use of armor, and most Nyamban armor is constructed to help mitigate this penalty. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

In extreme heat (above 110° F, usually found only in the Gudu Ji Pingu Desert), a character must make a Fortitude save once

every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a –4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any subdual damage from heat exposure suffers from heatstroke and is fatigued (–2 Strength, –2 Dexterity, cannot run or charge). These penalties end when the character recovers the subdual damage taken from the heat. A

## KALAYU ISLAND Wilderness Encounters

d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	Avg. EL	d% DAY	d% NIGHT	ENCOUNTER	NUMBER	CR	Avg. EL
—	01–02	BODAK	1d3+1	8	11	—	43–45	NIGHT HAG	1	9	9
01–02	03	DEMON, BEBLITH	1	9	1	—	46–48	NIGHTSHADE, NIGHTCRAWLER	1	18	18
03–05	04–05	DEMON, DIOK	1	12	12	—	49–51	NIGHTSHADE, NIGHTWALKER	1	16	16
06–07	06	DEMON, DRETCH	10d4	2	12	—	52–54	NIGHTSHADE, NIGHTWING	1	14	14
08–09	07	DEMON, GLABREZU	1	15	15	—	55–57	SHADOW	1d6+5	3	9
10–11	08	DEMON, HEZROU	1	14	14	59–60	58–59	SKELETON, HUGE	2d10	2	9
12–14	09–10	DEMON, KERIT	1	10	10	61–62	60–61	SKELETON, COLOSSAL	2d10	7	14
15–16	11	DEMON, NALFESHNEE	1	16	16	63–64	62–63	SKELETON, GARGANTUAN	1d3+1	9	12
17–18	12	DEMON, NGOJAMA	1	8	8	—	64–66	SPECTRE	1d3+1	7	10
19–20	13	DEMON, QUASIT	1	3	3	65–66	67	TEMPLATE, FIENDISH DEINONYCHUS	1d4+2	4	8
21–22	14	DEMON, SUCCUBUS	1	9	9	67–68	68	TEMPLATE, FIENDISH DIRE APE (15 HD)	1d4+4	5	13
23–24	15	DEMON, VROCK	1	13	13	69–70	69	TEMPLATE, FIENDISH DIRE BOAR (21 HD)	1d4+4	6	14
25–26	16	DEVIL, BARBAZU	1d5+5	7	13	71–72	70	TEMPLATE, FIENDISH MEGARAPTOR	1d4+2	8	12
27–28	17	DEVIL, BURAKA	1	8	8	73–74	71	TEMPLATE, FIENDISH TRICERATOPS	1d4+4	9	14
29–30	18	DEVIL, CHIMISET	2d4	6	11	75–76	72	TEMPLATE, FIENDISH TYRANNOSAURUS	1d2	10	10
31–32	19	DEVIL, CORNUGON	1d3+1	10	13	—	73–75	TEMPLATE, GHOST**	1	9	9
33–34	20	DEVIL, ERINYES	1	7	7	77	76	TEMPLATE, HALF-FIEND DEINONYCHUS	1d4+2	5	9
35–36	21	DEVIL, HAMATULA	1d3+1	8	11	78	77	TEMPLATE, HALF-FIEND DIRE APE (15 HD)	1d4+4	5	13
37–38	22	DEVIL, HELLCAT	1d5+5	7	13	79	78	TEMPLATE, HALF-FIEND DIRE BOAR (21 HD)	1d4+4	6	14
39–40	23	DEVIL, IMP	1	2	2	80	79	TEMPLATE, HALF-FIEND MEGARAPTOR	1d4+2	8	12
41–42	24	DEVIL, KYTON	1d5+5	6	12	81	80	TEMPLATE, HALF-FIEND TRICERATOPS	1d4+4	9	14
43–44	25	DEVIL, LEMURE	10d4	1	10	82	81	TEMPLATE, HALF-FIEND TYRANNOSAURUS	1d2	10	10
—	26–28	DEVOURER	1	11	11	83–84	82–84	TEMPLATE, LICH**	1	13	13
45–46	29	DINOSAUR, DEINONYCHUS	1d4+2	3	7	85–86	85–86	TEMPLATE, TERKOW**	1	13	13
47–48	30	DINOSAUR, MEGARAPTOR	1d4+2	6	10	87–88	87–89	TEMPLATE, TRUE ZOMBI**	1	11	11
49–50	13	DINOSAUR, TRICERATOPS	1d4+4	7	12	89	90	TARRASQUE*	1	20	20
51–52	32	DINOSAUR, TYRANNOSAURUS	1d2	8	8	90–91	91–93	WIGHT	1d6+5	3	9
53–54	33–34	DIRE ANIMAL, APE (15 HD)	1d4+4	3	11	—	94–96	WRAITH	1d6+5	5	11
55–56	35–36	DIRE ANIMAL, BOAR (21 HD)	1d4+4	4	12	92–94	97	ZOMBIE, HUGE	1d10+10	3	11
57–58	37–39	HOWLER	1d5+5	3	9	95–97	98	ZOMBIE, COLOSSAL	1	12	12
—	40–42	NDALAWO	1	7	7	98–100	99–100	ZOMBIE, GARGANTUAN	1d5+5	6	12

\* YES, UNLESS THE GM DECIDES OTHERWISE, THE TARRASQUE LIVES ON KALAYU ISLAND. ON THE BRIGHT SIDE, THERE IS A 99% CHANCE THE CREATURE IS ASLEEP WHEN ENCOUNTERED. IF THE GM HAS PLACED THE TARRASQUE ELSEWHERE IN THE WORLD, ROLL AGAIN.

\*\* APPLY THE STANDARD D20 SYSTEM GHOST TEMPLATE TO A CR 9 CREATURE. APPLY THE STANDARD D20 SYSTEM LICH TEMPLATE TO AN 11TH-LEVEL MCHAWI WIZARD. APPLY THE TERKOW TEMPLATE IN CHAPTER 13 TO A CR 11 HUMANOID. APPLY THE TRUE ZOMBI TEMPLATE IN CHAPTER 13 TO A CR 12 HUMANOID.

fatigued character who gets fatigued again becomes exhausted (–6 Strength, –6 Dexterity, can only move at normal speed).

Characters recover subdual damage at the rate of 1 point per character level per hour of rest.

## NATIONS OF NYAMBE

Nyambe-tanda has an average population density of five humanoids per square mile, for a total population of nearly 43 million humanoids. However, this figure includes desert regions and large areas of rainforest that are practically uninhabitable, so population density in settled areas is actually closer to ten humanoids per square mile. Monsters are not included in this total, as the total monstrous population is very difficult to estimate.

These population figures assume that your campaign world has a total population of approximately 360 million humanoids (for example, Earth circa 1200 AD), with Nyambe containing about twelve percent of that population. If your campaign world's population figures are drastically different, you may need to alter these numbers.

Despite Nyambe-tanda's huge size and relative population, the continent only supports seven true nations. However, there are also numerous chiefdoms that operate under less official forms of government. Approximately 28.5 million Nyambans live under a national government of one form or another, with the other 14.5 million living under the more limited, traditional governments of the chiefdoms.

What follows is a description of the seven nations and the major chiefdoms. There are also scores of lesser chiefdoms not described below, since they only control areas a few miles in diameter, and do not warrant inclusion in such a broad overview.

### BASHAR'KA

**Proper Name:** The Most Ancient Theocracy of Bashar'ka.

**Ruler:** Nyathera, Queen of Bashar'ka.

**Government:** Theocracy.

**Capital:** D'ok.

**Major Towns:** Mura'ka (7,500); D'ok (4,000).

**Imports:** Cattle, wool, sorghum, gold, gemstones, and spices.

**Exports:** *Alchemist's fire*, salt, perfumes and oils, and slaves taken by foreign orc raiders.

**Trade:** Much of the food imported into Bashar'ka comes in the form of cattle from valorous Shombe herders. However, Bashar'ka's major trading partner is the Empire of Nibomay. Bashar'ka does not mint its own currency, and uses Niboman coins instead.

**Population:** 3.5 million — Human (Xon'mo) 40%; Human (Shombe) 10%; Human (Hutali) 10%; Kitunusi 10%; Utuchekulu 10%; Demihuman (other) 15%; Human (other) 5%.

**Military:** 5,000 soldiers — 2,500 crossbowmen (light crossbows); 2,000 heavy infantry (waraxes); 500 slingers (*alchemist's fire* and sling bullets)

**Languages:** Daka-alif, Kordo.

**Religions:** Elemental orisha (earth), elemental orisha (other), ancestor orisha.

**Allies:** Marak'ka-land, Utuchekulu-land.

**Enemies:** Boroko (recent), Entare-land.

**Overview:** Bashar'ka is a theocracy ruled by powerful fire clerics. Though the most powerful cleric goes by the title of "king" or "queen," there is no monarchy, and the line of rulership is not hereditary. As a result, laws in Bashar'ka reflect the somewhat unstable nature of fire clerics, and a single law may undergo several changes in the course of a year. Visitors quickly learn to adapt to the changes, or else risk burning at the stake — a favorite punishment of the fire priests. Despite these challenges, life in Bashar'ka is far from repressive. It is a vibrant and complex culture with a great love of art, science, and commerce.

**History:** Bashar, a fire priest of the desert-dwelling Marak'ka people, founded Bashar'ka. Bashar died without heirs, and the kingdom has since been ruled by the most powerful fire priest in the land.

Traditionally, the people of Bashar have kept to themselves, and have few quarrels with the people of other lands. Their closest allies have been the peoples of Marak'ka-land and Utuchekulu-land, neither of which is a proper nation.

As a result of its isolationism, Bashar'ka has a rather uninteresting political history, and most of its inhabitants would prefer to keep it that way. Unfortunately, recent events threaten to throw it into world affairs.

**Conflicts and Intrigues:** Queen Nyathera claims that her recently born son is the rightful heir of Boroko, a claim that the Caliph of Boroko denies. She has hinted at an invasion of Boroko to claim the kingdom as a protectorate of Bashar'ka. However, Queen Nyathera has avoided launching the invasion. The reasons for this vary, but many suggest she is waiting for an adventurer to recover *Great Udamalore*, a magical ivory scimitar and the symbol of her office; see Chapter Twelve for the weapon's stats. Mademban rogues stole *Great Udamalore* several generations ago, but recent rumors have surfaced placing the blade somewhere in the Mademban capital. Nyathera is offering lands from her demesne valued at approximately 250,000 gp for its safe return.

An additional problem centers on the recent slave raids by Northern orcs. Though these orcs seem to be the brutish humanoids common elsewhere and not kosans, the raids still have the population worried. Merchants and rich priests have taken to hiring mercenaries to protect their estates from the slavers.

**Mura'ka, Jewel of Bashar'ka:** The buildings of Mura'ka are constructed of sun-baked mud, and the exterior of the buildings sport wooden poles that jut from the walls at regular intervals. These poles form an exterior scaffolding, allowing construction workers to climb up and replace mud washed from the buildings after major storms.

The largest building in Mura'ka is the Sun Temple, which does triple duty as a temple to the fire orisha, the palace of Queen Nyathera, and a military stronghold.

### BOROKO

**Proper Name:** Caliphate of Boroko.

**Ruler:** Ragheb, Caliph of Boroko.

**Government:** Feudal Monarchy. Each of Boroko's three major cities and its surrounding area is a province overseen by a provincial governor called a sheik. In addition, a fourth sheik is responsible for the Great Mangrove Marsh, which is only nominally part of Boroko.

**Capital:** T'ombo.

**Major Towns:** T'ombo (40,000); Molembe (11,750); Sueta (6,500)

**Imports:** Trade goods, books, steel weapons, horses, and dairy products.

**Exports:** Trade goods, wool, chickpeas, olives, onions, and wheat.

**Trade:** Boroko trades extensively with Near Eastern peoples, and uses Near Eastern coins, sometimes called dirham (silver pieces) and dinars (gold pieces). Most of their exports to the Near East are in the form of food. Trade goods obtained from the Near East include glass beads and other glass items, woven rugs, locks, lock picks, and Near Eastern wine. These items are re-sold throughout the land.

**Population:** 4.5 million — Human (NaBula) 40%; Human (other) 30%; Unthlatu 20%; Demihuman (other) 10%.

**Military:** 7,500 soldiers — 2,500 mounted archers (light warhorses and shortbows); 1,500 light cavalry (light warhorses, scimitars, and small wooden shields); 1,500 light infantry (scimitars and shields); 1,000 archers (shortbows); 1,000 charioteers (light horses, chariots, and javelins).

**Languages:** Daka-alif, Kordo.

**Religions:** Ancestor orisha, Near Eastern religions, celestial orisha.

**Allies:** Taumau-Boha.

**Enemies:** Mabwe, Kaya Vua Samaki, Bashar'ka (recent).

**Overview:** Influenced by Near Eastern peoples, the Caliphate of Boroko boasts the city of T'ombo, the largest and most magnificent city in all of Nyambe.

T'ombo is the capital of Boroko, a major trading center, and home to the continent's only university. Due to the influence of the Near Easterners, Boroko is rich in Near Eastern learning, cuisine, religion, weaponry, armor, and the like.

One of the few native traditions that remains is Nuba wrestling, a complex combative sport practiced by most able-bodied warriors in the land. Nuba is a ritualized form of grappling, and before the arrival of the Near Easterners, it was something of an obsession amongst the competitive NaBula people. Nuba wrestling is still popular, even though Caliph Ragheb has forbidden its practice on Near Eastern holy days.

**History:** Boroko is the latest in a series of kingdoms to occupy Nyambe-tanda's northeastern shore. The first inhabitants of the region were a mixture of Zamara and NaBula living under a system of chiefdoms, but the necromantic Zombi Empire quickly swallowed up these smaller societies.

The empire ruled unchallenged for centuries until it was overthrown by a guerilla force of halfling agogwe rebels under command of Kwo, "the Hungering Lion." The Lion passed up the chance at ruling the fallen empire, and control of the region passed to the agogwe.

Soon after the agogwe took control of the area, the Near Easterners arrived, bringing soldiers and clerics with them. They quickly routed the agogwe and took control of the region themselves. Their hold on the area was tenuous, however, and after a few decades the Near Easterners decided to grant pseudo-independence to their former holding.

They handed control of the region over to a man named Boroko, a high-ranking NaBula in the Near Eastern army, and the Caliphate of Boroko was born.

**Conflicts and Intrigues:** The Queen of Bashar'ka claims that her child is the legitimate heir to Boroko. According to rumor, the people of the Near East are not about to let their prized possession fall under the influence of another nation, and have told the puppet king to deny the charges. He has done so, and his behavior may very well spark a war.

There are also whispers that a secret conspiracy of Nuba wrestlers has developed in the city of Molembe. According to the rumors, this elite fighting force plans a coup of the government in retaliation for the outlawing of Nuba on Near Eastern holy days.

**T'ombo, the Great City:** T'ombo is the largest city on the continent, a sprawling sea-side metropolis of nearly 40,000 souls. Most of the buildings in T'ombo are made of wood imported from the Great Mangrove Marsh, and as a growing city, T'ombo always seems to be awash in new construction.

The most dominating feature of T'ombo is not Caliph Ragheb's palace, but the Great University. This institution of higher learning houses over 1,000 students, studying a variety of topics ranging from Near Eastern religion to medicine and poetry. Almost all the students are members of the upper classes, as its tuition of 500 gold coins a year is beyond the level of all but the wealthiest families.

The students are considered spoiled, and are not well-liked by the lower classes. Unfortunately, the students are rich, and thanks to generous "donations" to city officials, they have a great deal of influence over the day-to-day governance of the city. Bribes have actually become a way of life in T'ombo. City officials are so used to getting bribes from students that it is basically impossible to get assistance from a government official without first offering a few coins as a "gesture of goodwill."

Recently, a creature known as the "Devil of T'ombo" has been killing dozens of people in the less reputable sections of the city. The Devil only attacks individuals or small groups, so confirmed sightings of it are rare. Reports as to what this creature is vary widely, from some sort of vampire to a demon. No matter what it is, much of the population lives in fear of its depredations. There may even be more than one of these creatures at large. The city guard has no interest in looking for the creature, as few of those that have fallen prey to it can afford the prerequisite bribes.

## ENTARE-LAND

**Proper Name:** Entare-land

**Ruler:** None. The most powerful male rules each clan.

**Government:** Tribal dictatorships.

**Capital:** None.

**Major Towns:** None.



**Imports:** None.

**Exports:** None.

**Trade:** Entare do not trade. They make most of what they need themselves. Items they cannot make are either looted from prey or obtained during raids.

**Population:** 25,000 (est.) — Entare 95%; Humans and Demihumans 5%.

**Military:** All adult entare are dangerous warriors. Males typically assume the roles of soldiers and guards, while females act as scouts and hunters.

**Languages:** Sylvan, Gnoll, Kordo

**Religions:** Natural orisha. As might be surmised, the entare honor the lion spirit above all others. However, they also make offerings to the spirits of their prey animals.

**Allies:** MbUi-land.

**Enemies:** Shombe-land, Bashar'ka.

**Overview:** The entare are a race of lion-folk, with the head of a lion, the upper torso of a human, and the four-legged lower torso of a lion. They roam the tUbl Grassland in small bands, hunting, sleeping, and keeping mostly to themselves. Occasionally they will accost travelers, demanding weapons or other supplies.

The entare are warriors of legendary power and dangerous temperament. Any human who encounters them is best advised to do whatever the lion-folk ask, since the entare generally keep their word and even have a cultural taboo against eating humans. Other humanoids unfortunate enough to meet the entare should flee at the first available opportunity.

**History:** The entare have existed as long as anyone remembers, though they are not one of the races originally created by the Overpower. Most scholars believe that the entare are a result of a magical crossing of humans and lions — possibly due to ancient Kosan experimentation. Oddly, the entare themselves have no creation myth, and are not the least bit curious about their origins. They seem content with day-to-day existence, and do not spend much time philosophizing.

The entare have had little direct influence on Nyamban history, but their mere presence makes passing through the tUbl Grassland dangerous, keeping trade and travel through the region at a minimum.

**Conflicts and Intrigues:** Though carnivores, the entare do not eat humans, half-orc ngoloko, dragon-blooded unthlatu, or any other creature with human blood. Such creatures are considered "kin," and entare law forbids eating kin. However, all other sentient races are considered fair game.

Despite their dietary taboo, the entare are bitter enemies of the nomadic Shombe. It seems that the lion-folk consider Shombe cattle quite the delicacy, and the two groups have been feuding for centuries. There are even rumors of a powerful entare chief attempting to rally the lion-folk clans together to wage a genocidal war on the Shombe.

## KAYA VUA SAMAKI

**Proper Name:** East Nyamban Merchants' Confederation

**Ruler:** Controlled by the Merchants' Confederation grand council, made up of representatives from the ruling council of each city-state.

**Government:** Confederation of city-states. Each city-state is a plutocracy, run by mercantile interests from both Nyambe and the Far East. Each of the major towns is a city-state and member of the Merchants' Confederation. In addition, each controls a sizable inhabited area surrounding the city.

**Capital:** None. Meetings for the grand council rotate between the member cities.

**Major Towns:** Baroka (12,000); Bugundo (12,500); Dutama (15,000); Isili (10,000); Kogo (8,000); Samara (16,000); Tamago-Dugu (9,000).

**Imports:** Trade goods.

**Exports:** Trade goods, figs, dates, mangoes, cowries, fish.

**Trade:** The Kaya Vua Samaki import Far Eastern goods including artwork, porcelain, exotic weapons and armor, and some Far Eastern coins. These items are exchanged for Nyamban gold, ivory, and animal products. They also accept both Far Eastern and Mabwan coins, and make a hefty profit on the trade.

Cowries gathered by the Kaya Vua Samaki are used as currency amongst many traditional peoples, but are not considered valid by most national governments, including the Merchants' Confederation.

**Population:** 1.5 million — Human (Zamara) 40%; Human (other) 25%; Agogwe 20%; Demihuman (other) 15%.

**Military:** 5,000 soldiers — 1,000 sailors (shortswords and daggers); 4,000 city guardsmen (heavy maces and small leather shields).

**Languages:** Daka-kara, Kordo, Far Eastern.

**Religions:** Ancestor orisha, Far Eastern religions.

**Allies:** Mabwe (tenuous), Far Easterners.

**Enemies:** Boroko.

**Overview:** The Eastern coast of Nyambe is dominated by small city-states that have attained an impressive degree of wealth through trade. These city-states are officially known as the East Nyamban Merchants' Confederation, but are more commonly known as the Kaya Vua Samaki, which means "fish-catching towns."

There are seven main cities in the Merchants' Confederation: the two island cities of Bugundo and Samara, and the five coastal cities of Baroka, Dutama, Isili, Kogo, and Tamago-Dugu. Samara and Dutama are by far the most powerful, and the two often work at cross-purposes.

The fish-catching towns are an interesting amalgam of native Nyamban and Far Eastern culture, and visitors to these cities can learn Far Eastern combat techniques, purchase Far Eastern goods, and even pray at temples devoted to Far Eastern religions.

**History:** Most of these cities started out as mere fishing villages, but as trade between Mabwe and the Far East increased, their function as mercantile centers took precedence. As a center of Far Eastern culture, Kaya Vua Samaki is deeply hated by many native Nyambans, who consider the city-states a danger to traditional ways of life.

Though the Merchants' Confederation is quickly evolving into a major power, it is too early to determine if it will play a lasting role in world affairs.

**Conflicts and Intrigues:** Many merchants in the Samaki are chafing at the price Mabwe charges for its natural resources. There are rumors that council members in an undisclosed city have been planning a takeover of one or more Mabwan gold mines. They are simply waiting for some other crisis to occupy Mabwe's attention.

A more pressing issue is that of the "leopard cultists." This organization is part finchish cult and part street gang. All the members are wereleopards, and it is common knowledge that they occasionally recruit and infect new members to replenish their ranks. The leopard cultists are concentrated in the city of Kogo, and have slowly been expanding their influence to other cities.

Exactly what the leopard cultists are trying to accomplish is unknown, but so far they seem to be content running protection rackets and devouring the occasional troublemaker. Considering the traditional Zamara hatred of black magic, the leopard cultists have been amazingly successful at avoiding the authorities thus far.

**City-State of Kogo:** The people of Kogo live in a constant state of paranoia. The influence of the leopard cultists is everywhere in the city, and one can never be sure who is human and who is a lycanthrope.

The corruption of Kogo has become so severe that the other city-states are considering military action against it. Such an act would kill thousands of innocents, but the Zamara zeal for stamping out evil is likely to overwhelm any feelings of guilt over the collateral damage.

## MABWE

**Proper Name:** The Empire of Mabwe.

**Ruler:** Thabiti, Oba of Mabwe

**Government:** Feudal Monarchy. Mabwe is made up of three feudal holdings, each named after a prominent geographic feature: Kuba Taaba, bida, and Jolo.

**Capital:** Dzimba Dza Mabwe.

**Major Towns:** Dzimba Dza Mabwe (20,500); Shomo (8,000); Kisi (3,250).

**Imports:** Trade goods, millet, teff, cotton, iron weapons, elephants.

**Exports:** Gold, granite, copper, silver, platinum.

**Trade:** As befitting the largest source of precious metals in the world, Mabwe mints its own coins, which are used throughout much of Nyambe-tanda. The coins of the empire are the platinum *dukUd* (dook-OOD), the gold *kUta* (k-OO-tah), the silver *olo* (OH-loh), and the copper *kuba* (KOO-bah). Mabwe trades its coins for a variety of goods from around the world.

**Population:** 6 million — Human (Tembu) 50%; Human (other) 30%; Wakyambi 15%; Demihuman (other) 5%.

**Military:** 25,000 soldiers — 5,000 mounted archers (elephants and longbows); 5,000 heavy infantry (greataxe); 10,000 light infantry (short spears and large leather shields); 5,000 skirmishers (throwing axes and wooden bucklers). Skirmishers perform double duty as sailors, and Mabwe regularly patrols the Jolo river.

**Languages:** Kordo, Daka-kara.

**Religions:** Celestial orisha (Nimbala the Judge), celestial orisha (other), ancestor orisha.

**Allies:** Kaya Vua Samaki.

**Enemies:** Boroko, Nibomay.

**Overview:** The Empire of Mabwe is the most powerful — and possibly most repressive — state in Nyambe-tanda. The name, which means "stone," is a reference to *daga* (DAH-gah), a concrete-like material made from clay and gravel that is commonly employed in the construction of homes in the region.

Mabwe is the largest source of gold in the entire continent, and possibly the world. This one natural resource is the sole foundation of Mabwan power. The gold mines are controlled exclusively by an upper class of Tembu human merchant families, though some peasants still manage to make a meager living on gold panned from the tributary streams of the Jolo river.

Mabwe is a very orderly society, and despite its great wealth, its inhabitants know few personal freedoms. Laws in Mabwe are exceptionally harsh, and many crimes, even simple property crimes, are punishable by death. Mercifully, Mabwan society has



many clerics, and clerical magic helps ensure that few people are unjustly executed.

**History:** Mabwe rose to prominence with the discovery of gold within the Kuba Taaba Mountains by a Tembu farmer named Dunsai. Dunsai shared his new-found wealth, and the neighboring families quickly rallied around him, declaring him the first oba of Mabwe.

The families that shared in Dunsai's wealth evolved into the upper class of Mabwe, though not all Tembu are members of this upper class. In addition, the imperial lineage itself has changed several times over the centuries, mostly due to assassinations and *coups*. It is rumored that Thabiti, the current Oba, actually hails from a family of rogues.

As Mabwe gained power, the jamlkadi of Nibomay demanded that the oba swear fealty to her. He refused, and a war ensued. Niboman victory seemed assured, until the Mabwans arranged an alliance with the wakyambi elves of the blda Rainforest. The wakyambi used their druidic powers to tame thousands of elephants, and soon Nibomay was in retreat. Relations between Mabwe and Nibomay have been strained ever since.

**Conflicts and Intrigues:** In recent months, the oba has publicly voiced concerns about a growing decadence in the Tembu upper class. There are even rumors that certain noble families have enslaved non-Tembu commoners and forced them to work in the mines or as domestic servants. According to Mabwan law, the keeping of slaves is punishable by drowning, but so far the oba has not commanded a formal inquiry into the matter.

The vast majority of the lower classes in Mabwe are humanoid or non-Tembu humans. This apparent racism has not gone unnoticed, and there are rumblings amongst the peasantry of an armed revolt against the Tembu upper class.

**Dzimba Dza Mabwe:** Dzimba Dza Mabwe — “house of stone” in Kordo — is surrounded by the “Grand Enclosure,” a massive wall approximately 30 feet high and 15 feet thick. The wall, constructed by dwarven utuchekulu from the Kuba Taaba Mountains, is made of granite blocks. These blocks are fitted together with such expertise that no mortar is required to maintain the integrity of the wall. Circular towers protect the wall at regular intervals. When not busy tending to their mounts, contingents of elephant archers man the towers. Standing military forces in Dzimba Dza Mabwe include 500 mounted elephant archers, 250 heavy infantry, 250 light infantry, and 250 skirmishers. By calling upon locals with militia training, these numbers can be doubled in times of crisis.

The city itself is divided into two main sections. Commoners, who compose some 75% of the city's population, occupy the first section. They live in mud and thatch houses, and fire is a constant hazard. Luckily for the Tembu ruling class, this portion of the city is separated from the elite areas by an interior wall of the Grand Enclosure. The commoner portion of the city also houses the military. The war elephants, particularly, consume massive amounts of food. There is an entire wakyambi industry within the city devoted solely to importing leaves and other plant matter from the nearby rainforest to feed the elephants.

Despite the harsh punishment for thievery under Mabwan law — death by crushing under the foot of an elephant — the city's massive wealth attracts hundreds of thieves. While there is no thieves' guild in the city, small bands of criminals constantly compete for territory in the common section of Dzimba Dza Mabwe.

The second section of the city is occupied by the Tembu upper classes. Upper-class homes are large complexes composed of *daga* (DAH-gah) — a type of concrete made of mud and mortar mixed with sand, clay, or gravel — and well-stocked with servants, supplies, and all manner of luxuries imported from around the world. All wealthy families keep spellcasters in their employ to protect their homes from thieves and enemies. Granite temples also figure prominently in this area. Most are dedicated to Nimbala the Judge, but other celestial orisha are represented as well. Temples include much statuary, most reflecting traditional Tembu aesthetics.

The oba's complex is a large open-air building adorned with soapstone carvings of Mabwe birds, Mabwe's national symbol. Inside it is a maze of rooms, courtyards, secret passages, and living chambers. When the oba needs to make a public announcement, he does not venture into the common areas of the city. Instead, he travels through a secret passage into an acoustically perfect cave located high above the city. Not only does the cave amplify sounds made within it, but generations of magical amplification spells magnify the oba's voice to thunderous proportions. Because of this strange system of address, no commoner has ever actually seen the oba up-close. Some commoners even claim that the oba has been dead for years, and a stand-in has been making proclamations in his stead.

Just outside the city stands a collection of granite and soapstone monoliths. These monoliths have been carved over the centuries by those who honor their ancestors as opposed to the celestial orisha, making the area look much like a man-made petrified forest. While most are content to carve the name of a departed relative onto a monolith or erect a new one, others have taken to burying their dead in the area, as well. After an unfortunate incident with a Zombi cultist, people have started encasing the dead in daga cement to prevent them from ever rising up again.

## MADEMBA

**Proper Name:** Mademba.

**Ruler:** Unknown. Mademba is run by gnomish bureaucrats who gain promotions and demotions through a series of tests, and no one seems to know exactly who is in charge of the entire system. Most suspect that the council that administers the tests holds the true power.

**Government:** Meritocracy.

**Capital:** Mademba.

**Major Towns:** Mademba (10,000).

**Imports:** Gold, silver, copper.

**Exports:** Calabash, taro, iron, rice.

**Trade:** Mademba trades with both Nibomay and Mabwe, despite the traditional enmity between the two empires. They accept both Mabwan and Niboman coins.

**Population:** 2.5 million — Kitunusi 60%; Ngoloko 20%; Human 10%; Demihuman (other) 10%.



**Military:** Unknown. The gnomish kitunusi are remarkably tight-lipped about their military might. They do not have a standing army, and it is suspected that they rely on small, extremely powerful strike forces to accomplish their objectives.

**Languages:** Gnomish, Kordo, Dwarven, Daka-kara.

**Religions:** Elemental orisha (earth), elemental orisha (other), fiendish orisha.

**Allies:** Nibomay.

**Enemies:** Utuchekulu-land.

**Overview:** Most humans consider Mademba to be a sort of “netherworld,” a place into which no sane person would willingly venture. The truth is much less dramatic. The kitunusi are simply a group of gnomes with an aversion to sunlight and unusual habits.

Mademba is an insular and intimidating place. Buildings are box-like constructions of volcanic rock, peasants avoid eye contact with each other as well as strangers, and merchants refuse to haggle over goods. Once a foreigner gets used to the strange customs of the kitunusi, Mademba proves itself to be a land of beautiful beaches, rolling hills, and stunning sunsets. The kitunusi are not violent, and iron mines provide the land with a considerable amount of material wealth.

**History:** The kitunusi entered the political scene in the Middle Ages of Nyambe after a great earthquake drove both them and the dwarven utuchekulu to the surface in the Giko Taaba mountain range. The two races quickly came to war over resources, and the kitunusi proved to be the losers. They fled south toward Nibomay, and asked for asylum.

At the time, Nibomay did not have room for millions of gnomish refugees, and decided to resettle them to Mademba, a province they had previously reserved for banished half-orcs. The kitunusi found Mademba to their liking, and soon declared independence. The jamlkadi of Nibomay, in an unusual gesture of restraint, granted Mademba its independence as long as they raised no army and swore fealty to her. The kitunusi agreed, and Mademba has been independent ever since.

**Conflicts and Intrigues:** The Isle of Shadow, just off the coast of Mademba, dominates most political discussions amongst the kitunusi. A small group of orcish ngoloko moved to the island soon after the first group of kitunusi refugees arrived in Mademba. These half-orcs built themselves a fortress surrounded by a wooden palisade. As the years passed, the fortifications became more and more impressive. Recently, things have gotten really strange, as half-orcs have started flocking to the island. They go inside the fortress and are never seen again. No one seems to know exactly what is going on inside, but the events play directly into Mademban paranoia.

An additional difficulty lies in the recent reports of *Great Udamalore* within the capital city. This magical scimitar was stolen from Bashar'ka hundreds of years ago, and its reappearance has sent adventurers flocking to the capital, hoping to claim the large reward offered by the queen of Bashar'ka; see Chapter Twelve for the weapon's stats.

A final complexity involves the iron mines. Over the last few months, miners have caught fleeting glimpses of humanoids in the deepest regions of the mines. So far no one has gotten a clear look

at these creatures, but the miners are worried. The mine owners have offered a substantial reward for anyone brave enough to discover the nature of the intruders.

**Mademba, the Sunken City:** In the distant past, the hills of Mademba were uninhabited. The area is plagued with geologic instability, and many earthquakes, volcanic eruptions, and tidal waves discouraged people from settling there. In the centuries since the kitunusi settled Mademba, the natural disasters have tapered off.

Occasionally a minor tremor will rock the city, but by and large, it is a safe place to live. But as a precaution against disaster, most of the buildings in Mademba have been carved into the volcanic rock that makes up the ground, and visitors are greeted by the strange sight of a city with no visible features. Only as one gets closer does one realize that the streets actually run even with the roofs of buildings, and numerous staircases lead down into channels that allow access to homes and businesses. Few buildings are lit, and visitors to Mademba unable to see in the dark are advised to bring personal light sources. As most buildings are poorly ventilated, torches and lanterns quickly foul the air, so magical sources of light are highly recommended.

The most important building in Mademba is the Office of Test Administration, a sunken cross-shaped structure located in the center of the city. No doors or windows mar the surface of the structure — test applicants are teleported in and back out again. Those who enter the building rarely see more than a few rooms. Presumably, the test council holds meetings within, but no one admits to ever having seen such a meeting.

Decrees of the test council are carved on a basalt monolith located near the Office of Test Administration, literally appearing out of thin air and replacing the carvings of an older decree. Those unable to read need only to touch a mouth-shaped glyph that appears next to a decree, and the words of the council are spoken aloud in both Kordo and Gnomish.

## MARAK'KA-LAND

**Proper Name:** Marak'ka-land.

**Ruler:** A council of ngoma bards mediates disputes between the clans, and is the closest thing the Marak'ka have to a national government.

**Government:** Chiefdoms.

**Capital:** None.

**Major Towns:** None.

**Imports:** Cotton, iron weapons, luxury goods.

**Exports:** Ostrich eggs, ostrich feathers, cowries, salt.

**Trade:** The Marak'ka do not like to trade, but they do require some outside resources that they obtain from the Madembans, the Nibomans, and the dwarven utuchekulu. Instead of using coins, the Marak'ka economy is based on the cowry shell.

**Population:** 100,000 — Human (Marak'ka) 90%; Human (other) 5%; Demihuman (other) 5%.

**Military:** Marak'ka-land does not have any military to speak of. They rely on the desert to protect them from invasion.

**Languages:** Daka-alif.

**Religions:** Natural orisha, elemental orisha.

**Allies:** Nibomay (occasionally), Bashar'ka.

**Enemies:** Nibomay (occasionally)

**Overview:** Many Nyambans consider the Gudu Ji Pingu one of the least-desirable pieces of real estate on the continent. Most adventurers find little reason to come to this area, as there are no notable ruins to explore, few monsters to kill, and no cities to visit. The desert-dwelling Marak'ka live now as they have for countless generations, and see little need to change their ways or interact with outsiders, aside from trade to obtain the luxury items they so enjoy.

Recent undead incursions have changed matters, though, and the Marak'ka now find themselves needing the help of strangers. As a traditionally pacifistic people, few Marak'ka are trained in the arts of warfare, and they have found themselves ill-prepared for the attacks of the undead from the island of Marak'plnga. They have issued an open call for adventurers to help them fight off the monsters, and brave heroes have started flocking to the area.

**History:** The Marak'ka arrived in the Gudu Ji Pingu desert soon after their liberation from the Kosa Empire, and have lived there ever since. Despite the harsh conditions, the desert protects them from invaders and competitors.

During the Ancient Ages of Nyambe-tanda, a powerful blue dragon called Scourge of the Desert dominated the Marak'ka, until it was slain by a fire cleric named Bashar. After killing the dragon, Bashar left with his followers, and founded the kingdom of Bashar'ka. His followers eventually became the Xon'mo people.

Bashar took the most aggressive and outgoing of the Marak'ka with him, and once he left the remaining Marak'ka became more pacifistic and withdrawn than ever. During this time, their society became dominated by ngoma bards, and ngoma now act as the spiritual and political leaders of the Marak'ka.

**Conflicts and Intrigues:** The isle of Marak'plnga is where the Marak'ka bury their dead, carefully wrapping them in cloth and covering them with huge mounds of sand. Every few years, families return to the island and "visit" their dead relatives, actually digging them up and holding a ritual feast in their honor.

Recently, however, this tradition has ended. For some reason, the dead ancestors of the Marak'ka have been returning from the grave as undead mummies. The Marak'ka are baffled and frightened by this, and are searching for brave adventurers to help them discover the reason for the animations, and put a stop to it.

## MBUI-LAND

**Proper Name:** None.

**Ruler:** Rag'g DoGa, Lord of the MbUi.

**Government:** Dictatorship.

**Capital:** Unknown.

**Major Towns:** Unknown.

**Imports:** None.

**Exports:** None.

**Trade:** The mbUi stage occasional raids into Nibomay, Shombe-land, and Utuchekulu-land.

**Population:** 120,000 (est.) — MbUi 90%; Demihuman (other) 10%.

**Military:** All adult male mbUi and approximately 50% of adult female mbUi are trained warriors.

**Languages:** Gnoll, Sylvan, Kordo.

**Religions:** Fiendish orisha (Na/inga the Warrior Queen, Dar!ak the Bloody).

**Allies:** Entare-land.

**Enemies:** Shombe-land, Nibomay, Utuchekulu-land.

**Overview:** The mbUi are vicious hyena-like humanoids that prowl the tUbi Grassland and the foothills of the Giko Taaba mountain range. They call the land that they claim for themselves MbUi-land, though no other nation recognizes it as such.

The mbUi are strict carnivores, and prefer to dine on sentient beings. They are also notorious slavers, but they never launch direct assaults against villages, instead going after lone travelers or small groups. The mbUi are a cowardly race, and any strong show of magic or military skill is usually enough to send the creatures into retreat.

**History:** The mbUi claim that they were one of the races originally created by the Overpower, but they are not mentioned in the mythology of any other race. The mbUi first appear in the histories of the other races during the Ancient Ages of Nyambe, just after the fall of the Water People. The commonly accepted belief is that they were originally human werehyenas, and somehow became locked into a hybrid form.

The mbUi have been a thorn in the side of Nibomay for centuries, and despite repeated attempts to eradicate the creatures, they always seem to survive.

**Conflicts and Intrigues:** The mbUi are always hatching some sort of plot, though most of them are directed at each other rather than outsiders. Most recently, a power struggle has developed between followers of the fiendish orisha Na/inga the Warrior Queen and the Dar!ak the Bloody. At the moment, the followers of Na/inga have the upper hand, and have devoured most of their opponents. In response, the followers of Dar!ak have attempted to hire human adventurers to even out the odds. Thus far, none have been brave or foolish enough to accept the offer.

## NIBOMAY

**Proper Name:** The First Empire.

**Ruler:** Kimah, Jamlkadi of Nibomay.

**Government:** Feudal Matriarchy. There are three political divisions in Nibomay: Central Nibomay, Giko Taaba, and Mademba. However, Mademba and Giko Taaba are effectively independent, and do not acknowledge Niboman claims that they are mere provinces.

**Capital:** Arabo.

**Major Towns:** Arabo (12,000); Darak-Lar (4,000); Dogar (8,000).

**Imports:** Taro, mangoes, sukuma wiki, chickens, cotton, artwork.

**Exports:** Gemstones such as diamonds, carnelian, and Amazonite, minerals like iron and red ochre, and sorghum.

**Trade:** Nibomay trades with many nations, including Mademba, Utuchekulu-land, Bashar'ka, and Marak'ka-land.

**Population:** 5 million — Human (Tisambe) 50%; Human (Tuslan) 25%; Human (Hutali) 10%; Utuchekulu 5%; Demihuman (other) 5%; Human (other) 5%.

**Military:** 20,000 soldiers — 5,000 Amazons (razor swords and greatbows); 5,000 heavy archers (greatbows); 5,000 light archers (longbows); 5,000 skirmishers (shortswords and small leather shields).

**Languages:** Kordo.

**Religions:** Ancestor orisha, natural orisha

**Allies:** Mademba.

**Enemies:** Mabwe, Kaya Vua Samaki, Entare-land, MbUi-land.

**Overview:** The Empire of Nibomay controls the southern coast of Nyambe. The most striking feature of Niboman society is its arrangement of gender roles. In Nibomay, women hold political office, wage war, run businesses, and tend to nursing children. Conversely, men are expected to farm, herd, care for the home, and raise weaned children; or instead become priests, artisans, or scholars. Indeed, the elite female warriors of Nibomay, known as Amazons or the *ahosi* (ah-HOH-see), are the most feared fighting force in all of Nyambe.

Niboman society is very old, and filled with ancient traditions and proud people. Lately, however, the people of this land seem to have lost hope in their future. Many of them believe that Nibomay's days as an empire are numbered.

**History:** Nibomay was founded after the Great Rebellion, in the time before recorded history. According to oral tradition, it was founded by Amazonia herself, although this is extremely unlikely. It is certain that Amazon warriors founded Nibomay.

After the defeat of the Kosa Empire, the matriarchal Tisambe were the only people with the knowledge of iron, and they used iron

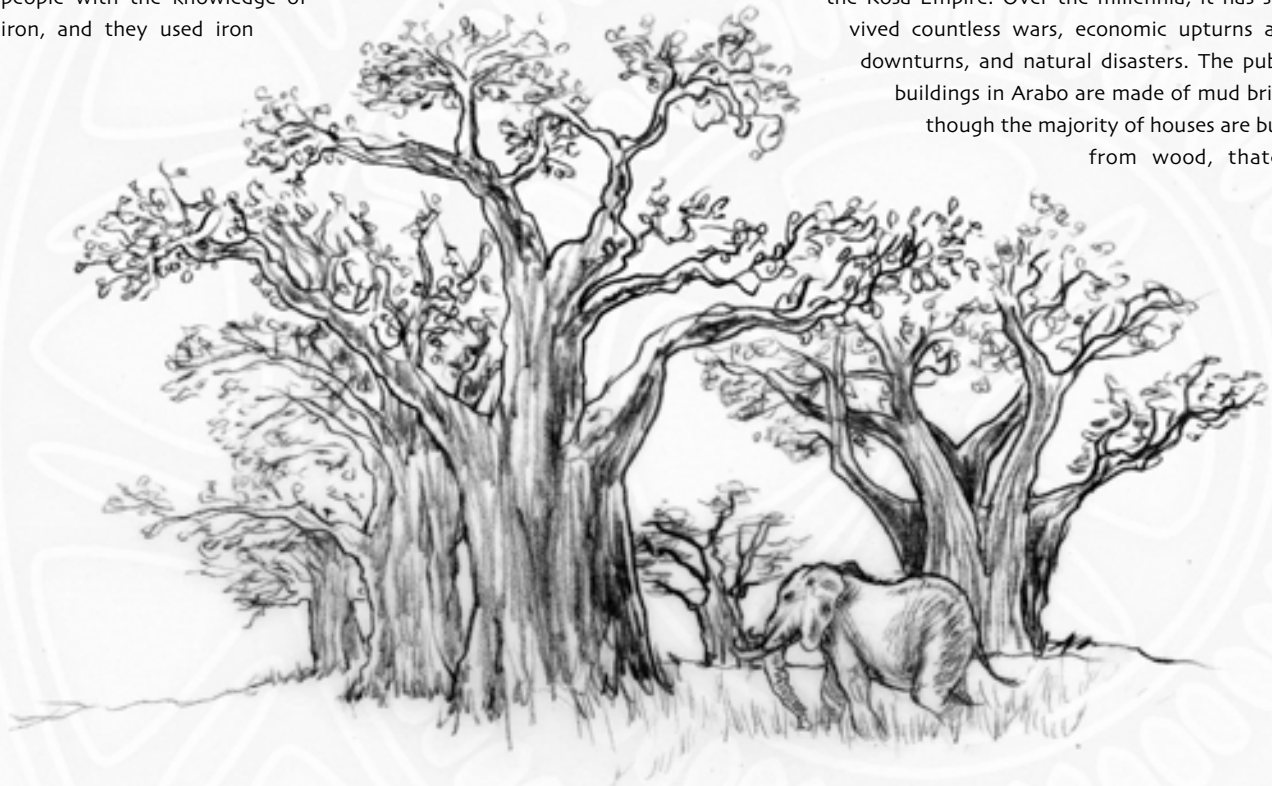
weapons to extend Nibomay's dominance throughout the entire western half of the continent. But as the years passed and the technology levels of the other nations improved, Nibomay began to weaken. Today, it is only a shadow of its former self.

**Conflicts and Intrigues:** Unsubstantiated rumors claim that the ghost of Amazonia herself has appeared to Jamikadi Kimah, and Amazonia is none too pleased about the state that Nibomay has found itself in. Recently, Kimah has been holding court while sitting on the *Adamu Dwa*, a ceremonial stool normally used only when crowning a new empress or other rituals of high import; see Chapter Twelve for the artifact's stats. This behavior is unheard of, and there is a great deal of speculation as to why she would do such a thing. Some see the hand of Amazonia at work, while others believe that Kimah is in the throes of megalomania.

Kimah has suggested that Nibomay must regain its old territories to halt its decline. Kimah's more militant followers have called for a war to reclaim Mademba and Utuchekulu-land from the "squatters" that currently inhabit it. So far, no moves have been made, but action is expected soon.

Other problems of late include disappearances amongst the stone-age Tuslan minority. The Tuslan have made claims that fiendish orisha cults and human sacrifices are responsible, but the Amazons investigating the disappearances have found no evidence of any cult activity. In response, the Tuslan accused the Amazons of being involved in the disappearances! The Amazons deny this charge, and to prove their good-will, they have offered to hire an independent group of adventurers to investigate the disappearances.

**Arabo, the First City:** Arabo is the oldest inhabited city in all of recorded history, dating back to the time of the Kosa Empire. Over the millennia, it has survived countless wars, economic upturns and downturns, and natural disasters. The public buildings in Arabo are made of mud brick, though the majority of houses are built from wood, thatch,





and cow dung. There are two major public buildings in Arabo: the Amazons' training compound, and the jamlkadi's palace.

The Amazons' main compound lies on the outskirts of Arabo, a heavily defended installation surrounded by a thick wall of thorn bushes known as a *boma* (BOH-mah) over six feet in height and nearly one mile in diameter. All women who wish to join the Amazons must present themselves at the compound and make their request. The Amazons do not accept applicants lightly; most applicants are assigned a dangerous quest to prove their worthiness, and more than a few applicants have died attempting to complete such a task.

The jamlkadi's palace is a huge building that occupies over four city blocks. The palace is filled with ancient art, magical artifacts, and historical records. Beneath the palace is a dungeon, and extensive subterranean catacombs that hold the remains of the previous jamlkadi. The dungeons and catacombs feature many carvings of chimeras, the Niboman national symbol. It is said that the jamlkadi keeps many such creatures in her dungeons, and trains them to slay intruders.

The people of Arabo are a proud lot, and are almost exclusively humans of Tisambe ancestry. Humans of other ethnic groups are not welcome in the city, and the Tuslan are especially despised. Though Arabo is located on the shores of the Southern Ocean, it does not see much ship traffic, and its docks district is eerily quiet compared to those of other seaside cities.

## SHOMBE-LAND

**Proper Name:** Shombe-land.

**Ruler:** No official ruler. Each Shombe clan has its own chieftain and council of elders.

**Government:** Chiefdoms.

**Capital:** None.

**Major Towns:** None.

**Imports:** Cowries, glass beads, manufactured goods.

**Exports:** Cattle, sheep, goats, chickens, weapons.

**Trade:** Though mostly self-sufficient, the Shombe trade some of their livestock to Taumau-Boha and Bashar'ka. They neither mint nor use coins, and use livestock, cowry shells, and glass beads as currency.

**Population:** 120,000 — Human (Shombe) 90%; Human (other) 5%; Demihuman (other) 5%.

**Military:** 50,000 spearmen (heavy spears). Virtually every healthy adult Shombe is trained as a warrior.

**Languages:** Daka-alif.

**Religions:** Ancestor orisha.

**Allies:** Taumau-Boha.

**Enemies:** Entare-land, MbUi-land.

**Overview:** The Shombe are a semi-nomadic people who raise cattle and other livestock. While waiting for their cattle to graze out a region, they live in small villages called *kraal* (krah). These villages are circular compounds surrounded by a wooden palisade or boma. The houses in a kraal are made from mud and savannah grass, and are reinforced with dried cow dung. The houses typically encircle a central pen used to hold cattle at night and protect them from predators. A well-defended gate provides the only easy

access to a kraal, and Shombe warriors patrol the walls of a kraal in regular shifts. When their cattle have exhausted the supply of grass in the region, they move on to another kraal.

Sometimes a clan may not return to a particular kraal for several years, and it is not uncommon for other clans to take up residence in an "abandoned" kraal. Kraal are usually well-maintained, as doing so encourages other clans to do the same.

**History:** The Shombe have lived in the northern reaches of the tUbl Grassland for centuries. According to their own legends, they were driven out of their original homeland to the east by the arrival of the Water People. Condemned to roam the savannah, they quickly abandoned their settled existence and took up a life of wandering, waiting for the day when they could finally return to their ancestral homeland.

Before that happened, they met the entare. Conflicts with the deadly lion-folk honed the Shombe into dangerous warriors, and when the Boha-Boha finally took up arms against the Water People, the Shombe did not notice. The Shombe were now people of the tUbl, and no longer desired a return to their old way of life.

**Conflicts and Intrigues:** Shombe myth claims that the Overpower gave them dominion over all the cattle in the world, and they are not averse to "taking back" livestock from others when it suits their purposes. Cattle raids between clans are a frequent method of settling disputes, and though people are rarely killed during these raids, a few fatalities every year are inevitable.

The Shombe have always been enemies of the lion-like entare, but entare attacks have been growing more frequent and more violent with each passing day. Most Shombe believe this is a sign that the entare are gearing up for a full-scale war, and many advocate going on the offensive, rather than simply waiting for the lion-folk to make the first move.

Shombe life is further complicated by Taumau-Bohan efforts to "civilize" them, trying to turn the warrior society into one of farmers, craftspeople, and scholars. Many Shombe resent this as an attack on their way of life, and several "teachers" from Taumau-Boha have already turned up dead.

## SILWANE-MANZI-WATER

**Proper Name:** Unknown.

**Ruler:** Unknown.

**Government:** Dictatorship.

**Capital:** Unknown.

**Major Towns:** Unknown.

**Imports:** None.

**Exports:** None.

**Trade:** The silwane-manzi do not trade, but they do occasionally launch raids on the mainland.

**Population:** Silwane-manzi 95%; Nommo 5%

**Military:** Unknown, but most adult silwane-manzi are warriors, spellcasters, or both.

**Languages:** Aquan.

**Religions:** Fiendish orisha.

**Allies:** None.

**Enemies:** Taumau-Boha, Boroko, Bashar'ka.

**Overview:** These evil humanoids, sometimes called "shark-folk," live beneath the waves of the Northern Ocean, and are the Nyamban analogue of sahuagin. They make a habit of attacking any ships that cross through their waters, which combined with the weather, makes a safe journey across the northern sea nearly impossible. The silwane-manzi live in huge underwater cities, but because the shark-folk will happily eat sentient beings, few have seen these cities and lived.

What is known is that the silwane-manzi honor the fiendish orisha Sama/ the Poison One above all other orisha, that they hoard the stolen wealth of surface-dwellers in their undersea citadels, and that they prefer to eat living captives over dead ones.

**History:** The silwane-manzi are not one of the original races created by the Overpower. According to their own myths, the silwane-manzi entered the Material Plane from another world composed entirely of water. The exact date of this event is unknown, but is believed to have occurred during the Dark Time.

Throughout all of history, the silwane-manzi have been something of a constant, making travel across the Northern Ocean dangerous for native and invader alike. Luckily, their inability to survive out of the water for more than a few hours has limited their offenses against the surface world.

**Conflicts and Intrigues:** Though the silwane-manzi are amphibious, they rarely travel on dry land, as spending even a few short hours outside the water weakens them severely. Recently though, several silwane-manzi have been spotted many miles inland. It is possible that they are developing, or have already developed, some method of allowing them to remain out of the water indefinitely. If this is true, then Nyambe-tanda's entire northern coastline is in jeopardy.

## TAUMAU-BOHA

**Proper Name:** The United Kingdoms of Taumau and Boha.

**Ruler:** Faouzi, Mwanamutapa of Taumau-Boha.

**Government:** Monarchy. There are technically two kingdoms in Taumau-Boha: Old Boha, and Old Taumau. The Mwanamutapa rules both.

**Capital:** Taumau (16,000)

**Major Towns:** Boha-Boha (22,000); Taumau (16,000)

**Imports:** Iron, stone, cattle, chickens, sheep.

**Exports:** Cotton, wood, animal hides, bananas, cassava.

**Trade:** Amazingly, Taumau-Boha does not have a currency system. Most trade is conducted through barter.

**Population:** 7 million — Human (Azzazza) 70%; Human (other) 20%; Demihuman (other) 10%.

**Military:** 5,000 soldiers — 3,000 heavy infantry (leaf spears and parrying shields); 1,000 skirmishers (javelins and parrying shields); 1,000 light infantry (clubs and parrying shields).

**Languages:** Daka-kara, Kordo.

**Religions:** Celestial orisha.

**Allies:** Boroko.

**Enemies:** None.

**Overview:** The kingdom of Taumau-Boha does not have the gold resources of Mabwe, nor the trading centers of the Kaya Vua

Samaki or Boroko, but it does have some of the most fertile farming land in all of Nyambe.

The art and architecture of Taumau-Boha have been greatly influenced by the Water People, and even the current mwanamutapa has ordered the construction of the occasional monolith or small pyramid. Admittedly, these constructions are nothing compared to the scale the Water People worked on, but are still impressive by modern standards.

As a primarily agricultural society, Taumau-Boha is a very rural country. It only has two major cities, and only a fraction of its large population actually lives in urban areas. Life in the rural regions is slow-paced, and Taumau-Bohans are renowned for a relaxed approach to life.

**History:** The ritualistic Azzazza people first settled this region, but soon the Water People arrived and founded the kingdom of Taumau. The Water People forced many Azzazza into work camps, and oppressed the nearby Boha-Boha. Eventually, the Boha-Boha tired of Taumau and forged an alliance with the wakyambi elves of the bida Rainforest, forcing out the invaders. In the process, the Boha-Boha learned to work bronze, and began sharing the new technology with others. This angered the empire of Nibomay, which invaded Boha-Boha. In desperation, the Boha-Boha attempted to summon an army of demons, and apparently destroyed themselves in the process.

With the Boha-Boha gone, the Azzazza clans again took control of the area, and founded the kingdom of Taumau-Boha. Until recently, Taumau-Boha was the dominant economic power of Nyambe, but with the rise of Mabwe and the Kaya Vua Samaki, its influence seems to be on the wane.

**Conflicts and Intrigues:** The expansion of Taumau-Boha has long been limited by geography. The ocean to the north, the rainforest to the south, and the mountains to the east have prevented any meaningful growth. Now that their economy seems to be slowing, many Taumau-Bohan politicians hope to expand the country to the west, into the tUbl Grassland and Shombe-land. Unfortunately, that means getting rid of the Shombe and their cattle-herding lifestyle. To this end, the Taumau-Bohans have begun a program to settle the Shombe and turn them into farmers. So far, they have met with little success, and it is only a matter of time before their measures become more forceful.

**Boha-Boha, the Great Slaughterhouse:** Previously known as Chuku, this city was once the capital of the Boha-Boha people, but in an attempt to repel a Niboman invasion force, the Boha-Boha struck a deal with the fiendish orisha, and apparently exterminated themselves.

Eventually the city fell under control of the Azzazza, who renamed it Boha-Boha, and the city quickly grew, despite its evil reputation. Inhabitants of the city have a taboo against speaking its name while within its borders, and simply call it the "Great Slaughterhouse," a reference to the human sacrifices that occurred there so many years ago.

The only structures that survive from the Boha-Boha period are a dozen stone pyramids built in emulation of those of the Water People, scattered throughout the city. The pyramids average 100 feet in height, with steeply angled sides and square bases measur-

ing just over 33 feet to a side. These pyramids were originally used as crypts for the Boha-Boha chieftains, but they were all looted hundreds of years ago. The Boha-Boha pyramids now serve as grain storehouses, but historians are certain that older pyramids erected by the Water People exist somewhere in the wilderness, just waiting to be discovered.

Like many cities, the Great Slaughterhouse exists mostly as a trading center. Its major industry is pottery, and clay dug from the surrounding hills makes excellent material for the terra-cotta statuary for which the city is famous.

## UNTHLATU-LAND

**Proper Name:** Unthlatu-land.

**Ruler:** Though supposedly part of Boroko, Unthlatu-land is effectively controlled by unthlatu half-dragon chieftains.

**Government:** Tribal.

**Capital:** None.

**Major Towns:** None.

**Imports:** Spell components, artwork, tool kits.

**Exports:** Gris-gris, potions, wands, and swamp reeds used for thatching.

**Trade:** The unthlatu operate on the barter system. When they trade with the humans of Boroko, they use a "blind barter" system (described below).

**Population:** 50,000 (est.) — Unthlatu 70%; Human (NaBula) 15%; Demihuman (other) 10%; Human (other) 5%.

**Military:** Unthlatu-land has no standing military, but many unthlatu are skilled sorcerers.

**Languages:** Draconic, Daka-alif, Aquan.

**Religions:** Natural orisha, elemental orisha.

**Allies:** None.

**Enemies:** None.

**Overview:** The dragon-blooded unthlatu have traditionally avoided contact with other races, but because of the recent unrest sweeping the continent, many of their discontented youth have left the Great Mangrove Marsh and taken up adventuring.

Few people willingly enter the Great Mangrove Marsh. The place is infested with monsters, the land is difficult to farm, and there are no cities or even sizable towns within. However, the unthlatu are masters of sorcery, and those wishing to learn arcane lore or obtain powerful magic often find themselves braving the dangers of the swamp.

**History:** After the fall of the Kosa Empire, untold numbers of humanoid sorcerers were banished to the Great Mangrove marsh. Centuries of interbreeding amongst these sorcerers brought their dragon blood to the fore, creating numerous half-dragons and allowing them to interbreed with the reptilian creatures of the marsh. Eventually, these humanoids became a new race — the unthlatu. The unthlatu have lived unmolested in the Great Mangrove Marsh for centuries, and have had little impact upon the political history of Nyambe-tanda since their original exile.

**Conflicts and Intrigues:** Tobuyho, an influential merchant from the nearby city of Molembe, has recently offered a substantial reward for the skins of lau — giant reptiles resembling hooded snakes. As a result, many adventuring bands have come to the Great Mangrove Marsh seeking to slay lau and earn their fortunes. Most have met horrible deaths, but a few have earned substantial sums. No one is sure why Tobuyho is offering the reward, but most suspect it has something to do with legends of a great treasure within the swamp, guarded by the "king" of the lau.

Because many unthlatu have been mistaken for invading yuan-ti, the dragon-kin have become more reclusive than usual. Those humans who wish to interact with the unthlatu will find that they will not even show themselves. Still, some adventurers and merchants have managed to trade with them using a "blind barter" system.

Human merchants leave a few different types of goods at a pre-arranged spot and leave the area. If the unthlatu find the goods to their liking, they will set aside the items they desire, and leave an example of the item they wish to trade, along with a pile of rocks indicating the number of items they are willing to trade. The merchants then return,





examine the offer, and leave a sign indicating if the offer is accepted or not. If the offer is not accepted, the unthlatu can make an additional offer or withdraw their first request. If the offer is accepted, the unthlatu leave out the appropriate number of items for the merchants, who then return, collect the payment items, and leave the products in exchange.

Obviously, this very complicated system can make getting business done in the Great Mangrove Marsh a difficult undertaking.

## UTUCHEKULU-LAND

**Proper Name:** Utuchekulu Taaba.

**Ruler:** Wahibreteni, Mansa of Utuchekulu-land.

**Government:** Feudal.

**Capital:** None.

**Major Towns:** None.

**Imports:** Fruits, cloth, palm oil, palm wine.

**Exports:** Armor, iron ore, gemstones, weapons.

**Trade:** Utuchekulu-land does little trading, and most is with Nibomay. A small number of copper, silver, and gold deposits allow the utuchekulu to mint their own coins. These coins have no names beyond "copper pieces," "silver pieces," and "gold pieces."

**Population:** 750,000 (est.) — Utuchekulu 60%; Human (Hutali) 20%; Kitunusi 5%; Human (Tuslan) 5%; Human (Tisambe) 5%; Demihuman (other) 5%.

**Military:** 500 soldiers — 500 elite infantry (dwarven waraxes). In addition, 4,000 part-time militiamen — 1,500 light infantry (battleaxes and small wooden shields); 1,000 polearms (dwarven urgrosh); 1,500 heavy infantry (greataxes).

**Languages:** Dwarven, Kordo, Undercommon, Gnomish.

**Religions:** Fiendish orisha, ancestor orisha.

**Allies:** Bashar'ka.

**Enemies:** Yuan-Ti-land, Mademba, MbUi-land.

**Overview:** The volcanic mountain range known as the Giko Taaba is home to both the dwarven utuchekulu and the volcano-dwelling Hutali. The dwarves are by far the more dominant culture, and have claimed the area as their own, dubbing the place Utuchekulu Taaba, or "Dwarven Mountains."

Utuchekulu-land is filled with active volcanoes, making travel upon the surface hazardous. The dwarves desperately want to return to their underground homes, but it seems that volcanic eruptions collapse their tunnel systems faster than they can dig them. As a result, many dwarves live in small villages on the surface, despite the dangers.

As might be expected of a primarily dwarven community, Utuchekulu-land is quite conservative. Styles and fashions change at an agonizingly slow pace, and the dwarves really prefer it that way.

**History:** After the fall of the Kosa Empire, the utuchekulu lived underground, but during the Middle Ages of Nyambe a great earthquake drove both them and the gnomish kitunusi to the surface. The two races quickly began fighting over resources, and eventually the utuchekulu drove the weaker gnomes away from the Giko Taaba Mountains. Some utuchekulu also left, migrating east toward the Kuba Taaba mountain range. Those who remained established their own kingdom, even though the Empire of

Nibomay had already claimed the lands they inhabited. The utuchekulu subjugated the local human population — a group of volcano-dwelling people called the Hutali — and went to work reclaiming their underground homeland.

Unfortunately, the great earthquake forever collapsed most of the ancient utuchekulu tunnel network, and monsters inhabit much of what remains. The utuchekulu have only dug out a handful of caverns and reclaimed a few dozen of their ancient subterranean strongholds. But with recent pressures from Yuan-Ti-land and MbUi-land, the utuchekulu have redoubled their efforts to reclaim their ancient homeland.

**Conflicts and Intrigues:** Even though other races have little to fear from the utuchekulu, their practice of ritual cannibalism keeps most strangers well away from their realm. Mansa Wahibreteni is trying to change this attitude, and has issued a call for brave adventurers to come to their land and help them battle the enemies that surround them on all sides, and the subterranean monsters that prohibit their excavations. So far, few would-be heroes have chosen to brave the dangers of Utuchekulu-land.

## WAKYAMBI-LAND

**Proper Name:** Wakyambi-land.

**Ruler:** Bomani, Overchief of Wakyambi-land

**Government:** Chiefdoms, though all the wakyambi clans answer to an elected "overchief."

**Capital:** None.

**Major Towns:** None.

**Imports:** Cowry shells, glass beads, weapons, manufactured goods.

**Exports:** Animal feed, fruit, artwork, flowers.

**Trade:** The wakyambi use cowries and glass beads as currency.

**Population:** 250,000 — Wakyambi 40%; Human (Nghoi) 20%; Agogwe 20%; Demihuman (other) 10%; Human (other) 10%.

**Military:** 4,000 part-time militiamen — 2,500 archers (short-bows); 500 light infantry (whips); 500 skirmishers (barbed spears); 250 druids (clubs and small wooden shields); 250 cavalry (elephants, javelins, and atl-atl).

**Languages:** Elven, Sylvan, Kordo.

**Religions:** Natural orisha.

**Allies:** Mabwe, Agogwe clans, Nghoi clans.

**Enemies:** Yuan-Ti-land.

**Overview:** A wakyambi village is a wonderful sight to behold. Constructed amongst the mightiest of trees, and often situated thirty feet or more above the forest floor, the wakyambi elves craft homes from living wood. These structures are connected by a complex system of vines and bridges that members of any other race would find impossible to cross. Below the homes of the wakyambi are the thatch dwellings of the diminutive Nghoi, and throughout the forest one can find the burrows inhabited by the wandering agogwe halflings.

The wakyambi realms are rich in art, learning, and philosophy. For centuries the forest has protected them from others, allowing their civilization to reach heights unknown amongst the other races. Unfortunately, with the advent of the yuan-ti invasion, all of that is changing. Wakyambi have left the forest in record numbers,

attempting to recruit others in the battle against the snake-folk. So far the yuan-ti continue to gain ground, but the wakyambi have hope for the future.

**History:** When the Great Rebellion overthrew the Kosa Empire, few of the other races wanted anything to do with the wakyambi elves. As the favored slaves of the Kosa Empire, the wakyambi were educated and pampered compared to the other races. When the other races began competing over territory and resources, the wakyambi did not wish to fight and risk all the other races turning against them. Instead, they withdrew into the inhospitable bida Rainforest.

Once alone, the wakyambi decided that they would redeem themselves by devoting their long lives to the betterment of other races. The wakyambi knew that the other races would not trust them, and decided to do so in secret. Ever since, the wakyambi have been the secret benefactors of the other races. Despite this long tradition, at times the wakyambi have felt compelled to intervene directly in international affairs.

One such instance occurred during the Ancient Ages of Nyambe when the wakyambi joined together with the Boha-Boha to overthrow the Water People and the empire of Taumau. A second instance occurred during the Middle Ages of Nyambe when they provided the Empire of Mabwe with war elephants to repel a Niboman invasion.

**Conflicts and Intrigues:** Obviously, the major conflict in Wakyambi-land is the war against the yuan-ti invaders. The war dominates every aspect of wakyambi life, and most every elf has a family member that has been killed or enslaved during the fighting.

Luckily, the elves have many allies amongst the agogwe and the Nghoi. They have even pursued a closer relationship with Mabwe in an attempt to gain Mabwan military aid. Thus far, the Mabwans have provided weapons but few soldiers, and the wakyambi have resorted to recruiting adventurers to make raids against yuan-ti strongholds.

## YUAN-TI-LAND

**Proper Name:** None.

**Ruler:** Unknown.

**Government:** Theocracy.

**Capital:** Unknown.

**Major Towns:** Unknown.

**Imports:** Slaves.

**Exports:** None.

**Trade:** The yuan-ti make occasional raids into Wakyambi-land for slaves, but take few supplies. Most people assume that the yuan-ti either make whatever they need from local resources or have material secretly smuggled in from the Far East.

**Population:** Total number unknown — Yuan-Ti 70%; Agogwe 10%; Wakyambi 5%; Human (Nghoi) 5%; Demihuman (other) 5%; Human (other) 5%.

**Military:** Unknown. However, most yuan-ti are dangerous warriors and spellcasters.

**Languages:** Draconic, Far Eastern.

**Religions:** Far Eastern religions, fiendish orisha (especially Zombi the Serpent Lord).

**Allies:** Unknown.

**Enemies:** Utuchekulu-land, Wakyambi-land, Nghoi clans, Agogwe clans.

**Overview:** Many of the ancient ruins of the Kosa Empire are now inhabited by the foul snake-folk known as the yuan-ti. The yuan-ti originally followed Far Eastern religions, but now most have converted to the worship of Zombi, the fiendish orisha of the undead and serpents.

The yuan-ti have become a serious thorn in the side of Wakyambi-land, raiding villages and taking many wakyambi elves, agogwe halflings, and Nghoi humans as slaves. Some of these slaves have even been transformed into horrific aberrations, willingly serving their new masters.

Information on the yuan-ti invasion is scant at best, as the snake-folk ruthlessly slay any who interfere with their plans. What is known is that the numbers of yuan-ti are steadily increasing, and it is only a matter of time before the situation escalates into war.

**History:** Yuan-Ti-land did not exist until recently. These evil snake men are new arrivals on the shores of Nyambe-tanda from the Far East, and have found the bida Rainforest to their liking. They have made numerous inroads and now control much of what was once Wakyambi-land.

**Conflicts and Intrigues:** Enemies surround the yuan-ti, yet they still manage to grow more powerful with each passing year. Almost nothing is known about the extent of yuan-ti colonization, or what the snake-folk have planned for the future. The most common theory is that the yuan-ti are exploring the ruins of the ancient Kosa Empire, looking for powerful magics that can be used to secure a permanent foothold in Nyambe-tanda.

## NYAMBAN SOCIETIES

As an *African Adventures* game progresses, characters in Nyambe-tanda may have the opportunity to cross paths with fiendish cults, mask-making societies, military organizations, and other groups that can grant them access to secrets and power. The table below gives examples of the most popular existing societies in Nyambe, and general background about these types of groups is provided below.

### CRAFT SOCIETIES

Craft societies are similar to medieval craft guilds, but they are much less organized. Membership in these organizations is only open to craftspeople of considerable skill, but joining a craft society grants the new member access to the skills and knowledge of acknowledged masters of the craft.

### FERTILITY CULTS

Fertility cults are organizations dedicated to the celebration of fertility. They include priestly organizations dedicated to orisha of fertility (especially Easafa the River or Tisanda the Ocean), cults of ritual prostitutes (usually dedicated to Molamu the Seducer), or organizations of childless couples hoping to magically improve

their chances of having children; this last example is the most common sort of fertility cult. Fertility cults of childless couples are almost always secret organizations, as the inability to have children is something that most Nyambans consider a source of shame.

The only requirement for joining a fertility cult is the desire to have children. Each sort of fertility cult goes about its goal in a different fashion. Priestly cults use veneration of the orisha as a path to fertility, ritual prostitution cults simply encourage members to mate with as many people as possible, and cults of childless couples use a combination of herbal mixtures, astrology, and special exercises to become pregnant.

## FIENDISH CULTS

Fiendish cults are devoted to the fiendish orisha instead of the more socially acceptable orisha. Fiendish cults are outlawed in many human and demihuman lands, but some savage races actively promote them. Merely locating a fiendish cult can be an adventure in itself. They do not build temples, and membership is usually by invitation only. One does not simply seek out a cult and ask to join.

Before a prospective member is invited to join, he is subject to magical alignment screening. If the person is of an evil alignment, he is approached by an existing cult member and given the opportunity to attend a ceremony. These initial ceremonies never involve human sacrifices, but may include animal sacrifices — a practice common to many Nyamban cultures.

Once the applicant has observed several rituals, he is given the opportunity to actively participate, and eventually lead a ritual.

Only after initiates have advanced this far will they be instructed to perform ritual murders or human sacrifices. Those who refuse become sacrifices themselves.

Temples to fiendish orisha are understandably rare, and found only in savage lands. In human and demihuman lands, fiendish cults construct secret temples in the wilderness, in abandoned buildings, or other places safe from prying eyes.

## MAGICAL SOCIETIES

These are organizations devoted to the study of magic. Most are religious in nature, but some magical societies are united by practical goals rather than religious ones. Since few people are capable of wielding magical power, many magical societies have no membership restrictions other than membership in an appropriate spell-casting class.

Most magical societies keep their membership a secret, and members will often wear elaborate costumes to conceal their identity when appearing in public.

## MASK-MAKING SOCIETIES

Mask-making societies are “pseudosecret” organizations. These groups operate publicly, but members wear masks to conceal their identities. Traditionally, mask-making societies are open only to men, though in recent years, many have started to question this tradition.

A mask-making society is responsible for maintaining the history, mythology, and arcane lore of a community, as well as punishing criminals and enforcing morality. By concealing their identities, mask makers are able to operate without fear of reprisal. More

## POPULAR SOCIETIES OF NYAMBE

ORGANIZATION	TYPE	LOCATION	MEMBERS
AMAZONS	WARRIOR SOCIETY	EMPIRE OF NIBOMAY	MEMBERS OF THE AMAZON PRESTIGE CLASS
ANCESTOR FACES	MASK-MAKING SOCIETY	EMPIRE OF MABWE	MEMBERS OF THE MASK MAKER PRESTIGE CLASS WHO VENERATE ANCESTORS
THE BLACK SOCIETY	FIENDISH CULT	EMPIRE OF MABWE	UPPER-CLASS MCHAWI WIZARDS, SLAVERS
CHILDREN OF EASABA	FERTILITY CULT	TAUMAU-BOHA	MALE AND FEMALE PROSTITUTES
CHILDREN OF MARAK	MONSTER-HUNTING SOCIETY	MARAK'KA	MEMBERS OF THE DEMBE RANGER PRESTIGE CLASS
CLANLESS AGOGWE	WARRIOR SOCIETY	WAKYAMBI-LAND	ORPHANED AGOGWE HALFLINGS
DAUGHTERS OF TISANDA	FERTILITY CULT	WAKYAMBI-LAND	INFERTILE NGHAI WOMEN
FIREWALKERS	MAGICAL SOCIETY	BASHAR'KA	FIRE N'ANGA CLERICS DESCENDED FROM GHANA BASHAR
THE HIDDEN MASK	MASK-MAKING SOCIETY	EMPIRE OF NIBOMAY	FEMALE CRAFTSPEOPLE ATTEMPTING TO LEARN THE SECRETS OF MASK MAKING
THE IRON DOCTORS	CRAFT SOCIETY	MADEMBA	KITUNUSI MEMBERS OF INYANGA INSIMBI PRESTIGE CLASS
THE ISANGOMA	MAGICAL SOCIETY	UTUCHECKULU-LAND	FEMALE DWARVEN MGANGA WITCHDOCTORS
THE LEOPARD CULT	FIENDISH CULT/THIEVES' GUILD	KAYA VUA SAMAKI	MEMBERS OF THE LEOPARD CULTIST PRESTIGE CLASS
LION MANE SOCIETY	WARRIOR SOCIETY	SHOMBE-LAND	ADULT MALE WARRIORS AND GAMBA FIGHTERS
NUBA FEDERATION	WARRIOR SOCIETY	BOROKO	MEMBERS OF THE ENGOLO MONK PRESTIGE CLASS
THE PINTUL	MONSTER-HUNTING SOCIETY	EMPIRE OF NIBOMAY	TUSLAN MEMBERS OF THE DEMBE RANGER PRESTIGE CLASS
PROTECTIONIST SOCIETY	CRAFT SOCIETY/THIEVES' GUILD	KAYA VUA SAMAKI	PIRATES, POLITICIANS, TRADE PROTECTIONISTS
RELIQUARY GUARDIANS	MASK-MAKING SOCIETY	UTUCHECKULU-LAND	HUTALI MEMBERS OF THE MASK MAKER PRESTIGE CLASS
SONS OF ZULO	FIENDISH CULT	KAYA VUA SAMAKI	MEMBERS OF THE ZOMBI CULTIST PRESTIGE CLASS
SOUL DOCTORS	CRAFT SOCIETY	NOMADIC	MBANTA HEALERS AND PRACTITIONERS OF NATURAL MEDICINE



importantly, a mask maker ritually assumes the identity of an orisha by wearing its mask, and divorces himself from the concerns of mundane life.

Mask-making societies usually operate with the blessing and support of a community. Unfortunately, some mask makers become drunk with power and turn their societies into little more than magically potent organized crime gangs. For more on the powers of magical masks, see Chapter Twelve.

## MONSTER-HUNTING SOCIETIES

These secret organizations train dembe rangers in the skills of monster hunting. Most monster-hunting societies are dedicated to a particular type of foe, such as ingogo or entare. These organizations only allow warriors of proven skill to join, and do not actively recruit members. In essence, a prospective monster hunter must "hunt down" the group itself to prove he is worthy to join it. Most monster-hunting groups are good-aligned and consider themselves the guardians of Nyamban society; evil-aligned monster-hunting societies hunt for pleasure or profit.

## TEMPLES AND SHRINES

Organized religion is a rarity in Nyambe-tanda. The only nations with organized religions are Bashar'ka and Boroko, and even in those countries, most religions are decentralized; for this reason, no religious societies are listed on the table of Nyamban societies.

Without a strong religious hierarchy, temples must be constructed by a patron; usually a wealthy individual or a national government. These buildings are open to all, though many have a small staff of priests funded by the patron. Most temples are dedicated to a group of orisha, though temples to individual orisha can be found in larger cities.

More common are shrines. Shrines are small altars dedicated to a single orisha. Shrines can be found in villages, in homes, and even along commonly traveled roads. Shrines rarely have attendant priests. Normally, those who pray at a shrine are expected to help maintain it.

## THIEVES' GUILDS

These guilds are more like simple street gangs than the powerful crime syndicates found in many foreign cities. Since locks and mechanical traps are rare in Nyambe, few Nyamban

thieves require the additional resources provided by membership in a guild. As a result, many thieves' guilds have additional goals other than the accumulation of wealth. The most famous Nyamban thieves' guild, the Leopard Cult, is also a fiendish cult.

## WARRIOR SOCIETIES

Warrior societies are responsible for maintaining secret battle techniques and passing them on to new generations of warriors. It is almost impossible for a character to learn a new combat feat without joining or learning it from a warrior society. The most famous warrior society is the Amazons, the elite warriors of Nibomay.

Warrior societies keep secret knowledge, but they do not keep their existence hidden from the public, nor do they conceal their members' identities. Warrior societies are usually specific to cultures and kingdoms, and only admit able-bodied adults. For example, a particular society of dembe rangers may only allow physically fit adult humans from the Caliphate of Boroko to join. Other groups may have different membership requirements. For example, the Amazons only admit adult females of proven skill, and although the Amazons do not discriminate based on culture, members must swear fealty to the jamikadi of Nibomay.

If a prospective warrior petitions a society and meets its initiation requirements, he must then go through an initiation ritual. Such rituals are intended to test a candidate's resolve, and often involve pain and physical deprivation. These rituals are not intended to cause death or injury, but to impress upon the candidate the importance of his decision. Once a candidate completes the initiation ritual, he becomes a full member of the society.

Most warrior societies have secret hand signs, passwords, signature items of jewelry, or other methods that members can use to recognize each other. Warrior societies rarely collect dues or impose service requirements, but members usually go out of their way to demonstrate their devotion by building training camps, offering services to fellow members at reduced rates, or other acts of generosity.

Leadership of a warrior's society is determined by length of service rather than skill, and any warrior who survives long enough to become a society elder is someone to be respected and obeyed.



## CHAPTER ELEVEN

# ADVENTURES IN NYAMBE

The remainder of this book contains material designed especially for use by the GM. If you are a player in an *African Adventures* game, reading further will spoil some of the surprises that await you. If you are a GM, then by all means, continue on.

### ADVANCED DISEASE RULES

One of the most significant hazards of Nyambe-tanda comes not from the wild beasts roaming its vast open spaces, but rather from the smallest of its creatures — parasites and insects that harbor and spread diseases. Creatures that would normally be killed off during the winter in colder climates can live year-round in Nyambe, making it easy for them to spread contagion amongst the humanoid population. Sickneses such as malaise, blood fever, and sleeping doom have killed more people than all the wars in the entire history of the continent combined.

In a D20 System campaign, adventures can be designed around finding a cure to a deadly illness, cleansing a plague from a village, or delivering medicines to fever-ridden swamp denizens. To this end, this section deals with variant rules for diseases applicable to Nyambe. But be careful when introducing diseases into your campaign — many forms of terrain are already dangerous enough, and the addition of some strange illness will only make the environment even more difficult to survive.

### FREQUENCY AND MAGNITUDE

Though most areas of Nyambe are free of dangerous contagions, communicable diseases are quite common in Nyambe-tanda and kill thousands of people every year, albeit usually in isolated areas. Disease outbreaks are generally limited to small or remote areas — usually a radius of three miles or less is appropriate — and it is rare to encounter more than one or two diseases within a 100-

mile radius. If these diseases were any more prevalent, the continent would quickly be stripped of all humanoid and animal life.

When the party is traveling, there is a possibility of passing through a disease-infested area. The table below gives the diseases that are common to each geographical region of Nyambe. Once per week of game time, the GM rolls percentile dice based on the indicated chance of disease exposure for the region. If this roll shows that the party has been exposed to a disease, the GM then rolls on the table to determine which disease. Remember, though, that regardless of the frequency of the illness or the magnitude of the plague upon the land, it should be very rare for an entire party to be wiped out by a fever.

In the table below, diseases new to Nyambe are in italics. The others are “foreign” standard D20 System diseases that do not have Spell Resistance, Challenge Ratings, or other characteristics common to Nyamban diseases.

### EXPOSURE

There are many different ways to be exposed to a disease. The most common are:

**Ingested:** The disease is spread through contaminated food or water. The disease-causing organism may live in the food or water naturally — for example, eating the flesh of an animal with worms may result in the ingestion of worm eggs — or it may be introduced through the waste products of a diseased creature.

**Inhaled:** The disease is spread through the air. Simply being around infected creatures leads to exposure.

**Injury:** The disease is introduced into the bloodstream via a bite or other injury. These diseases are most commonly spread by rats, mosquitoes, flies, and fleas.

**Contact:** The disease-causing organisms can be absorbed through the skin. These diseases are normally spread through the

## RANDOM DISEASE EXPOSURE TABLES

### Giko Taaba Mountains

Chance of Exposure: 1%

1d20 Roll	Disease
1 – 2	Blinding sickness
3 – 5	Blood fever
6 – 8	Fiend touch
9 – 10	Mindfire
11 – 13	Palsy
14 – 17	Water devil
18 – 20	Worms

### Kuba Taaba Mountains

Chance of Exposure: 2%

1d20 Roll	Disease
1 – 2	Blinding sickness
3 – 5	Blood fever
6 – 7	Cackle fever
8 – 10	Fiend touch
11 – 12	Mindfire
13 – 15	Palsy
16 – 18	Water devil
19 – 20	Worms

### Hills of Mademba

Chance of Exposure: 5%

1d20 Roll	Disease
1 – 4	Fiend touch
5 – 8	Filth fever
9 – 12	Red ache
13 – 15	Water devil
16 – 20	Worms

### Gudu Ji Pingu Desert

Chance of Exposure: 2%

1d20 Roll	Disease
1 – 2	Blood fever
3 – 5	Fiend touch
6 – 8	Palsy
9 – 11	Red ache
12 – 14	Skin rot
15 – 19	Worms
20	Mummy rot

### D'okan Desert

Chance of Exposure: 3%

1d20 Roll	Disease
1 – 2	Blood fever
3 – 5	Fiend touch
6 – 8	Palsy
9 – 11	Shakes
12 – 15	Skin rot
16 – 20	Worms

### Great Mangrove Marsh

Chance of Exposure: 12%

1d20 Roll	Disease
1 – 2	Black bile
3 – 4	Blood fever
5 – 6	Eye blight
7 – 8	Fiend touch
9 – 12	Malaise
13 – 14	Slimy doom
15 – 17	Tetema
18 – 20	Worms

### hlda Rainforest

Chance of Exposure: 10%

1d20 Roll	Disease
1 – 2	Black bile
3 – 4	Blood fever
4	Demon fever
5	Devil chills
6 – 7	Eye blight
8 – 9	Fiend touch
10 – 12	Malaise
13	Red death
14	Slimy doom
15 – 17	Tetema
18 – 20	Worms

### tUbl Grassland

Chance of Exposure: 4%

1d20 Roll	Disease
1 – 2	Black bile
3 – 5	Blood fever
6 – 8	Fiend touch
9 – 10	Palsy
11 – 12	Shakes
13 – 14	Sleeping doom
15 – 17	Water devil
18 – 20	Worms

### Scrub Plains

Chance of Exposure: 6%

1d20 Roll	Disease
1 – 3	Black bile
4 – 6	Blood fever
7 – 9	Fiend touch
10 – 12	Palsy
13 – 15	Sleeping doom
16 – 18	Water devil
19 – 20	Worms

### Rivers & Lakes

Chance of Exposure: 7%

1d20 Roll	Disease
1 – 3	Blood fever
4 – 5	Fiend touch
6 – 7	Filth fever
8 – 10	Malaise
11 – 13	Water Devil
14 – 16	Tetema
17 – 20	Worms

### Shallow Ocean & Islands

Chance of Exposure: 6%

1d20 Roll	Disease
1 – 3	Blood fever
4 – 6	Fiend touch
7 – 9	Filth fever
10 – 12	Malaise
13 – 15	Tetema
16 – 20	Worms



**Contact:** The disease-causing organisms can be absorbed through the skin. These diseases are normally spread through the secretions or excretions of an infected creature.

When a character enters an area threatened by disease she may take preventative measures to avoid getting sick. Many of these measures are simple mundane precautions like boiling suspicious water, covering exposed skin to ward off biting insects, or covering the nose and mouth with a cloth to filter foul air.

When exposed to a disease — for example when drinking parasite-ridden water, or walking through a mosquito-infested swamp — a character must make an immediate Fortitude save to avoid contracting the contagion; the DC is specified in the description of the Nyamban disease, below. If he makes the save, the disease has no effect; if he fails, he takes damage after an incubation period. Taking preventative measures may modify the Fortitude save, as is also indicated in the description.

No matter how many times a character is exposed to a single disease within a 24-hour period, only a single saving throw is required. Being exposed to multiple diseases requires multiple saving throws, though.

## DISEASED CHARACTERS

Once a character has contracted a disease, the disease remains dormant for the duration of the incubation period. During this time, the character feels completely normal and shows no outward sign of any infection. After the incubation period is complete, the character begins displaying the first symptoms of the illness.

When showing symptoms, an infected character must make a Fortitude save every day or week, depending on the disease, or repeatedly suffer the damage caused by the disease. If the character is under the care of a healer and fails her saving throw, she may substitute the result of the healer's Heal check.

Foreigners suffer a  $-4$  resistance penalty to saving throws against Nyamban diseases. Similarly, native Nyambans suffer a  $-4$  resistance penalty to saving throws against foreign diseases. These modifiers do not apply to magical diseases; no one has a resistance to such illnesses, and this is already reflected in the DC for the saving throw.

## TREATING DISEASE

In some cases, making two or more successful Fortitude saves or Heal checks in a row to stave off damage will fight off a disease, abruptly putting an end to the recurring damage saves/checks. Even if the character never makes a successful Fortitude save or Heal check, a disease will generally run its course in the time specified in the disease description; after this time, the character takes no more recurring damage, and will begin to recover temporary damage on his own.

Unfortunately, some diseases cannot be cured without magical means. Most Nyamban diseases have developed Spell Resistance, and several attempts at magical removal may be required before the disease is purged from the victim. To treat a disease using a *remove disease* spell, the caster must make a successful level check against the Spell Resistance DC indicated in the stat block of the disease in question. If the level check fails, the disease is not cured, though the caster can try again at his discretion.

## RECOVERING FROM DISEASE

Most of the damage caused by diseases is temporary and can be healed with the passage of time, but some diseases cause permanent harm that can only be removed through the use of magic.

A character recovers 1 point of temporary ability damage per day of rest. The care of a healer (Heal check DC 15) can increase this rate to 2 points per day. Spells such as *lesser restoration* can also speed up the process, but using a spell to heal temporary ability damage from a disease requires a successful level check against the disease's Spell Resistance DC.

Permanent ability damage cannot be healed without the aid of a *restoration* or *greater restoration* spell. Using either spell to heal permanent ability damage from a disease requires a successful level check against the disease's Spell Resistance DC.

Blindness or deafness caused by a disease cannot be healed without the aid of a *remove blindness/deafness* spell. Using a *remove blindness/deafness* spell to counter the effect of a disease requires a successful level check against the disease's Spell Resistance DC.

A character who contracts a disease and survives gains a  $+2$  resistance



bonus against any future saving throws to avoid contracting the same contagion.

## DISEASES OF NYAMBE

The following are amongst the most-feared contagious diseases of Nyambe-tanda. Each entry has the same elements for easy reference.

**Terrain:** The terrain in which the disease is commonly found. *Malaise*, for example, is carried by mosquitoes, and would be most common in coastal regions, swamps, and river beds, but almost unheard-of at high elevations or in the desert.

**Races:** This category lists all creatures and races that might be affected by the illness. Some illnesses affect only certain types of creatures. Similarly, some races are resistant to certain ailments.

**Infection:** This is the method by which the disease is contracted or spread.

**Prevention:** Suggested methods for preventing infection. Saving throw bonuses are listed in parenthesis.

For example, if a character is trying to avoid *malaise* by wearing mosquito netting while in a swamp, grant her a +2 bonus to her Fortitude save. If a character protects herself with a *repel vermin* spell, her Fortitude save should automatically succeed provided she leaves the affected area before the spell duration expires.

Conversely, if a character does something foolish, like traveling through an area frequented by diseased biting flies while naked and smeared with fresh blood, a -4 penalty to the Fortitude save would be appropriate. Use your imagination and judgment in these situations.

**DC:** This is the required DC for Fortitude saves to avoid infection when exposed to the disease. It is also the required DC for Fortitude saves or Heal checks to avoid damage after the disease has been contracted.

**SR:** This number is the disease's Spell Resistance rating. Attempts to cure the disease with a *remove disease* spell, as well as any attempt to magically heal the damage caused by the disease, require the caster to make a level check with a DC of the disease's Spell Resistance rating. On a success, the spell works normally, but on a failed attempt, the spell does no good.

**Incubation:** This is the amount of time from when the disease is first acquired until symptoms begin to manifest themselves.

**Symptoms:** This is a list of what happens to the character when the illness begins to manifest itself. These symptoms are listed in order of appearance. For more information on symptoms and how they affect the game, read the Diseased Characters section, below.

**Damage:** The damage, ability damage, or other game effects caused by the disease. Similar to poison, these effects apply to diseased characters with each failed Fortitude save. A character's ability score cannot drop below 0. For more information, read the "Diseased Characters" section, above.

**Treatment:** Suggested methods of treating the illness without the use of magic are listed here. Some diseases cannot be treated without magical means, and others require long-term medication.

**CR:** Nyamban diseases are dangerous enough to be assigned a Challenge Rating. These XP should be awarded to the party if no

one gets sick due to preventative actions, or if a party member gets sick and then recovers from the illness. No XP should be awarded if the characters avoid getting sick simply due to the blind luck of successful Fortitude saves, nor should additional XP be awarded if multiple party members contract a disease.

### Black Bile

This illness is most common in areas with poor or non-existent sewage systems. It is caused by drinking water polluted with small parasites found in human or animal fecal material.

Characters traveling through an area afflicted with *black bile* can avoid the problem by bringing their own water supply. Boiling or filtering water contaminated with *black bile* is not sufficient to prevent infection; the water must be purified magically.

**Terrain:** Warm plains, forest, swamp, and underground.

**Races:** Humanoids, monstrous humanoids, animals, beasts, magical beasts.

**Infection:** Ingested (water polluted by fecal matter).

**Prevention:** Magically purifying contaminated water (Fortitude save automatically succeeds). Characters can determine if water is contaminated with black bile by making a successful Wilderness Lore check (DC 15).

**DC:** 10

**SR:** 15

**Incubation:** 1d4 days.

**Symptoms:** Dehydration, diarrhea, vomiting.

**Damage:** 1d4 temporary Strength, once per day. A second Fortitude save must be made each time a damage save is failed, or 1 point of Strength damage is permanent.

**Treatment:** 2 consecutive successful Fortitude saves or Heal checks. Otherwise the disease runs its course in 2 weeks.

**CR:** 4

### Blood Fever

Also known as *red fever*, this illness is spread by infected rats. It is most common in cities and underground areas where rats are likely to congregate.

There are many different ways to contract this disease: being bitten by a rat, contact with rat droppings, or eating food that has been previously dined upon by rats.

Characters who contract this illness develop a severe fever and suffer from disorientation. Some victims have even reported hallucinations. As the disease progresses, the victim usually develops serious ear infections that can lead to permanent deafness.

**Terrain:** Any land or underground.

**Races:** All humanoids except gnomes.

**Infection:** Injury (rat bites), contact (rat droppings), ingested (food partially eaten by rats). This disease should be substituted for the *filth fever* normally caused by the bite of the dire rat.

**Prevention:** Cauterizing injury (1d4 fire damage and +2 to injury Fortitude save), wearing gloves (+4 to contact Fortitude save), thoroughly cooking food (+2 to ingestion Fortitude saves). Characters can determine if food has been contaminated by rats with a successful Wilderness Lore check (DC 10).

**DC:** 12

**SR:** 18

**Incubation:** 2d6 days.

**Symptoms:** Fever, disorientation, bloody nose, hearing loss.

**Damage:** 1d4 temporary Wisdom, once per day. Each time the victim takes 2 or more points of Wisdom score damage from the disease, a second Fortitude save must be made or he suffers permanent deafness.

**Treatment:** 2 consecutive Fortitude saves or Heal checks.

**CR:** 4

## Eye Blight

One of the most feared illnesses in tropical regions, *eye blight* spreads quickly from contact with infected individuals.

Individuals afflicted with *eye blight* develop a characteristic yellow tint to the eyes and skin, and the build-up of pigmentation in the eyes eventually results in permanent blindness.

**Terrain:** Warm forest, swamp.

**Races:** Humanoids, monstrous humanoids.

**Infection:** Inhaled.

**Prevention:** Wearing a filter over the mouth (+1 to Fortitude save).

**DC:** 16

**SR:** 22

**Incubation:** 1d4 days.

**Symptoms:** Jaundice, blurry vision.

**Damage:** 1d4 temporary Wisdom, once per day. Each time the victim takes 2 or more Wisdom damage from the disease, a second Fortitude save must be made or he suffers permanent blindness.

**Treatment:** 2 consecutive successful Fortitude saves or Heal checks.

**CR:** 4

## Fiend Touch

*Fiend touch* can be very serious if not treated quickly. It is spread through infected cuts or scrapes, and can be contracted by virtually any creature.

Symptoms begin to show themselves within a few days of contracting the illness, at which time the character develops a high fever and powerful headaches. Despite the fever, the victim will feel extremely cold. The disease causes a swelling of the brain lining, which leads to permanent brain damage, and eventually death.

**Terrain:** Any land or underground.

**Races:** All.

**Infection:** Injury (cuts or scrapes).

**Prevention:** Cauterizing injury (inflicts 1d4 fire damage and +1 to Fortitude save).

**DC:** 10

**SR:** 15

**Incubation:** 1d4 days.

**Symptoms:** Chills, headache, hallucinations.

**Damage:** 1d6 temporary Intelligence, once per day. A second Fortitude save must be made each time a damage save is failed or 1 point of Intelligence damage is permanent.

**Treatment:** Magical only.

**CR:** 5

## Malaise

*Malaise* (mah-LAYZ), also known as *marsh fever* or *ganga* (GAHN-gah), is the most widespread disease in Nyambe-tanda. It is most commonly encountered near bodies of stagnant water that act as breeding grounds for mosquitoes.

Victims of *malaise* do not show symptoms until several weeks after initial exposure. At that time, they begin to suffer from severe joint stiffness and nausea.

Though rarely fatal, *malaise* cannot be cured except through the use of magic. Fortunately, an alchemical substance known as *marsh water* provides temporary relief from *malaise*; see Chapter Seven.

**Terrain:** Warm swamp, forest, and aquatic.

**Races:** All humanoids, though most Nyamban humans are resistant.

**Infection:** Injury (mosquito bites).

**Prevention:** Mosquito netting (+2 to Fortitude save).

**DC:** 14 (10 for humans).

**SR:** 12

**Incubation:** 1d6 weeks.

**Symptoms:** Joint stiffness, nausea.

**Damage:** Nausea and 1d8 temporary Dexterity, once per week.

**Treatment:** Magical only, though drinking alchemical *marsh water* allows a victim to take 10 on saving throws for the following week.

**CR:** 2

## Palsy

This dangerous illness is known for causing slow and gradual paralysis. It is highly contagious, and may be found just about anywhere in Nyambe, though it is most common in the Bida Rainforest and the tUbl Grassland.

**Terrain:** Warm plains, mountains, desert, forest, and underground.

**Races:** Humanoids only.

**Infection:** Inhaled.

**Prevention:** None.

**DC:** 16

**SR:** 20

**Incubation:** 2d6 days.

**Symptoms:** Headache, weakness, paralysis.

**Damage:** 1d4 temporary Dexterity, once per day. A second Fortitude save must be made each time the damage save is failed or 1 point of the Dexterity damage is permanent.

**Treatment:** 4 consecutive successful Fortitude saves or Heal checks.

**CR:** 6

## Red Death

Probably the most dangerous of all Nyamban illnesses, *red death* has been known to wipe out entire villages within a matter of weeks. *Red death* is an airborne virus that can be contracted simply by being around infected individuals. In addition, it is difficult to detect, and almost impossible to treat.



A few days after infection, an affected character becomes nauseated. Since this is the primary symptom of *malaise*, many victims mistakenly believe they have contracted *malaise* instead of the deadly *red death*. Characters in the full throes of *red death* suffer massive damage from internal hemorrhaging. This internal bleeding causes visible bruises, and many victims bleed from their bodily orifices as well.

There is no non-magical cure for *red death*, so the GM is advised to use it sparingly.

**Terrain:** Warm forest.

**Races:** Humanoids only.

**Infection:** Inhaled.

**Prevention:** None.

**DC:** 18

**SR:** 25

**Incubation:** 1d6 days.

**Symptoms:** Nausea, cramps, massive internal bleeding.

**Damage:** Nausea and 1d6 temporary Constitution, once per day.

**Treatment:** Magic only.

**CR:** 8

## Skin Rot

*Skin rot* is technically an airborne disease, but it can only enter the body through an open wound such as a cut or scrape.

Infected individuals develop small but painless sores on the hands and feet. As the disease progresses, the sores spread, and the victim loses the ability to feel pain, which eventually causes him to develop numerous small injuries. These injuries usually go unnoticed and untreated, causing them to fester and rot.

**Terrain:** Warm desert.

**Races:** All humanoids except dwarves.

**Infection:** Injury (cuts or scrapes).

**Prevention:** Cauterizing injury (1d4 fire damage and +3 to Fortitude save).

**DC:** 5

**SR:** 20

**Incubation:** 2d4 weeks.

**Symptoms:** Numbness, open sores.

**Damage:** 1d4 temporary Charisma, once per week. A second Fortitude save must be made after each failed damage save or 1 point of Cha damage is permanent.

**Treatment:** Magical only.

**CR:** 6

## Sleeping Doom

Also known as *nagana* (nah-GAHN-ah), this disease is transferred by biting flies. It is most common amongst cattle, but humanoids can contract it as well, and sometimes it is fatal.

**Terrain:** Warm plains.

**Races:** All humanoids except elves; monstrous humanoids.

**Infection:** Injury (fly bites).

**Prevention:** None.

**DC:** 10

**SR:** 20

**Incubation:** 1d4 days.

**Symptoms:** Extreme sleepiness.

**Damage:** 1d8 temporary Wisdom, once per day.

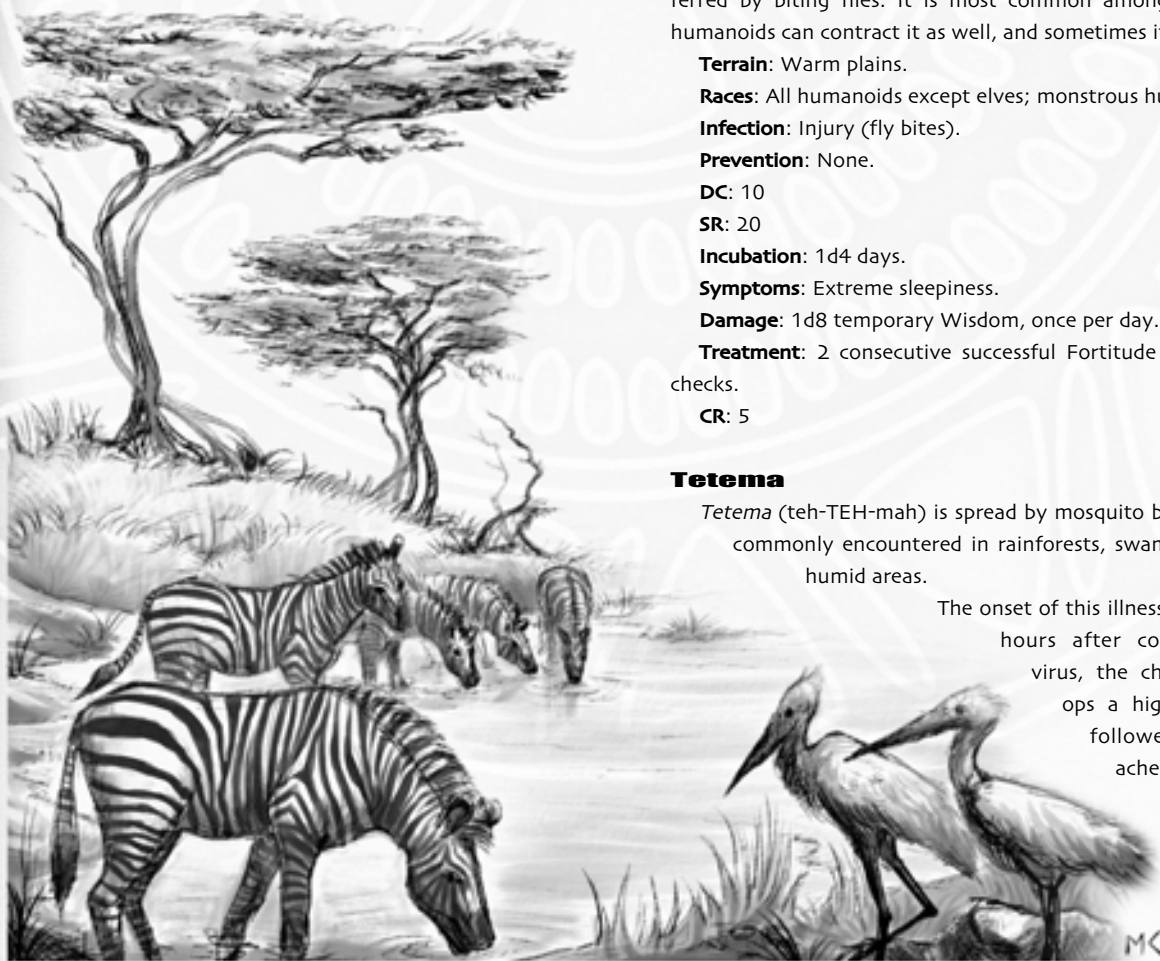
**Treatment:** 2 consecutive successful Fortitude saves or Heal checks.

**CR:** 5

## Tetema

*Tetema* (teh-TEH-mah) is spread by mosquito bites. It is most commonly encountered in rainforests, swamps, and other humid areas.

The onset of this illness is rapid — 12 hours after contracting the virus, the character develops a high fever, soon followed by muscle aches and spasms.



Fortunately, the disease is not chronic, and even if the character cannot fight it off, its symptoms usually vanish after a few weeks.

**Terrain:** Warm swamp, forest, and aquatic.

**Races:** All non-reptilian humanoids and monstrous humanoids, all non-reptilian animals.

**Infection:** Injury (mosquito bites).

**Prevention:** Mosquito netting (+1 to Fortitude save).

**DC:** 12

**SR:** 17

**Incubation:** 12 hours.

**Symptoms:** Fever, muscle ache, spasms.

**Damage:** 1d6 temporary Strength, once per day.

**Treatment:** 3 consecutive successful Fortitude saves or Heal checks. Otherwise the disease runs its course in 2 weeks.

**CR:** 3

### Water Devil

Water devil is caused by a microscopic parasite, and is most commonly encountered in cool and stagnant bodies of water.

Water devil is not a particularly dangerous disease, and can easily be avoided by boiling water before drinking it.

**Name:** Water devil.

**Terrain:** Warm mountains, plains, and underground.

**Races:** All.

**Infection:** Ingested (parasite-infested water).

**Prevention:** Boiling water (+5 to Fortitude save). Characters can determine if water is contaminated with water devil by making a successful Wilderness Lore check (DC 20).

**DC:** 14

**SR:** 16

**Incubation:** 24 hours.

**Symptoms:** Cramps, diarrhea, vomiting.

**Damage:** 1d3 temporary Strength, once per day.

**Treatment:** 2 consecutive successful Fortitude saves or Heal checks. Otherwise the disease runs its course in one week.

**CR:** 2

### Worms

This disease is more unpleasant than dangerous. It is caused by eating food or water contaminated with the eggs of parasitic worms. The worm eggs hatch and take up residence in the victim's stomach. Though some pain and weakness result, few individuals die from this illness.

**Terrain:** Any land or underground.

**Races:** All except ingogo.

**Infection:** Ingested (eating food contaminated with worm eggs), contact (microscopic worms).

**Prevention:** Thoroughly cooking food (+4 to ingested Fortitude save), wearing gloves (+2 to contact Fortitude save).

**DC:** 8

**SR:** 10

**Incubation:** 1d6 days.

**Symptoms:** Abdominal pain, hunger, muscle weakness.

**Damage:** 1d3 temporary Strength, once per week.

**Treatment:** 4 consecutive successful Fortitude saves or Heal checks.

**CR:** 2

## SECRETS OF NYAMBE

This section elaborates upon the "Conflicts and Intrigues" outlined in Chapter Ten, providing the GM with secret information about the opportunities for adventure in the various lands of Nyambe-tanda.

Each adventure hook is given three different sets of secret information. Not only does this provide the Nyambe setting with replay value, but it prevents players from looking through this section to discover the hidden truth. Enterprising GMs can use these ideas to create completely different secret information, or use them as inspiration for developing new adventure hooks.

The possible secrets are provided in order from simple to complex. It is highly recommended that the GM mix the secrets, making some straightforward and others complex. Too much intrigue is just as bad as not enough.

### BASHAR'KA

There are three adventure hooks in Bashar'ka: the theft of *Great Udamalore*, the orcish slave raids, and the queen's claim that her son is heir to Boroko.

#### Great Udamalore

Mademban rogues stole *Great Udamalore* — the magical symbol of Queen Nyathera's office — several generations ago.

1. Queen Nyathera's offer of a reward for its return is sincere; she will pay handsomely any adventurer who recovers *Great Udamalore*; see Chapter Twelve for the weapon's stats.
2. The queen wants *Great Udamalore* back all right, but she has no intention of giving anyone a reward. As soon as someone reports success in finding the weapon, she has a loyal group of rogues attempt to steal it.
3. A group of adventurers has already secretly reclaimed *Great Udamalore*. The reward is a ploy to deceive Boroko into believing that the queen is not ready to attack. Her forces are ready and poised to move at her command.

#### Orcish Slave Raids

Recent slave raids by Northern orcs have the population of Bashar'ka worried, and have prompted merchants and priests to hire mercenaries for defense.

1. The orcs were displeased by the amount of resistance encountered, and will not return for many years, if ever.
2. The orcs will return soon, but will attack a different area so as to avoid the now-heightened defenses in the region.
3. The orcs have been in contact with remnants of the ancient Kosa Empire and did not leave, but are currently at a hidden port on the Isle of Kalayu, waiting for a group of kosan representatives to arrive. When they do, the orcs will take the kosans back to their homeland. The next time the orc raiders return, they may very well be wielding ancient kosan magics!

## The Queen's Son

Queen Nyathera claims that her recently born son is the rightful heir of Boroko, a claim that the Caliph of Boroko denies.

1. The queen's son is the true heir to Boroko.
2. The child is the son of a lesser fire priest, but the queen mistakenly believes that Caliph Ragheb is the father.
3. The child is the son of a lesser fire priest, and Queen Nyathera is fully aware of this, but sees a good opportunity to lay claim to Boroko.

## BOROKO

Adventure hooks in Boroko include the ongoing conflict between the Caliph and the queen of Bashar'ka, the mysterious killings attributed to the "Devil of T'ombo," and the rumored conspiracy of Nuba wrestlers.

### The Queen of Bashar'ka

The people of the Near East have told the puppet caliph of Boroko to deny the charges that he sired the queen of Bashar'ka's son. He has done so, and his behavior may very well spark a war.

1. The caliph is a greedy, lustful man and has no intention of ever recognizing the child. He will gladly kill it himself if it ever falls into his hands.
2. The caliph wants to acknowledge the child as his own, but the royalty in the Near East refuses to allow it. He will grudgingly fight Bashar'ka if it attacks, but his threat about killing his own child is hollow.
3. The caliph is secretly allied with Bashar'ka. He will offer little opposition when the fighting begins and allow Bashar'ka to conquer his kingdom. This will free his country from the grip of the Near Easterners, and he will be permitted to run Boroko as a provincial governor.

### The Devil of T'ombo

Recently, a creature known as the "Devil of T'ombo" has been killing dozens of people in the less reputable sections of the city.

1. The Devil of T'ombo is no devil, but a very human serial killer.
2. The Devil is actually a group of terkow. They use their abilities to skin their victims and move unnoticed amongst the population. The authorities are not willing to admit that most of the discovered bodies have been skinned and drained of blood.
3. The Devil is actually Zulo, the great necromancer of the Zombi Empire. Zulo survived his battle with Kwo, and has been killing people for use in his necromantic experiments. What he plans to do is every Nyamban's worst nightmare.

### The Nuba Conspiracy

A secret conspiracy of Nuba wrestlers in the city of Molembe plans a coup of the government in retaliation for the outlawing of Nuba on Near Eastern holy days.

1. There is no Nuba conspiracy. It is simply a wild rumor.
2. There is indeed a Nuba conspiracy. If Boroko goes to war against Bashar'ka, the wrestlers will assault the caliph's palace, attempt to assassinate him, and re-introduce a traditional government of chieftains and elders. They may even have secret

assistance from the dragon-blooded unthlatu, the halfling agogwe, or other nations opposed to Boroko.

3. There is no Nuba conspiracy. The caliph's Near Eastern handlers cooked up the rumor. The Near Easterners plan to stage some false rebellion, blame it on the "Nuba Conspiracy," and use the supposed conspiracy as a convenient excuse to ban Nuba completely.

## ENTARE-LAND

The major adventure hook in Entare-land is their imminent war with the Shombe people.

### Genocide

A powerful entare chieftain is ready to lead the entare into genocidal war against the nomadic Shombe, as a result of their centuries-long dispute over the area's cattle.

1. There is no powerful chieftain, but the entare will be enraged when and if the Shombe decide to launch a pre-emptive first strike.
2. The chieftain is not only a powerful warrior, but a half-fiend. He plans to destroy the Shombe forever, and stands a good chance of succeeding if not stopped from rallying the entare clans.
3. The chieftain is actually the physical manifestation of GuDuGu, fiendish orisha of madness and confusion. GuDuGu plans to start a war, and then slip away to watch the carnage from a distance. The entare will not be pleased to learn they have been deceived.

## KAYA VUA SAMAKI

The two major adventure hooks in the Kaya Vua Samaki are the rumored future annexation of Mabwan gold mines, and the dangerous predation of the leopard cultists.

### Annexation of Mabwan Gold Mines

There are rumors that council members in an undisclosed city have been planning a takeover of one or more Mabwan gold mines. They are simply waiting for some other crisis to occupy Mabwe's attention.

1. There is no plan to annex the gold mines. Such an action would jeopardize the profits of the Merchants' Confederation, and they would never take such a risk.
2. The Merchants' Confederation has its people in place, and is waiting for a rebellion by the commoners of Mabwe before making their move. They hope the oba will be too busy defending his life to move against them. By the time the rebellion is put down the Confederation will be too well-established to force out.
3. There is a plan to annex the gold mines, but not by the Merchants' Confederation. In actuality, Far Eastern merchants are behind the plan. They intend to seize the most profitable gold mines for themselves, cutting out both the Mabwans and the Merchants' Confederation. Obviously such an action could lead to a huge war, but the potential for profits outweighs the risk involved.



### The Leopard Cultists

The leopard cultists are concentrated in the city of Kogo, and have slowly been expanding their influence to other cities by recruiting and infecting new members with lycanthropy.

1. The leopard cultists have no secret or long-term goals. They want to amass money and power, and feed upon the flesh of the innocent.
2. Despite being evil shapechangers, the leopard cultists are waging a secret war against the yuan-ti. The cultists hope that by taking control of the Kaya Vua Samaki, they will prevent more yuan-ti from arriving from the Far East.
3. The leopard cultists are secret allies of the yuan-ti, and plan to hand over control of the Kaya Vua Samaki to the yuan-ti as soon as the time is right.

### MABWE

Though Mabwe is always a hotbed of political intrigue, the most recent events of note are the rumors of the upper classes keeping slaves, the beginnings of a rebellion against Mabwe's class system, and rumors of the oba's untimely demise.

#### Slavery

There are whispers that certain noble families have enslaved non-Tembu commoners and forced them to work in the mines or as domestic servants.

1. The rumors are false. The noble houses of Mabwe find slavery as abhorrent as the commoners do.
2. The rumors are true, and the oba knows about it. He is hesitant to act, because several of the offenders are high-ranking members of his administration.
3. The rumors are partly true. Commoners are not being enslaved, but are instead being used as human sacrifices in decadent rituals to Shakare the Torturer.

#### Rebellion

There are rumblings amongst the peasantry of an armed revolt against the Tembu upper class, since the oba will not heed their concerns about racism and slavery.

1. Though many commoners in Mabwe are unhappy with the oba, there is no organized plan to rebel. A small rebellion might occur, but it will be quickly put down.
2. A rebellion is indeed brewing amongst the commoners. Though such a revolt would normally be doomed to failure, they have the support of certain elements within the Mabwan army. When they make their move, the streets will run red with the blood of the aristocrats.
3. The rebellion is being organized by the jamikadi of Nibomay, and many of the rebels are actually Niboman soldiers disguised as Mabwan commoners. The jamikadi plans to launch an invasion once the rebellion is underway, and hopes Wakyambi-land is too caught up in its war with the yuan-ti to intervene this time.

### Death of the Oba

No commoner has ever actually seen the oba up-close. Some even claim that the oba has been dead for years, and a stand-in has been making proclamations in his stead.

1. The oba is not dead.
2. The oba is dead. Certain disreputable members of the Tembu nobility have animated his corpse and with some well-placed illusions, have managed to make most of his recent proclamations go their way. Needless to say, Crown Prince Manu would be quite upset if he discovered this information.
3. The oba is dead, and has been for years. The current oba is a shapeshifting *kUdU* (k-OO-d-OO) and follower of Molamu the Seducer determined to stir up trouble between Mabwe and Nibomay.

### MADEMBA

Mademba is full of adventure hooks. The most recent include the strange goings-on at the Isle of Shadow, the reported sightings of *Great Udamalore* in the capital city, and the creatures reputed to inhabit the iron mines.

#### Isle of Shadow

Half-orcs have built themselves a fortress surrounded by a wooden palisade on the Isle of Shadow, and ngoloko have started flocking to the island. They go inside the fortress and are never seen again.

1. The orcsish ngoloko on the island are trying to build a half-orcsish paradise. Most of them are good-natured and want to create a place where ngoloko can live in peace, free from the discrimination they face in other lands.
2. The ngoloko on the Isle of Shadow have formed an assassin's guild. They only allow ngoloko to join, and those who do not pass the entrance tests are killed. Thus no one is ever seen again. The guild gets a great deal of work from the noble houses of Mabwe and Nibomay, and it exists with the tacit approval of the Mademban government.
3. In the center of the Isle of Shadow is a planar portal that leads to an alternate Material Plane in which the Kosa Empire never fell. Most of the ngoloko who arrive on the island are able to pass for orcs, and they have emigrated to that world where they are treated with more respect. The kosans on the alternate Material Plane are aware of the portal, and already have plans for a scouting expedition.

#### Great Udamalore

This magical scimitar *Great Udamalore* was stolen from Bashar'ka hundreds of years ago, and its reappearance in Mademba has sent adventurers flocking to the capital, hoping to claim the large reward offered by the queen of Bashar'ka.

1. *Great Udamalore* is in the possession of the guildmaster of the Mademban thieves' guild; see Chapter Twelve for the weapon's stats.
2. *Great Udamalore* is in the possession of the ngoloko leader on the Isle of Shadow.

3. Over the centuries, *Great Udamalore* has gained sentience and it now secretly runs all of Mademba! The test council is actually a group of gnomish undead kitunusi that the sword learned to control many years ago.

## Iron Mines

Miners have caught fleeting glimpses of humanoids in the deepest regions of the Mademba mines, and the mine owners have offered a substantial reward for anyone brave enough to discover the nature of the intruders.

1. The creatures in the mines are rom, and they plan to dominate the gnomes, secretly ruling Mademba from hidden caverns beneath the surface.
2. The mysterious creatures are a good-aligned race of orcs descended from the kosans, and know much ancient lore. If the peoples of Nyambe discover the ancestry of these creatures, they will be hunted down and killed.
3. The creatures in the mines are rom, but they already secretly rule Mademba! For centuries the foul undead have controlled the test council, and plan to invade Utuchekulu-land when the conditions are right.

## Marak'ka-land

Marak'ka-land features one adventure hook on the island of Marak'pinga.

### Undead Incursions

Undead have been spontaneously rising from their graves on Marak'pinga and attacking the desert-dwelling Marak'ka.

1. A powerful necromancer is performing experiments in a secret underground lab far below the Marak'pinga, and the undead are a mere side effect.
2. The isle of Marak'pinga happens to be located at a weak point in the fabric of the Material Plane. Portals have spontaneously opened to the Spirit World, causing the dead to rise up as hideous monsters. These portals must be closed soon or the effect will only spread. Creatures of the darkest evil can sense the effect, and are being attracted to the area like flies to a corpse.
3. A large group of Zombi cultists is behind the animations. They hope to drive the desert-dwelling Marak'ka from the Gudu Ji Pingu Desert and use it as a stronghold in the reestablished Zombi Empire.

## MbUi-land

The major adventure hook in MbUi-land is the outright religious war.

### Power Struggle

A power struggle has developed between followers of the fiendish orisha Na/inga the Warrior Queen and Dar!ak the Bloody. At the moment, the followers of Na/inga have the upper hand, but their opponents have attempted to hire human adventurers to even out the odds.

1. The followers of Dar!ak want the adventurers to murder the leaders of the cult of Na/inga. They are sincere about the mission, and will generously reward any who help them.
2. The whole reward story is a ploy. Anyone who goes to a clandestine meeting in the wilderness will be attacked, captured, and either enslaved or eaten.
3. The MbUi are actually trying to hire assassins to kill the mansa of Utuchekulu-land. Adventurers who refuse to participate in the evil plan will be attacked, captured, and either enslaved or eaten.

## Nibomay

The two major adventure hooks in Nibomay are the strange behavior of Jamlkadi Kimah and the disappearances amongst the stone-age Tuslan minority.

### Jamlkadi Kimah

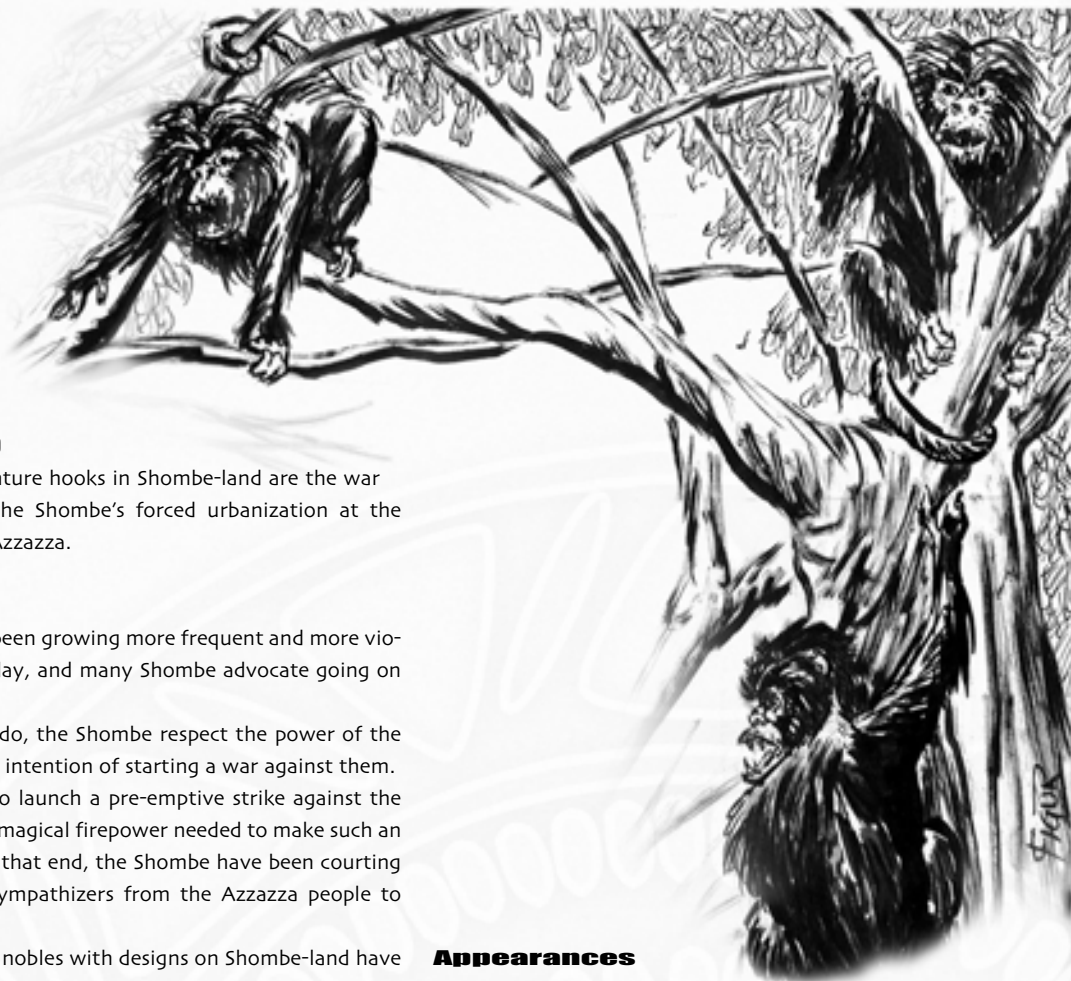
Unsubstantiated rumors claim that the ghost of Amazonia herself has appeared to Jamlkadi Kimah; she is exhibiting erratic behavior and is about to make war on Mademba and Utuchekulu-land.

1. The jamlkadi is not suffering from delusions, and there is no ghost. She does plan to evict the gnomes from Mademba and the dwarves from Utuchekulu-land, and if people attribute her behavior to insanity, so much the better.
2. Kimah is suffering from delusions and thinks that the spirit of Amazonia is in communication with her. The voices have told her to reclaim the old Niboman lands, and that is exactly what she plans to do.
3. Kimah was contacted by a ghost-like image that claimed to be the spirit of Amazonia. The creature is merely an illusion cast by a powerful sei in the employ of certain Niboman nobles. These nobles desire the land currently inhabited by the gnomish kitunusi and dwarven utuchekulu, and have decided that manipulating the jamlkadi is the best way to get it.

### Tuslan Disappearances

Disappearances amongst the stone-age Tuslan minority were at first blamed on fiendish orisha cults and human sacrifices, and now on the Amazons themselves!

1. The missing stone-age Tuslan have been captured or killed by a neighboring clan of mangabangabana. The Amazons are not involved.
2. The Tuslan are being sold into slavery to the MbUi by disreputable members of their own people. The Amazons are not involved.
3. The Tuslan are being killed by a demon or devil summoned by mchawi wizards in league with evil members of the Amazons. The Amazons have done a good (but not perfect) job of covering their tracks, and expect any adventurers who investigate to come up empty-handed. Particularly persistent parties may become the next "unsolved disappearance."



## SHOMBE-LAND

The two major adventure hooks in Shombe-land are the war with the Entare, and the Shombe's forced urbanization at the hands of the ritualistic Azzazza.

### Plains War

Entare attacks have been growing more frequent and more violent with each passing day, and many Shombe advocate going on the offensive.

1. Despite their bravado, the Shombe respect the power of the Entare, and have no intention of starting a war against them.
2. The Shombe plan to launch a pre-emptive strike against the Entare, but lack the magical firepower needed to make such an attack a success. To that end, the Shombe have been courting magically capable sympathizers from the Azzazza people to join the fight.
3. A group of Azzazza nobles with designs on Shombe-land have used hired mercenaries to make covert attacks on small groups of Entare. The mercenaries then leave evidence behind implicating the Shombe. The nobles hope to provoke the Entare into completely destroying the Shombe. With the Shombe out of the way, Taumau-Boha can expand westward.

### Urbanization

Taumau-Boha is making a concerted effort to turn the warrior society into one of farmers, craftspeople, and scholars; several "teachers" from Taumau-Boha have already turned up dead.

1. The Shombe have mixed feelings about urbanization attempts. Few of them want to give up their way of life, but many are becoming envious of the higher standard of living enjoyed by the settled Azzazza.
2. The Shombe don't want to be urbanized, but they are putting up with relocation efforts in a futile attempt to convince the Azzazza that the way of the herder is superior to the way of the farmer.
3. The Shombe are violently opposed to both relocation and urbanization. Some of the Shombe clans are trying to organize an armed rebellion against Taumau-Boha.

## SILWANE-MANZI-WATER

There is one major adventure hook in Silwane-Manzi-water: the reports of shark-folk sightings far inland.

### Appearances Inland

Recently, several silwane-manzi have been spotted many miles inland. If they've developed some method of allowing them to remain out of the water indefinitely, the entire northern coastline is in jeopardy.

1. Nothing special is going on. The creatures found inland were all wizards or sorcerers and were able to travel far from the ocean through the use of teleportation spells. Why these creatures feel a need to travel so far from their homes is unknown, though; possibly they are looking for some sort of magical artifact?
2. The shark-folk reported far from the ocean made it that far thanks to a network of teleportation portals. These portals were recently discovered in an underwater ruin, and lead to several important inland cities. If these portals are not closed, the silwane-manzi will launch major raids against these cities in the near future.
3. The silwane-manzi reported far from the ocean are mutants able to survive on land for long periods of time. These creatures secrete a protective slime that keeps them from drying out. This mutation has existed for quite some time, and many of these mutants are coming of age. Soon the shark-folk will be poised for an invasion of the land.



## TAUMAU-BOHA

There are two major adventure hooks in Taumau-Boha. The first is the plan to urbanize the nomadic Shombe, and the second involves the ancient ruins of the Water People.

### Shombe Relocation

Taumau-Boha hopes to expand to the west, and to that end has begun a program to settle the Shombe and turn them into farmers; it is only a matter of time before their measures become more forceful.

1. The Taumau-Bohans really think they are doing the Shombe a favor. But the plan is bound to meet with disaster, which will lead to widespread discrimination against these "ungrateful" people.
2. The Taumau-Bohans will resettle the Shombe, even if they have to imprison the nomads to do so. The Taumau-Bohans want the land so badly, they will do anything to get it, including forced relocation.
3. Zombi cultists have infiltrated the noble houses of Taumau-Boha. These nobles don't want to resettle the Shombe, they want to slay them, and then animate them as an unstoppable army of true zombis. Once they have all of the nomads in a single place and the threat of rebellion is low, the mass executions will begin.

### Ruins of the Water People

Though the pyramids in the city of Boha-Boha were all looted hundreds of years ago, historians are certain that even older pyramids built by the Water People exist somewhere in the wilderness, just waiting to be discovered.

1. The ancient pyramids and other ruins of the Water People in the wilderness have been thoroughly looted, and are mostly empty.
2. The Water People wilderness ruins have not been thoroughly looted because deadly traps and fearsome monsters protect the ancient structures.
3. The Water People were actually an ancient race of serpent-folk known as the *samat* (SAH-maht). The *samat* were thought to be destroyed in the Great Rebellion, but lie in stasis in ancient tombs, waiting to be awakened; see Chapter Thirteen.

## UNTHLATU-LAND

Though attempting to barter with the dragon-kin could be quite entertaining, there is only one real adventure hook in the Great Mangrove Marsh: the giant lau serpents.

### Lau Hunting

Tobuyho, an influential merchant from the nearby city of Molembe, has recently offered a substantial reward for the skins of lau. Most suspect this has something to do with legends of a great treasure within the swamp, guarded by the "king" of the lau.

1. There is no great treasure. Though the reward for lau skins is genuine, the merchant is wasting his time, and if the hunts continue, the lau are certain to become angry and retaliate.

2. In ancient times the lau were tasked by the kosan orcs to guard a great treasure in the center of the marsh. The treasure is located in a heavily protected vault that only the bravest of adventurers would dare enter. Within the vault are the progenitors of the yuan-ti, the *samat*, held in magical stasis; see Chapter Thirteen.
3. The lau have a massive underground city, once belonging to the kosan orcs, located far beneath the marsh. Within the city the king of the lau holds court. A few months ago he was contacted by a delegation of yuan-ti. He was impressed with the snake-folk and told them about the great treasure — a vault holding thousands upon thousands of lau eggs in magical stasis. In exchange for the assistance of the lau in their war against the wakyambi elves, the yuan-ti plan to dispel the wards protecting the eggs.

## UTUCHEKULU-LAND

The ongoing war with subterranean monsters is the adventure hook of most note in Utuchekulu-land.

### Subterranean War

The great earthquake that drove the utuchekulu from their underground home forever collapsed most of their ancient tunnel network, and monsters inhabit much of what remains.

1. The dwarven utuchekulu have been steadily losing tunnels to the monsters, and need heroic adventurers to help them.
2. A group of utuchekulu who practice ritual cannibalism have decided that eating the hearts of adventurers is the best way to gain the power needed to re-take their own lands. The call for adventurers is a ploy to gain victims.
3. The utuchekulu have arranged a truce with the rom. The undead giants will leave the utuchekulu alone on the condition that the dwarves provide the rom with occasional sacrifices. Any adventurers responding to Wahibriteni's request will be sent on suicide missions against the rom.

## WAKYAMBI-LAND

The only adventure hook in Wakyambi-land is the war with Yuan-Ti-land.

### Yuan-Ti War

As the yuan-ti raid villages and take many wakyambi elves, agogwe halflings, and Nghoi humans as slaves, wakyambi leave the forest in record numbers, attempting to recruit others in the battle against the snake-folk.

1. The wakyambi elves are steadily losing ground to the more powerful serpent-folk. If outside agents do not come to their aid soon, the wakyambi will be forced from the rainforest.
2. The wakyambi are holding their own against the yuan-ti, and even know about the snake-folk's ulterior motives; see the Yuan-Ti-land entry, below. The overchief plans to secretly assist any adventurers entering Yuan-Ti-land, setting them up as "heroes" to the outside world.
3. A group of traitorous wakyambi are secretly allied with the yuan-ti. These wakyambi are beginning to develop snake-like

features and will soon become a new race of serpent-folk. They will oppose any adventurers sent into Yuan-Ti-land.

## YUAN-TI-LAND

There is only one real mystery in Yuan-Ti-land: what are the yuan-ti trying to accomplish?

### Yuan-Ti Activity

Many of the ancient ruins of the Kosa Empire are now inhabited by the snake-folk known as the yuan-ti, who grow more powerful with each passing year.

1. The yuan-ti simply seek a new home, and have found the bida Rainforest to their liking. They do not have plans to expand beyond the boundaries of the rainforest, and know nothing of the kosan orcs or the samat.
2. The Yuan-ti are in the rainforest looking for the ancient tombs of the samat, their own progenitors who have been held in magical stasis since the Great Rebellion; see Chapter Thirteen. They do not realize the samat tombs are located in some other

region. Once the yuan-ti come to this realization, they will spread out to other parts of the continent.

3. Soon after arriving in Nyambe, the yuan-ti established contact with the few remaining kosan orcs. They have now formed an alliance to dominate all of Nyambe in the name of Zombi instead of N!ok the All-Seeing Eye, whom the ancient kosans believe has abandoned them.

## NYAMBAN TREASURE

Distribution of treasure in Nyambe-tanda is slightly different than the norm. For *African Adventures* campaigns, roll on the standard D20 System treasure table (Table 7-4), then use the tables below to determine what items are found.

### COINS

Nyambans do use coins, but more often cowries are the currency of choice. When rolling coins on the treasure table, GMs should feel free to convert the result into cowry shells or trade beads:

## ART OBJECTS

D% ROLL	VALUE	AVERAGE	EXAMPLES
01 – 10	1D6 x 5 GP	17 GP	PAINTED OR ETCHED OSTRICH-EGG DRINKING VESSEL, CARVED WOOD OR BONE LIP PLUG, CARVED WOOD SMOKING PIPE, WOOD OR BONE EARRINGS, WOOD OR BONE NOSE PIERCING, CRUDE WOOD MASK, WOOD BEAD NECKLACE
11 – 25	1D6 x 10 GP	35 GP	BEADED OSTRICH-EGG DRINKING VESSEL, EXPERTLY CARVED WOOD CUP, EXPERTLY CARVED WOOD BOWL, IRON NECKLACE, PIGMENTED WOOD AND RAFFIA FIBER CEREMONIAL MASK, BOLT OF MUD CLOTH (BOGOLANFINI)
26 – 40	1D10 x 10 GP	55 GP	IRON BOW STAND DECORATED WITH CERAMIC BEADS, EXPERTLY CARVED TINY WOOD FIGURE (NKISI), BEADED NECKLACE WITH AMBER STONES, ENGRAVED COPPER OR BRASS BRACELET, EXPERTLY CARVED WOOD HEADREST
41 – 50	3D6 x 10 GP	105 GP	EXPERTLY CARVED SMALL WOODEN FIGURE (NKISI), CEREMONIAL MASK CARVED FROM WOOD AND PLASTERED WITH KAOLIN, GIRAFFE-TAIL FLY WHISK WITH CARVED IVORY HANDLE
51 – 60	1D6 x 100 GP	350 GP	HEADREST DECORATED WITH THE CLAWS OF A DIRE LION, CARVED WOODEN RELIQUARY GUARDIAN COVERED WITH GOLD LEAF, MAHOGANY HEADREST WITH IMPORTED JADE INLAIS
61 – 70	1D10 x 100 GP	550 GP	DIMINUTIVE GOLD FIGURE (NKISI), CEREMONIAL MASK CARVED FROM WOOD AND COVERED WITH GOLD LEAF, BOLT OF INDIGO CLOTH
71 – 80	2D6 x 100 GP	700 GP	TINY GOLD FIGURE (NKISI), CARVED GOLD "SOUL WASHER" MANTLE (AKRAFONKUMU), WOOD LINGUIST'S STAFF WITH GOLD FINIAL (OKYEAME POMA), SHIRT MADE OF ELABORATE CERAMIC BEADS
81 – 85	3D6 x 100 GP	1,050 GP	CARVED MAHOGANY BAO GAME BOARD WITH MALAIA GARNETS FOR PLAYING PIECES, ELABORATELY CARVED IVORY LIP PLUG, BOLT OF ADINKRA CLOTH INKED WITH FAMOUS PROVERBS
86 – 90	4D6 x 100 GP	1,400 GP	NECKLACE OF WHITE SALTWATER PEARLS AND COWRY SHELLS, CYLINDRICAL COPPER TREASURE CHEST (KUDUO), CROWN AND ATTACHED VEIL BEADED WITH SEMI-PRECIOUS STONES
91 – 95	5D6 x 100 GP	1,750 GP	GOLD EARRINGS ADORNED WITH SMALL YELLOW DIAMONDS, ELABORATE TAPESTRY ACCENTED WITH GOLD THREADS, BOLT OF KENTE CLOTH WITH GOLD THREADS
96 – 97	1D4 x 1,000 GP	2,500 GP	GOLD RING SET WITH A SINGLE WHITE DIAMOND, GOLD CEREMONIAL MASK, CARVED WOOD BATTLE STANDARD TOPPED WITH LIFE-SIZED CEREMONIAL FIGURES COVERED IN GOLD LEAF
98	1D6 x 1,000 GP	3,500 GP	IVORY SCEPTER DECORATED WITH RUBIES, CARVED IVORY CEREMONIAL SWORD (UDAMALORE) DECORATED WITH TSAVORITE GARNETS
99	2D4 x 1,000 GP	5,000 GP	ELABORATELY CARVED WOOD CEREMONIAL STOOL (ADAMU DWA) COVERED WITH GOLD LEAF, CYLINDRICAL COPPER TREASURE CHEST (KUDUO) ADORNED WITH SAPPHIRES, ETCHED LAU-EGG DRINKING VESSEL, BEADED MOKELE M'BEMBE-SKIN CLOAK
100	2D6 x 1,000 GP	7,000 GP	CARVED WOODEN DOUBLE DOORS WITH GOLD LEAF, GOLD CEREMONIAL STOOL (ADAMU DWA) ADORNED WITH BLACK DIAMONDS, PLATINUM-HANDLED MANTICORE-TAIL FLY WHISK

- 1 cp = 1 trade bead
- 1 sp = 10 trade beads = 1 cowry shell
- 1 gp = 100 trade beads = 10 cowry shells
- 1 pp = 1000 trade beads = 100 cowry shells

## GEMS AND BEADS

Since beadwork is so popular in Nyambe-tanda, many inexpensive gems are punched with holes and turned into beads. Use the table below instead of the standard D20 System Gems table (Table 7–5).

## ART OBJECTS

The value of a Nyamban art object is based more upon its size and the complexity of its construction than on its materials. Most art objects make use of simple materials, with the most common being various woods, kaolin (a type of clay), shells, beads, plant fibers, and different types of pigment. Use the table on page 169 instead of the standard D20 System Art Objects table (Table 7–6).

## MUNDANE ITEMS

In Nyambe, treasure doesn't always take the form of gems and art objects — a pig or a sheep is often worth as much these,

and is more easily traded in most cases. However, as a general rule, only intelligent humanoid foes keep live animals. Use the table opposite this page instead of the standard D20 System Mundane Items table (Table 7–7). Masterwork armor, weapons, and shields listed in this table should be rolled for on the tables found in Chapter Twelve.

## MINOR, MEDIUM, & MAJOR MAGIC ITEMS

Magic items are plentiful in Nyambe-tanda, where lost civilizations of untold power created wonders that are now lost in forgotten tombs and ruins. Use the table at the bottom of page 171 instead of the standard D20 System Random Magic Item Generation table (Table 8–2 in the DMG). The Items column indicates the item found, the Table column gives the table to roll on to randomly generate that item, and the Modifications column gives the changes that need to be made to that table if it is a D20 System table in the DMG rather than one from Chapter Twelve of this book.

See Chapter Twelve for a more detailed discussion of random magic item generation, and modifications that are necessary for certain standard D20 System magic items to be used in the Nyambe campaign setting.

## GEMS AND BEADS

### Gems and Beads

d% ROLL	VALUE	AVERAGE	EXAMPLES
01 – 25	4d4 gp	10 gp	AMAZONITE (BLUE-GREEN OPAQUE), FRESHWATER PEARL (IRIDESCENT OPAQUE IRREGULAR SPHERE), LAPIS LAZULI (BLUE OPAQUE), BASIC CERAMIC BEADS, BASIC GLASS BEADS, ELABORATELY CARVED WOODEN BEADS
26 – 50	2d4 x 10 gp	50 gp	BLUE-GREEN TOURMALINE (BLUE-GREEN TRANSPARENT), CHRYSOBERL (BROWN OPAQUE), MALAIA GARNET (ORANGE TRANSPARENT), QUARTZ (CLEAR TRANSPARENT), SPESSARITE GARNET (RED-ORANGE TRANSPARENT), TANGERINE GARNET (ORANGE-YELLOW TRANSPARENT), TANZANITE (BLUISH-PURPLE TRANSPARENT), ELABORATE CERAMIC BEADS
51 – 70	4d4 x 10 gp	100 gp	CAT'S EYE CHRYSOBERYL (BROWN OPAQUE WITH WHITE STRIPE), OPAL (MULTI-COLORED OPAQUE), PURPLE SPINEL (PURPLE-BLACK TRANSPARENT), RED-GREEN TOURMALINE (TRANSPARENT, FADING FROM RED AT ONE END TO GREEN AT THE OTHER), RED SPINEL (RED TRANSPARENT), RHODOLITE GARNET (RED TRANSPARENT), SALTWATER PEARL (IRIDESCENT-WHITE OPAQUE SPHERE), TSAVORITE GARNET (GREEN TRANSPARENT), UMBRALITE GARNET (PURPLE TRANSPARENT)
71 – 90	2d4 x 100 gp	500 gp	ALEXANDRITE (GREEN-BLACK TRANSPARENT), AQUAMARINE (PALE BLUE TRANSPARENT), BLACK PEARL (REGULAR IRIDESCENT-BLACK OPAQUE SPHERE), BLUE SPINEL (BLUE TRANSPARENT), RED SAPPHIRE (RED TRANSPARENT), PURPLE SAPPHIRE (PURPLE TRANSPARENT), YELLOW SAPPHIRE (YELLOW TRANSPARENT)
91 – 99	4d4 x 100 gp	1,000 gp	CAT'S EYE ALEXANDRITE (GREEN-BLACK OPAQUE WITH WHITE STRIPE), COGNAC DIAMOND (RED-BROWN TRANSPARENT), GREEN DIAMOND (GREEN-BROWN TRANSPARENT), SAPPHIRE (DEEP BLUE TRANSPARENT)
100	2d4 x 1,000 gp	5,000 gp	BLACK DIAMOND (BLACK TRANSPARENT), EMERALD (DEEP GREEN TRANSPARENT), RUBY (DEEP RED TRANSPARENT), STAR RUBY (RED OPAQUE WITH WHITE STAR), WHITE DIAMOND (PRISMATIC TRANSPARENT)



## MUNDANE ITEMS

d% ROLL	RESULT	d% ROLL	RESULT
01 – 02	SHEEP (3D8, 2 GP EACH)	56 – 58	SMOKESTICKS (1D4 STICKS, 20 GP EACH)
03 – 04	PIGS (3D4, 5 GP EACH)	59	WRITING INK (1D4 VIALS, 24 GP EACH)
05 – 06	DOGS (2D4, 10 GP EACH)	60 – 63	HOLY WATER (1D4 FLASKS, 25 GP EACH)
07 – 10	CATTLE (1D4, 15 GP EACH)	64 – 66	THUNDERSTONES (1D4 STONES, 30 GP EACH)
11 – 12	OXEN (1D4, 25 GP EACH)	67	IRON CHAIN (1D4 x10 FEET, 3 GP PER FOOT)
13 – 14	RIDING OR PACK CAMEL (50 GP)	68 – 71	ANTITOXIN (1D4 DOSES, 50 GP EACH)
15	LIGHT HORSE (75 GP)	72 – 75	TANGLEFOOT BAG (1D4 BAGS, 50 GP EACH)
16 – 17	WAR CAMEL (100 GP)	76	AVERAGE-QUALITY LOCK (120 GP)
18	LABOR ELEPHANT (150 GP)	77	ROYAL CLOTHING (200 GP)
19	RIDING DOG (150 GP)	78	THIEF'S TOOLS, MASTERWORK (200 GP)
20	LIGHT WARHORSE (150 GP)	79	GOOD-QUALITY LOCK (240 GP)
21 – 22	ENGARGIYA (200 GP)	80	NATURAL MEDICINE KIT (500 GP)
23	WAR ELEPHANT (400 GP)	81 – 85	MASTERWORK COMMON MELEE WEAPON (ROLL ON THE COMMON MELEE WEAPONS TABLE)
24 – 29	SILVER HOLY SYMBOL (25 GP)	86 – 88	MASTERWORK UNCOMMON WEAPON (ROLL ON THE UNCOMMON WEAPONS TABLE)
30 – 31	DISGUISE KIT (50 GP)	89 – 93	MASTERWORK RANGED WEAPON (ROLL ON THE COMMON RANGED WEAPONS TABLE)
32 – 34	HEALER'S KIT (50 GP)	94 – 95	MASTERWORK ARMOR (ROLL ON THE RANDOM ARMOR TYPES TABLE)
35 – 38	MASTERWORK ARTISAN'S TOOLS (55 GP)	96 – 100	MASTERWORK SHIELD (ROLL ON THE RANDOM SHIELD TYPES TABLE)
39	THIEF'S TOOLS, COMMON (60 GP)		
40 – 42	MASTERWORK MUSICAL INSTRUMENT (100 GP)		
43 – 45	MARSH WATER (2D8 FLASKS, 5 GP EACH)		
46 – 48	ALCHEMIST'S FIRE (1D4 FLASKS, 20 GP EACH)		
49 – 51	ACID (2D4 FLASKS, 10 GP EACH)		
52 – 55	HEALING SALVES (2D4 SALVES, 10 GP EACH)		

## RANDOM MAGIC ITEM GENERATION

MINOR	MEDIUM	MAJOR	ITEM	TABLE	MODIFICATIONS
01 – 04	01 – 10	01 – 10	ARMOR AND SHIELDS	DMG TABLE 8-3	** ROLL ON CHAPTER TWELVE SPECIFIC MAGIC ARMORS TABLE † ROLL ON CHAPTER TWELVE SPECIFIC MAGIC SHIELDS TABLE ‡ ROLL ON CHAPTER TWELVE ARMOR SPECIAL ABILITIES TABLE OR SHIELD SPECIAL ABILITIES TABLE
05 – 09	11 – 20	11 – 20	WEAPONS	DMG TABLE 8-10	† SEE CHAPTER TWELVE SPECIFIC MAGIC WEAPONS TABLE ‡ SEE CHAPTER TWELVE MELEE WEAPON SPECIAL ABILITIES TABLE FOR MELEE WEAPONS OR RANGED WEAPON SPECIAL ABILITIES TABLE FOR RANGED WEAPONS
10 – 44	21 – 30	21 – 25	POTIONS	POTIONS TABLE IN CHAPTER TWELVE	
45 – 46	31 – 40	26 – 35	RINGS	RINGS TABLE IN CHAPTER TWELVE	
—	41 – 50	36 – 45	RODS	RODS TABLE IN CHAPTER TWELVE	
47 – 81	51 – 65	46 – 55	GRIS-GRIS	FOLLOW THE DMG PROCEDURE FOR SCROLLS	GRIS-GRIS HOLD ONLY ONE SPELL SUBSTITUTE A NYAMBAN SPELL OF THE APPROPRIATE LEVEL WHEN ANY RESULT OF 91 – 100 IS ROLLED ON THE ARCANE SPELL SCROLLS TABLE (TABLE 8-24)
—	66 – 68	56 – 75	STAVES	STAVES TABLE IN CHAPTER TWELVE	
82 – 91	69 – 83	76 – 80	WANDS	DMG TABLE 8-27	WANDS TAKE THE SHAPE OF RATTLES, POMPONS, AND OTHER RITUAL INSTRUMENTS
92 – 100	84 – 100	81 – 100	WONDROUS ITEMS	MINOR, MEDIUM, AND MAJOR WONDROUS ITEMS TABLES IN CHAPTER TWELVE	

## CHAPTER TWELVE

# MAGIC ITEMS

A tremendous variety of magic items can be found in the Land of the Overpower. While many might seem alien to foreigners, the vast majority use enchantments commonly found in other lands; only the form of the item is different.

Nyamban items use different magic item slots than standard items:

- Headdresses take up the same item slot as hats/headbands/helmets.
- Masks take up the same item slot as lenses/goggles.
- Nyamban magic items do not use the gauntlets/gloves slot. Instead, there are two bracer/bracelet slots, allowing characters to wear both a set of bracers and a set of bracelets.
- Nyamban rings can use slots for items other than rings. See the section on Advanced Rings.

## MAGIC ARMOR

Despite the lack of armor use in Nyambe-tanda, magic armor is just as common here as it is in other realms, perhaps even more so. This is not surprising; armor is not commonly worn in Nyambe because its drawbacks in the extreme heat outweigh its advantages, but magic armor changes that balance.

Whenever you need to randomly determine magical armor types and abilities, use the standard D20 System Armor and Shields table (Table 8–3 in the DMG) with the following notational modifications:

- \*\* Roll on the Chapter Twelve Specific Magic Armors table, below
- † Roll on Chapter Twelve Specific Magic Shields table, below
- ‡ Roll on Chapter Twelve Armor Special Abilities or Shield Special Abilities table, below

In the tables below, items in italics are new to Nyambe. Also, all magic armor and shields are masterwork, with an armor check penalty 1 lower than normal.

## NEW ARMOR AND SHIELD SPECIAL ABILITIES

These following special abilities are commonly found in Nyamban magic armors and shields.

### Ritual Combat

*Ritual combat* armors or shields provide characters with partial protection against physical damage. Items with this ability always feel soft and yielding to the touch.

A character wielding a *ritual combat* shield or wearing *ritual combat* armor takes the first 4 points of damage from any attack that inflicts normal damage as subdual damage instead.

*Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin*; *Market Price:* +2 bonus

### Sun Resistance

Armor use in Nyambe-tanda is limited by the heat and humidity, so it is not surprising that Nyambans developed magic armor to protect the wearer from heatstroke. Armor imbued with the *sun resistance* enchantment absorbs heat, moisture, and light, making the area around the wearer seem cooler, drier, and dimmer.

This enchantment is a relatively recent invention, and some armorers feel it is a precursor to the eventual creation of Nyamban heavy armor.

Armor with this ability is treated as light clothing for the purposes of avoiding subdual damage due to heat. Shields cannot have this ability.

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *endure elements*; *Market Price:* +1 bonus

## NEW SPECIFIC ARMORS

Armor specifically enchanted for use by Nyamban warriors tends to be very powerful. The following are but a few examples of the potent enchantments developed by Nyamban artificers.

### Armor of Cowries

This suit of beaded armor is covered with thousands of enchanted cowry shells and looks fit for a king. The cowries have

the ability to absorb virtually any incoming attack, but shatter in the process.

This +5 beaded armor provides the wearer with Damage Reduction of 10/+5, but it can only absorb 200 points of damage before temporarily losing its Damage Reduction capability. If left alone, the cowries regenerate themselves at the rate of 10 points per day, up to its maximum of 200 points.

## MAGIC ARMOR AND SHIELDS

### Random Armor Types

D% ROLL	ARMOR	ARMOR COST*
01 – 15	FETISH	+175 GP
16 – 25	PADDED	+155 GP
26 – 40	WOVEN CORD	+160 GP
41 – 50	LEATHER	+160 GP
51 – 65	BEADED	+175 GP
66 – 75	STUDDED LEATHER	+175 GP
76 – 85	CHAIN SHIRT (IRON)	+250 GP
86 – 90	HIDE	+165 GP
91 – 95	WOODEN PLATE	+200 GP
96 – 00	IRON MANTLE**	+300 GP

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM ARMOR AND SHIELDS TABLE (TABLE 8-3) TO DETERMINE TOTAL MARKET PRICE.

\*\*DESPITE BEING WORN ABOUT THE SHOULDERS, IRON MANTLE ARMOR TAKES UP AN ARMOR SLOT, NOT A CLOAK/CAPE/MANTLE SLOT.

### Armor Special Abilities

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	PRICE MODIFIER*
01 – 94	01 – 94	01 – 94	USE STANDARD D20 SYSTEM ARMOR SPECIAL ABILITIES TABLE (TABLE 8-6)	
95 – 97	95 – 97	95 – 97	SUN RESISTANCE	+1
98 – 100	98 – 100	98 – 100	RITUAL COMBAT	+2

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM ARMOR AND SHIELDS TABLE (TABLE 8-3) TO DETERMINE TOTAL MARKET PRICE.

### Specific Magic Armors

MEDIUM	MAJOR	SPECIFIC ARMOR	MARKET PRICE
01 – 100	01 – 89	USE STANDARD D20 SPECIFIC ARMORS TABLE* (TABLE 8-8)	
—	90 – 99	MANTLE OF THE IRON BODY	44,500 GP
—	100	ARMOR OF COWRIES	100,175 GP

\* MODIFICATIONS TO THESE ITEMS FOR THE NYAMBE SETTING ARE DISCUSSED ON PAGE 174

### Random Shield Types

D% ROLL	SHIELD	SHIELD COST*
01 – 10	BUCKLER, WOODEN	155 GP
11 – 30	SHIELD, SMALL LEATHER	+152 GP
31 – 40	SHIELD, SMALL WOODEN	+153 GP
41 – 60	SHIELD, LARGE LEATHER	+155 GP
61 – 70	SHIELD, LARGE WOODEN	+157 GP
71 – 85	SHIELD, LEATHER BODY	+165 GP
86 – 95	SHIELD, TOWER	+180 GP
96 – 00	SHIELD, PARRYING	+170 GP

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM ARMOR and Shields table (Table 8-3) to determine total market price.

### Shield Special Abilities

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	PRICE MODIFIER*
01 – 97	01 – 97	01 – 97	USE STANDARD D20 SYSTEM SHIELD SPECIAL ABILITIES TABLE (TABLE 8-7)	
98 – 100	98 – 100	98 – 100	RITUAL COMBAT	+2

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM ARMOR AND SHIELDS TABLE (TABLE 8-3) TO DETERMINE TOTAL MARKET PRICE.

### Specific Magic Shields

MEDIUM	MAJOR	SPECIFIC ARMOR	MARKET PRICE
01 – 95	01 – 97	USE STANDARD D20 SPECIFIC SHIELDS TABLE* (TABLE 8-9)	
96 – 100	—	SHIELD OF ARCANE WARDING	11,040 GP
—	98 – 100	SHIELD OF DEFLECTION	44,952 GP

\* MODIFICATIONS TO THESE ITEMS FOR THE NYAMBE SETTING ARE DISCUSSED ON PAGE 174.



**Caster Level:** 20th; **Prerequisites:** Craft Magic Arms and Armor, *cure light wounds*, *stoneskin*, and *wish* or *miracle*; **Market Price:** 100,175 gp; **Cost to Create:** 50,175 gp + 4,000 XP

## Mantle of the Iron Body

This rather unassuming set of iron mantle armor allows its wearer to transform into living iron. This +1 *iron mantle armor* allows its wearer to use *iron body*, as the spell, once per day.

**Caster Level:** 15th; **Prerequisites:** Craft Magic Arms and Armor, *iron body*; **Market Price:** 44,500 gp; **Cost to Create:** 22,400 gp + 1,768 XP

## MODIFIED SPECIFIC ARMORS

The following specific armors are modified from their standard descriptions to take into account the lack of heavy armor in Nyambe.

**Adamantine Breastplate:** Change the name of this item to *adamantine mantle*. Change the form of this item to iron mantle armor, but note that it is still made of adamantine rather than iron. Change its market price to 5,300 gp.

**Banded Mail of Luck:** Change the name of this item to *mantle of luck*. Change the form of this item to iron mantle armor. Change its market price to 18,800 gp.

**Breastplate of Command:** Change the name of this item to *mantle of command*. Change the form of this item to iron mantle armor. Change its market price to 21,550 gp.

**Celestial Armor:** Change the form of this item to a chain shirt. It has an arcane failure rate of 10%, a maximum Dexterity bonus of +10, and an armor check penalty of 0. Change its market price to 25,250 gp.

**Demon Armor:** Change the form of this item to hide armor. Change its market price to 40,165 gp.

**Dwarven Plate:** Change the name of this item to *dwarven mantle*. Change its form to iron mantle armor, but note that it is still made of mithral rather than iron. It has an arcane failure rate of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. Change its market price to 9,150 gp.

**Plate Armor of the Deep:** Change the form of this item to beaded armor. Change its market price to 15,175 gp

## NEW SPECIFIC SHIELDS

Shields see a great deal of use amongst Nyamban warriors, so it is not surprising that Nyamban spellcasters have developed a number of unique magical shields.

### Shield of Arcane Warding

This leather body shield is inscribed with mystic symbols that help protect its wielder from arcane magics. It is a +2

*leather body shield*, and provides its caster with a +5 resistance bonus to all saving throws against arcane spells.

**Caster Level:** 15th; **Prerequisites:** Craft Magic Arms and Armor, *resistance*, creator must be at least 15th level; **Market Price:** 11,040 gp; **Cost to Create:** 5,603 gp + 435 XP

## Shield of Deflection

This plain-looking small leather shield generates an invisible globe of protective energy around the wielder. It is a +5 *small leather shield*, and provides an additional +3 deflection bonus to AC.

**Caster Level:** 10th; **Prerequisites:** Craft Magic Arms and Armor, *shield of faith*, creator must be at least 10th level; **Market Price:** 44,952 gp; **Cost to Create:** 22,552 gp + 1,792 XP

## MODIFIED SPECIFIC SHIELDS

The following specific shields are modified from their standard descriptions.

**Absorbing Shield:** Change the form of this item to a large leather shield. Change its market price to 50,155 gp.

**Lion's Shield:** Change the form of this item to a large leather shield. The lion's head is actually the head of a real lion. Change its market price to 9,155 gp.

**Spined Shield:** Change the form of this item to a large wooden shield. Change its market price to 2,657 gp.

# MAGIC WEAPONS

An incredible variety of weapons can be found in Nyamtanda, and many of these weapons have magical properties.



## GENERAL MAGIC WEAPONS

### Weapon Type Determination

D% ROLL	WEAPON TYPE
01 – 60	COMMON MELEE WEAPON (SEE TABLE ON PAGE 175)
61 – 70	UNCOMMON WEAPON (SEE TABLE ON PAGE 175)
71 – 100	COMMON RANGED WEAPON (SEE TABLE ON PAGE 176)

### Specific Magic Weapons

MEDIUM	MAJOR	SPECIFIC WEAPON	MARKET PRICE
01 – 95	01 – 89	USE STANDARD D20 SYSTEM SPECIFIC MAGIC WEAPONS TABLE* (TABLE 8-17)	
96 – 100	90 – 99	DEATH CULT DAGGER	18,305 GP
—	100	SPEAR OF HEART-PIERCING	72,307 GP

\* MODIFICATIONS TO THESE ITEMS FOR THE NYAMBE SETTING ARE DISCUSSED ON PAGE 177



*Armor of Cowries*

## MAGIC MELEE WEAPONS

### Common Melee Weapons

d% ROLL	WEAPON TYPE	WEAPON COST*
01 – 05	BATTLEAXE	+ 310 GP
06 – 10	CLUB	+ 300 GP
11 – 15	DAGGER	+ 302 GP
16 – 20	FALCHION	+ 375 GP
21 – 25	GREATAXE	+ 320 GP
26 – 30	GREATCLUB	+ 305 GP
31 – 35	HALFSPEAR	+ 301 GP
36 – 40	HAMMER, GREAT	+ 324 GP
41 – 45	SPEAR, HEAVY	+ 307 GP
46 – 50	KNIFE, ARM	+ 305 GP
51 – 55	KNIFE, SCRUB	+ 308 GP
56 – 60	KNIFE, WRIST	+ 306 GP
61 – 65	MACE, HEAVY	+ 312 GP
66 – 70	MACE, LIGHT	+ 305 GP
71 – 75	QUARTERSTAFF**	+ 600 GP
76 – 80	SCIMITAR	+ 315 GP
81 – 85	SPEAR, LEAF	+ 315 GP
86 – 90	SHORTSPEAR	+ 302 GP
91 – 95	STICK, WHACKING	+ 303 GP
96 – 00	SWORD, SHORT	+ 310 GP

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM WEAPONS TABLE (TABLE 8–10) TO DETERMINE TOTAL MARKET PRICE.

\*\*MASTERWORK DOUBLE WEAPONS INCUR DOUBLE THE MASTERWORK COST TO ACCOUNT FOR EACH HEAD. DOUBLE WEAPONS HAVE SEPARATE MAGICAL BONUSES FOR THEIR DIFFERENT HEADS. IF RANDOMLY DETERMINED, THE SECOND HEAD OF A DOUBLE WEAPON HAS THE SAME ENHANCEMENT BONUS AS THE MAIN HEAD (01 – 50 ON d%), DOUBLING THE COST OF THE BONUS, OR ITS ENHANCEMENT BONUS IS ONE LESS (51 – 100 ON d%) AND IT HAS NO SPECIAL ABILITIES.

### Melee Weapon Special Abilities

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	PRICE MODIFIER*
01 – 94	01 – 94	01 – 94	USE STANDARD D20 SYSTEM MELEE WEAPON SPECIAL ABILITIES TABLE (TABLE 8–15)	
95 – 97	95 – 97	95 – 97	IMPALING**	+1 BONUS
98 – 100	98 – 100	98 – 100	SUBDUING	+1 BONUS

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM WEAPONS TABLE (TABLE 8–10) TO DETERMINE TOTAL MARKET PRICE.

\*\* PIERCING WEAPONS ONLY. REROLL IF RANDOMLY GENERATED FOR A NON-PIERCING WEAPON.

### Uncommon Weapons

d% ROLL	WEAPON	WEAPON COST*
01 – 03	AXE, ELEPHANT	+ 340 GP
04	AXE, ORC DOUBLE**	+ 660 GP
05 – 08	CHAIN, SPIKED	+ 325 GP
09 – 12	CROSSBOW, REPEATING	+ 550 GP
13 – 15	CROSSBOW, HAND	+ 400 GP
16 – 20	DAGGER, PUNCHING	+ 302 GP
21 – 24	DAGGER-SWORD	+ 330 GP
25 – 28	FLAIL, HEAVY	+ 315 GP
29 – 31	FLAIL, DIRE**	+ 690 GP
32 – 34	FLAIL, LIGHT	+ 308 GP
35 – 37	HAMMER, LIGHT	+ 301 GP
38 – 45	HANDAXE	+ 306 GP
46 – 48	KUKRI	+ 308 GP
49 – 50	LANCE, LIGHT	+ 306 GP
51 – 54	LONGSPEAR	+ 305 GP
55 – 60	MORNINGSTAR	+ 308 GP
61 – 62	NET	+ 320 GP
63 – 65	SAP	+ 301 GP
66 – 70	SCYTHE	+ 318 GP
71 – 75	SICKLE	+ 306 GP
76 – 82	SWORD, EXECUTIONER'S	+ 330 GP
83 – 87	SWORD, RAZOR	+ 345 GP
88 – 90	SWORD, TWO-BLADED**	+ 700 GP
91	TRIDENT	+ 315 GP
92 – 94	URGROSH, DWARVEN**	+ 650 GP
95	WARAXE, DWARVEN	+ 330
96 – 98	WARHAMMER	+ 312 GP
99 – 00	WHIP	+ 301 GP

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM WEAPONS TABLE (TABLE 8–10) TO DETERMINE TOTAL MARKET PRICE.

\*\*MASTERWORK DOUBLE WEAPONS INCUR DOUBLE THE MASTERWORK COST TO ACCOUNT FOR EACH HEAD. DOUBLE WEAPONS HAVE SEPARATE MAGICAL BONUSES FOR THEIR DIFFERENT HEADS. IF RANDOMLY DETERMINED, THE SECOND HEAD OF A DOUBLE WEAPON HAS THE SAME ENHANCEMENT BONUS AS THE MAIN HEAD (01 – 50 ON d%), DOUBLING THE COST OF THE BONUS, OR ITS ENHANCEMENT BONUS IS ONE LESS (51 – 100 ON d%) AND IT HAS NO SPECIAL ABILITIES.

## MAGIC MISSILE WEAPONS

### Common Ranged Weapons

D% ROLL	WEAPON	WEAPON COST*
01 – 10	AMMUNITION	SEE AMMUNITION TABLE
11 – 15	AXE, THROWING	+ 308 GP
16 – 20	CROSSBOW, LIGHT	+ 335 GP
21 – 25	DART	+ 300 GP 5 SP
26 – 35	JAVELIN	+ 301 GP
36 – 45	SHORTBOW	SEE SHORTBOW TABLE
46 – 50	SLING	+ 300 GP
51 – 55	LONGBOW	SEE LONGBOW TABLE
56 – 60	BOLA	+ 302 GP
61 – 65	CLUB, THROWING	+ 302 GP
66 – 70	BLOWGUN	+ 301 GP
71 – 75	THROWER, JAVELIN	+ 302 GP
76 – 80	THROWING BLADE	+ 307 GP
81 – 85	SPEAR, BARBED	+ 304 GP
86 – 90	SPEAR, THROWING	+ 302 GP
91 – 95	CLUB, RETURNING	+ 305 GP
96 – 00	GREATBOW	SEE GREATBOW TABLE

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM WEAPONS TABLE (TABLE 8–10) TO DETERMINE TOTAL MARKET PRICE.

### Ranged Weapon Special Abilities

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	PRICE MODIFIER*
01 – 97	01 – 97	01 – 97	USE STANDARD D20 SYSTEM RANGED WEAPON SPECIAL ABILITIES TABLE (TABLE 8–16)	
98 – 100	98 – 100	98 – 100	SUBDUING	+1 BONUS

\*ADD TO ENHANCEMENT BONUS ON THE STANDARD D20 SYSTEM WEAPONS TABLE (TABLE 8–10) TO DETERMINE TOTAL MARKET PRICE.

### Ammunition

D% ROLL	TYPE	COST
01 – 50	ARROWS	+ 350 GP PER 50
51 – 55	RAZOR ARROWS	+ 350 GP PER 50
56 – 65	BOLTS	+ 350 GP PER 50
66 – 90	BULLETS	+ 350 GP PER 50
90 – 00	BLOWGUN NEEDLES	+ 350 GP PER 50

### Shortbows

D% ROLL	TYPE	COST
01 – 60	SHORTBOW	+ 330 GP
61 – 80	COMPOSITE SHORTBOW	+ 375 GP
81 – 90	MIGHTY COMPOSITE SHORTBOW + 1	+ 450 GP
91 – 00	MIGHTY COMPOSITE SHORTBOW + 2	+ 525 GP

### Longbows

D% ROLL	TYPE	COST
01 – 50	LONGBOW	+ 375
51 – 80	COMPOSITE LONGBOW	+ 400 GP
81 – 85	MIGHTY COMPOSITE LONGBOW + 1	+ 500 GP
86 – 90	MIGHTY COMPOSITE LONGBOW + 2	+ 600 GP
91 – 95	MIGHTY COMPOSITE LONGBOW + 3	+ 700 GP
96 – 00	MIGHTY COMPOSITE LONGBOW + 4	+ 800 GP

### Greatbows

D% ROLL	TYPE	COST
01 – 40	GREATBOW	+ 450 GP
41 – 70	COMPOSITE GREATBOW	+ 500 GP
71 – 75	MIGHTY COMPOSITE GREATBOW + 1	+ 700 GP
76 – 80	MIGHTY COMPOSITE GREATBOW + 2	+ 800 GP
81 – 85	MIGHTY COMPOSITE GREATBOW + 3	+ 900 GP
86 – 90	MIGHTY COMPOSITE GREATBOW + 4	+ 1000 GP
91 – 95	MIGHTY COMPOSITE GREATBOW + 5	+ 1100 GP
96 – 00	MIGHTY COMPOSITE GREATBOW + 6	+ 1300 GP

Whenever you need to randomly determine weapon types, roll on the standard D20 System Weapons table (Table 8–10 in the DMG), making the following modifications to its notes:

† See Chapter Twelve Specific Magic Weapons table

‡ See Chapter Twelve Melee Weapon Special Abilities table for melee weapons or Ranged Weapon Special Abilities for ranged weapons

In these tables, new weapons for the Nyambe setting are in *italics*, and all magic weapons are masterwork weapons. Any weapons not found on these tables are so rarely found as to be practically nonexistent.

### NEW WEAPON SPECIAL ABILITIES

These special abilities were specifically developed to enhance weapons commonly wielded by Nyamban warriors. As such, these enchantments are unique to the Land of the Overpower.



### Impaling

This enchantment, highly valued by warriors, allows a piercing weapon to impale an opponent's body on a particularly damaging hit. This causes weapons to inflict even more damage than usual. An *impaling* weapon has its critical multiplier increased by one. This special ability is only found on piercing melee weapons.

**Caster Level:** 3rd; **Prerequisites:** Craft Magic Arms and Armor, *magic weapon*; **Market Price:** +1 bonus.

### Subduing

A subduing weapon can be used to defeat an opponent without shedding blood. These weapons always feel soft and pliant to the touch. If the wielder so chooses, a *subduing* weapon can inflict subdual damage instead of normal damage. If the weapon is a melee weapon, the wielder suffers no attack penalty. If the weapon is a ranged weapon, the wielder suffers a -4 attack penalty, unless it is a ranged weapon already capable of inflicting subdual damage (such as a blunted throwing spear or throwing club), in which case it does not suffer an attack penalty.

**Caster Level:** 5th; **Prerequisites:** Craft Magic Arms and Armor, *sleep* or *command*; **Market Price:** +1 bonus.

### NEW SPECIFIC WEAPONS

Many unique magic weapons have been created to serve Nyamban warriors. The two most famous Nyamban weapons are described below.

#### Death Cult Dagger

These arm-knives are employed by followers of the fiendish orisha Dar!ak the Bloody, and are often used in ritual sacrifices. *Death cult daggers* are +2 *arm knives*. If a spellcaster uses the weapon to stab an opponent with negative hit points, the victim is subject to a *death knell* spell, and the caster gains all the usual benefits.

Since the dagger must actually injure the victim for the spell to have an effect, a normal attack is required, not a touch attack as listed in the *death knell* description.

**Caster Level:** 5th; **Prerequisites:** Craft Magic Arms and Armor, *death knell*; **Market Price:** 18,305 gp; **Cost to Create:** 9,305 gp + 720 XP

#### Spear of Heart-Piercing

This heavy spear is crafted in the traditional style of the nomadic Shombe, and is decorated with the tail and claws of an entare warrior. It is a +1 *heavy spear* that pierces the heart of an enemy on a critical hit, usually resulting in death. Certain creatures, such as many aberrations, constructs, and all oozes,

have no hearts to pierce. Other creatures, such as undead other than vampires, are not affected by the loss of their hearts. The GM may have to make judgment calls in these cases.

**Caster Level:** 18th; **Prerequisites:** Craft Magic Arms and Armor, *keen edge*, *death spell*; **Market Price:** 72,307 gp; **Cost to Create:** 36,307 gp + 2,880 XP



*Spear of Heart-Piercing*

### MODIFIED SPECIFIC WEAPONS

The following weapons are modified from their standard descriptions.

**Flame Tongue:** Change from a longsword to a scimitar.

**Frost Brand:** Change from a greatsword to a falchion. Change its market price to 49,375 gp.

**Holy Avenger:** Change from a longsword to a leaf spear. This weapon does not work for paladins, but functions for members of the magic eater prestige class. See Chapter Five for more information on the magic eater prestige class.

**Nine Lives Stealer:** Change from a longsword to an executioner's sword. Change its market price to 25,330 gp.

**Rapier of Puncturing:** Change this item's name to *sword of puncturing*. Change its form to a shortsword. Change its market price to 50,310 gp.

**Sword of Life Stealing:** Change this item's name to *axe of life stealing*. Change its form to a greataxe. Change its market price to 30,320 gp.

**Sword of the Planes:** Change from a longsword to a scimitar.

## POTIONS

All standard potions can be found in Nyambe-tanda, and Nyamban spellcasters have the knowledge to create potions far more powerful than those found in other parts of the world.

When randomly determining potions, roll on the following table. Potions new to Nyambe are in italics.

### ADVANCED POTIONS

Potions are important magic items in Nyamban cultures, and have powers far beyond those of potions found in other realms.

Nyamban spellcasters can create potions that hold spells above 3rd level, can create potions that have multiple spell effects, and can create potions from spells that do not have a range of touch. To brew such a potion, the creator must have at least 1 rank in the Natural Medicine skill, and be at least 5th level. The GM may assign additional prerequisites as well, such as knowledge of the Craft Wondrous Item feat.

## POTIONS

MINOR	MEDIUM	MAJOR	POTION	MARKET PRICE
01 – 100	01 – 100	01 – 90	USE STANDARD D20 SYSTEM POTIONS TABLE (TABLE 8–18)	
—	—	91 – 93	ZOMBI POWDER, LESSER	800 GP
—	—	94 – 96	BLOODY TEETH	900 GP
—	—	97 – 99	PLAGUE POWDER	1,000 GP
—	—	100	ZOMBI POWDER, GREATER	3,088 GP

### NEW POTIONS

The following are just a few of the powerful potions found in the Land of the Overpower.

#### Bloody Teeth

A *potion of bloody teeth* is a magical tooth dye. In the dwarven culture of the utuchekulu, warriors and other people of importance dye their teeth blood red to signify power and influence. The user of a *potion of bloody teeth* gains the ability to make a blood-draining attack similar to that of a mwanga vampire; see Chapter Thirteen. Because the potion only affects the user's teeth, the potion must be used like a mouthwash; the user must swish the potion around in the mouth and then spit it out.

Due to the magical properties of the tooth dye, once an individual has consumed such a potion, another will not function until the first application of dye wears off. This takes approximately one week, which is much longer than the duration of the potion.

The user can drain blood from a living victim with his bloody teeth by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. For each point of Constitution damage inflicted, the user gains 1 temporary hit point. These temporary hit points vanish at the rate of 1 per hour.

Anyone foolish enough to actually swallow the enchanted tooth dye instead of spitting it out must make a Fortitude save (DC 15) or suffer 1 point of permanent Constitution score drain. If attempting to use this potion in combat, the GM can require a Concentration check (DC 10) to avoid accidentally swallowing some of the poisonous substance.

**Caster Level:** 6th; **Prerequisites:** Brew Potion, *vampiric touch*, creator must have 1 rank in Natural Medicine skill and be at least 5th level; **Market Price:** 900 gp

#### Plague Powder

Though possession of *plague powder* is a capital offense in most areas, it is a surprisingly common item. Made from a variety of filthy substances, this black powder causes a sickening disease in those that breathe it.

*Plague powder* is not consumed by the user, but is released into the air for others to breathe. It creates a 5-foot-radius cloud either directly in front of the user (if blown at a target), or at the point of impact (if thrown). Using *plague powder* is dangerous and requires a Concentration check (DC 5) to avoid inhaling it.

*Plague powder* can be created to hold one of three Nyamban diseases: *blood fever*, *malaise*, or *sleeping doom*. Any living being exposed to *plague powder* must immediately make a Fortitude save vs. the DC listed for the disease in Chapter Eleven or contract it immediately.

**Caster Level:** 5th; **Prerequisites:** Brew Potion, *contagion*, creator must have 1 rank in Alchemy skill and be at least 5th level; **Market Price:** 1,000 gp

#### Zombi Powder, Greater

This horrific substance is used by Zombi cultists to simultaneously slay their enemies and re-animate them as true zombis.

Unlike most potions, *greater zombi powder* is not consumed by the user, but is released into the air for others to breathe. *Greater zombi powder* creates a 5-foot-radius cloud either directly in front of the user (if blown at a target), or at the point of impact (if thrown). Using *greater zombi powder* is dangerous and requires a Concentration check (DC 5) to avoid inhaling it.

Any living being who breathes *greater zombi powder* must make a Fortitude save vs. DC 20 or immediately die. Even on a successful save, a target still takes 3d6 + 10 points of damage.

Any humanoid killed by *greater zombi powder* will rise up as a true zombi at the following sunset; see the monster template in Chapter Thirteen. Reanimation can be prevented by using fire, salt, acid, or holy water on the body, or by dismembering the corpse with a *holy* or blessed weapon.

**Caster Level:** 9th; **Prerequisites:** Brew Potion, *animate dead*, *slay living*, creator must have 1 rank in Natural Medicine skill and be at least 5th level; **Market Price:** 3,088 gp

#### Zombi Powder, Lesser

*Lesser zombi powder* is similar to *greater zombi powder*, except that it has no power to slay.

Unlike most potions, *lesser zombi powder* is not consumed by the user, but is instead sprinkled upon the corpse of a dead humanoid. The corpse will immediately re-animate into a true zombi; see the monster template in Chapter Thirteen.

Reanimation will not occur if the body has been treated or damaged by fire, salt, acid, or holy water, or dismembered with a *holy* or blessed weapon.

*Caster Level:* 5th; *Prerequisites:* Brew Potion, *animate dead*, creator must have 1 rank in Natural Medicine skill and be at least 5th level; *Market Price:* 800 gp

## RINGS

In Nyambe-tanda, rings are associated with female energies, and many magic rings are decorated with images of female anatomy. Nyamban magic rings are largely defensive in nature; very few have destructive capabilities.

When randomly determining rings, roll on the following table. Rings new to Nyambe are in italics.

### ADVANCED RINGS

Nyamban artificers make all manner of magic rings, including navel rings, nose rings, earrings, lip rings, and eyebrow rings. They also make items unheard of in other lands, like lip plugs and ear plugs. To randomly generate the form that a ring takes, use the following table.

The Forge Ring feat can be used to make rings, plugs, or piercings designed for wear on various parts of the body. A character can wear several non-standard rings in addition to traditional two finger-rings, but each one takes up a standard magic item slot, canceling the benefits of another magic item in that slot if no open slots are available. The exact magic item slot lost at the time the ring is placed on the body is deter-

mined by the type of ring. Once the ring is donned, the slot remains deactivated for 24 hours. For example, a character wearing a magic nose piercing might lose the ability benefit from magical footgear. The Random Ring Types table also gives suggestions for the slots different rings usually take up.

### NEW RINGS

These non-standard rings are fairly typical of the items found in Nyambe.

#### Fertility

This navel ring is woven from the fibers of flowering vines. It provides the wearer with enhanced fertility, and allows her to bestow enhanced fertility upon another as well. The navel ring permanently affects the wearer with the *fertility charm* spell while it is worn, and allows the wearer to cast *fertility charm* once per day.

*Caster Level:* 5th; *Prerequisites:* Forge Ring, *fertility charm*; *Market Price:* 12,000 gp

#### Listening

This bone earring is decorated with an image of a mother comforting an injured child. It grants the wearer an exceptional sense of hearing, affording a +10 competence bonus to Listen checks.

*Caster Level:* 3rd; *Prerequisites:* Forge Ring, creator must have 5 ranks in the Listen skill; *Market Price:* 2,000 gp

#### Scent

This bar-shaped copper nose ring is decorated with floral imagery. It grants the wearer an improved sense of smell; the wearer receives free use of the Scent feat (see Chapter Six).

*Caster Level:* 3rd; *Prerequisites:* Forge Ring, creator must have the Scent feat or special ability; *Market Price:* 4,000 gp

## MAGIC RINGS

### Rings

MINOR	MEDIUM	MAJOR	RING	MARKET PRICE
01–89	01–96	01–95	USE STANDARD D20 SYSTEM RINGS TABLE* (TABLE 8–19)	
90–94	—	—	<i>LISTENING</i>	2,000 gp
95–98	97–99	—	<i>SCENT</i>	4,000 gp
99–100	100	96–100	<i>FERTILITY</i>	12,000 gp

\* MODIFICATIONS REQUIRED FOR STANDARD D20 SYSTEM RINGS ARE DISCUSSED BELOW

### Random Ring Types

1d20 ROLL	RING TYPE	MAGIC ITEM SLOT
1–5	EAR RING/PLUG	HEADDRESS/HEADBAND/HAT/HELMET
6–10	FINGER RING	RING OR GLOVE/GAUNTLET
11–12	GENITAL RING/PIERCING	BELT
13–14	LIP RING/PLUG	MASK/EYE LENS/GOGGLE
15–16	NAVEL RING/PIERCING	VEST/VESTMENT/SHIRT
17–18	NOSE RING/PIERCING	CLOAK/CAPE/MANTLE
19–20	TOE RING	BOOTS

### MODIFIED RINGS

Any ring with projective or offensive properties is modified in an *African Adventures* game. In addition, rings with magical deflection properties are more valuable due to a lack of heavy armor.

**Protection:** Due to a lack of heavy armor, the materials needed to make these rings are in high demand. The base and market price of these items is increased by 25%.

**Ram:** This ring is decorated with phallic imagery, and is an exception to the usual femininity of magic rings. A *ring of the ram* cannot be combined with a rod (see the section on Advanced Rods, below).

**X-Ray Vision:** This ring functions as normal, but is a beaded eyebrow ring instead of a finger ring. It takes up the mask/goggles/eye lenses slot.



## RODS

Rods are important magic items in Nyambe-tanda, being the male counterpart of rings. As might be expected, enchanted rods are associated with male energies, and are usually decorated with phallic imagery.

When randomly determining rods, roll on the following table. Rods new to Nyambe are in italics.

### ADVANCED RODS

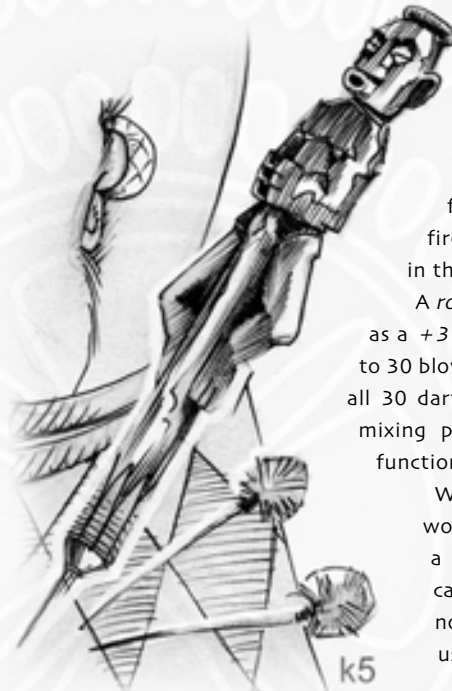
Just as men and women join together to create children, so can rods and rings join together to create magical life. An enchanted ring can be slipped onto a rod, magically re-sizing itself so it fits perfectly.

Once in place, the wielder of the rod gains all the benefits of the ring, as well as those of the rod, and more importantly, either the rod or the ring (randomly determined) becomes an intelligent item. Removing the ring will strip the newly-intelligent item of sentience. The exact abilities and personality of the resulting intelligent item apply only to that particular coupled ring and rod; pairing the two items will always produce the same result. If a different ring is used on the same rod, or the same ring is used on a different rod, the resulting item will have a different personality and powers.

Only Nyamban rods and rings display this remarkable ability. Rods and rings from other lands seem to have no special properties when used in this fashion.

### NEW RODS

These magical rods feature heavy masculine imagery, and are fairly typical of the devices created by Nyamban artificers.



Magic Ring & Rod of Darts

### Darts

This lightweight iron rod is heavily decorated with phallic imagery. It can be used as an effective melee weapon, but it is also hollow and can hold up to 30 blowgun darts within an internal cavity. With but a single command word, the rod magically expels a dart as if it had been fired from a blowgun. In addition, the rod contains a separate compartment for holding poison. Whenever a dart is fired from the rod, it is magically covered in the poison.

A *rod of darts* can be used in melee combat as a *+3 light mace*. In addition, it can hold up to 30 blowgun darts, and enough poison to coat all 30 darts. Only a single poison can be used; mixing poisons will prevent the magic from functioning properly.

When the user speaks the command word, a dart is fired from the rod as if from a *+3 blowgun*, and the dart is automatically coated in the stored poison. There is no risk of accidental poisoning when using a *rod of darts*.

**Caster Level:** 7th; **Prerequisites:** Craft Rod, *magic weapon, poison*; **Market Price:** 37,800 gp

### Rust

A *rod of rust* appears to be a nothing more than a corroded iron rod. However, its slightest touch corrodes other metal items to powder. This rod can be used as a weapon, and functions as a *+1 light mace*. Any metal object struck by the rod is affected by a *rusting grasp* spell.

**Caster Level:** 7th; **Prerequisites:** Craft rod, *magic weapon, rusting grasp*; **Market Price:** 58,000 gp

### MODIFIED RODS

Any rod with protective or absorptive properties is modified in an *African Adventures* game.

**Cancellation:** This rod is decorated with female imagery, and is an exception to the usual masculine-oriented rods.

**Flame Extinguishing:** Unlike a normal *rod of flame extinguishing*, the Nyamban version of this rod fires a watery ray at its target.

## RODS

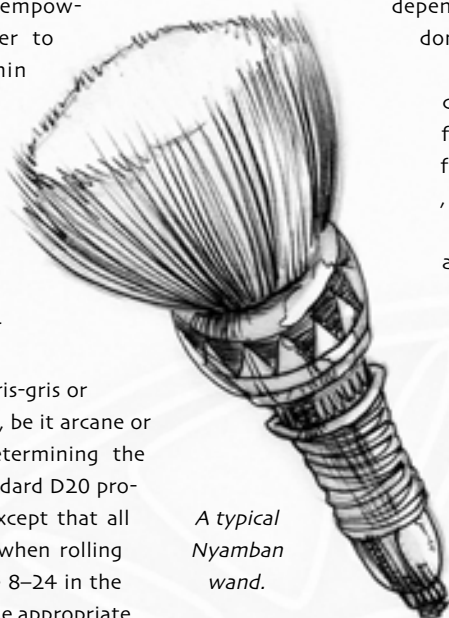
MEDIUM	MAJOR	ROD	MARKET PRICE
01 – 96	01 – 94	USE STANDARD D20 SYSTEM RODS TABLE* (TABLE 8-20)	
77 – 79	95 – 97	<i>DARTS</i>	37,800 GP
100	98 – 100	<i>RUST</i>	58,000 GP

\* MODIFICATIONS REQUIRED FOR EXISTING D20 SYSTEM RODS ARE DISCUSSED BELOW

## GRIS-GRIS

Gris-gris, also called *wanga* (WAHN-gah), are small cloth bags used to symbolically encode the formula for a magical spell. They are magically empowered, and allow a trained spellcaster to release the energy contained within without actually knowing or preparing the spell. In this respect, they function exactly like magical scrolls, whereas *mojuba* bags work like spellbooks. Standard spell scrolls do exist in Nyambe, but they are very rare, and either remnants of ancient Kosa, or imported from other lands.

Nyamban spellcasters can use any gris-gris or scroll appearing on their class spell lists, be it arcane or divine in origin. When randomly determining the spells found in gris-gris, follow the standard D20 procedure for generating magic scrolls, except that all gris-gris contain only one spell. Also, when rolling on the Arcane Spell Scrolls table (Table 8–24 in the DMG), substitute a Nyamban spell of the appropriate level when any result of 91 – 100 is rolled.



A typical  
Nyamban  
wand.

### Greater Domain

*Greater domain staves* are items of exceptional power, and only found in the hands of extremely powerful n'anga clerics.

The appearance of a *greater domain staff* varies depending on the orisha it is dedicated to and the domain to which it is attuned.

A *greater domain staff* allows the wielder to cast 5th-, 6th-, 7th-, 8th-, and 9th-level spells from a specific domain. 5th- and 6th-level spells from the domain require 1 charge each, while 7th-, 8th-, and 9th-level spells require 2 charges each.

For example, a *greater domain staff of war* allows the wielder to cast *flame strike* and *blade barrier* for 1 charge each, and *power word stun*, *power word blind*, and *power word kill* for 2 charges each.

**Caster Level:** 17th; **Prerequisites:** Craft Staff, creator must have prepared 5th-, 6th-, 7th-, 8th-, and 9-level spells within the listed domain; **Market Price:** 160,650 gp

### Lesser Domain

These staves are commonly found in the hands of elder n'anga. The appearance of a *lesser domain staff* varies depending on the orisha it is dedicated to and the domain to which it is attuned.

A *lesser domain staff* allows the wielder to cast spells of 5th level and less from a specific domain. 1st- and 2nd-level spells from the domain require 1 charge each, while 3rd-, 4th-, and 5th-level spells require 2 charges each.

For example, a *lesser domain staff of strength* allows the wielder to cast *endure elements* and *bull's strength* for 1 charge each, and *magic vestment*, *spell immunity*, and *righteous might* for 2 charges each.

**Caster Level:** 9th; **Prerequisites:** Craft Staff, creator must have prepared 1st-, 2nd-, 3rd-, 4th-, and 5th-level spells within the listed domain; **Market Price:** 33,750 gp

## STAVES

Nyamban staves include all of the common versions, as well as numerous special staves keyed for n'anga clerics with specific patron orisha.

When randomly determining staves, roll on the following table. Staves new to Nyambe are in italics.

### NEW STAVES

In Nyambe, magic staves are more common amongst divine casters than arcane casters. Not only are staves symbols of power, but also symbols of age and wisdom. Many younger spellcasters consider themselves "unworthy" of wielding staves, and will not use them until they have attained sufficient age and experience. A young or inexperienced spellcaster wielding a magic staff will probably be accused of hubris, and may become a target of ridicule.

### STAVES

MEDIUM	MAJOR	STAFF	MARKET PRICE
01 – 95	01 – 90	USE STANDARD D20 STAVES TABLE	
96 – 100	91 – 99	LESSER DOMAIN	33,750 GP
—	100	GREATER DOMAIN	160,650 GP

## WANDS

Unlike staves, wands are common items amongst Nyamban spellcasters. Oftentimes, these items take the shape of rattles, pompons, and other ritual instruments, rather than the traditional "magic wand."

Social constraints sometimes prevent spellcasters from preparing offensive spells, as people often associate combat magic with the ancient Kosa Empire. Many spellcasters succumb to such social pressures, and cast all combat magic with wands, preparing only defensive or utilitarian spells.

Nyamban spells are rarely put into wands, and there are no wands unique to Nyambe. Instead, use the standard D20

System Wands table (Table 8–27 in the DMG) to generate these items randomly.

## WONDROUS ITEMS

Many of the wondrous items found in Nyambe-tanda are similar to those from other parts of the world. Most vary in form, but not in function.

When randomly determining wondrous items, roll on the following tables. Wondrous items new to Nyambe are in italics.

### New Wondrous Items

These items are specially designed for use in an *African Adventures* game, but could easily be worked into any cam-

paign setting. New spells used in their creation can be found in Chapter Nine.

### Bow Stand of Victory

This item appears to be a highly decorated bow stand. Once per day, if a non-magical bow is kept in the stand for at least 8 hours (partial “charges” have no effect), the bow gains a +1 enhancement bonus for a full 8 hours after being removed from the stand. Once a bow is removed from the stand, the stand cannot be used again for 24 hours.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *magic weapon*; *Market Price:* 500 gp; *Weight:* 2 lbs.

## WONDROUS ITEMS

### Minor Wondrous Items

d% ROLL	ITEM	MARKET PRICE
01 – 59	USE STANDARD WONDROUS ITEMS TABLE*	
60 – 71	TRINKET	25 GP
72 – 73	FERTILITY DOLL	300 GP
74	BOW STAND OF VICTORY	500 GP
75 – 76	MINOR FIENDISH MASK	1,800 GP
77 – 78	MINOR FIENDISH NKISI	3,600 GP
79 – 80	MINOR NATURAL MASK	4,000 GP
81 – 82	MINOR CELESTIAL MASK	4,200 GP
83 – 84	MINOR ANCESTRAL MASK	5,000 GP
85	HEADREST OF BLISSFUL SLUMBER	6,000 GP
86	HEADREST OF SECURITY	6,000 GP
87 – 88	MINOR ELEMENTAL MASK	6,000 GP
89 – 90	MINOR GEOGRAPHIC MASK	8,000 GP
91 – 92	MINOR NATURAL NKISI	8,000 GP
93 – 94	MINOR CELESTIAL NKISI	8,400 GP
95 – 96	MINOR ANCESTRAL NKISI	10,000 GP
97 – 98	MINOR ELEMENTAL NKISI	12,000 GP
99 – 100	MINOR GEOGRAPHIC NKISI	16,000 GP

\* SOME STANDARD D20 SYSTEM WONDROUS ITEMS REQUIRE MODIFICATIONS FOR THE NYAMBE SETTING; THESE ARE DISCUSSED ON PAGE 186.

### Medium Wondrous Items

d% ROLL	ITEM	MARKET PRICE
01 – 10	MEDIUM FIENDISH MASK	9,720 GP
11 – 20	MEDIUM ELEMENTAL MASK	12,000 GP
21 – 30	MEDIUM NATURAL MASK	16,000 GP
31 – 40	MEDIUM CELESTIAL MASK	16,300 GP
41 – 50	MEDIUM GEOGRAPHIC MASK	18,000 GP
51 – 60	MEDIUM FIENDISH NKISI	19,400 GP
61 – 70	MEDIUM ANCESTRAL MASK	20,000 GP
71 – 80	MEDIUM ELEMENTAL NKISI	24,000 GP
81 – 90	MEDIUM NATURAL NKISI	32,000 GP
91 – 94	MEDIUM CELESTIAL NKISI	32,600 GP
95 – 97	MEDIUM GEOGRAPHIC NKISI	36,000 GP
98 – 100	MEDIUM ANCESTRAL NKISI	40,000 GP

### Major Wondrous Items

d% ROLL	ITEM	MARKET PRICE
01 – 10	MAJOR FIENDISH MASK	23,760 GP
11 – 20	MAJOR ELEMENTAL MASK	24,000 GP
21 – 30	MAGIC FANG FILE	30,000 GP
31 – 40	MAJOR GEOGRAPHIC MASK	32,000 GP
41 – 50	MAJOR NATURAL MASK	36,000 GP
51 – 60	MAJOR CELESTIAL MASK	37,800 GP
61 – 70	MAJOR ANCESTRAL MASK	45,000 GP
71 – 80	MAJOR FIENDISH NKISI	47,520 GP
81 – 90	MAJOR ELEMENTAL NKISI	48,000 GP
91 – 93	MAJOR GEOGRAPHIC NKISI	64,000 GP
94 – 96	MAJOR NATURAL NKISI	72,000 GP
97 – 99	MAJOR CELESTIAL NKISI	75,600 GP
100	MAJOR ANCESTRAL NKISI	90,000 GP



### Fertility Doll

Because of the importance that most Nyamban cultures place on the family, *fertility dolls* are common magical items. These small enchanted statues come in two anatomically correct varieties — male and female — and allow the bearer to cast the spell *fertility charm* once per week.

*Fertility dolls* must be continuously carried for at least one week to have any effect. They do not have to be carried in hand; storage in a pack is sufficient. Being separated from the charm for more than 1 round is sufficient to foil its power.

*Fertility dolls* can be used by either gender — the gender of the statue only serves to influence the gender of the resulting child by 20%. For example, a male fertility symbol increases the chance that a child fathered by or born to its user will be male to 70%. If both parents carry *fertility dolls* of different genders, they counteract each other as far as this percentage goes.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *fertility charm* (see Chapter Nine); *Market Price:* 300 gp; *Weight:* 1/2 lb.

### Headrest of Blissful Slumber

The *headrest of blissful slumber* only functions for arcane spellcasters. It allows a user to immediately fall into a deep sleep moments after lying down upon it, yet somehow provides the individual with full awareness of her surroundings, excluding vision. This not only allows the user of the headrest to awaken at a moments notice, but also helps prevent distractions from ruining the user's rest.

An arcane spellcaster sleeping on this enchanted headrest does not suffer any penalty to Listen rolls for being asleep, and can awaken instantly if disturbed. Arcane spellcasters with the Scent feat can use the abilities of the feat while sleeping on the headrest.

Furthermore, any interruption of sleep lasting 10 minutes or less does not count as an interruption for purposes of regaining spells, provided the user returns to sleeping on the headrest at the end of the encounter.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *alarm, sleep*; *Market Price:* 6,000 gp; *Weight:* 3 lbs.

### Headrest of Security

This magical item is a carved wooden headrest designed to guard the user while sleeping. It is warded with a permanent *alarm* spell, and alerts the user when anyone approaches within 60 feet.

The password is set when the item is created, and it always generates a mental alarm as compared to an audible one. These headrests are also hollow, and allow the user to store up to 5 pounds of items within. When someone is not sleeping on the headrest, it is warded as if by a *stone of alarm*.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *alarm*; *Market Price:* 6,000 gp; *Weight:* 3 lbs. (empty)

### Magic Fang File

This is a small, flat metal file with a smooth grit used to file teeth into sharp points. Filed teeth are considered a sign of valor amongst the diminutive Nghoi. If used properly, this magical file can not only sharpen the user's teeth, but also harden them to such a degree that the user can make an effective bite attack in melee or grappling combat.

Successfully filing someone's teeth with a *magic fang file* requires a Profession (body art) check with a DC of 10 and 1 hour of time. Failure or a natural roll of a 1 causes 1 point of permanent Constitution score drain to the subject, and may require the removal of a tooth.

On a successful check, the subject gains the permanent ability to make a natural bite attack for 1d8 points of damage. This bite attack is considered unarmed and subjects the user to the usual attack of opportunity; it also follows the monster rules for natural weapons.

It is possible to bite and still attack with a weapon, but the bite attack suffers a –5 attack penalty. If for some reason the user has the multiattack feat, which is not normally available to humanoids, then the penalty is only –2.

On any fumbled bite attack, the subject's teeth are blunted and another filing treatment is required.

*Caster Level:* 11th; *Prerequisites:* Craft Wondrous Item, *greater magic fang*; *Market Price:* 30,000 gp; *Weight:* 1 lb.

### MASKS/NKISI

Masks are physical representations of the orisha made to be worn over the face. Wearing a mask fills the wearer with the power of the orisha to which it is dedicated. To a certain extent, the wearer *becomes* the orisha. To activate a mask, it must be worn, at which point it functions continuously until removed.

Nkisi n'kondi (n-KEE-see n-KOHN-dee), also called "nail figures," are statues made to represent the orisha. A typical nkisi is 6 inches or so in height with nails or other bits of iron sticking out of it at odd angles. These statues are hollow, and are typically stuffed with rare herbs, spell components, and other items of magical significance. To activate a nkisi, the user must either pound a nail into it or mar it in some other fashion, at which point it functions continuously for 24 hours. Nkisi made of iron or other hard substances magically soften when someone attempts to pound a nail into one. The ritual to activate a nkisi takes 1 minute. A nkisi must be carried as equipment or held in a hand to provide its user with benefits.

### Ancestral Masks/Nkisi

Ancestral masks and nkisi provide the user with luck bonuses.

*Advice:* This mask/nkisi is made from hardwood, painted white and carved in the image of a departed ancestor. The user is able to hear the advice of an ancestor, though not necessarily the one depicted. As a minor wondrous item it provides a +1 luck bonus to attacks and weapon damage rolls, a medium item provides a +3 luck bonus to attacks and weapon damage

rolls, and a major item provides a +4 luck bonus to attacks and weapon damage rolls.

**Protection:** This mask/nkisi is made from soft iron, painted white and forged in the image of a departed ancestor, which protects the user from harm. As a minor wondrous item it provides a +1 luck bonus to AC and saving throws, a medium item provides a +2 luck bonus to AC and saving throws, and a major item provides a +3 luck bonus to AC and saving throws.

**Caster Level:** 5th (minor), 9th (medium), 13th (major); **Prerequisites:** Craft Wondrous Item, *divine favor*; **Market Price:** 5,000 gp (minor mask), 10,000 gp (minor nkisi), 20,000 gp (medium mask), 40,000 gp (medium nkisi), 45,000 gp (major mask), 90,000 gp (major nkisi); **Weight:** 3 lb.

## Celestial Masks/Nkisi

Celestial masks and nkisi provide the user with bonuses to skill checks. As minor wondrous items they grant a +10 competence bonus to both checks specified below, medium items grant a +20 competence bonus to both checks, and major items grant a +30 competence bonus to both checks.

**Araku the Warrior:** This iron mask/nkisi resembles a male humanoid, and is decorated with gold inlays designed to mimic an Amazon scar pattern. It grants its user a competence bonus to Craft (blacksmith) and Craft (weaponsmith) checks.

**Easafa the River:** This golden mask/nkisi is made to resemble a female humanoid and decorated with peacock feathers. It grants the user a competence bonus to Diplomacy and Swim checks.

**Bedaga the Trickster:** This wooden mask/nkisi is carved to resemble a male humanoid, and is painted in a black and white checkerboard pattern. It grants the user a competence bonus to Bluff and Pick Pocket checks.

**Nimbala the Judge:** This mask/nkisi is carved from ivory and made to resemble a male humanoid, but it is also decorated with small carvings of chains and leering faces. It grants the user a competence bonus to Sense Motive and Spot checks.

**Ramaranda the Diviner:** This wooden mask/nkisi is carved to resemble a male humanoid and decorated with symbols of divinatory import. It grants the user a competence bonus to Scry and Spellcraft checks.

**Shonamu the Hunter:** This wooden mask/nkisi is carved to resemble a male humanoid and painted black and brown. It grants the user a competence bonus to Animal Empathy and Wilderness Lore checks.

**Siamas the Dead:** This rough clay mask/nkisi is sculpted to resemble a female humanoid, and it is decorated with lapis lazuli inlays in the form of lightning bolts. It grants its user a competence bonus to Intimidate and Knowledge (arcana) checks.

**Tarango the Drummer:** This leather mask/nkisi is made to resemble a male humanoid, and is decorated with red and orange geometric patterns. It grants the user a competence bonus to Perform and Tumble checks.

**Tisanda the Ocean:** This wooden mask/nkisi is carved to resemble a female humanoid and adorned with fish scales. It grants the user a competence bonus to Profession (fisher) and Swim checks.

**Caster Level:** 5th (minor), 7th (medium), 12th (major); **Prerequisites:** Craft Wondrous Item, creator must have 5 ranks (minor), 10 ranks (medium), or 15 ranks (major) in the indicated skills; **Market Price:** 4,200 gp (minor mask), 8,400 gp (minor nkisi), 16,800 gp (medium mask), 33,600 gp (medium nkisi), 37,800 gp (major mask), 75,600 gp (major nkisi); **Weight:** 3 lb.



Easafa The River Mask

## Elemental Masks/Nkisi

Elemental masks and nkisi provided the user with resistance to attacks:

**Air Elemental:** This mask/nkisi is made from a lightweight wood, carved to resemble a somewhat featureless humanoid, and is specially enchanted so that it (not the wearer) is permanently invisible. It provides Lightning and Sonic Resistance. As a minor wondrous item it provides 5 points of Resistance, medium items provide 10 points of Resistance, and major items provide 15 points of Resistance.

**Earth Elemental:** This mask/nkisi is made from hardened clay, and is sculpted to resemble a somewhat featureless humanoid. The user gains Damage Reduction. As a minor wondrous item it provides 5/+1 Damage Reduction, medium items provide 5/+2 Damage Reduction, and major items provide 5/+3 Damage Reduction.

**Fire Elemental:** This roughly humanoid mask/nkisi is constructed from a dark wood and decorated with colorful cloth streamers in various shades of red, yellow, and orange. It grants the user Fire and Lightning Resistance. As a minor wondrous item it provides 5 points of Resistance, medium items provide 10 points of Resistance, and major items provide 15 points of Resistance.

**Water Elemental:** This mask/nkisi is made from crystal, and carved to resemble a somewhat featureless humanoid. It grants the user Acid and Cold Resistance. As a minor wondrous item it provides 5 points of Resistance, medium items provide 10 points of Resistance, and major items provide 15 points of Resistance.

**Caster Level:** 5th (minor), 7th (medium), 9th (major); **Prerequisites:** Craft Wondrous Item, *resist elements* (air, fire, and water masks/nkisi) or *stoneskin* (earth masks/nkisi); **Market Price:** 6,000 gp (minor mask), 12,000 gp (minor nkisi),

12,000 gp (medium mask), 24,000 gp (medium nkisi), 24,000 gp (major mask), 48,000 gp (major nkisi); *Weight*: 3 lb.

## Fiendish Masks/Nkisi

Fiendish masks and nkisi provide the user with the ability to cast a single spell. As medium wondrous items, they do not grant the ability to cast the spell provided by a minor item of the same type, and as major items they do not grant the ability to cast the spells provided by minor or medium versions of the same item.

*Bokor the Arcane*: This mask/nkisi is fashioned from humanoid bones, and it provides its user with an enhanced ability to work spells of evil and necromancy. As a minor wondrous item it allows the user to cast *Nystul's undetectable aura* once per day, a medium item allows the user to cast *dispel magic* once per day, and a major item allows the user to cast *antimagic field* once per day.

*Dar!ak the Bloody*: These masks/nkisi are always manufactured so as to appear as some other type of item. As minor wondrous items they allow the user to cast *incantation of the broken limb* (see Chapter Nine) once per day, a medium item allows the user to cast *lobir* (see Chapter Nine) once per day, and a major item allows the user to cast *flesh to stone* once per day.

*Dogar the Hagglers*: This mask/nkisi is made of gold, and is fashioned to resemble a male humanoid. As a minor wondrous item it allows the user to cast *Tenser's floating disk* once per day, a medium item allows the user to cast *shrink item* once per day, and a major item allows the user to cast *guards and wards* once per day.

*Gamal the Dark One*: This mostly featureless mask/nkisi is made of wood and painted black. As a minor wondrous item it allows the user to cast *darkness* once per day, a medium item allows the user to cast *deeper darkness* once per day, and a major item allows the user to cast *solid darkness* (see Chapter Nine) once per day.

*GuDuGu the Obscene One*: This mask/nkisi seems to be made of an indigo-colored, unidentifiable organic substance. As a minor wondrous item it allows the user to cast *random action* once per day, a medium item allows the user to cast *babble* (see Chapter Nine) once per day, and a major item allows the user to cast *mind fog* once per day.

*Molamu the Seducer*: This wooden mask/nkisi is carved into a heart shape, made to resemble a humanoid female, and stained with blood. As a minor wondrous item it allows the user to cast *charm person* once per day, a medium item allows the user to cast

*suggestion* once per day, and a major item allows the user to cast *mass suggestion* once per day.

*Na/inga the Warrior Queen*: This mask/nkisi is sewn together from magically preserved humanoid muscle tissue, and feels wet to the touch. As a minor wondrous item it allows the user to cast *inflict light wounds* once per day, a medium item allows the user to cast *contagion* once per day, and a major item allows the user to cast *harm* once per day.

*N!ok the All-Seeing Eye*: This iron mask/nkisi is made to resemble a male kosan orc. As a minor wondrous item it allows the user to cast *magic weapon* once per day, a medium item allows the user to cast *magic vestment* once per day, and a major item allows the user to cast *blade barrier* once per day.

*Sama/ the Poison One*: This mask/nkisi is fashioned from white clay and made to resemble a female humanoid. As a minor wondrous item it allows the user to cast *summon swarm* once per day, a medium item allows the user to cast *poison* once per day, and a major item allows the user to cast *harm* once per day.

*Shakare the Torturer*: This mask/nkisi is made of wood and covered with sewn-together patches of humanoid skin. It allows the user to inflict agonizing pain upon others. As a minor wondrous item it allows the user to cast *lockjaw* (see Chapter

Nine) once per day, a medium item allows the user to cast *keen edge* once per day, and a major item allows the user to cast *blade barrier* once per day.

*Tu the Outcast*: This mask/nkisi is made of glass — a material not normally found in Nyambe — and shaped to resemble a male humanoid. As a minor wondrous item it allows the user to cast *sanctuary* once per day, a medium item allows the user to cast *blink* once per day, and a major item allows the user to cast *sequester* once per day.

*Zombi the Serpent Lord*: This mask/nkisi is carved from a light-colored wood and decorated with scales from a variety of serpents. As a minor wondrous item it allows the user to cast *magic fang* once per day, a medium item allows the user to cast *greater magic fang* once per day, and a major item allows the user to cast *sticks to serpents* once per day.

*Caster Level*: 5th (minor), 9th (medium), 11th (major); *Prerequisites*: Craft Wondrous Item, the appropriate spell provided by the mask or nkisi; *Market Price*: 1,800 gp (minor mask), 3,600 gp (minor nkisi), 9,720 gp (medium mask), 19,400 gp (medium nkisi), 23,760 gp (major mask), 47,520 gp (major nkisi); *Weight*: 3 lbs.



Leopard Nkisi



## Geographic Masks/Nkisi

Geographic masks and nkisi provide the user with a deflection or natural armor bonus. As minor wondrous items they provide a +2 bonus, medium items provide a +3 bonus, and major items provide a +4 bonus.

**Iron Mountain:** This black iron mask/nkisi provides the user with a natural armor bonus to AC.

**Ocean:** This mask/nkisi is made of liquid ocean water, magically held in the form of a humanoid. It provides the user with a deflection bonus to AC.

**Wind:** This wooden mask/nkisi is painted blue and carved to resemble a genderless humanoid. Shifting breezes constantly surround it. It provides the user with a deflection bonus to AC.

**Caster Level:** 7th (minor), 9th (medium), 11th (major); **Prerequisites:** Craft Wondrous Item, caster must be of a level three times that of the AC bonus, *shield of faith* (deflection bonus), *barkskin* (natural armor bonus); **Market Price:** 8,000 gp (minor mask), 16,000 gp (minor nkisi), 18,000 gp (medium mask), 36,000 gp (medium nkisi), 32,000 gp (major mask), 64,000 gp (major nkisi); **Weight:** 3 lb.

## Natural Masks/Nkisi

Natural Masks/Nkisi provide the user with ability score bonuses. As minor wondrous items they provide a +2 enhancement bonus to a single ability score, medium items provide a +4 enhancement bonus to a single ability score, and major items provide a +6 enhancement bonus to a single ability score.

**Baobab Tree:** This mask/nkisi is carved from the wood of the baobab tree, complete with protruding branches and leaves. It grants the user exceptional hardness in the form of an enhancement bonus to Constitution.

**Cheetah:** This mask/nkisi is made from lightweight wood painted yellow and decorated with black spots. It grants the user an enhancement bonus to Dexterity.

**Gazelle:** This wooden mask/nkisi is in the image of a gazelle, complete with a pair of real gazelle horns. It grants the user an enhancement bonus to Wisdom.

**Hyena:** This mask/nkisi is in the image of a hyena, and covered with hyena fur. It grants the user an enhancement bonus to Intelligence.

**Jackal:** This mask/nkisi is carved from dark wood and made to resemble a jackal. It grants the user an enhancement bonus to Intelligence.

**Leopard:** This wooden mask/nkisi is painted yellow with brown spots, and decorated with scraps of leopard fur. It grants the user an enhancement bonus to Charisma.

**Lion:** This mask/nkisi is fashioned from the bones and skin of a dire lion. It grants the user an enhancement bonus to Strength.

**Rhinoceros:** This mask/nkisi is formed of rhino hide, and a real rhinoceros horn juts from the item's forehead. It grants the user an enhancement bonus to Constitution.

**Strangler Fig:** This mask/nkisi is woven from the vines of the strangler fig, complete with leaves and dried figs hanging from it. It grants the user an enhancement bonus to Strength.

**Caster Level:** 7th (minor), 9th (medium), 11th (major); **Prerequisites:** Craft Wondrous Item, *bull's strength* (enhance Strength), *cat's grace* (enhance Dexterity), *endurance* (enhance Constitution), *commune* or *legend lore* (enhance Intelligence or Wisdom), *charm monster* (enhance Charisma); **Market Price:** 4,000 gp (minor mask), 8,000 gp (minor nkisi), 16,000 gp (medium mask), 32,000 gp (medium nkisi), 36,000 gp (major mask), 72,000 gp (major nkisi); **Weight:** 3 lb.

## TRINKETS

Trinkets are low-powered magic items designed to entertain or make life easier. Since weak magic is relatively common in Nyambe-tanda, trinkets are popular magic items amongst those who can afford them. Some examples of trinkets include:

- A calabash gourd bowl that magically heats any food placed therein.
- A magic bottle calabash that protects any beverage within from spilling.
- An arcane washing stone that magically softens any fabric beaten against it.
- An enchanted comb that magically untangles hair.
- A pot enchanted to boil water in half the usual time.

Trinkets do not have game statistics, and so can easily be designed by a GM on the fly. They cannot modify dice rolls or character statistics, nor can they affect opponents in any way. The *dull gray ioun stone* is actually a trinket, for example. Trinkets are considered wondrous items, and are generally worth about 25 gp.

## MODIFIED WONDROUS ITEMS

The wondrous items below are modified from the standard D20 System descriptions. You can use these modifications as inspiration for any new magic items you add to an *African Adventures* game.

**Amulet of Natural Armor:** Due to a lack of heavy armor in Nyambe-tanda, protective devices and the materials to create them are in high demand. Increase the base price of this item by 25%.

**Blessed Book:** The item's name changes to *Ramaranda's blessed wanga*, and it appears as a set of mojuba bags on a leather bandolier.

**Boots of Levitation:** The item's name changes to *sandals of levitation*, and it appears as a rugged pair of leather sandals.

**Boots of Speed:** The item's name changes to *sandals of speed*, and it appears as a pair of sandals made from cheetah hide.

**Boots of Striding and Springing:** The item's name changes to *sandals of striding and springing*, and it appears as a pair of sturdy leather sandals.

**Boots, Winged:** The item's name changes to *winged sandals*, and it appears as a set of leather sandals decorated with feathers.

**Bottle of Air:** The item's name changes to *calabash of air*, and it appears as a sealed calabash gourd instead of a glass bottle.

**Bracers of Armor:** Due to a lack of heavy armor in Nyambe-tanda, protective devices and the materials to create them are in high demand. Increase the base price of this item by 25%.

**Deck of Illusions:** The item's name changes to *bones of illusion*, and it appears as a collection of divinatory bones rather than a deck of cards.

**Eyes of Charming:** The item's name changes to *mask of charming*, and it appears as a wooden mask in the shape of a peacock's head.

**Eyes of Doom:** The item's name changes to *mask of doom*, and it appears as a wooden mask in the shape of an owl's head.

**Eyes of the Eagle:** The item's name changes to *mask of the eagle*, and it appears as a wooden mask in the shape of an eagle's head.

**Eyes of Petrification:** The item's name changes to *mask of petrification*, and it appears as a medusa mask fashioned from stone.

**Gauntlets of Ogre Power:** Nyambans do not wear gauntlets. The item's name changes to *bracelets of ogre power*, and its appearance changes to a set of bone bracelets. The item takes up a bracer/bracelet slot instead of a glove/gauntlet slot.

**Gauntlet of Rust:** Nyambans do not wear gauntlets. The item's name changes to *bracelets of rust*, and its appearance changes to a set of rusted iron bracelets. The item takes up a bracer/bracelet slot instead of a glove/gauntlet slot.

**Gloves of Arrow Snaring:** Nyambans do not wear gloves. The item's name changes to *bracelets of arrow snaring*, and its appearance changes to a set of leather bracelets. The item takes up a bracer/bracelet slot instead of a glove/gauntlet slot.

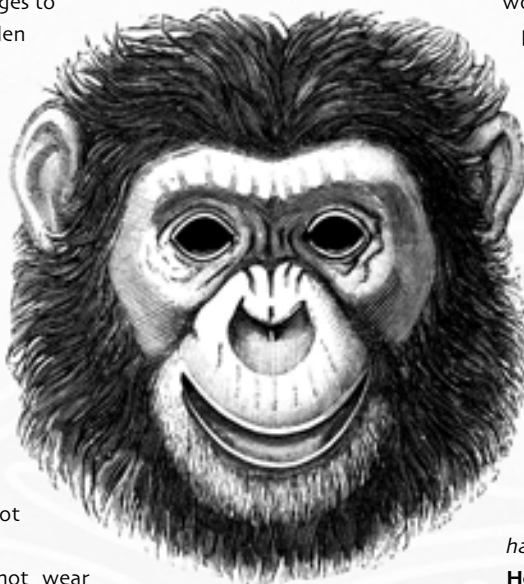
**Gloves of Dexterity:** Nyambans do not wear gloves. The item's name changes to *bracelets of dexterity*, and its appearance changes to set of beaded bracelets. The item takes up a bracer/bracelet slot instead of a glove/gauntlet slot.

**Glove of Storing:** Nyambans do not wear gloves. The item's name changes to *bracelets of storing*, and its appearance changes to that of set of gold bracelets. The item takes up a bracer/bracelet slot instead of a glove/gauntlet slot.

**Gloves of Swimming and Climbing:** Nyambans do not wear gloves. The item's name changes to *bracelets of swimming and climbing*, and its appearance changes to a set of cowry shell bracelets decorated with leopard's claws. The item takes up a bracer/bracelet slot instead of a glove/gauntlet slot.

**Goggles of Minute Seeing:** This item's name changes to *mask of minute seeing*, and it appears as a wooden mask in the shape of a monkey's head.

**Goggles of Night:** This item's name changes to *mask of night*, and it appears as a wooden mask in the shape of a bat's head.



*Mask of Minute Seeing*

**Helm of Brilliance:** This item's name changes to *headdress of brilliance*, and it appears as a headdress decorated with gems and peacock feathers.

**Helm of Comprehending Languages and Reading Magic:** This item's name changes to *headdress of comprehending languages and reading magic*, and it appears as a headdress woven from papyrus and other reedy plants.

**Helm of Telepathy:** The item's name changes to *headdress of telepathy*, and it appears as a headdress decorated with small bits of iron.

**Helm of Teleportation:** The item's name changes to *headdress of teleportation*, and it appears as a headdress decorated with eagle feathers.

**Helm of Underwater Action:** The item's name changes to *headdress of underwater action*, and it appears as a headdress decorated with seashells.

**Heward's Handy Haversack:** The item's name changes to *Bedaga's handy haversack*, but it is otherwise identical.

**Horn of Valhalla:** The item's name changes to *horn of the ancestors*, but it is otherwise identical.

**Lantern of Revealing:** Nyambans do not use lanterns. The item's name changes to *torch of revealing*, and its appearance changes to that of a torch.

**Lens of Detection:** Change this item to a *mask of detection*. It appears as a carved wooden mask in the image of a dog, studded with quartz crystals. It takes up a mask slot rather than being held in the hand, but is otherwise identical.

**Manual of Bodily Health:** The item's name changes to *wanga of bodily health*, and it appears as a collection of gris-gris bags, but is otherwise identical.

**Manual of Gainful Exercise:** The item's name changes to *wanga of gainful exercise*, and it appears as a collection of gris-gris bags, but is otherwise identical.

**Manual of Quickness of Action:** The item's name changes to *wanga of quickness of action*, and it appears as a collection of gris-gris bags, but it is otherwise identical.

**Murlynd's Spoon:** The item's name changes to *Tisanda's spoon*, but it is otherwise identical.

**Orb of Storms:** This item is crystal, not glass, but it is otherwise identical.

**Ouaal's Feather Token:** These items are called *Kwo's feather trinkets*, but are otherwise identical.

**Quiver of Ehlonna:** The item's name changes to *quiver of Shonamu*, but it is otherwise identical.

**Tome of Clear Thought:** The item's name changes to *wanga of clear thought*, and it appears as a collection of gris-gris bags, but it is otherwise identical.

**Tome of Leadership and Influence:** The item's name changes to *wanga of leadership and influence*, and it appears as a collection of gris-gris bags, but it is otherwise identical.

**Tome of Understanding:** The item's name changes to *wanga of understanding*, and it appears as a collection of gris-gris bags, but it is otherwise identical.

**Vestment, druid's:** The item's name changes to *bangu's skins*, and it appears as a collection of animal skins, but is otherwise identical.

**Vestments of faith:** The item's name changes to *kente of faith*, and it appears as a strip of raffia cloth, but is otherwise identical.

## INTELLIGENT ITEMS

Intelligent items are as prevalent in Nyambe as in other realms. When randomly determining intelligent items, use the standard D20 System method as given in the DMG. However, in the Item Intelligence, Wisdom, Charisma, and Capabilities table (Table 8-31), make the following changes to the notations:

† Like a character, an intelligent item speaks Kordo plus one language appropriate to the Nyambe setting per point of Intelligence bonus.

Also, the alternate magic rules for Nyambe described in Chapter Nine apply to the primary abilities, extraordinary powers, and special purpose powers of intelligent weapons.

## CURSED ITEMS

Since evil magic features prominently in an *African Adventures* game, the use of cursed items is highly recommended. Cursed items can come from several sources, the most common being mchawi wizards and n'anga clerics who honor the fiendish orisha.

Whenever you need to randomly determine a specific cursed item, roll on the following table. Cursed items new to Nyambe are in italics.

### NEW CURSED ITEMS

Since masks and nkisi are important to Nyamban magical traditions, it is only logical that some twisted n'anga or mchawi would create cursed versions of these items to harm the unwary.

#### Death Mask

This item is cleverly disguised to appear as some other type of enchanted mask. However, as soon as it is donned it becomes red hot, causing terrible burns to the wearer's face.

Anyone donning a *death mask* is burned for 1d6+7 points of fire damage per round, with no saving throw permitted. The mask also bonds to the wearer's face and cannot be removed without the aid of a *remove curse* spell.

**Caster Level:** 7th; **Prerequisites:** Craft Wondrous Item, *fire shield*; **Market Price:** 28,000 gp

## SPECIFIC CURSED ITEMS

D% ROLL	ITEM	MARKET PRICE
01 – 74	USE STANDARD SPECIFIC CURSED ITEMS TABLE*	
75 – 87	<i>DEATH MASK</i>	28,000 GP
88 – 100	<i>VODOU NKISI</i>	40,950 GP

\* STANDARD D20 SYSTEM CURSED ITEMS REQUIRING MODIFICATIONS FOR THE NYAMBE SETTING ARE DISCUSSED BELOW.

### Vodou Nkisi

This cursed item appears to be a typical nkisi figure, but anyone attempting to pound a nail into a *vodou nkisi* (VOH-doo n-KEE-see) is struck by a powerful and potentially deadly curse. When making this item, the creator selects the effects it will have, and these effects cannot be changed. There are no saving throws against these effects.

See the table below for the effects of a *vodou nkisi*, which affect victims differently based on their Hit Dice.

HD	EFFECT
12 OR MORE	DAZED OR DEAFENED
LESS THAN 12	BLINDED, SLOWED, WEAKENED, OR STUNNED (PLUS ABOVE)
LESS THAN 8	CONFUSED OR PARALYZED (PLUS ABOVE)
LESS THAN 4	KILLED (PLUS ABOVE IF TARGET SOMEHOW SURVIVES)

For example, the *vodou nkisi* can be created to daze targets with 12 or more HD; daze and blind targets with less than 12 HD; daze, blind, and confuse targets with less than 8 HD; and kill targets with less than 4 HD (those who somehow survive are confused, blinded, and dazed).

**Blinded:** The creature is blinded (see *blindness/deafness*) for 2d4 rounds.

**Confused:** The creature is confused, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment.

**Dazed:** The creature is dazed and can take no actions for 1 round (but defends itself normally).

**Deafened:** The creature is struck deaf (see *blindness/deafness*) for 1d4 rounds.

**Killed:** Living creatures die. Undead creatures are destroyed.

**Paralyzed:** The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

**Slowed:** The creature is slowed, as by the *slow* spell, for 2d4 rounds.

**Stunned:** The creature is stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

**Weakened:** The creature's Strength score decreases by 2d6 points for 2d4 rounds.

According to rumor, mchawi wizards can attach hair, nail clippings, or other body parts to a *vodou nkisi*, turning its power against others. If this is true, it must require some sort of special-



ized training; virtually all mchawi who have attempted to use these items offensively have succeeded only in injuring themselves.

**Caster Level:** 13th; **Prerequisites:** Craft Wondrous Item, and one of the following: *blasphemy*, *dictum*, *holy word*, or *word of chaos*; **Market Price:** 40,950 gp

## MODIFIED CURSED ITEMS

Due to differences in weapons, armor, and equipment available, some cursed items have altered forms in an *African Adventures* game.

**-2 Sword, Cursed:** This item's name changes to *-2 cursed club*, and its form changes to that of a club.

**Armor of Arrow Attraction:** This item's form changes to that of iron mantle armor. It is otherwise identical.

**Armor of Rage:** This item's form changes to that of iron mantle armor. It is otherwise identical.

**Boots of Dancing:** This item's name changes to *sandals of dancing*, and it appears as a pair of sturdy leather sandals.

**Dust of Sneezing and Choking:** This item is considered a potion. Creating it requires the Brew Potion feat, at least 1 rank in the Alchemy skill, and the creator must be 5th level or greater.

**Gauntlets of Fumbling:** The item's name changes to *bracelets of fumbling*, and it appears as a set of beaded bracelets. It takes up a bracer/bracelet slot rather than a gauntlets/gloves slot, but is otherwise identical.

**Helm of Opposite Alignment:** This item's name changes to *head-dress of opposite alignment*, and it appears identical to some other sort of magical headdress.

**Sword, Berserking:** This item's name changes to *berserking axe*, and its form changes to that of a greataxe.

**Vacuous Grimoire:** This item's name changes to *vacuous wanga*, and it appears as a set of gris-gris bags, but it is otherwise identical.

## MINOR ARTIFACTS

Unlike major artifacts, more than one of these items exist. However, they were all created in the ancient past, and the secrets of their creation have been lost to modern spellcasters. These items should only enter a campaign through a deliberate choice on the GM's part, so a random generation table has not been provided. A few of the standard D20 System minor artifacts can also be used in the Nyambe setting, but require the modifications discussed below.

### NEW MINOR ARTIFACTS

These minor artifacts are specific to an *African Adventures* game. While it is possible to use them in another game setting, they may make little sense if removed from their cultural context.

#### Blade of Scarring

This small flint blade is useless as a weapon. Instead it is used for ritual scarring, a practice common amongst both the nomadic Shombe and the Amazons of Nibomay. After defeating a powerful opponent, the warrior who struck the killing blow can be marked

with the *blade of scarring* in such a way that the warrior is granted some of the defeated opponent's strength.

This item can only be used when a character strikes a killing blow in melee combat against a foe with a CR at least 3 higher than the character's level. The opponent cannot be asleep, held, paralyzed, or otherwise unable to defend itself.

Marking the victorious character with a scar pattern requires a Profession (ritual scarring) or similar check with a DC equal to 10 plus the opponent's CR. On a failure, the scar is simply attractive, but provides no magical benefits. On a success, the victor gains a permanent +1 enhancement bonus to whatever ability score was the opponent's strongest.

No individual can have more than six of these enchanted scar patterns, and no single ability score can have an enhancement bonus of greater than +5.

**Caster Level:** 20th; **Weight:** 1 lb.

#### Lesser Udamalore

*Lesser udamalore* are ceremonial swords carved from ivory and enchanted with powerful magic by the great artificer and ivory carver Jamba Koan, also known as "elephant friend."

Koan created at least a dozen *lesser udamalore* for the ruling houses of Bashar'ka, Nibomay, and Taumau-Boha, but only nine of them are currently accounted for, the others being lost to thieves and assassins.

A *lesser udamalore* functions as a *+3 shortsword*, *+3 scimitar*, or *+3 falchion* depending on its design, but inflicts subdual damage instead of normal damage.

The weapon's real power is not in the damage dealt, but its domination power. Any humanoid of Medium size or smaller struck by a *lesser udamalore* must make a Will save (DC 19) or immediately become dominated by the sword's bearer as if affected by a *dominate person* spell.

**Caster Level:** 20th; **Weight:** 6 lbs.

#### Greater Nail Figure

*Greater nail figures* are similar to standard *nkisi*, but are larger and more powerful. They stand at least four feet in height, and are only found in the major temples of the Tembu people. These statues constantly radiate a *hallow* effect. The spell anchored to the *hallow* effect varies, but is usually *invisibility purge*. Because of their great value, they are all heavily guarded.

Amongst the Tembu people, *greater nail figures* are used in the taking of oaths. When making an oath in front of the statue, the user must hammer a nail into it. It is said that pounding nails into the statue enrages a lightning spirit contained within the hollow cavity, and that the spirit will use its magic to ensure the person remains true to the oath.

Anyone pounding a nail into a *greater nail figure* while taking an oath is immediately affected by a *geas/quest* spell to the terms of the oath. Reciting the oath and pounding the nail into the figure is considered submitting to the spell, and disallows any saving throw against the effect.

Anyone telling a lie while laying a hand upon a *greater nail figure* is immediately struck by a bolt of divine lightning for 15d6 of

damage, with no save. Of this damage, 7 dice are divine power and not affected by any sort of Electrical Resistance.

*Caster Level: 20th; Weight: 50 lbs.*

## MODIFIED MINOR ARTIFACTS

A few of the existing minor artifacts are acceptable for use in an *African Adventures* game. They are listed below, along with setting-specific changes.

**Book of Exalted Deeds:** This item's name changes to *wanga of exalted deeds*, and it appears as a set of gris-gris bags, but is otherwise identical.

**Book of Vile Darkness:** This item's name changes to *wanga of vile darkness*, and it appears as a set of gris-gris bags, but is otherwise identical.

**Sphere of Annihilation:** This item can be used without any changes.

**Staff of the Magi:** This item can be used without any changes.

**Talisman of Pure Good:** This item can be used without any changes.

**Talisman of Ultimate Evil:** This item can be used without any changes.

## MAJOR ARTIFACTS

These artifacts are all magical items of incomprehensible power. Some were crafted using knowledge that has since been lost to the world, while others are gifts from the orisha themselves. In either case, creating items such as these is beyond the power of modern spellcasters. These items should only enter a campaign through a deliberate choice on the GM's part, so a random generation table has not been provided. None of the standard D20 System major artifacts are appropriate in an *African Adventures* game unless the GM decides otherwise.

### NEW MAJOR ARTIFACTS

These major artifacts are specific to an *African Adventures* game. While it is possible to use them in another game setting, they may make little sense if removed from their cultural context.

#### Adamu Dwa

An adamu dwa is a ceremonial stool. These chairs are used by chiefs and other heads of state during important ceremonies. They are so important that even royalty will not sit on an adamu dwa except during the performance of a ritual. Otherwise, the stool rests on a cushion next to the throne, to indicate its importance.

The *Adamu Dwa* is the ceremonial stool of the jamkadi of Nibomay, weighing over 100 pounds. Legend has it that the stool, made of solid gold, was a gift from the orisha to Amazonia

herself, to commemorate the Tisambe role in the overthrow of the kosan orcs.

The stool remains in the Niboman palace to this day, though few are aware of its true power: anyone sitting on the *Adamu Dwa* gains Spell Resistance 40. In addition, the *Adamu Dwa* boosts its user's effective caster level by 5. This does not grant new spell access or improve spells per day, but it does increase all level-based variables in a spell. Finally, the *Adamu Dwa* provides a +6 deflection bonus to Armor Class.

Anyone sitting on the *Adamu Dwa* must remain seated to gains its benefits, and is considered flat-footed. The *Adamu Dwa* can only be destroyed by crushing it against the legendary *Throne of the Overpower*.

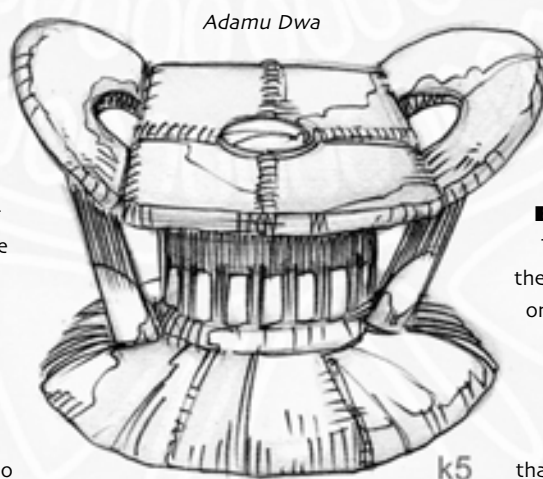
#### Drum of Tarango

This 10-pound mahogany-wood drum is a small cylinder of wood with a tanned giraffe-skin stretched over one end. When played the *Drum* produces unearthly rhythms, and no two creatures that have listened to a performance upon it hear the same thing.

The *Drum of Tarango* adds a +10 competence bonus to the Perform (drums) skill of anyone using it, but only a ngoma bard can make full use of its power. A ngoma who plays the *Drum of Tarango* while casting a spell has access to every spell on the bard list. While this does not alter the number or level of spell slots available to her per day, the ngoma is not limited to the spells she actually knows.

Unfortunately, using the *Drum of Tarango* is not without its risks. Whenever it is used to access a spell the ngoma does not personally know, the user must make a Perform (drums) check vs. DC 30 (include the competence bonus). If the check fails or on a natural roll of 1, the rhythm being played displeases Tarango the Drummer, and the ngoma takes 1d6 points of fire damage and 1d6 points of divine energy damage.

The *Drum of Tarango* can only be destroyed by a major manifestation of Tarango the Drummer.



*Adamu Dwa*

#### Eye of N!ok

This 10-pound crystal ball was used by the high bokor of the Kosa Empire to spy on enemies of the emperor. According to orcish lore, N!ok the All-Seeing Eye once used the object as a glass eye.

The *Eye of N!ok* only functions properly for those of orcish blood that know the Scry skill. Others that attempt to use it discover that it acts as the *crystal hypnosis ball* cursed item, placing the user under control of N!ok himself. If the user has orcish blood but not the Scry skill, the *Eye* does nothing.

If the user has both orcish blood and the Scry skill, the true powers of the *Eye* become apparent. It functions as a *crystal ball*, but the individual using it to scry can cast any spell through the

ball, targeting the effect anywhere within the area observed by the user. Each time the *Eye* is used as a conduit for spells, there is a 5% chance of attracting the attention of N!ok, which causes the *Eye* to function as the *crystal hypnosis ball* described previously.

The destruction of the *Eye of N!ok* can only be accomplished by melting it in the flames of the *Forge of the Kosans*.

### Forge of the Kosans

The infamous *Forge of the Kosans* was used to create many of the magical weapons used by the orcs of the Kosa Empire. Many believe that the forge was destroyed during the Great Rebellion, but others claim it still lies somewhere within the ruins of the blda Rainforest, waiting to be rediscovered.

Any enchanted or masterwork iron weapon heated and worked in the *Forge of the Kosans* has its enhancement bonus increased by +1, provided the smith can make a Craft (weapon) check with a DC of 25. On a failed roll, or a natural roll of a 1, the forge melts the weapon. The *Forge* can even increase the enhancement bonus of a weapon beyond +5, but no weapon can be worked in the *Forge* more than once. Any attempt to improve the enhancement bonus of a weapon requires a full day's work.

The problem with the *Forge of the Kosans* is that it requires "feeding." Once per week minimum, a living humanoid must be thrown into the *Forge* to maintain its fires. If the *Forge* does not gain its sacrifice, the flames extinguish. If it is fed, even after hundreds of years of inactivity, it will reignite.

The *Forge of the Kosans* is immobile and immune to all forms of harm. However, if the *Eye of N!ok* is thrown into it, both items will be destroyed forever.

### Great Udamalore

*Great Udamalore* was originally created for the first king of Bashar'ka by the famous artificer and ivory carver Jamba Koan, also known as "elephant friend." The weapon is a falchion carved from a single piece of ivory. The blade is engraved with images of leering faces and rampaging bull elephants, and the hilt is wrapped with small, intricately carved ivory chains.

*Great Udamalore* remained in the royal house of Bashar'ka for over a millennium, but Mademban rogues stole it several hundred years ago. It has not been seen since, but Nyathera, the current queen of Bashar'ka, is offering lands from her demesne valued at approximately 250,000 gp for its safe return.

*Great Udamalore* weighs 6 pounds and functions as a +6 falchion, but it inflicts subdual damage instead of physical damage. However, the weapon's real power is not its damage-dealing capacity, but its awesome domination power. Any creature struck by *Great Udamalore* must make a Will save (DC 23) or immediately

become dominated by the sword's bearer as if affected by a *dominate monster* spell. In addition, anyone wielding *Great Udamalore* gains a +10 enhancement bonus to Charisma. Any creature that sees *Great Udamalore* dominate another must make a Will save (DC 23) or become overwhelmed with a desire to steal the sword.

*Great Udamalore* can only be destroyed by burying it in the secret graveyard of the elephants.

### Kwo's Shield

Kwo, also known as the Hungering Lion, used this shield during his many forays against the Zombi Empire. The shield has absorbed some of Kwo's power, and is a potent defense against the undead.

*Kwo's Shield* is a +5 large leather shield weighing about 7 pounds. Anyone who wields this shield in battle is completely immune to disease, level drain, paralysis, and negative energy damage. The wielder is not immune to temporary ability damage, but such damage is recovered at the phenomenal rate of 1 point per minute instead of the usual 1 point per day. While the shield does not automatically heal permanent ability damage, it does allow the wielder to cast *greater restoration* once per day.

If Zulo still exists, he is obsessed with finding and destroying this shield, as well as anyone foolish enough to use it. A lich can destroy *Kwo's Shield* by casting *shatter* upon it. No other creature can harm it.

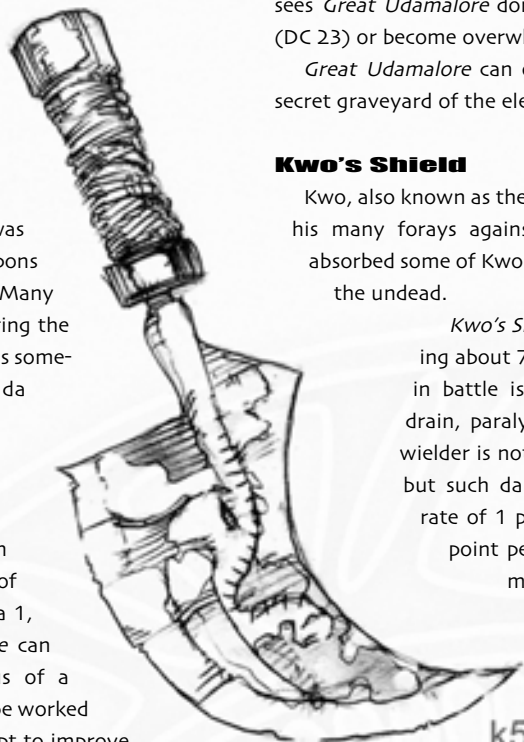
### Mask of Nyambe

The most potent of all enchanted masks, the *Mask of Nyambe* is the image of Nyambe, the Overpower itself. Though an extremely powerful item, those powers make it difficult to use. The *Mask's* current location is unknown, but every creature brazen enough to don this mask has met an unfortunate end.

Any being that gazes upon the countenance of the *Mask* is immediately struck blind with no saving throw, and has no memory of the *Mask's* appearance. This ability functions constantly, even if no one is actually wearing the mask.

If donned, the 5-pound *Mask* bonds itself to the wearer's head, and cannot be removed by any means short of the death of the wearer. Any individual wearing the *Mask* is granted the ability to sense her surroundings as if with the *Blindsight* special ability — this is useful since the mask has no eyeholes. While such *Blindsight* allows the character to sense creatures and objects, the wearer is unable to read, distinguish colors, or otherwise use true vision. The mask also grants its wearer the ability to request the direct intervention of the Overpower. This has the effect of the *miracle* spell, and can be used a maximum of once every 5 days.

Unlike most artifacts, the *Mask of the Overpower* is literally indestructible. It will exist as long as the universe exists.



*Great Udamalore*



## Opou Tulda

An *opou* (OH-pohn) is a divinatory board, and this particular board was created by the Tulda dragons as part of their attempt to learn divine magic under the tutelage of Ramaranda the Diviner. The board has changed owners numerous times over the millennia, and is currently rumored to belong to a red dragon residing somewhere in the Fireplace Mountains.

Unfortunately for any humanoid user, the *Opou Tulda* is designed for use by dragons, and measures 10 feet wide by 5 feet long by 1 foot thick. It weighs approximately 250 pounds.

The *Opou Tulda* can only be used by a character capable of casting divine spells. To use the board, the caster must throw a handful of animal bones onto the board while casting a divination or using a divinatory item such as a *crystal ball*. If the board is used properly, it causes all divinations under its influence to be 100% accurate, and all Scry checks made by the user to be automatically successful. If a particular divination spell does not have a chance of failure — such as a *legend lore* spell — then the spell provides particularly useful information.

Each time the *Opou Tulda* is used by a non-dragon, there is a 5% cumulative chance that it attracts the attention of the nearest dragon, which immediately comes to retrieve the item from the offender. Only the fiery breath of a great wyrm silver dragon — a creature not native to Nyambe — can destroy the *Opou Tulda*.

## Skin of Zombi

According to rumor, this disturbing artifact is the shed skin of Zombi, the orisha of snakes and the undead. It is said that the *Skin* was a reward granted to Zulo, the first high priest of Zombi, in exchange for establishing his cult amongst non-orcs. It was supposedly destroyed with Zulo, but either it or other minor items like it have resurfaced every few hundred years since.

The *Skin* weighs 5 pounds and is in the shape of a humanoid, but is composed entirely of shed snakeskin. Anyone who touches the *Skin* to his face discovers that it instantly animates and adheres to his own skin, crawling underneath clothing and even armor to do so. The *Skin* grants its wear terrible necromantic and reptilian prowess, but slowly devours any foolish enough to use it.

Anyone who wears the *Skin of Zombi* gains all the benefits of being an undead creature: he becomes immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease; not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; immune to anything requiring a Fortitude save unless it affects objects; and can make Concentration checks using Charisma modifier. The wearer suffers from none of the usual disadvantages of being undead and cannot be Turned, harmed by positive energy, or affected by spells or powers that affect the undead.

In addition, the *Skin* allows its wearer to make a poisonous bite attack. This attack is considered an armed attack that inflicts 1d8 points of damage, and is subject to the natural weapon rules for monsters. The poison requires a primary Fortitude save vs. a DC of 20 to avoid 2d6 points of temporary Constitution score damage, and a secondary Fort save after one minute to avoid 3d6 points of temporary Constitution damage.

Finally, the *Skin of Zombi* slowly transforms its wearer into an undead creature. Each day that the skin is worn, the wearer must make a Fortitude save against a DC of 15 or gain 1 negative level. This process continues until the wearer dies, at which time she rises up as a true zombi (see Chapter Thirteen) in service to the fiendish orisha himself, and the skin sloughs off, ready for another user. The skin cannot otherwise be removed by any means short of a *wish* or *miracle* spell.

According to legend, the *Skin of Zombi* can be eaten and digested by a lau of maximum HD; see Chapter Thirteen. Only one such creature, referred to as the “king of the lau” is known to exist.

## Spear of Z’idan

Z’idan, the Boha-Boha chieftain who shared the secret of bronze with the other peoples of Nyambe-tanda, once wielded this powerful enchanted bronze spear. Though she was later slain by the armies of Nibomay and her name lost to history, her *Spear* lives on. Current rumors place it somewhere in the underwater cities of the silwane-manzi.

The *Spear of Z’idan* is a 10-pound +5 bronze shortspear. Though merely bronze, it behaves as if it had both the *brilliant energy* and *ghost touch* abilities, piercing both armor and incorporeal creatures with ease. More importantly, the *Spear* is intelligent and imbued with the spirit of Z’idan. Any creature dominated by the weapon will immediately set out to restore Z’idan’s name to her rightful place in history. Z’idan knows many secrets about the ancient past, and most sages would give their eyeteeth to be able to question her at length.

If knowledge of this weapon reaches the jamlkadi of Nibomay, she will go to any lengths to capture and destroy it. Z’idan is the last of the Boha-Boha, and the destruction of the Boha-Boha will not be complete until her life force is snuffed out. The jamlkadi of Nibomay can destroy this weapon simply by breaking it over her knee.

**Ability Scores:** Int 10, Wis 15, Cha 18; **Ego:** 27; **Alignment:** Neutral Good; **Communication:** Speaks Kordo, telepathic, *read languages*, *read magic*; **Primary Abilities:** Provides wielder with free use of the following feats: Combat Reflexes, Blind-Fight, Improved Initiative, and Mobility; **Extraordinary Powers:** *Stoneskin* (1/day, 10 minutes), *globe of invulnerability* (1/day)



## CHAPTER THIRTEEN

# MONSTERS OF NYAMBE

This chapter includes suggestions on modifying existing monsters to fit into an *African Adventures* game, and details new monsters appropriate to Nyambe, patterned on African mythology and lore. For wandering monster encounter tables, see Chapter Ten.

## EXISTING CREATURES

Many standard D20 System creatures can find a place in an *African Adventures* game. The list below includes suggestions on how to work them into the Nyambe campaign setting.

### MONSTERS

**Aboleth:** These creatures are found in many underground cisterns and rivers.

**Achalerai:** In ancient times a group of achalerai were summoned to Nyambe-tanda, and are now native to the continent. Their habitat is limited to the eastern scrub plains.

**Allip:** These creatures are mortals who have committed suicide and been denied a place in the afterlife.

**Animated Object** (all): Nyamban animated objects are no different than those encountered in other lands.

**Ankheg:** Ankheg are most common in the tUbl Grassland, though they have occasionally been reported in the blda Rainforest.

**Aranea:** These arachnid shapechangers date back to the time of the ancient Kosa Empire. They move amongst humanoid society, but no one seems to know exactly what their agenda is.

**Arrowhawk:** As servants of the elemental orisha, arrowhawks can be encountered throughout Nyambe-tanda.

**Assassin Vine:** Nyamban strangler figs are indistinguishable from common assassin vines.

**Azer:** Azer are only found in the fiery depths of the Giko Taaba Mountains.

**Belker:** As servants of the elemental orisha, belker can be encountered throughout Nyambe-tanda.

**Bodak:** Bodak are mortals corrupted after visiting the lower coils of Da.

**Carrion Crawler:** Carrion crawlers are common in ancient tombs, and in larger cities they have been known to raid garbage heaps.

**Celestial** (all): As servants of the celestial orisha, celestials can be encountered throughout Nyambe-tanda.

**Centaur:** Nyamban centaurs have the lower half of a zebra and the upper half of a human. They are found only in the tUbl Grassland.

**Chaos Beast:** Chaos beasts are servants of GuDuGu, and are sometimes found dwelling within his temples or assisting his most powerful priests.

**Chimera:** A Nyamban chimera has a lion head between its shoulders, a goat's head sprouting from its back, and a dragon's head instead of a tail. It does not have wings, but can still fly through supernatural means. The Nyamban chimera is the national symbol of Nibomay, and the jamlkadi keeps several of these dangerous beasts as pets. No one knows how these creatures originated.

**Choker:** Chokers are what remain of engolo monks corrupted by evil magic.

**Chuul:** These evil crustaceans can be found in many areas throughout Nyambe.

**Cockatrice:** In Nyambe, this creature is known as a crowing crested cobra. It appears to be a hooded cobra, but on closer inspection it has feathers and a comb like a rooster. It also crows rather than hissing. Some of these creatures are said to spit venom.

**Couatl:** The Nyamban couatl is known as the golden cobra, and appears as a gold-scaled, giant, winged cobra. They are found only in the kingdom of Taumau-Boha and the Isle of the Overpower.

**Darkmantle:** Darkmantles are found in underground regions throughout Nyambe-tanda.

**Delver:** Delvers have been sighted in the lower depths of Mademban iron mines.

**Demon** (all): As servants of the fiendish orisha, demons can be encountered throughout Nyambe-tanda.

**Destrachan:** Destrachan can be found throughout Nyambe-tanda.

**Devil** (all): As servants of the fiendish orisha, devils can be encountered throughout Nyambe-tanda.

**Devourer:** During the great earthquake which destroyed the underground home of the rom, some of the giants attempted to escape to the Shadow World using magic. The spell malfunctioned, and the giants became life-devouring corporeal undead native to the Shadow World. Normal rom treat devourers with utmost respect.

**Digester:** Digesters are common throughout Nyambe-tanda.

**Dinosaur** (all): Dinosaurs are only found in remote areas such as the Great Mangrove Marsh and the bida Rainforest. Few people have actually seen one.

**Dire Animals** (rat, bat, ape, wolf, boar, lion, bear, shark): Dire animals are more common in Nyambe than in other lands. Nyamban dire rats, also known as bush rats, are a real danger to rural villages. Though there are no dire wolves in Nyambe, dire hyenas use the same statistics. The dire lion is the most famous of Nyamban dire animals. Though rarely encountered, dire lions are often found in unusual colors such as black, red, blue, green, or white. Those who encounter a dire lion should regard the incident as a portentous omen, with the lion's color alluding to some future event; see Chapter Six for more on omens. Another famous Nyamban dire animal is the dire bear, also known as the *nandi* (NAHN-dee). Even though there are no bears in Tanda-tanda, nandi seem to be native to the Kuba Taaba. How they got there is anyone's guess.

**Dragon** (black, blue, green, red, white, brass, bronze, copper, gold, silver): In the Beginning Time, the dragons, also known as the tulda, were not created by the Overpower, but were born of the world itself. The dragons' unusual relationship with the world gave them the power to work arcane magic directly, without needing to rely upon the orisha. During the Dark Time, Ramaranda the Diviner approached the tulda, offering to teach them the secrets of divine magic in exchange for mating with the mortal races. The tulda accepted the offer, and since that time, all Nyamban dragons have been able to cast divine spells. Nyamban dragons can freely choose spells from either the sorcerer/wizard list or the cleric list, though they cast cleric spells using the same rules as they do for sorcerous spells.

**Dragon Turtle:** Dragon turtles can be found in all of the oceans surrounding Nyambe-tanda. They are the result of ancient matings between the tulda dragons and Nyamban giant turtles.

**Dragonne:** Dragonne have been reported in the Gudu Ji Pingu Desert. They are the result of ancient matings between lions and

brass dragons. Dragonne occasionally trade with passing bands of desert-dwelling Marak'ka, but most often they prefer to be left alone.

**Elemental** (all): As servants of the elemental orisha, elementals can be encountered throughout Nyambe-tanda.

**Ethereal Filcher:** These strange creatures are sometimes sent to steal items from those who fail to make proper sacrifices to the spirits. In Nyambe they are known as shadow thieves.

**Ethereal Marauder:** These magical beasts are sometimes sent to attack those who anger the spirits. In Nyambe they are known as shadow warriors.

**Ettercap:** Ettercaps can be found in the bida Rainforest.

**Formian** (all): Formians attempted to colonize Nyambe-tanda long ago. The scouting party found a giant acacia tree — now called a formian acacia — and carved out a home for themselves within its trunk. Formians have lived in Nyambe ever since.

**Fungus** (all): Fungi of all sorts are quite common in the underground areas of Nyambe.

**Genie** (all): Though these outsiders once appeared only in Near Eastern lands, they have spread to Nyambe-tanda.

**Ghoul** (all): Ghouls sometimes spontaneously arise from the corpses of cannibals. As such, most Nyamban ghouls are dwarven utuchekulu.

**Giant** (hill, stone, fire, cloud, storm): Though uncommon, a wide variety of giants can be found in Nyambe. They all stay far away from civilization, and even evil giants will take pains to avoid contact with humanoids.

**Giant Eagle:** Nyamban giant eagles are known as *panga* (PAHN-gah).

**Giant Owl:** Nyamban giant owls are known as *kikiyaon* (kee-kee-YAH-ohn).

**Gibbering Mouther:** These creatures are servants of GuDuGu the Obscene One, and are often found guarding his temples.

**Girallon:** Girallon seem to be a naturally occurring mutation of normal apes. They will sometimes take control of a company of apes and lead them on a murderous rampage. Fiendish girallon are also encountered, but how they enter the Material World is unknown.

**Gnoll:** Nyamban gnolls are known as mbUi, which literally means "hyena."

**Golem** (clay, stone, iron): Nyamban clay golems are usually fashioned from white clay, and are made as substitute "children" by evil n'anga clerics. Stone golems are usually formed from volcanic rock and can be found guarding tombs when reliquary guardians are insufficient. Nyamban stone golems can cast *fireball* instead of *slow*. Despite their immense power, iron golems are somewhat common in Nyambe.

**Gorgon:** Gorgons are humans cursed by the orisha for committing perversities with livestock. As such, they are most commonly found living near herding societies.

**Grick:** These terrible creatures can be found in underground regions throughout Nyambe. It is rumored they are servants of Zombi the Serpent Lord.

**Griffon:** Nyamban griffons are known as *grypes* (GREYEPS), and are scavengers largely restricted to desert regions.



**Hag** (all): Nyamban hags are known as *kaikUdU* (kah-eeek-OO-d-OO), which literally means "old women."

**Harpies**: Harpies are the servants of Molamu the Seducer, sent to twist the hearts of men. They mate with mortal men, laying eggs that hatch into new harpies. Harpies kill their victims after mating, and they will attack women on sight.

**Hell Hound**: These creatures are rarely encountered except in the Giko Taaba Mountains.

**Howler**: Packs of howlers are rumored to wander the wild lands of Nyambe, apparently the result of some ancient summoning gone wrong.

**Hydra** (all except cryohydra): The hydra are the servants of Zombi the Serpent Lord, and can sometimes be found guarding his temples.

**Invisible Stalker**: Invisible stalkers are the favored assassins amongst certain groups of mchawi wizards.

**Kraken**: Kraken have been known to attack ships sailing upon the Western Ocean.

**Krenshar**: Krenshar are native to both the bida Rainforest and the grasslands of the tUbl.

**Lamia**: Lamia are native to the D'okan Desert, though they sometimes hire themselves out as shamans to entare clans.

**Lammasu**: These creatures seem to have emigrated from the Near East.

**Lillend**: These creatures are only encountered on the Isle of the Overpower.

**Magmin**: These creatures are rarely encountered except in the Giko Taaba Mountains.

**Manticore**: Manticores, also known as *mardkhora* (mahr-d-KHOH-rah), are not native to Nyambe-tanda. Hundreds of years ago, the first mardkhora arrived from the Near East after hearing tales of a new land to the southwest.

**Medusa**: Medusa, known in Nyambe as *anath* (AHN-ath), are the personal servants of Zombi the Serpent Lord. He sends them out to slay reformed Zombi cultists and others who displease him. It is said that anath are what remain of Amazons corrupted by evil magics. An anath's preferred class is gamba fighter, and most anath have one or more levels of the Amazon prestige class.

**Mephit** (air, dust, earth, fire, magma, ooze, salt, steam, water): As servants of the orisha, mephits can be encountered throughout Nyambe-tanda.

**Mimic**: Mimics can be found guarding many ancient treasures of the Kosa Empire.

**Mohrg**: These undead mass murderers sometimes have levels as mchawi wizards or Zombi cultists rather than increased Hit Dice. They are more common in urban areas, as it is more difficult for their crimes to go unnoticed in rural communities.

**Mummy**: Mummies are only found in the ancient ruins of the Water People, or on the isle of Marak'pInga.

**Naga**: Some spirit naga and dark naga came over with the yuan-ti. Other naga have not yet been found in Nyambe.

**Night Hag**: Night hags are servants of the fiendish orisha sent to the Material World to collect the souls of evil beings.

**Nightshade** (all): Nightshades are the servants of Gamal the Dark One. He takes delight in sending them to the Material World on missions of random destruction.

**Ogre** (common ogre): Nyamban ogres are called *dimU* (dihm-OO), and they are thought to be the reincarnations of people guilty of infanticide.

**Ooze** (all): Monstrous oozes can be found throughout the underground regions of Nyambe.

**Orc**: Though true orcs are no longer native to Nyambe-tanda, orc slave raiders from the North have attacked the western coast. Some degenerate creatures descended from the extinct kosan orcs do exist, such as the getiet and ingogo, and the ngoloko half-orcs.

**Otyugh**: These vile scavengers can be found throughout Nyambe-tanda.

**Phantom Fungus**: These deadly fungi can be found in underground areas throughout Nyambe.

**Phase Spider**: These creatures are very common throughout the continent. They are sometimes called "spirit spiders," or "spider orisha," though neither name is accurate.

**Planetouched** (all): Nyamban planetouched are creatures possessed by the celestial or fiendish orisha while still in the womb. Change the default weapons to ones more appropriate to the Nyambe campaign setting.

**Pseudodragon**: Pseudodragons are often found traveling with agogwe halfling clans.

**Purple Worm**: These creatures can be found in underground regions throughout Nyambe. Some have variant colors such as white, yellow, or green. Worms with alternate colors are considered omens by diviners; see Chapter Six for more on omens.

**Rast**: These creatures are rarely encountered outside of the Giko Taaba Mountains.

**Ravid**: These creatures are rarely encountered unless summoned by a spellcaster.

**Roc**: Roc are only found in the highest peaks of the Kuba Taaba Mountains.



**Roper:** Ropers can be found in subterranean regions throughout Nyambe.

**Rust Monster:** These creatures are considered an affront to the nature of iron, and have been hunted to near extinction in Nyambe-tanda.

**Sahaugin:** In Nyambe, sahaugin are known as silwane-manzi, and are common to the Northern Ocean.

**Salamander (all):** These creatures are rarely encountered outside of the Giko Taaba Mountains.

**Sea Lion:** Nyambe is home to a freshwater variant of the sea lion in addition to the standard variety.

**Shadow:** These creatures are rarely encountered except as the spawn of a ndalawo shadow leopard.

**Shambling Mound:** These deadly plants are common in humid regions throughout Nyambe-tanda.

**Shield Guardian:** Nyamban shield guardians are composed almost entirely of iron.

**Shocker Lizard:** These creatures can be found in humid regions throughout Nyambe.

**Skeleton (all):** Due to the long-time popularity of zombies in Nyambe-tanda, spellcasters rarely animate skeletons.

**Skum:** In Nyambe, skum are only found in the service of aboleth.

**Spectre:** These evil spirits are common throughout much of Nyambe.

**Sphinx (all):** These creatures arrived in Nyambe at the same time as the Water People. They can be found in a variety of different terrains, but prefer to live far from civilization.

**Spider Eater:** Since spiders are commonly encountered in Nyambe, spider eaters are fairly common as well.

**Stirge:** Stirges exist in Nyambe, but are somewhat uncommon since they face stiff competition from boman.

**Tendriculos:** These carnivorous plants can be found throughout Nyambe-tanda.

**Thoqqua:** These creatures are rarely encountered outside of the Giko Taaba Mountains.

**Tojanida (all):** As servants of the elemental orisha, tojanida can be encountered throughout Nyambe-tanda.

**Treant:** Nyamban treants always appear as a native tree species.

**Triton:** Tritons have been sighted in the Eastern Ocean.

**Umbur Hulk:** These insect-like monsters are most common in Utuchekulu-land.

**Wight:** In Nyambe, wights are known as *dandu* (DAHN-doo), which means "poor people." They are indistinguishable from common zombies until they attack.

**Will-o'-Wisp:** In Nyambe, these creatures are known as "ghost lights."

**Wraith:** These evil spirits are common throughout Nyambe-tanda.

**Wyvern:** These clawless dragons are infrequently sighted along Nyambe's northern shore.

**Xill:** These creatures are native to the Shadow World, but sometimes cross over into the Material World in pursuit of prey.

**Xorn (all):** As servants of the elemental orisha, xorn can be encountered throughout Nyambe-tanda.

**Yrthak:** These creatures are found in the Hills of Mademba and the Kuba Taaba Mountains.

**Yuan-Ti (all):** The yuan-ti are immigrants from Far Eastern lands and live in the Bida Rainforest.

**Zombie (all):** Zombies of all sorts are extremely common in Nyambe.



## ANIMALS

**Ape:** Most Nyamban apes are harmless, but a few carnivorous varieties do exist.

**Baboon:** Baboons are capable of interbreeding with the or-blooded ingogo, and many people hunt them to prevent them from doing so.

**Bat:** Bats are the subject of many Nyamban legends and a source of great fear to most commoners.

**Bison:** Use these statistics for water buffalo and oxen. Water buffalo can be found in the tUbl Grassland, and oxen are found in many cities.

**Boar:** Warriors in rural communities hunt boars for both meat and bragging rights.

**Camel:** Camels include normal pack camels, and battle-trained war camels. Despite the fact that camels are not normally allowed to advance, Nyamban war camels are advanced to 4 HD.

**Cat:** Cats can be found throughout Nyambe-tanda, and are especially common in Taumau-Boha.

**Cheetah:** These creatures are found only in the tUbl Grassland, and even there they are rarely encountered.

**Crocodile:** Crocodiles live mostly around the Kalimara River.

**Crocodile, Giant:** Giant crocodiles live mostly around the Kalimara River.

**Dog:** Also use these statistics for jackals. Jackals are only found in the D'okan Desert.

**Donkey:** Donkeys are standard pack animals, and used throughout Nyambe.

**Eagle:** Nyamban eagles are limited to desert and mountain regions.

**Elephant:** Nyamban elephants include wild elephants, trained labor elephants, and battle-trained war elephants. Wild and labor elephants are typically 11 HD, while war elephants are advanced to 13 HD.

**Hawk:** Numerous Nyamban birds of prey fall into this category, including the harrier hawk, the marsh harrier, and the pygmy hawk.

**Horse, Light:** The NaBula people are the major breeders of light horses, though some other cultures have access to them.

**Horse, Light War:** War horses are used exclusively by the NaBula people.

**Leopard:** Leopards are most common in the bida Rainforest, but can be found in any area with trees.

**Lion:** Lions are native to the tUbi Grassland.

**Lizard:** Lizards of all sorts are common throughout Nyambe.

**Lizard, Giant:** Giant lizards are most common underground, and in mountainous and desert regions.

**Monkey:** These creatures are common in the bida Rainforest.

**Octopus:** These creatures are found in both the Northern and Western oceans.

**Octopus, Giant:** These creatures are found in both the Northern and Western oceans.

**Owl:** Owls are common in the drier areas of Nyambe. Sighting an owl is considered a bad omen.

**Porpoise:** Sailors on the Northern Ocean have occasionally encountered these animals. They seem to have a hatred of the silwane-manzi.

**Rat:** Rats are a plague upon Nyamban cities, though they are less common in rural areas.

**Raven:** These birds are most common in cities and scrub plains.

**Rhinoceros:** Rhinos are found only in the tUbi Grassland.

**Shark, Medium-Size:** Medium-size sharks can be found in all of the Nyamban oceans, but are most common in the Eastern Ocean.

**Shark, Large:** Large sharks can be found in both the Eastern and Northern Oceans.

**Shark, Huge:** Huge sharks are found only in the Northern Ocean.

**Snake, Constrictor:** Constrictor snakes can be found in all humid regions of Nyambe.

**Snake, Giant Constrictor:** Giant constrictor snakes can be found in all humid regions of Nyambe.

**Snake, Tiny Viper:** This category of snake includes the boomslang. Its venom is slow acting, requiring an initial saving throw 24 hours after being bitten and a secondary saving throw 48 hours after being bitten. Unfortunately, the DC to resist its venom is a 13 instead of the usual 11.

**Snake, Small Viper:** This category of snake includes the gabon viper. The gabon viper's unusually large fangs inflict 1d4 points of damage instead of the usual 1d2.

**Snake, Medium-Size Viper:** This category of snake includes the green mamba. A green mamba has a speed of 30 ft., and saving throws against its venom are DC 13 instead of the usual 11.

**Snake, Large Viper:** This category of snake includes the most deadly of Nyamban snakes, the black mamba. A black mamba has a speed of 30 ft., and saving throws against its venom are DC 16 instead of the usual DC 11.

**Snake, Huge Viper:** These monstrous snakes are only found in rainforests and marshy areas.

**Squid:** These creatures can be found both the Eastern and Southern oceans.

**Squid, Giant:** These creatures can be found in both the Eastern and Southern oceans.

**Toad:** These creatures can be found throughout Nyambe.

**Whale, Baleen:** These creatures can be found in the Western Ocean.

**Whale, Cachalot:** These creatures can be found in all of the Nyamban oceans, but they are most common in the Eastern Ocean.

**Whale, Orca:** These creatures can be found in the Southern Ocean.

**Wolf:** Wolves are very rare in Nyambe-tanda, and only found in the D'okan Desert. These statistics can also be used to represent hyenas.



## VERMIN

Vermín of all sorts are extremely common in the Land of the Overpower. The heat and humidity make the larger sorts more frequently encountered than they are in other lands.

## MONSTER TEMPLATES

**Fiendish Creature:** Fiendish creatures are rarely encountered in Nyambe unless summoned by a spellcaster.

**Ghost:** Ghosts are common throughout Nyambe-tanda.

**Half-Celestial:** Nyamban half-celestials are creatures possessed by the celestial orisha while still in the womb.

**Half-Dragon:** Nyamban half-dragons are always based on dragon-blooded unthlatu stock, and are most often leaders of the unthlatu.

**Half-Fiend:** Nyamban half-fiends are creatures possessed by the fiendish orisha while still in the womb.

**Lich:** Most Nyamban liches are Zombi cultists.



## NEW MONSTERS

The creatures of Nyambe-tanda have had untold ages to evolve into monsters unheard of in other parts of the world.

### BOMAN

**Small Magical Beast**

**Hit Dice:** 2d10 (11 hp)

**Initiative:** +3 (Dex)

**Speed:** 5 ft., fly 40 ft. (good)

**AC:** 14 (+1 size, +3 Dex)

**Attacks:** Bite +6 melee

**Damage:** Bite 1d4–2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Attach, Blood Drain, Death Curse

**Special Qualities:** Blindsight

**Saves:** Fort +0, Ref +6, Will +2

**Abilities:** Str 6, Dex 17, Con 11, Int 3, Wis 14, Cha 4

**Skills:** Listen +8, Move Silently +6, Spot +8

**Feats:** Weapon Finesse (bite)

**Climate/Terrain:** Warm forest and hill

**Organization:** Colony (5 – 20) or swarm (8 – 32)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 3 – 4 HD (Small), 5 – 6 HD (Medium-size)

According to myth, when the Overpower gave a bat and a frog the secret of resurrection, the bat ate the frog and only delivered half of the message to the people of the world. As a result, people never learned the secret of resurrection.

The *boman* (BOH-mahn) are the original descendants of that bat, and are cursed to thirst after the blood of humanoids.

## NEW CREATURES OF NYAMBE

### BY CATEGORY

**Aberration:** Lau, mangabangabana, mwanga template

**Animal:** Flightless bird, gazelle, giant poisonous frog, giant toad, giant turtle, giraffe, hippopotamus, hyena, jackal, pack or riding camel, pack or labor elephant, pumina snake, vulture, war camel, war elephant, zebra

**(Aquatic):** Dingonek, glowing frog, mokele m'bembe, morou-ngou, nommo

**Beast:** Dingonek, engargiya, guiafario, mlularuka, mngwa, mokele m'bembe, mpisimbi, sabre-toothed mngwa

**(Chaotic):** Djok demon, kerit demon, ngojama demon

**Construct:** Lobir, reliquary guardian, tuyewera

**Dragon:** Kongamato dragon

**(Evil):** Buraka devil, chimiset devil, djok demon, kerit demon, ngojama demon

**Fey:** Eloko, ronga

**Giant:** Sao

**Humanoid:** Ingogo, kosan orc, mbUi

**(Incorporeal):** Ndalawo, rom

**(Lawful):** Buraka devil, chimiset devil

**Magical Beast:** Barozi template, boman, chepekwe, glowing frog, morou-ngou, njenge

**Monstrous Humanoid:** Entare, getiet, samat

**(Orc):** Getiet, ingogo, kosan orc

**Outsider:** Buraka devil, chimiset devil, djok demon, kerit demon, ngojama demon

**Plant:** Malata plant, malata plant servitor template

**(Reptilian):** Dingonek, lau, morou-ngou, samat

**Shapechanger:** Animal shapechanger template, lycanthrope template, nommo

**Undead:** Ndalawo, rom, terkow template, true zombi template

**Vermin:** Incubus beetle, mulilo

### BY CHALLENGE RATING

**CR 1/6:** Njenge

**CR 1/4:** Gazelle, incubus beetle, zebra

**CR 1/3:** Giant toad, jackal, vulture

**CR 1/2:** Ingogo, juvenile kongamato dragon, malata plant seed, mlularuka

**CR 1:** Adult kongamato dragon, boman, getiet, giant poisonous frog, glowing frog, guiafario, hyena, malata plant vine, mbUi, pack or riding camel, werejackal lycanthrope

**CR 2:** Eloko, flightless bird, giraffe, mngwa, war camel

**CR 3:** Chepekwe, engargiya, hyena shapechanger, malata plant warrior, sabre-toothed mngwa, werehyena lycanthrope

**CR 4:** Kosan orc, lobir, mpisimbi, reliquary guardian, ronga, wereleopard lycanthrope, 5th-level gamba fighter true zombi

**CR 5:** Dingonek, entare, hippopotamus, lesser werelion lycanthrope, lion shapechanger

**CR 6:** Chimiset devil

**CR 7:** Greater werelion lycanthrope, morou-ngou, ndalawo, tyrannosaurus malata plant servitor, 5th-level gamba fighter mwanga

**CR 8:** Buraka devil, mulilo, ngojama demon, nommo, pack or labor elephant, pumina snake

**CR 9:** Giant turtle, war elephant, 7th-level mchawi wizard terkow

**CR 10:** kerit demon, mangabangabana

**CR 11:** Mokele m'bembe, rom, sao

**CR 12:** Djok demon

**CR 13:** Samat

**CR 14:** Tuyewera

**CR 15:** Malata plant trunk

**CR 16:** Lau

**CR 17:** Huge viper barzoi



## Combat

Boman can live on the blood of cattle or other large herbivores, but prefer to attack humanoids. A boman attacks by landing on a victim, finding a vulnerable spot, slashing open a wound, and licking up the victim's blood, which is kept from clotting by an anticoagulant found in the beast's saliva.

**Attach (Ex):** If a boman hits with its bite attack, it uses its claws to latch on to the opponent's body. An attached boman has an AC of 11.

**Blindsight (Ex):** Boman can "see" by emitting high-frequency sounds, which are inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the boman to rely on its weak vision, which has a maximum range of 10 feet.

**Blood Drain (Ex):** A boman drains blood, dealing 1d6 points of temporary Constitution score damage each round it remains attached. Once it has drained 6 points of Constitution, it detaches and flies off to digest its meal.

**Death Curse (Su):** Any creature killed by a boman cannot be affected by *raise dead*, *resurrection*, or even *true resurrection*. *Reincarnation* is still an option, though.

**Magical Beast:** Boman do not have the Darkvision or Low-light Vision ability common to most magical beasts; they use Blindsight instead.

**Skills:** Boman receive a +4 racial bonus to Spot and Listen checks; these bonuses are already worked into its stats, but are lost if its Blindsight is negated.

## CHEPEKWE

**Medium-size Magical Beast**

**Hit Dice:** 4d10+16 (38 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft.

**AC:** 17 (+1 Dex, +6 natural)

**Attacks:** Horn +7 melee

**Damage:** Horn 1d8+4

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Aura of Good Omen, Damage Reduction 5/+1, Low-light Vision, Spell Resistance 10, Spell-like Abilities

**Saves:** Fort +6, Ref +8, Will +7

**Abilities:** Str 16, Dex 12, Con 18, Int 14, Wis 18, Cha 14

**Skills:** Animal Empathy +9, Hide +4, Listen +9, Move Silently +4, Spot +9, Wilderness Lore +9

**Feats:** Alertness, Iron Will, Lightning Reflexes

**Climate/Terrain:** Warm hill and plain

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** 5 – 8 HD (Medium-size)

Also known as the *irizima* (eer-ee-ZEE-mah), the *chepekwe* (che-PEHK-weh) is a human-sized intelligent pachyderm with a unicorn-like horn and amazing powers. Though shy, these creatures are friendly to non-evil humanoids, and simply seeing one is considered good luck. Chepekwe speak Kordo and Sylvan.

## Combat

Painfully shy, chepekwe avoid conflict whenever possible. If attacked, they will turn invisible and try to escape.

**Aura of Good Omen (Su):** A chepekwe radiates an aura of good luck as a continuous burst effect with a 30-foot radius. All good-aligned creatures within range (including the chepekwe) gain a +2 luck bonus



to all attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws; these modifiers are not included in the chepekwe's statistics.

The aura is so strong that even if the chepekwe is killed or the subject moves out of range, the effect of the aura will persist for an additional 1d4 days if the subject can make a Will save DC 17. The good omen cannot be dispelled or negated by any effect less powerful than an *antimagic field*.

**Damage Reduction (Su):** A chepekwe ignores 5 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +1 or better enhancement bonus deals full damage.

**Magical Beast:** Chepekwe have the Low-light Vision common to magical beasts, but not Darkvision.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a chepekwe, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the chepekwe still gets a saving throw if the spell allows such.

**Spell-like Abilities:** A chepekwe can *detect evil* at will as a free action. Three times per day it can turn itself (not other creatures) invisible as per the spell *invisibility*. These abilities function as if the chepekwe were a 4th-level sorcerer.

## DEMONS OF NYAMBE

	Djok Large Outsider (Chaotic, Evil)	Kerit Large Outsider (Chaotic, Evil)	Ngojama Medium-size Outsider (Chaotic, Evil)
<b>Hit Dice:</b>	10d8 + 50 (95 hp)	10d8 + 33 (78 hp)	8d8 + 16 (52 hp)
<b>Initiative:</b>	+6 (+2 Dex, +4 Improved Initiative)	+0	+3 (Dex)
<b>Speed:</b>	40 ft.	30 ft., climb 30 ft.	30 ft.
<b>AC:</b>	19 (-1 size, +2 Dex, +8 natural)	18 (-1 size, +9 natural)	19 (+3 Dex, +6 natural)
<b>Attacks:</b>	2 claws +15 melee, bite +10 melee	2 claws +14 melee, bite +9 melee	2 Claws +15 melee (critical 19 – 20), gore +10 melee
<b>Damage:</b>	Claw 2d4 + 5, bite 2d6 + 2	Claw 1d6 + 5, bite 1d8 + 7	Claw 1d4 + 6 (x4 critical), gore 1d6 + 3
<b>Face/Reach:</b>	5 ft. X 5 ft./10 ft.	5 ft. X 5 ft./10 ft.	5 ft. X 5 ft./5 ft.
<b>Special Attacks:</b>	Malevolence	Fire Breath, Lethargy Howl	Palm Fangs, Rage
<b>Special Qualities:</b>	Damage Reduction 5/+2, Electricity and Fire Resistance 15, Ethereal, Manifestation, See in Darkness, Spell Resistance 20, Spell-like Abilities	Damage Reduction 5/+2, Electricity Resistance 15, Immunity to Fire, See in Darkness, Spell Resistance 20, Spell-like Abilities	Damage Reduction 5/+2, Energy Resistance 15, See in Darkness, Spell Resistance 18, Spell-like Abilities
<b>Saves:</b>	Fort +12, Ref +9, Will +9	Fort +12, Ref +7, Will +9	Fort +8, Ref +9, Will +9
<b>Abilities:</b>	Str 20, Dex 15, Con 20, Wis 15, Int 18, Cha 6	Str 21, Dex 10, Con 17, Int 7, Wis 14, Cha 17	Str 23, Dex 16, Con 14, Int 14, Wis 17, Cha 7
<b>Skills:</b>	Animal Empathy +11, Climb +13, Handle Animal +10, Hide +8, Intuit Direction +12, Jump +15, Listen +14, Move Silently +12, Search +13, Spot +14, Swim +13, Wilderness Lore +12	Climb +23, Hide +9, Intimidate +8, Jump +10, Listen +12, Move Silently +10, Search +3, Spot +7	Bluff +6, Climb +14, Hide +11, Intimidate +6, Jump +13, Listen +10, Move Silently +11, Search +10, Spot +10, Swim +7
<b>Feats:</b>	Alertness, Dodge, Improved Initiative	Great Fortitude, Power Attack, Toughness	Improved Critical (claws), Weapon Focus (claws)
<b>Climate/Terrain:</b>	Any warm land or underground	Warm land and underground	Any land or underground
<b>Organization:</b>	Solitary	Solitary	Solitary
<b>Challenge Rating:</b>	12	10	8
<b>Treasure:</b>	None	Standard	Standard
<b>Alignment:</b>	Always chaotic evil	Always chaotic evil	Always chaotic evil
<b>Advancement:</b>	11 – 20 HD (Large)	11 – 15 HD (Large), 16 – 20 HD (Huge)	9 – 12 HD (Medium-size), 13 – 16 HD (Large)



Various new types of demon are native to Nyambe. These creatures are servants of the fiendish orisha.

## DJOK

*Djok* (d-JOHK) are clouds of energy that move across the land in search of animals to possess. Evil and violent, they delight in combat, and seek only to slaughter sentient beings.

The corporeal form of the *djok* is a bizarre beast, having the torso and arms of an ape, the hind legs of a zebra, and the maned head of a lion. It stands 10 ft. tall and weighs over 350 lbs. Long curved claws sprout from the apish fingers, allowing it to inflict devastating wounds.

## Combat

*Djok* use the natural attack forms available to the creatures they possess. If forced into physical form, they will use their Spell-like Abilities before going into physical combat.

**Damage Reduction (Su):** A *djok* ignores 5 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +2 or better enhancement bonus deals full damage.

**Electricity and Fire Resistance (Ex):** A *djok* ignores the first 15 points of electrical and fire damage dealt to it each round.

**Ethereal (Su):** In their normal form, *djok* are ethereal. As ethereal creatures, *djok* cannot affect or be affected by anything in the Material World. When a spellcasting *djok* is in the Shadow World, its spells cannot affect targets on the Material World, but they work normally against ethereal targets. While

ethereal, the *djok* can fly at a speed of 60 ft. (perfect), is invisible, and can move with perfect silence. When a *djok* is forced to manifest, it becomes both visible and corporeal, temporarily losing all connection to the ethereal plane.

**Malevolence (Su):** *Djok* can fuse with animals, dire animals, or vermin. This is a full-round action that requires physical contact with the creature, but does not provoke an attack of opportunity.

The possessed creature will immediately become chaotic evil, and is guided by the will and intelligence of the *djok*. The creature will seek to kill any humanoids it encounters, but is unable to benefit from any of the powers of the *djok*, and must use its normal combat methods.

With hive-oriented creatures like bees or ants, the *djok* need only possess the queen to effectively control the whole hive. Similarly, the *djok* may possess a dominant male lion or female hyena to control a whole pride or clan. A *djok* cannot possess creatures that are magically charmed, controlled, or bonded (such as animal companions). If a possessed creature is slain, the *djok* detaches itself from the corpse and seeks out another host.

**Manifestation (Su):** N'anga clerics of animal orisha will not only recognize on sight any animal that is possessed by a *djok*, but will get a vague sense of unease simply by being within 60 feet of one. These priests also know a special chant (a full-round action) that will force the spirit into a corporeal monster; the statistics above apply to this form. The *djok* spirit will stay corporeal for 10 rounds before returning to the animal.



**Outsider:** If slain, a djok is banished back to Da, and may not be *raised* or *resurrected*. Djok do not have Darkvision, but rather See in Darkness.

**See in Darkness (Su):** The djok can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Spell Resistance (Ex):** To determine if a spell of spell-like ability works against a djok, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 20, the spell works normally, though the djok still gets a saving throw if the spell allows such.

**Spell-like Abilities:** A djok can use *darkness* and *poison* three times per day each, and *contagion*, *desecrate*, and *unholy blight* once per day each. These abilities function as if cast by a 10th-level sorcerer.

## KERIT

The *kerit* (KEH-riht) is a demonic beast that appears to be half gorilla and half human. It has one eye in the center of its head, and breathes fire. These fearsome demons prefer to lurk in the rainforest, where they grab unwary travelers and pull them up into the forest canopy to be eaten at their leisure. Kerits speak Abyssal, Kordo, Daka-kara, and Daka-alif.

## Combat

The kerit likes to hide in trees under the cover of supernatural darkness. When it attacks, it grabs unsuspecting victims and pulls them up into the branches where it is at an advantage.

**Damage Reduction (Su):** A kerit ignores 5 points of damage from most weapons and magical attacks; the wounds heal immediately. A weapon with a +2 or better enhancement bonus deals full damage.

**Electricity Resistance (Ex):** A kerit ignores the first 15 points of electrical damage dealt to it each round.

**Fire Breath (Su):** The kerit can breathe fire in a cone 20 feet long. The flame inflicts 10d6 points of fire damage to those caught in the blast, with a Reflex save DC 18 for half damage. Once it breathes flame, it must wait 1d4 rounds before it can breathe flame again.

**Immunity to Fire (Ex):** A kerit takes no damage from normal or magical fire.

**Lethargy Howl (Su):** Once per day, the kerit can emit a wolf-like howl that drains strength from all that hear it within a 30-foot radius. Those affected must make a Will save against DC 18 or temporarily lose 1d8 points of Strength score.

**Outsider:** Kerit do not have Darkvision, but rather See in Darkness. If slain, a kerit is banished back to Da, and cannot be *raised* or *resurrected*.

**See in Darkness (Su):** The kerit can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a kerit, the spellcaster makes a level

check (1d20 + caster level). If the result equals or exceeds 15, the spell works normally, though the kerit still gets a saving throw if the spell allows such.

**Spell-like Abilities:** A kerit can use *darkness* and *poison* three times per day each, and *contagion*, *desecrate*, and *unholy blight* once per day each. These abilities function as if cast by a 10th-level sorcerer.

## NGOJAMA

The *ngojama* (ng-oh-JAH-mah) is a fierce, hairy demon with horns and fanged mouths on the palms of its hands. Ngojama speak Abyssal, Kordo, Daka-kara, and Daka-alif.

## Combat

Ngojama love nothing better than a good fight. They are somewhat difficult to restrain, and any wizard who summons a ngojama for any purpose other than combat is bound to be disappointed.

**Damage Reduction (Su):** A ngojama ignores 5 points of damage from most weapons and natural attacks; the wounds heal at once. A weapon with a +2 or better enhancement bonus deals full damage.

**Energy Resistance (Ex):** A ngojama ignores the first 15 points of electrical and fire damage dealt to it each round.

**Outsider:** Ngojama do not have Darkvision, but rather See in Darkness. If slain, a ngojama is banished back to Da, and cannot be *raised* or *resurrected*.

**Palm Fangs (Ex):** On a critical hit, the fanged mouths on the ngojama's palms bite into an opponent, increasing the critical multiplier for its claw attacks from x2 to x4.

**Rage (Ex):** When a ngojama is injured in combat, it flies into a berserk rage, gaining +2 Strength, +2 Constitution, and +2 on Will saves, but suffering a -2 penalty to AC until the end of the combat. Once combat ends, the ngojama suffers a -2 penalty to Str, Con, and Will saves for 10 minutes.

**See in Darkness (Su):** The ngojama can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a ngojama, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 18, the spell works normally, though the target still gets a saving throw if the spell allows such.

**Spell-like Abilities:** A ngojama can use *darkness* and *poison* three times per day each, and *desecrate* and *unholy blight* once per day each. These abilities function as if cast by an 8th-level sorcerer.

Just as there are many demons native to Nyambe, so to do their lawful counterparts make an appearance. These monsters are also servants of fiendish orisha.

## DEVILS OF NYAMBE

### Buraka

#### Medium-size Outsider (Lawful, Evil)

**Hit Dice:** 8d8+16 (52 hp)  
**Initiative:** +2 (Dex)  
**Speed:** 30 ft., fly 60 ft. (poor)  
**AC:** 17 (+2 Dex, +5 natural)  
**Attacks:** +1 flaming greatclub +13 melee, 2 stamps +7 melee  
**Damage:** +1 flaming greatclub 1d10+7 and 1d6 fire, stamp 1d6+2  
**Face/Reach:** 5 ft. X 5 ft./5 ft.  
**Special Attacks:** Aura of Ill Omen  
**Special Qualities:** Damage Reduction 5/+2, Energy Resistance 15, See in Darkness, Spell Resistance 16, Spell-like Abilities  
**Saves:** Fort +8, Ref +8, Will +8  
**Abilities:** Str 18, Dex 14, Con 15, Int 14, Wis 15, Cha 16  
**Skills:** Bluff +13, Concentration +7, Diplomacy +13, Disguise +8, Knowledge (arcana) +12, Listen +12, Search +12, Sense Motive +12, Spot +12  
**Feats:** Power Attack, Flyby Attack, Improved Bull Rush  
**Climate/Terrain:** Warm land and underground  
**Organization:** Solitary  
**Challenge Rating:** 8  
**Treasure:** Standard  
**Alignment:** Always lawful evil  
**Advancement:** 9 – 12 HD (Medium-size), 13 – 16 HD (Large)

### Chimiset

#### Medium-size Outsider (Lawful, Evil)

**Hit Dice:** 5d8+15 (38 hp)  
**Initiative:** +3 (Dex)  
**Speed:** 25 ft., fly 90 ft. (poor)  
**AC:** 19 (+3 Dex, +6 natural)  
**Attacks:** 2 claws +9 melee, bite +4 melee  
**Damage:** Claw 1d4+4, bite 1d6+2 and 1d6 fire (and 1d10 fire on crit.)  
**Face/Reach:** 5 ft. x 5 ft./5 ft.  
**Special Attacks:** Hypnotic Song, Internal Heat  
**Special Qualities:** Damage Reduction 5/+1, Electricity Resistance 10, Immunity to Fire, See in Darkness, Spell Resistance 10, Spell-like Abilities  
**Saves:** Fort +5, Ref +7, Will +7  
**Abilities:** Str 18, Dex 17, Con 16, Int 12, Wis 17, Cha 14  
**Skills:** Bluff +8, Concentration +8, Hide +8, Intimidate +8, Move Silently +8, Listen +8, Search +5, Sense Motive +7, Spot +8  
**Feats:** Dodge, Flyby Attack  
**Climate/Terrain:** Warm land and underground  
**Organization:** Solitary or flock (2 – 8)  
**Challenge Rating:** 6  
**Treasure:** Standard  
**Alignment:** Always lawful evil  
**Advancement:** 6 – 10 HD (Medium-size), 11 – 15 HD (Large)

### BURAKA

The *buraka* (boo-RAH-kah) is a bird-winged infernal creature with the head and torso of a man, and the hind legs and hooves of a horse. Armed with magic greatclubs, the buraka are sent to Nyambe to act as advisors and mentors for mchawi wizards and other black magicians. Buraka speak Infernal, Kordo, Daka-kara, and Daka-alif.

### Combat

As an advisor, the buraka disdains combat, but if it must fight, it prefers to use its Flyby Attack if airborne, or its Improved Bull Rush if on the ground. It will only stand and fight if cornered.

**Aura of Ill Omen (Su):** The buraka radiates an aura of bad luck as a continuous burst effect with a 30-foot radius. All non-evil creatures within range suffer a –2 luck penalty to all attack rolls,



weapon damage rolls, ability checks, skill checks, and saving throws. There is no saving throw against this effect, and the aura is so strong that even if the buraka is killed or the subject moves out of range, a Will save (DC 17) is required or the effect persists for an additional 1d4 days. The ill omen cannot be dispelled or negated by any effect less powerful than an *antimagic field*.

### Damage Reduction

**(Su):** A buraka ignores 5 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +2 or better enhancement bonus deals full damage.

**Energy Resistance (Ex):** A buraka ignores the first 15 points of electrical and fire damage dealt to it each round.



**Outsider (Ex):** If slain, a buraka returns to Da and cannot be *raised* or *resurrected*. Buraka do not have Darkvision, but rather See in Darkness.

**See in Darkness (Su):** The buraka can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a buraka, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 16, the spell works normally, though the buraka still gets a saving throw, if the spell allows such.

**Spell-like Abilities (Sp):** A buraka can use *darkness* and *poison* three times per day each, and *desecrate* and *unholy blight* once per day each. These abilities function as if cast by an 8th-level sorcerer.

## CHIMISET

The *chimiset* (CHIH-mih-set) is a diabolic avian that raids farmsteads at night, sowing confusion and panic. Being cowardly for a devil, the chimiset only attacks children, livestock, and weaker creatures that cannot easily fight back.

The chimiset looks like a giant humanoid bird with brilliant red feathers and an ape-like face. It has a very distinctive and frightening song, and when it sings, its open mouth sheds light like a campfire. Chimisets speak Infernal, Kordo, Daka-kara, and Daka-alif.

### Combat

The chimiset prefers to strike at night, first immobilizing its victims with its song, then making Flyby Attacks while bathed in magically generated darkness.

**Damage Reduction (Su):** A chimiset ignores 5 points of damage from most weapons and natural attacks; the wounds heal at once. A weapon with a +1 or better enhancement bonus deals full damage.

**Electricity Resistance (Ex):** A chimiset ignores the first 10 points of electrical damage dealt to it each round.

**Hypnotic Song (Su):** The song of the chimiset is quite hypnotic. All those within 30 feet who can hear the song must make a Will save DC 14 or become held (as the condition) as long as the chimiset continues to sing plus 1d6 rounds. The chimiset cannot make bite attacks or cast spells while singing.

**Immunity to Fire (Ex):** A chimiset takes no damage from normal or magical fire.

**Internal Heat (Ex):** The chimiset's body generates a powerful internal heat. This causes its bite attack to inflict an additional 1d6 points of fire damage, and an additional 1d10

points of fire damage on a critical hit. When it opens its mouth, light radiates from it in a 30-foot cone. This light cannot penetrate magical darkness. Creatures attempting to grapple a chimiset automatically suffer 1d4 points of fire damage per round from its internal heat.

**Outsider (Ex):** A slain chimiset is banished back to Da, and cannot be *raised* or *resurrected*. Chimiset do not have Darkvision, but rather See in Darkness.

**See in Darkness (Su):** The chimiset can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a chimiset, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the chimiset still gets a saving throw if the spell allows such.

**Spell-like Abilities:** A chimiset can use *darkness* three times per day, and *desecrate* and *unholy blight* once per day each. These abilities function as if cast by a 6th-level sorcerer.



## DINGONEK

**Huge Beast (Aquatic, Reptilian)**

**Hit Dice:** 8d10+40 (84 hp)

**Initiative:** +1 (Dex)

**Speed:** 15 ft., swim 20 ft.

**AC:** 19 (-2 Size, +1 Dex, +10 natural)

**Attacks:** Bite +12/+7 melee

**Damage:** Bite 1d10+12

**Face/Reach:** 5 ft. X 10 ft./5 ft.

**Special Attacks:** Capsize, Improved Grab

**Special Qualities:** Darkvision, Low-light Vision

**Saves:** Fort +11, Ref +7, Will +1

**Abilities:** Str 26, Dex 12, Con 21, Int 4, Wis 9, Cha 7

**Skills:** Hide +1, Listen +3, Move Silently +5, Spot +3, Swim +10

**Feats:** None

**Climate/Terrain:** Warm aquatic

**Organization:** Solitary, pair, or family (3 – 6)

**Challenge Rating:** 5

**Treasure:** 10% standard

**Alignment:** Always neutral

**Advancement:** 9 – 12 HD (Huge), 13 – 16 HD (Gargantuan)

*Dingonek* (dihn-GOH-nehk), also called *kilopilopitsofy* (kee-loh-pee-loh-piht-SOH-fee) in Daka-alif, are aquatic monsters with scaly lion heads and armor-plated bodies that resemble giant crocodiles.

Dingonek prey on herd animals that stumble while attempting to ford rivers and streams, but as vaguely sentient creatures, they take great offense when humanoids violate their territory. Dingonek especially delight in capsizing offending boats, dragging the occupants to a watery grave at the bottom of the river, and then devouring the waterlogged corpses.

Some adventurers actively hunt dingonek, as their hides bring a good price on the open market. A dingonek hide is worth 300 gp, and can be used to make a suit of masterwork hide armor.

## Combat

Dingonek prefer to attack small boats by surfacing under them, overturning them, and then drowning and devouring their crews.

**Beast:** Beasts have Low-light Vision and Darkvision with a range of 60 feet.

**Capsize (Ex):** A submerged dingonek that surfaces under a boat or ship can overturn the vessel on a successful Strength check. The DC for the check is equal to the vessel's total weight divided by 250 pounds.

**Improved Grab (Ex):** To use this ability, the dingonek must hit a Large or smaller opponent with its bite attack. If it gets a hold, it drags the opponent underwater. This automatically deals bite damage and standard drowning damage each round the dingonek maintains the hold.

## ELOKO

**Medium-size Fey**

**Hit Dice:** 1d6+7 (11 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft.

**AC:** 14 (+2 Dex, +2 natural)

**Attacks:** Bite +2 melee, club –3  
melee

**Damage:** Bite 1d6+2, club 1d6+2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Magic Bell

**Special Qualities:** Low-light Vision,  
Spell Resistance 11

**Saves:** Fort +4, Ref +3, Will +3

**Abilities:** Str 15, Dex 14, Con 18, Int  
15, Wis 13, Cha 7

**Skills:** Bluff +2, Climb +6, Disguise +2, Hide +6, Intimidate  
+2, Jump +8, Listen +5, Move Silently +6, Search +3,  
Spot +5, Tumble +6, Wilderness Lore +5

**Feats:** Run, Toughness, Track

**Climate/Terrain:** Warm forest

**Organization:** Solitary or band (2 – 5)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

The *eloko* (eh-LOH-koh) is a Nyamban faerie creature that superficially resembles a dwarf. Eloko average 4 feet in height and weigh about 100 pounds. They are dark-skinned, covered with long hair, and dressed in clothing made of leaves. Their eyes are small but keen, and their mouths are impossibly wide, large, and filled with sharp teeth. Eloko live in hollow trees in the depths of the rain forest.

An eloko is completely carnivorous, eating any creature it can catch. Its favorite food is humanoid flesh. While most eloko are lone hunters, they sometimes band together to improve their chances. Eloko speak Sylvan.

## Combat

Eloko prefer to attack with surprise, pacifying creatures with their Magic Bells, and then rushing to attack armed with wooden clubs and their pointed teeth. Eloko don't like opponents that fight back, and usually retreat if outnumbered.

**Fey:** Fey have Low-light Vision.

**Magic Bell (Sp):** Each eloko carries a magic bell that is useless to any creature except the specific eloko wielding it. When rung, all creatures within 30 feet must make a Will save against DC 14 or be immediately affected by a *charm person* spell. This is considered a sonic, mind-affecting attack. Those that save successfully cannot be charmed by any eloko for the next 24 hours.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against an eloko, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 11, the spell works normally, though the eloko still gets a saving throw if the spell allows such.

**Skills:** Eloko gain a +2 racial bonus on all Climb, Jump, and Tumble checks; this bonus has already been worked into these stats.

## Eloko Society

Eloko do not have much of a society, though they sometimes group together into hunting bands. They do not even have any technology to speak of. No one knows where they get their Magic Bells.

## Eloko Characters

An eloko's favored character class is the nanala rogue.



## ENGARGIYA

### Large Beast

**Hit Dice:** 4d10+12 (34 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft.

**AC:** 15 (–1 size, +1 Dex, +5 natural)

**Attacks:** 2 claws +6 melee, bite +1 melee

**Damage:** Claws 1d8+4, bite 1d4+2

**Face/Reach:** 5 ft. X 10 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Darkvision, Low-light Vision, Scent

**Saves:** Fort +7, Ref +5, Will +2

**Abilities:** Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

**Skills:** Climb +5, Listen +4, Spot +4, Swim +5

**Feats:** None

**Climate/Terrain:** Any land

**Organization:** Domesticated

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

Also called the *chalicothere* (chah-LEE-coh-theer), the engargiya is a creature that is extinct in the rest of the world, but can still be found in Nyambe. It resembles a horse with long front legs, short back legs, a sloped back, powerful claws and a long neck. Along the northern coast of Nyambe, some peoples use engargiya as beasts of burden.

An engargiya's sloped back makes it unsuitable for use as a mount except by the most determined riders. Any creature attempting to use one as a mount suffers a –5 penalty to all Ride checks.

**Carrying Capacity:** A light load for an engargiya is up to 300 pounds; a medium load, 301 to 600 pounds; a heavy load, 601 to 900 pounds. An engargiya can drag 4,500 pounds.

### Combat

Though its appearance can be somewhat intimidating, the engargiya primarily uses its claws for climbing and knocking over trees so it can get to the leaves. Aside from a few notable exceptions (such as Kwo's engargiya mount) these creatures cannot be trained to attack. They will fight only in self-defense, and even then they prefer flight to combat.

**Beast:** Beasts have Low-light Vision and Darkvision with a range of 60 feet.

**Scent (Ex):** The engargiya can detect those within 30 feet by sense of smell. It can take a par-



tial action to note the direction of the scent. If it moves within 5 feet of the source, the engargiya can pinpoint that source. The engargiya can also follow fresh tracks with a Wisdom check DC 10.

## ENTARE

### Large Monstrous Humanoid

**Hit Dice:** 5d8+10 (33 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 40 ft.

**AC:** 17 (–1 size, +3 Dex, +3 natural, +2 large leather shield)

**Attacks:** Leaf spear +9 melee or throwing spear +7 ranged, 2 claws +4 melee, bite +4 melee

**Damage:** Leaf spear 1d10+5 or throwing spear 1d8+5, claw 1d6+2, bite 1d8+2

**Face/Reach:** 5 ft. X 10 ft./5 ft.

**Special Attacks:** Improved Grab, Pounce, Rake 1d6+2

**Special Qualities:** Low-light Vision, Scent

**Saves:** Fort +3, Ref +7, Will +5

**Abilities:** Str 21, Dex 17, Con 15, Int 10, Wis 12, Cha 12

**Skills:** Balance +11, Hide +7 (+15 in tall grass), Jump +9, Listen +5, Move Silently +11, Spot +5, Wilderness Lore +5

**Feats:** Improved Initiative, Power Attack

**Climate/Terrain:** Warm plain

**Organization:** Solitary, patrol (1d4+4), or clan (10 – 100)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Often lawful evil

**Advancement:** By character class

The entare are a race of "lion-centaurs." These creatures have the head of a lion, human-like arms and upper torso, and the four-legged lower torso of a lion.

They combine the deadliest features of humans and lions into a creature of legendary strength and skill.

### Combat

The entare live for combat. Though they





will not eat humans or any creature with human blood, their society has no restrictions against merely killing humans.

**Improved Grab (Ex):** To use this ability, the entare must hit with its bite attack. If it gets a hold, it can Rake.

**Monstrous Humanoid:** Entare are proficient with all simple weapons and with leaf spears and throwing spears. Entare have Low-light Vision instead of the Darkvision common to most monstrous humanoids.

**Pounce (Ex):** If an entare leaps on a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** An entare that gets a hold can make two Rake attacks (+5 melee) with its hind legs for 1d6+2 damage each. If the entare pounces upon an opponent, it can also Rake.

**Scent (Ex):** The entare can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the entare can pinpoint that source. The entare can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** Entare receive a +4 racial bonus to Balance, Hide, and Move Silently Checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12; these bonuses are worked into its stats.

## Entare Society

Entare roam the tUBI Grassland in large clans. For more details about entare society, see the description of Entare-land in Chapter Ten.

## Entare Characters

An entare's favored class is the gamba fighter.

## GETIET

**Medium-size Monstrous Humanoid (Orc)**

**Hit Dice:** 2d8+5 (14 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft., climb 30 ft.

**AC:** 15 (+2 Dex, +3 natural)

**Attacks:** 2 claws +4 melee, bite -1 melee

**Damage:** Claw 1d4+2, bite 1d4+1

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Rend 2d4+4

**Special Qualities:** Light Sensitivity, Low-light Vision, Scent, Sprint

**Saves:** Fort +1, Ref +5, Will +4

**Abilities:** Str 15, Dex 15, Con 12, Int 6, Wis 12, Cha 7

**Skills:** Climb +10, Hide +6, Intimidate +3, Listen +3, Move Silently +6, Pick Pockets +5, Spot +2

**Feats:** Toughness

**Climate/Terrain:** Warm forest and mountain

**Organization:** Solitary or company (2 – 5)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Often chaotic evil

**Advancement:** 3 – 4 HD (Medium-size) or by character class

These bipedal creatures have the head of an orc, the arms and torso of a miniature gorilla, and the hind legs of a cheetah. They are a degenerate race of kosan orc. Though rare, the getiet are notorious bandits, and prowl the caravan routes of Nyambe, attempting to waylay lone travelers or small groups while avoiding larger, heavily-armed caravans. Getiet speak Daka-kosa and Giant.

## Combat

The getiet prefer to rely on intimidation when ambushing travelers, and though they like "shiny things," they have not mastered the use of weapons.

If a victim fights back against a getiet's robbery attempt, it rushes into combat with little regard for its own safety, and shows little use of strategy or tactics.

**Light Sensitivity (Ex):**

Getiet suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

**Monstrous**

**Humanoid:** Getiet

have Low-light

Vision rather than the

Darkvision common to

most monstrous humanoids, and unlike most monstrous humanoids they are not proficient with weapons.

**Rend (Ex):** If it hits with both its claw attacks, a getiet tears into the flesh of its victim, automatically inflicting another 2d4+4 points of damage.

**Scent (Ex):** A getiet can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the getiet can pinpoint that source. The getiet can also follow fresh tracks with a Wisdom check DC 10.

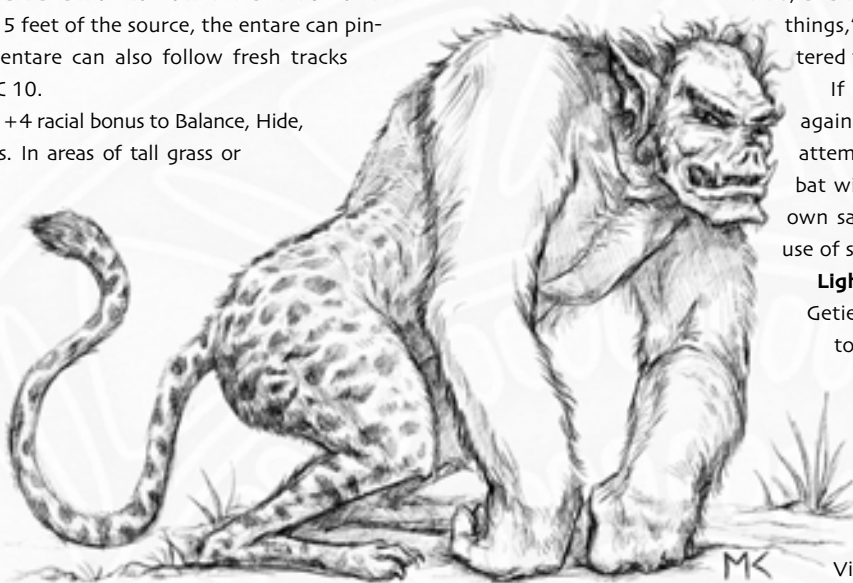
**Sprint (Ex):** Once an hour, a getiet can take a charge action to move up to 10 times its normal speed (300 feet).

## Getiet Society

Getiet have a social hierarchy based on accumulation of material goods, and thefts and backstabbing are quite common. They are not intelligent enough to hatch more complex plots.

## Getiet Characters

Despite having orcish blood, getiet make poor wizards. Their favored class is the nanala rogue.



## GLOWING FROG

### Tiny Magical Beast (Aquatic)

**Hit Dice:** 1/2 d10 (2 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 10 ft., swim 20 ft.

**AC:** 16 (+2 Size, +4 Dex)

**Attacks:** Bite –1 melee

**Damage:** Bite 1d2–4

**Face/Reach:** 2 1/2 ft. X 2 1/2 ft./0 ft.

**Special Attacks:** Psionics

**Special Qualities:** Darkvision, Glow, Low-light Vision

**Saves:** Fort +2, Ref +6, Will +3

**Abilities:** Str 3, Dex 18, Con 10, Int 12, Wis 16, Cha 14

**Skills:** Concentration +4, Hide +20, Listen +7, Move Silently +8, Sense Motive +7, Spot +7

**Feats:** Dodge, Improved Initiative

**Climate/Terrain:** Warm swamp

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually neutral good

**Advancement:** 1 – 2 HD (Tiny)

The glowing frog is a mysterious creature found in the swamps and ponds of Nyambe-tanda. Though small, their mental powers make up for their lack of physical strength. Glowing frogs attract mates with colored lights that emanate from their bodies, and do not croak or otherwise emit sounds.

Glowing frogs can understand Draconic and Sylvan, though they are incapable of speech. They can communicate telepathically with any creature able to speak either language within a 30-foot radius.

### Combat

The glowing frog is a dedicated enemy of evil, and will attack without provocation any creature that it deems to be evil. Its lack of a meaningful physical attack often forces it to form alliances

with other creatures, and a glowing frog never initiates combat unless it has allies nearby.

**Glow (Ex):** A glowing frog radiates light as if the subject of a *continual flame* spell. This light is due to a chemical reaction and cannot be dispelled. A glowing frog can increase the intensity of its glow enough to generate heat as a standard action. This heat inflicts 1d4 points of fire damage to all creatures within 30 feet, with a Reflex save against DC 10 for 1/2 damage.

**Magical Beast:** Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

**Psionics (Sp):** A glowing frog can use the following psionic powers at will: *animal trance*, *color spray*, *detect evil*, *hypnotic pattern*, and *invisibility*. These abilities function as if cast by a 10th-level sorcerer. If your campaign uses an alternate psionics system, you should substitute similar powers.

## GUIAFARIO

### Tiny Beast

**Hit Dice:** 1d10+1 (7 hp)

**Initiative:** +4 (Dex)

**Speed:** 20 ft., climb 20 ft., fly 20 ft. (poor)

**AC:** 17 (+2 size, +4 Dex, +1 natural)

**Attacks:** Bite +6 melee

**Damage:** Bite 1d4–2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Attach, Ferocity

**Special Qualities:** Darkvision, Gliding, Low-light Vision, Scent

**Saves:** Fort +3, Ref +6, Will +1

**Abilities:** Str 7, Dex 18, Con 13, Int 3, Wis 12, Cha 5

**Skills:** Balance +8, Climb +11, Hide +13, Move Silently +6, Spot +2

**Feats:** Weapon Finesse (bite)

**Climate/Terrain:** Warm forest

**Organization:** Scurry (3 – 18)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 2 – 4 HD (Small)

The nocturnal *guiafario* (gee-ah-fah-REE-oh), sometimes sardonically called a “nutkin,” is a vicious flesh-eating flying squirrel. A *guiafario* resembles a red squirrel, but stands nearly 2 feet in height, and instead of having elongated incisors, it has elongated canine teeth.

### Combat

The *guiafario* usually attacks from ambush, diving down from a tall tree and dropping onto its foe from above.

**Attach (Ex):** If the *guiafario* hits with a bite attack, it uses its powerful jaws to latch onto the opponent’s body, and it





automatically deals bite damage each round it remains attached. An attached guiafario loses its Dexterity bonus to AC.

**Beast:** Beasts have Low-light Vision and Darkvision with a range of 60 feet.

**Ferocity (Ex):** A nutkin is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

**Gliding (Ex):** Though unable to actually fly, the guiafario can glide long distances. Treat it as a flying creature when using its fly speed, except that it is unable to gain altitude.

**Scent (Ex):** A guiafario can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the guiafario can pinpoint that source. The guiafario can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** Guiafario have a +4 racial bonus to Balance and Climb checks; this is already worked into its stats.

## INGOGO

### Medium-size Humanoid (Orc)

**Hit Dice:** 1d8+1 (6 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft., climb 20 ft.

**AC:** 14 (+2 Dex, +2 natural)

**Attacks:** Club +2 melee, or rock +2 ranged

**Damage:** Club 1d6+2, or rock 1d3+2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Dung

**Special Qualities:** Darkvision, Light Sensitivity, Scent

**Saves:** Fort +1, Ref +2, Will +1

**Abilities:** Str 14, Dex 14, Con 12, Int 12, Wis 8, Cha 8

**Skills:** Bluff +2, Climb +11, Listen +4, Spot +4

**Feats:** Alertness

**Climate/Terrain:** Warm forest, plain, and hill

**Organization:** Gang (2 – 4), squad (11 – 20), or band (30 – 100)

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Usually chaotic evil



**Advancement:** By character class

The ingogo are the degenerate remains of the kosan orcs. They appear to be oversized grey-skinned baboons, with decidedly orcish-looking faces. Ingogo speak Daka-kosa, Daka-alif, Daka-kara, and Kordo. When speaking, they make heavy use of foul language.

## Combat

Ingogo typically begin combat by throwing rocks or their own dung, and then charge forward into melee, attempting to beat their foes to a pulp with clubs. When fighting in the savannah, they delight in setting brush fires to rout their enemies.

**Dung (Ex):** An ingogo can throw its own dung as a ranged touch attack. Any creature hit by the dung takes no damage, but must make a Fort save (DC 8) or contract *worms*; see Chapter Eleven.

**Darkvision (Ex):** Ingogo can see in the dark up to 60 feet. Darkvision is black and white, but otherwise like normal sight, and ingogo can function with no light at all.

**Light Sensitivity (Ex):** Ingogo suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

**Scent (Ex):** An ingogo can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the ingogo can pinpoint that source. The ingogo can also follow fresh tracks with a Wisdom check DC 10.

## Ingogo Society

Ingogo are rowdy and violent. They kill, they rape, they burn, they steal, and they make an incredible amount of noise while doing so.

Ingogo never travel alone or stay in one place too long, as most sentient humanoids would just as soon kill an ingogo as look at it.

## Ingogo Characters

An ingogo's preferred class is the mchawi wizard.



## KONGAMATO DRAGON

	<b>Juvenile</b>	<b>Adult</b>
	<b>Medium-size Dragon</b>	<b>Large Dragon</b>
<b>Hit Dice:</b>	1d12 (7 hp)	2d12+4 (17 hp)
<b>Initiative:</b>	+3 (Dex)	+2 (Dex)
<b>Speed:</b>	10 ft., fly 40 ft. (poor)	10 ft., fly 40 ft. (poor)
<b>AC:</b>	17 (+3 Dex, +4 natural)	17 (+2 Dex, +6 natural, -1 size)
<b>Attacks:</b>	2 claws +0 melee, bite -5 melee	2 claws +3 melee, bite -2 melee
<b>Damage:</b>	Claw 1d4-1, bite 1d6-1	Claw 1d6+3, bite 1d8+1
<b>Face/Reach:</b>	5 ft. X 5 ft./5 ft.	10 ft. X 10 ft./5 ft.
<b>Special Attacks:</b>	Breath Weapon, Improved Grab	Breath Weapon, Improved Grab
<b>Special Qualities:</b>	Darkvision, Low-light Vision	Darkvision, Low-light Vision
<b>Saves:</b>	Fort +2, Ref +5, Will +3	Fort +3, Ref +3, Will +3
<b>Abilities:</b>	Str 8, Dex 17, Con 10, Int 3, Wis 13, Cha 10	Str 16, Dex 15, Con 14, Int 3, Wis 13, Cha 10
<b>Skills:</b>	Listen +2, Spot +2	Listen +3, Spot +3
<b>Feats:</b>	Flyby Attack	Flyby Attack
<b>Climate/Terrain:</b>	Warm aquatic, hill and swamp	Warm aquatic, hill and swamp
<b>Organization:</b>	Solitary, Pair, or flock (3 - 18)	Solitary, Pair, or flock (3 - 18)
<b>Challenge Rating:</b>	1/2	1
<b>Treasure:</b>	None	None
<b>Alignment:</b>	Always neutral	Always neutral
<b>Advancement:</b>	—	3 - 6 HD (Large)

The creature known as the *kongamato* (kawn-gah-MAH-toh) in Kordo or the *susabonsam* (soos-ah-BOHN-sahm) in Daka-alif is actually a dinosaur-like "protodragon." A kongamato looks something like a large bird with a bony crest and a beak-pouch like a pelican. Instead of feathers, a kongamato has red, leathery skin. The size of the creature is deceptive; all of its bones are hollow, and its forelimbs are thin and elongated to better serve as wings.

Kongomato usually eat fish and small animals. They do not normally attack humanoids, but have been known to sink small fishing boats while attempting to get at the fish — *kongamato* means "breaker of boats" in the Kordo language. Some extremely brave people have trained these creatures to act as giant carrier pigeons, relaying messages across vast distances.

### Combat

The kongamato avoids conflict with Medium-size humanoids, but it will attack smaller creatures including the halfling agogwe, the gnomish kitunusi, familiars, and some animal companions.

**Breath Weapon (Su):** A kongamato's breath weapon is a cone of disruptive sonic vibrations. A juvenile kongamato can breathe a 30-foot cone inflicting 1d4 points of damage; Reflex save against DC 10 for half

damage. An adult kongamato can breathe a 60-foot cone inflicting 2d4 points of damage; Reflex save against DC 13 for half damage.

**Dragon:** A kongamato is immune to paralysis and sleep effects. Dragons have Darkvision with a range of 60 feet and Low-light Vision.

**Improved Grab (Ex):** To use this ability, the kongamato must

hit a size Small or smaller creature with both claw attacks. If it gets a hold, it will carry off its prey. Grappled creatures automatically take 1d4 points of damage per round until they can break free, which usually results in a fall.

## KOSAN ORC

### Medium-size Humanoid (Orc)

<b>Hit Dice:</b>	4d8 (18 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	30 ft.
<b>AC:</b>	12 (+2 large leather shield)
<b>Attacks:</b>	Leaf spear +5 melee, or javelin +3 ranged
<b>Damage:</b>	Leaf spear 1d10+2, or javelin 1d6+2



**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Spells

**Special Qualities:** Darkvision, Light Sensitivity, Scent

**Saves:** Fort +6, Ref +1, Will +0

**Abilities:** Str 15, Dex 10, Con 11, Int 15, Wis 8, Cha 10

**Skills:** Concentration +5, Craft (blacksmith) +7, Craft (weaponsmith) +7, Knowledge (arcana) +3, Listen +1, Search +3, Scribe +3, Spellcraft +7, Spot +1

**Feats:** Alertness, Arcane Ward, Create Gris-Gris, Empower Spell, Strong-Arm

**Climate/Terrain:** Any warm land and underground

**Organization:** Gang (2 – 4), squad (11 – 20 plus two 5th-level mchawi and one leader of 5th – 7th level), or band (30 – 100 plus 150% non-combatants plus one 5th-level mchawi per 10 adults, five 7th-level mchawi, and three 9th-level mchawi).

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

The kosan orcs are supposed to be extinct since the routing of the Kosa Empire, but it is always possible that a few somehow escaped the destruction of their species.

Physically, kosans look like normal orcs, though they take better care of their clothing, and their eyes are always in motion, as if they are seeing things that others do not perceive.

## Combat

Though kosan orcs are capable physical combatants, they prefer to fight with magical spells.

**Bonus Feats:** Kosan orcs gain Create Gris-Gris, Empower Spell, and Strong-Arm as bonus feats; new feats are described in Chapter Six.

**Darkvision (Ex):** Kosans can see in the dark up to 60 feet. Darkvision is black and white, but otherwise like normal sight, and kosans can function with no light at all.

**Light Sensitivity (Ex):** Kosans suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

**Scent (Ex):** A kosan can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the kosan can pinpoint that source. The kosan can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** Kosans gain a +4 racial bonus to Concentration, Craft (blacksmith), Craft (weaponsmith), and Spellcraft skills; these are already worked into the stats.

**Spells:** (4/4/3) All kosans can cast spells as if 4th-level mchawi wizards. They prefer enchantments, illusions, and necromantic effects. Kosans usually have the following spells prepared:

0 Level — *detect poison*, *flare* (x2), *ray of frost*

1st Level — *burning hands*, *cause fear*, *magic weapon*, *true strike*

2nd Level — *bull's strength*, *summon swarm*, *Tasha's hideous laughter*

## Kosan Society

Kosan society is based on three things: magical might, physical strength, and the accumulation of property. All battle-trained kosans are male; females are considered property of the males and are strictly non-combatants.

## Kosan Characters

A kosan's favored class is the mchawi wizard. If a kosan has mchawi levels, they stack with its existing spellcasting ability. For example, a kosan with 2 mchawi levels casts spells as a 6th-level mchawi.

## LAU

**Gargantuan Aberration (Reptilian)**

**Hit Dice:** 15d8+105 (173 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 50 ft.

**AC:** 19 (–4 size, +1 Dex, +12 natural)

**Attacks:** 6 tentacles +17 melee, bite +12 melee

**Damage:** Tentacle 1d8+10, bite 4d6+5

**Face/Reach:** 30 ft. X 30 ft. (coiled)/15 ft.

**Special Attacks:** Improved Grab, Paralyzing Gaze, Poison Spines, Swallow Whole

**Special Qualities:** Darkvision

**Saves:** Fort +12, Ref +8, Will +11

**Abilities:** Str 30, Dex 12, Con 24, Int 15, Wis 15, Cha 17

**Skills:** Bluff +9, Intimidate +12, Swim +16, Listen +10, Search +12, Spot +10, Move Silently +7, Hide +6

**Feats:** Alertness, Improved Initiative, Lightning Reflexes, Power Attack

**Climate/Terrain:** Warm swamp

**Organization:** Solitary

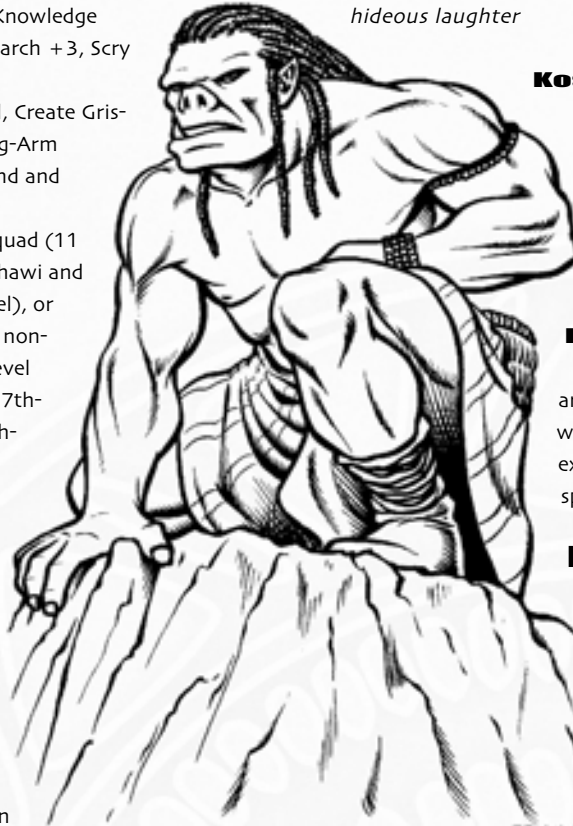
**Challenge Rating:** 16

**Treasure:** 10% coins, 50% goods, 50% magic

**Alignment:** Always neutral

**Advancement:** 16 – 20 HD (Gargantuan), 21 – 30 HD (Colossal)

The lau is one of the most feared monsters of Nyambe. From a distance, it simply appears to be a gigantic hooded snake, between 40 and 100 feet in length, with alternating brown and yellow stripes.



FRAM

On closer inspection, however, its appearance becomes even more striking. Its scales are intermixed with tufts of wiry needle-like hairs, the "hood" is actually a writhing mass of grasping tentacles, and its eyes flash with a malevolent yellow light. It is said that the rumbling hiss of the lau can be mistaken for a herd of grazing elephants.

No one knows where these horrible aberrations originated; they are commonly thought to be a terrible magical experiment by kosan orc wizards, but there is no evidence to support this hypothesis.

Despite being extremely intelligent, lau cannot speak, though they can understand both Daka-kosa and Draconic.

## Combat

The lau attacks by lashing out at foes with its tentacles, and biting with its huge (and fortunately non-poisonous) fangs. It immediately attempts to swallow any creature struck by one or more of its tentacles.

**Aberration:** Aberrations have Darkvision with a range of 60 feet.

**Improved Grab (Ex):** To use this ability, the lau must hit a Large or smaller opponent with a tentacle attack. If it gets a hold, it swallows the victim whole.

**Paralyzing Gaze (Su):** Anyone who meets the lau's gaze must make a Fort save DC 23 or immediately become paralyzed.

**Poison Spines (Ex):** Anyone attacking the lau in melee combat must make a Reflex save DC 15 or suffer 1d4 points of damage from contact with the creature's spines. To make matters worse, the spines are poisoned. Victims must make a Fort save DC 23 or take 1d4 points of temporary Dexterity score damage. After 1 minute the victim must make a second save or take an additional 1d4 points of temporary Dexterity damage. Weapons with reach can attack the creature from a distance and do not subject the wielder to damage from the spines.

**Swallow Whole (Ex):** A lau can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8 + 10 points of crushing damage plus 1d10 points of acid damage per round from the lau's digestive secretions. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the lau's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20); larger weapons can't be effectively wielded while inside the lau's stomach. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Lau's stomach can hold up to 1 Huge, 2 Large, 4 Medium-size, 8 Small, or 16 Tiny creatures.



## LOBIR

### Fine Construct

**Hit Dice:** 1d10 (6 hp)

**Initiative:** +5 (Dex)

**Speed:** Fly 90 ft.

**AC:** 27 (+8 size, +5 Dex, +4 natural)

**Attacks:** 1 touch +13 melee

**Damage:** Touch 1d2–2

**Face/Reach:** 0 ft. X 0 ft./0 ft.

**Special Attacks:** Constitution Damage

**Special Qualities:** Damage Reduction 15/+3, Darkvision, Natural Invisibility, Spell Resistance 20

**Saves:** Fort +0, Ref +5, Will +0

**Abilities:** Str 6, Dex 20, Con —, Int —, Wis 11, Cha 6

**Skills:** None

**Feats:** Weapon Finesse (touch)

**Climate/Terrain:** Any land or underground

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

Lobir are flying invisible constructs that devour their victims from within. If it could be seen, a lobir would resemble a small insect such as a hornet or fly, but it can also appear as an animated cone of metal. Lobir are given animation by the *lobir* spell, and are never encountered otherwise.

## Combat

As a non-intelligent construct, a lobir is incapable of tactical thought. It viciously attacks whatever opponent its creator indicates, with no pity or thought of self-preservation.

**Constitution Damage (Ex):** If a lobir hits with a touch attack, it burrows into the victim, dealing 1d4 points of temporary Constitution score damage each round until the victim is dead, at which time it emerges from the body and returns to its master, ready to be sent against another victim.

Removing an embedded lobir requires a full round action, and a successful Healing check with a DC of 20. A success inflicts 1d6 points of damage to the victim and removes the lobir, which is helpless and can be easily destroyed. A failure inflicts 1d4 points of damage to the victim, and does not dislodge the construct. Weapons and offensive spells cannot harm a lobir once it has burrowed into a victim.

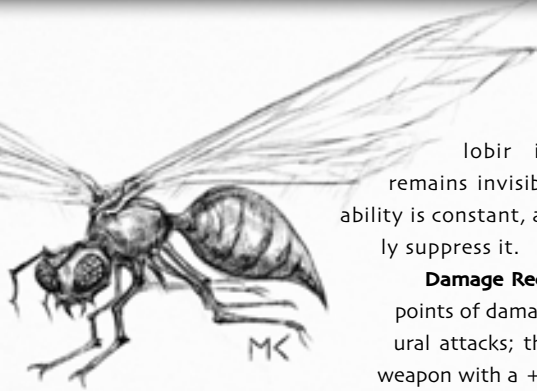
*Cure* spells will not dislodge a lobir, though a *heal* or *regeneration* spell will. In addition, a lobir is subject to *dispel magic*,



antimagic fields, and the like.

## Construct:

Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs



have Darkvision with a range of 60 feet.

## Natural Invisibility (Su): A

lobir is naturally invisible, and remains invisible even when it attacks. This ability is constant, and the lobir cannot voluntarily suppress it.

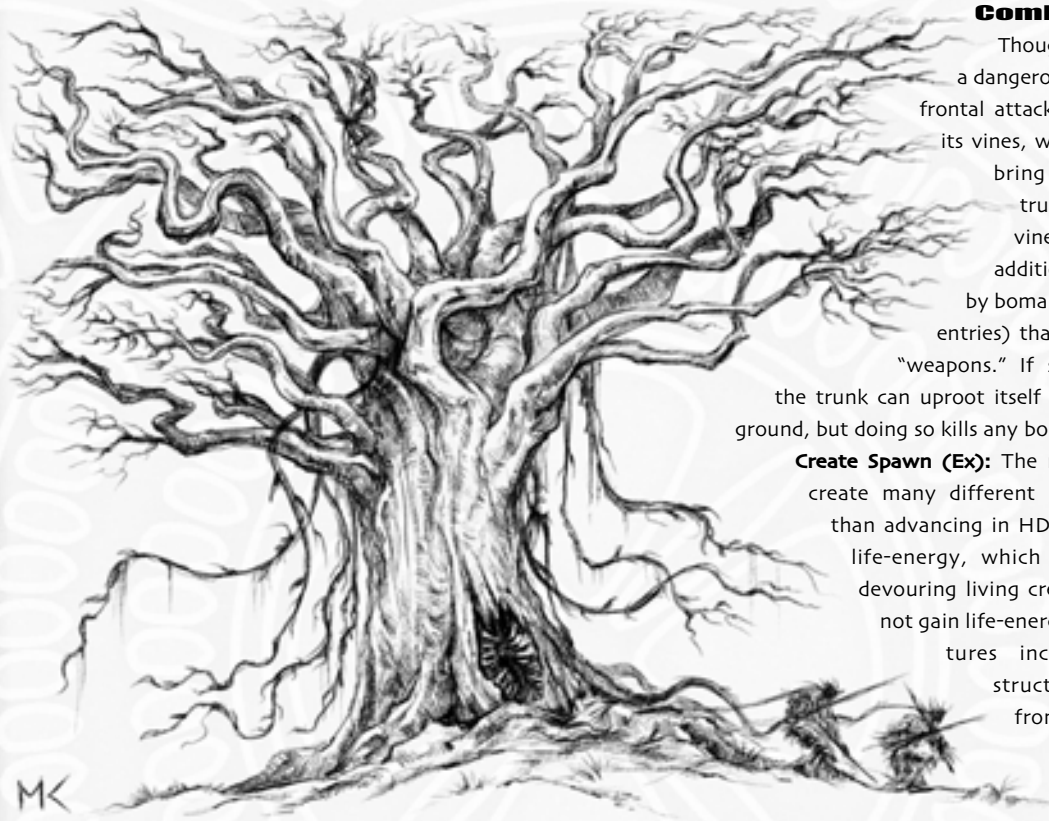
**Damage Reduction (Su):** A lobir ignores 15 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +3 or better enhancement bonus

deals full damage.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a lobir, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the lobir still gets a saving throw if the spell allows such.

## MALATA PLANT

	Malta Plant Trunk Colossal Plant	Malata Plant Seed Tiny Plant	Malata Plant Vine Large Plant	Malata Plant Warrior Large Plant
<b>Hit Dice:</b>	32d8+288 (432 hp)	1d10 (6 hp)	3d8+6 (20 hp)	6d8+18 (45 hp)
<b>Initiative:</b>	-2 (Dex)	+4 (Dex)	+4 (Dex)	+3 (Dex)
<b>Speed:</b>	5 ft.	Fly 40 ft. (perfect), burrow 1 ft.	20 ft., climb 20 ft.	30 ft.
<b>AC:</b>	20 (-8 size, -2 Dex, +20 natural)	21 (+2 size, +3 Dex, +6 natural)	20 (+4 Dex, +6 natural)	18 (-1 size, +3 Dex, +6 natural)
<b>Attacks:</b>	Bite +25/+20/+15/+10/+5 melee	Slam +2 melee	Grapple +5 melee touch	2 gores + 7 melee
<b>Damage:</b>	Bite 2d6+18	Slam 1d4	Constrict 1d8+3 subdual	Slam 1d8
<b>Face/Reach:</b>	40 ft. X 40 ft./5 ft.	2 1/2 ft. X 2 1/2 ft./0 ft.	2 1/2 ft. X 20 ft./15 ft.	5 ft. X 5 ft./10 ft.
<b>Special Attacks:</b>	Create Spawn	None	Constrict, Improved Grab	None
<b>Special Qualities:</b>	Blindsight, Half Damage from Piercing and Blunt Weapons, Spell Resistance 26	Blindsight, Half Damage from Piercing and Blunt Weapons	Blindsight, Half Damage from Piercing and Blunt Weapons	Blindsight, Half Damage from Piercing and Blunt Weapons, Control Stem
<b>Saves:</b>	Fort +27, Ref +8, Will +12	Fort +1, Ref +1, Will +1	Fort +5, Ref +5, Will -2	Fort +8, Ref +5, Will -1
<b>Abilities:</b>	Str 35, Dex 5, Con 28, Int 15, Wis 15, Cha 15	Str 10, Dex 17, Con 13, Int 3, Wis 13, Cha 3	Str 17, Dex 19, Con 15, Int 3, Wis 3, Cha 3	Str 19, Dex 17, Con 17, Int 3, Wis 3, Cha 3
<b>Skills:</b>	None	None	None	None
<b>Feats:</b>	None	None	None	None
<b>Climate/Terrain:</b>	Any warm land	Any warm land	Any warm land	Any warm land
<b>Organization:</b>	Solitary	Solitary	Special	Special
<b>Challenge Rating:</b>	15	1/2	1	3
<b>Treasure:</b>	Double standard	None	None	None
<b>Alignment:</b>	Always neutral evil	Always neutral evil	Always neutral evil	Always neutral evil
<b>Advancement:</b>	Special	None	None	None



*Malata* (mah-LAH-tah) plants originally came from an unknown place in Da. Growing from a single seed, a malata plant develops into a monstrous creature that can trap an entire village and convert the inhabitants into mindless servants. If left unchecked, a malata plant will eventually reproduce, spreading its seeds to new areas.

All components of the malata plant share the following properties:

**Plant:** Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. The malata plant does not have normal vision, and thus doesn't have Low-light Vision, but does have a kind of Blindsight.

**Blindsight (Ex):** Components of a malata plant can "see" creatures within 60 feet by sensing subtle changes in air pressure and temperature.

**Half Damage from Piercing and Blunt Weapons (Ex):** Piercing and blunt weapons only do half damage to a malata plant, with a minimum of 1 point of damage.

## MALATA PLANT TRUNK

The trunk is the heart, soul, and mind of the malata plant. If it is destroyed, all the other components immediately die.

The malata trunk looks like a large, black baobab tree nearly 80 feet in height. Near the base of the trunk is a huge maw that the plant uses to consume prey. When open, the maw appears to be a gaping hole filled with sharp splinter teeth, but when closed it is all but invisible.

## Combat

Though the malata trunk has a dangerous bite, it rarely makes a frontal attack, and instead waits for its vines, warriors, and servitors to bring it helpless prey. The trunk is attended by eight vines and four warriors in addition to those generated by boma walls (see the individual entries) that act as its "hands" and "weapons." If sufficiently threatened, the trunk can uproot itself and shamble across the ground, but doing so kills any boma walls attached to it.

**Create Spawn (Ex):** The malata plant trunk can create many different kinds of spawn rather than advancing in HD. Most of them require life-energy, which the trunk obtains by devouring living creatures. The trunk cannot gain life-energy from non-living creatures including undead, constructs, and elementals, or from plants excepting its own servitors. The following spawn can be created by a malata plant trunk.

**Boma Walls:** These are thorn bushes that function as walls. A single boma wall stands 20 feet high, and occupies a 5-foot by 5-foot area. The malata plant can let creatures pass through the wall as it wills, but the wall is impassable to intruders. Enemies must either hack or burn their way through the boma. Any creature that is forced into contact with a boma wall takes 2d4 points of piercing damage.

If attacked, a wall can itself spawn either a single plant warrior or two vines to defend itself. Vines take 1 HD of life-energy to produce, and warriors require 2 HD; see stats below. Lost vines or warriors regrow after 1 day.

Each boma wall has 24 hp, a Hardness of 5, a Break DC of 60, and all the standard properties of a malata plant (including Half Damage from Piercing and Blunt weapons). If a wall section is destroyed, its vines and warriors also die.

The trunk must devour 3 HD of living creatures to spawn a single wall, and the process requires 1 day. Boma walls must form a continuous chain with one end anchored at the trunk. There is no limit to the number of walls the trunk can generate.

**Control Thorn:** This is a tiny barbed appendage that grows on the trunk. The trunk must devour 10 HD worth of living creatures to grow a control thorn, and the process requires 1 day. The trunk can use the control thorn on any creature pinned by its vines as a free action. The thorn digs into the base of the skull and grafts plant material into the victim's brain. The victim must make a Fortitude save with a DC of 35 or transform into a malata plant servitor over a period of 24 hours; see the template section in this chapter for stats and more information. A *remove disease* spell will purge the growth at any time before the transformation is complete.

**Seed Pod:** Though the malata plant can self-pollinate, it requires a tremendous amount of life-energy to produce seeds. When the plant is ready to reproduce, it will usually devour all of its servitors. The trunk needs to devour 100 HD worth of living creatures to spawn a seed pod, and usually avoids spawning a pod until it is in imminent danger of destruction. A pod reaches maturation in 1d4 days, at which time it bursts, killing the trunk and releasing 1d4+1 seeds. See the individual entry for the malata plant seed, below, for stats.

**Vines:** Though attached to either the trunk or to a boma wall, malata vines are individual creatures. Malata plant trunks can have a maximum of eight vines, and boma walls up to two if they have no warriors. The trunk requires 1 HD of life-energy to spawn a vine, and lost vines regrow after 1 day. For stats, see the individual entry for the malata vine, below.

**Warriors:** Though attached to either the trunk or to a boma wall, malata warriors are individual creatures. Malata plant trunks can have a maximum of two warriors, and boma walls one if they have no vines. It takes 2 HD of life-energy to spawn a warrior; see the individual entry for the malata warrior, below, for stats.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against the malata plant trunk, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 26, the spell works normally, though the trunk still gets a saving throw if the spell allows such.

## MALATA PLANT SEED

This is the most vulnerable stage of the malata plant's life cycle. The seed is a 1-foot-long egg-shaped fibrous husk with large bat-like wings. It is just sentient enough to avoid danger and seek out suitable villages to infest.

Once the seed has found a good location, it will burrow into the ground and begin germinating a malata plant trunk. The seed has a strong connection to darker coils of Da, and it spends 1d4 + 1 days gathering the energy needed to grow a new trunk. After this time, the seed cracks open (killing the seed) and a new malata trunk germinates to full size in the space of 24 hours.

### Combat

Though a malata seed has a weak slam attack, it only fights if unable to escape. Its primary function is to find a secluded area near a village and burrow into the ground, planting itself. Once planted, a seed is helpless and can be easily destroyed.

## MALATA PLANT VINE

Vines are the "hands" of the malata plant, as well as weapons. Each is 20 feet long, and attacks by constriction, much like a python. When

mature, the trunk has a maximum of eight vines, and each boma wall has two.

### Combat

Malata vines attack by grappling foes, and constricting them into submission. Helpless opponents are then fed to the trunk or made into servitors.

**Constrict (Ex):** A malata vine deals 1d8+3 points of subdual damage with a successful grapple check against Large or smaller creatures.

**Improved Grab (Ex):** To use this ability, the vine must hit with its touch attack. If it gets a hold, it can constrict.

## MALATA PLANT WARRIOR

These are fibrous mats of vegetation, roughly humanoid in shape, with two spear-like arms. A 40-foot stem runs from the back of the warrior's head to the boma wall or trunk that spawned it. This is as far as the warrior can move from the main body of the plant and still remain under its control. When mature, the trunk has four warriors, and each boma wall has one if it doesn't have any vines.

### Combat

Malata plant warriors are used to slay opponents that present a danger to the plant. Weaker opponents will instead be grappled by vines and either fed to the trunk or transformed into servitors; see the servitor stats in the template section of this chapter.

**Control Stem (Ex):** This is a 40-foot-long stem that connects the warrior to the boma wall or trunk that spawned it. The stem has a Hardness of 10, 6 hp, Break DC of 18. If the stem is severed, the plant warrior will go into an uncontrolled rampage, attacking the closest creatures (even other malata plants) nonstop until it is destroyed.

## MANGABANGABANA

### Medium-size Aberration

**Hit Dice:** 8d8+16 (52 hp)

**Initiative:** +1 (Dex)

**Speed:** 15 ft., fly 90 ft. (clumsy)

**AC:** 13 (+1 Dex, +2 natural)

**Attacks:** Club +8/+3 melee

**Damage:** Club 1d6+2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Nauseating Gaze

**Special Qualities:** Darkvision, Flight, Spell Resistance 18, Spells

**Saves:** Fort +4, Ref +3, Will +6

**Abilities:** Str 15, Dex 12, Con 14, Int 15, Wis 7, Cha 5

**Skills:** Balance +5, Bluff +2, Concentration +10, Diplomacy +2, Knowledge (arcana) +6,





Intimidate +2, Listen -1, Sense Motive +3, Pick Pocket +3, Tumble +5, Spellcraft +6, Spot +0

**Feats:** Blind-Fight, Combat Casting, Iron Will, Still Spell

**Climate/Terrain:** Warm mountain

**Organization:** Solitary, clan (3 – 18), clan (6 – 36)

**Challenge Rating:** 10

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

The *mangabangabana* (mahn-gah-bahn-gah-BAH-nah), also known as the *androanzi* (ahn-droh-AHN-zee) or *hai-huri* (hey-HOO-ree), are a race of humans suffering under an ancient curse that separated them into two.

The mangabangabana's appearance is startling, to say the least. The creature appears to be human, but looks like it has been cut in half lengthwise. As a result, it only has one eye, one arm, and one leg. The part of its body where the cut appears to be is exposed raw flesh, and is always wet and oozing, though the injury does not bleed or cause the creature any discomfort. All male mangabangabana are "right handed," and all female mangabangabana are "left handed."

These creatures are cannibals, and especially enjoy feeding upon children. Many families use tales of these creatures to reinforce to their children the necessity of staying indoors at night.

## Combat

Mangabangabana prefer to attack with spells, but will resort to a club or other blunt instrument if its opponent is resistant to magic. Because a mangabangabana only has one hand, it cannot cast spells while holding a weapon unless it prepares the spell using its Still Spell feat.

**Aberration:** Mangabangabana have Darkvision with a range of 60 feet.

**Flight (Su):** While it can awkwardly hop around on one leg, the mangabangabana prefers to move through the air, using its supernatural powers to propel itself.

**Nauseating Gaze (Su):** Any creature that meets the mangabangabana's gaze must make a Will save DC 16 or immediately become nauseated.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a mangabangabana, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 18, the spell works normally, though the creature still gets a saving throw if the spell allows such.

**Spells: (4/5/4/3/2)** All mangabangabana cast spells as if they were 8th-level mchawi wizards. They generally prepare the following spells, and cast *water breathing* with the Still Spell feat.

0 Level — *daze* (x2), *flare* (x2), *open/close*

1st Level — *grease*, *magic missile*, *obscuring mist*, *sleep*, *ventriloquism*

2nd Level — *alter self*, *darkness*, *protection from arrows*, *scare*

3rd Level — *hold person* (x2), *nondetection*

4th Level — *stoneskin*, *water breathing* (Still)

## Mangabangabana Society

These aberrations live in isolated mountain villages, though they often make raids against humanoid settlements to gather "food."

## Mangabangabana Characters

A mangabangabana's preferred class is the mchawi wizard. If the creature has mchawi levels, they stack with its existing spellcasting ability. For example, a mangabangabana with 2 mchawi levels casts spells as a 10th-level mchawi.

## MbUi

MbUi were once humans infected with werehyena lycanthropy. Somehow, they became locked into their hybrid forms and lost their lycanthropic powers. The MbUi are slavers, cannibals, and dedicated followers of the fiendish orisha.

MbUi use the standard D20 System statistics for gnolls, with the following changes:

**AC:** 17 (+2 natural, +3 hide armor, +2 large leather shield)

**Climate/Terrain:** Warm land or underground

**Organization:** Family (2 – 5), clan (20 – 80, plus 50% noncombatants, plus one 3rd-level gamba fighter per 20 adults, plus one 4th- to 6th-level gamba leader, plus 2 – 12 mpisimbi or 1 – 6 dire lions), or tribe (10 – 100, plus 50% noncombatants, plus one 3rd-level gamba fighter per 20 adults, plus 1 – 2 mchawi wizards or n'anga clerics of 4th to 5th level, plus one 6th- to 8th-level gamba leader, plus 3 – 18 mpisimbi or 2 – 12 dire lions; underground lairs also have 1 – 4 umber hulks)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

## Combat

MbUi prefer to let their pets — such as mpisimbi, dire lions, and umber hulks — do their fighting for them. When they do need to fight, they favor ambushes using ranged weapons such as shortbows or throwing axes.

## Mlularuka

### Small Beast

**Hit Dice:** 1d8+2 (7 hp)

**Initiative:** +3 (Dex)

**Speed:** 30 ft., fly 60 ft. (clumsy)

**AC:** 15 (+1 size, +3 Dex, +1 natural)

**Attacks:** Bite +2 melee

**Damage:** Bite 1d4+1

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Darkvision, Scent, Low-light Vision

**Saves:** Fort +4, Ref +5, Will +1

**Abilities:** Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Skills:** Hide +4, Listen +4, Move Silently +4, Pick Pockets +5, Spot +4, Wilderness Lore +1

**Feats:** Flyby Attack

**Climate/Terrain:** Warm plain and desert

**Organization:** Pack (2 – 16)

**Challenge Rating:** 1/2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 – 3 HD (Medium-size)

The *mlularuka* (m-loo-lah-ROO-kah), also known as the *malakala* (mah-lah-KAH-lah) in Daka-alif, is a flying jackal. A *mlularuka* looks much like a normal jackal, except that it has a bluish tinge to its underside and flaps of skin between its legs. Amazingly, these flaps are fully functional wings, and unusual leg joints allow the *mlularuka* to flap its legs and fly. Once airborne, it relies on the warm savannah air to keep it aloft.

These pesky creatures are not a physical danger so much as an economic one. They have been known to swoop down on travelers, attempting to steal food, packs, or even weapons. The only reported attacks on humanoids have probably been accidental and involved stolen babies. Some wild rumors even claim that a female *mlularuka* will nurse a stolen baby, raising it into a feral adolescent and then setting it free in the wilderness.

## Combat

*Mlularuka* avoid combat unless cornered, at which time they will lash out with a bite attack.

**Beast:** Beasts have Low-light Vision and Darkvision with a range of 60 feet.

**Scent (Ex):** A *mlularuka* can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the *mlularuka* can pinpoint that source. The *mlularuka* can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** *Mlularuka* receive a +8 racial bonus to Wilderness Lore checks when tracking by scent; this bonus is already worked into the stats.

## MNGWA

**Medium-size Beast**

**Hit Dice:** 3d10+6 (23 hp)

**Initiative:** +3 (Dex)

**Speed:** 40 ft.

**AC:** 15 (+3 Dex, +2 natural)

**Attacks:** Bite +6 melee, 2 claws +1 melee

**Damage:** Bite 1d6+4, claw 1d4+2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Improved Grab, Pounce

**Special Qualities:** Scent, Low-light Vision, Darkvision

**Saves:** Fort +5, Ref +6, Will +2

**Abilities:** Str 18, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Skills:** Balance +12, Climb +6, Hide +8 (+12 in tall grass), Jump +6, Listen +2, Move Silently +8, Spot +2, Swim +5

**Feats:** None

**Climate/Terrain:** Warm mountain, hill, and plain

**Organization:** Solitary, pair, pack (6 – 10)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4 – 6 HD (Medium-size), 4 – 9 HD (Large)

The *mngwa* (MNG-wah), also known as the *nunda* (NOON-dah), is a feline predator native to most of Nyambe. A *mngwa* appears much like a common striped tabby cat, but is the size of a small donkey. They act much like natural cats, and some people train the creatures to hunt dire rats and other oversized annoyances.

Some of these creatures have large scythe-like fangs, and though they are more powerful than standard *mngwa*, they act more like scavengers than hunters.

## Combat

The *mngwa* does not typically prey on humanoids, but will attack a wounded one if the opportunity presents itself.

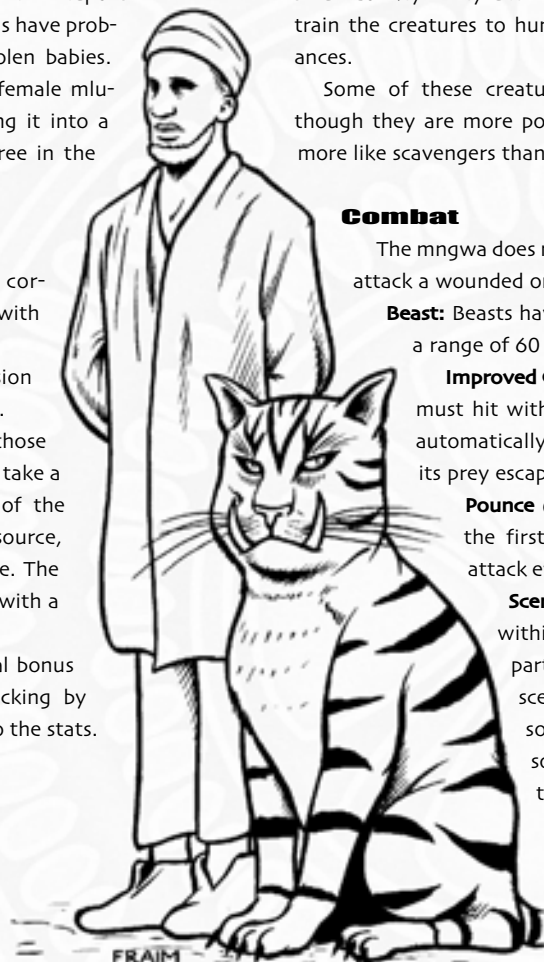
**Beast:** Beasts have Low-light Vision and Darkvision with a range of 60 feet.

**Improved Grab (Ex):** To use this ability, the *mngwa* must hit with both claw attacks. If it gets a hold, it automatically inflicts bite damage every round until its prey escapes, it lets go, or its prey is killed.

**Pounce (Ex):** If a *mngwa* leaps on a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Scent (Ex):** The *mngwa* can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the *mngwa* can pinpoint that source. The *mngwa* can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** *Mngwa* receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. In areas of tall grass or heavy undergrowth, the Hide



bonus rises to +8. They use their Dexterity modifier for Climb checks; these bonuses are already worked into the stats.

## Sabre-toothed Mngwa

There are some mngwa with long, scythe-like fangs. These creatures are identical to the standard mngwa, except that their bite attack inflicts 1d10+4 points of damage, and their claw attacks inflict 1d6+2 points of damage. These creatures are CR 3.

## MOKELE M'BEMBE

### Gargantuan Beast (Aquatic)

**Hit Dice:** 24d10+168 (300 hp)

**Initiative:** -1 (Dex)

**Speed:** 40 ft., swim 10 ft.

**AC:** 13 (-4 size, -1 Dex, +8 natural)

**Attacks:** Horn +24 melee, 2 stamps +19 melee, tail slap +19 melee

**Damage:** Horn 2d8+12, stamp 1d8+6, tail slap 1d8+6

**Face/Reach:** 20 ft. X 40 ft./15 ft.

**Special Attacks:** Capsize, Trample 2d6+18

**Special Qualities:** Darkvision, Low-light Vision, Poisonous Flesh

**Saves:** Fort +21, Reflex +13, Will +8

**Abilities:** Str 34, Dex 9, Con 24, Int 1, Wis 10, Cha 12

**Skills:** Listen +10, Spot +11, Sense Motive +10, Swim +35

**Feats:** None

**Climate/Terrain:** Warm aquatic, forest, and swamp

**Organization:** Solitary or pair

**Challenge Rating:** 11

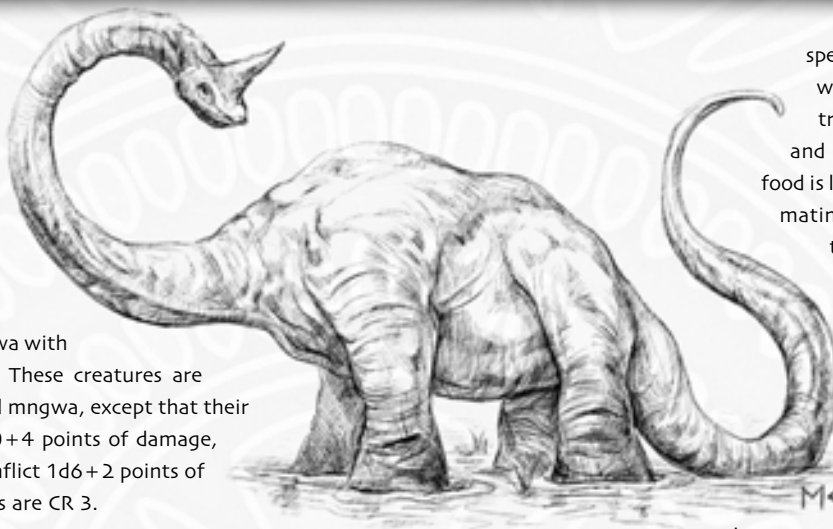
**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 25 - 36 HD (Gargantuan); 37 - 48 HD (Colossal)

The most famous of all Nyamaban monsters, this creature is also known as the *ninki nanka* (NEEN-kee NAHN-kah), or the *jagonini* (jah-goh-NEE-nee). The *mokele m'bembe* (moh-KEH-leh m-BEHM-beh) is a dinosaur closely related to the apatosaurus (brontosaurus), and found only in the swamps and forests of Nyambe-tanda.

A mokele m'bembe is over 40 feet long, with a long neck and tail, leathery dark-brown skin, and a red horn jutting from the center of its head. Mokele m'bembe live in swamps and rivers,



spending much time in the water, and feeding on trees, fruit, water plants, and shrubs — its favorite food is liana fruit. Except during mating season, these creatures are exclusively solitary.

## Combat

The mokele m'bembe attacks large creatures such as hippos, elephants, and the like, but it ignores most smaller creatures. It

finds humanoids irritating, and usually submerges to hide and avoid them. Being a rather stupid creature, the mokele m'bembe cannot tell the difference between a boat and a large animal, and attempts to capsize any boat it encounters.

**Beast:** Beasts have Low-light Vision and Darkvision with a range of 60 feet.

**Capsize (Ex):** A submerged mokele m'bembe that surfaces under a boat or ship can overturn the vessel on a successful Strength check. The DC for the check is equal to the vessel's total weight divided by 250 pounds.

**Poisonous Flesh (Ex):** Any creature biting into the flesh of a mokele m'bembe must immediately make a Fortitude saving throw against DC 29 or suffer 1d6 points of temporary Constitution score damage. After 1 minute the victim must make a second Fortitude save or suffer 2d6 points of temporary Constitution damage.

**Trample (Ex):** A mokele m'bembe can trample Large or smaller creatures for 2d6+18 points of automatic slam damage. Opponents who do not make attacks of opportunity against the mokele m'bembe can attempt a Reflex save (DC 34) to halve the damage.

## MOROU-NGOU

### Huge Magical Beast (Aquatic, Reptilian)

**Hit Dice:** 10d10+60 (115 hp)

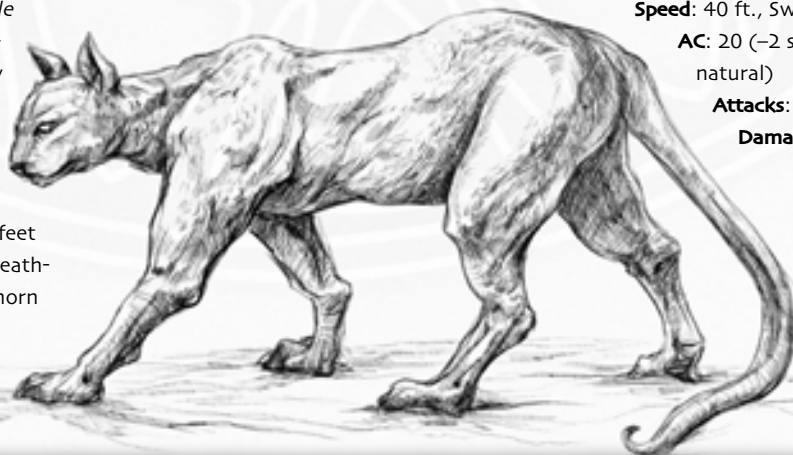
**Initiative:** +2 (Dex)

**Speed:** 40 ft., Swim 50 ft.

**AC:** 20 (-2 size, +2 Dex, +10 natural)

**Attacks:** Bite +19/+14

**Damage:** Bite 1d10+16





**Face/Reach:** 10 ft. X 20 ft./10 ft.

**Special Attacks:** Whirlpool

**Special Qualities:** Energy Resistance 15, Scent, Low-light Vision, Darkvision

**Saves:** Fort +13, Ref +9, Will +6

**Abilities:** Str 32, Dex 15, Con 23, Int 4, Wis 16, Cha 12

**Skills:** Hide +3, Listen +5, Move Silently +5, Spot +6

**Feats:** Dodge, Mobility, Spring Attack

**Climate/Terrain:** Warm aquatic

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Often neutral evil

**Advancement:** 11 – 20 HD (Huge)

*Morou-ngou* (MOH-roo ng-OO) are amphibious magical beasts that resemble oversized scaly green panthers. They live in fast-moving rivers and streams, and while their preferred prey are ante-lope and other inoffensive creatures, they are easily strong enough to take a bite out of a humanoid now and then.

## Combat

*Morou-ngou* wait beneath the surface of the water and generate a dangerous undercurrent to smash small boats and drown swimmers, which they can then dispose of at their leisure.

### Energy Resistance

**(Ex):** A *morou-ngou* ignores the first 15 points of electrical and fire damage dealt to it each round.

### Magical Beast:

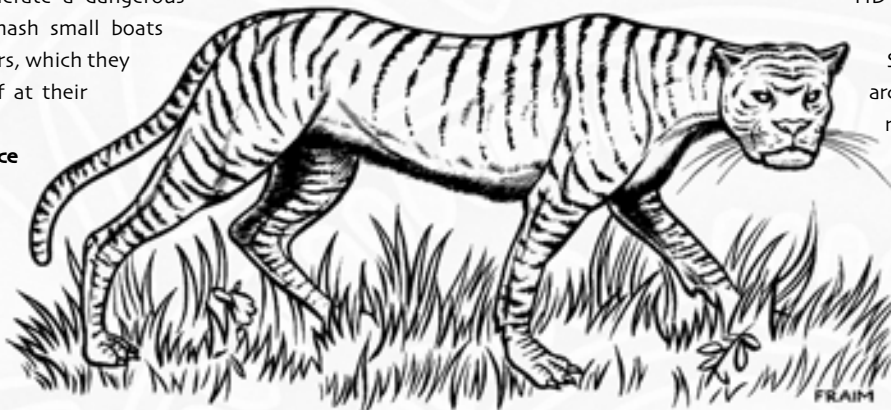
*Morou-ngou* have Darkvision with a range of 60 feet and Low-light Vision.

**Scent (Ex):** The *morou-ngou* can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the *morou-ngou* can pinpoint that source. The *morou-ngou* can also follow fresh tracks with a Wisdom check DC 10.

**Whirlpool (Su):** The *morou-ngou* can magically generate fierce undercurrents within a 30-foot burst range to drag its prey down into the water. The *morou-ngou* is not affected by the undercurrent, and can use this ability as a free action.

Those caught in the whirlpool suffer 1d4 points of subdual damage each round, and must make a Swim check (DC15) or be dragged under the surface and begin to drown as per the standard D20 System drowning rules.

Boats caught in the whirlpool take 2d6 points of damage each round, though Hardness subtracts from this damage as usual; wooden boats usually have a Hardness of 5.



## MPISIMBI

**Medium-size Beast**

**Hit Dice:** 3d10+6 (23 hp)

**Initiative:** +4 (Dex)

**Speed:** 50 ft., climb 30 ft.

**AC:** 15 (+4 Dex, +1 natural)

**Attacks:** 2 claws +5 melee, bite +0 melee

**Damage:** Claw 1d4+3, bite 1d6+1

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Improved Grab, Pounce, Rake 1d4+1, Trip

**Special Qualities:** Darkvision, Low-light Vision, Scent, Sprint

**Saves:** Fort +5, Ref +7, Will +3

**Abilities:** Str 16, Dex 19, Con 15, Int 5, Wis 14, Cha 7

**Skills:** Balance +13, Climb +12, Hide +9 (+13 in tall grass), Listen +7, Move Silently +9, Spot +7

**Feats:** Weapon Finesse (bite, claw)

**Climate/Terrain:** Warm plain

**Organization:** Solitary (1) or pack (2 – 12)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Often neutral evil

**Advancement:** 4 – 6 HD (Medium-size), 7 – 9 HD (Large)

*Mpisimbi* (m-pih-SIHM-bee) means "leopard-hyena" in Kordo — a reasonably accurate name, as it is a magical cross between a leopard, a hyena, and a cheetah. They are also known as *nsui-fisi* (n-SOO-ee FEE-see).

The *mpisimbi* were first bred by mbUi n'anga clerics in ages past, and are often used

by these gnolls as hunting or guard animals, especially when dire lions would attract too much unwanted attention. Over the centuries, however, some *mpisimbi* have escaped into the wild, and now they can be found in packs, prowling the savannah along with more mundane predators.

*Mpisimbi* resemble sickly yellow leopards with splotchy black stripes, but this appearance belies their true power. *Mpisimbi* are as fast as a cheetah, as stealthy as a leopard, and as tricky as a hyena. This combination of abilities makes them more than a match for creatures twice their size.

## Combat

A *mpisimbi* typically lies in wait, sprints forward from hiding, and pounces on its foes. First it attacks with its claws, attempting to trip the target. Then it makes a bite attack, attempting to get a grab or trying for another trip if the first two attempts failed. Finally, if it successfully grabs an opponent, it follows up with rakes from its rear claws. If a victim can survive the initial

onslaught, the mpisimbi shows its cowardly nature, and immediately attempts to retreat from the fight.

**Beast:** Mpisimbi have Low-light Vision and Darkvision with a range of 60 feet.

**Improved Grab (Ex):** To use this ability, the mpisimbi must hit with its bite attack. If it gets a hold, it can Rake.

**Pounce (Ex):** If a mpisimbi leaps on a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If the mpisimbi pounces on an opponent, it can also Rake.

**Rake (Ex):** A mpisimbi that gets a hold can make two Rake attacks (+6 melee) with its hind legs for 1d4+1 damage each.

**Trip (Ex):** A mpisimbi that hits with a claw or bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mpisimbi.

**Scent (Ex):** The mpisimbi can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the mpisimbi can pinpoint that source. The mpisimbi can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** Mpisimbi receive a +4 racial bonus to Hide and Move Silently checks, and a +8 bonus to Balance checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8; these bonuses are already worked into the stats.

**Sprint (Ex):** Once an hour, a mpisimbi can take a charge action to move ten times its normal speed (500 feet).

## NDALAWO

**Medium-size Undead (Incorporeal)**

**Hit Dice:** 6d12 (39 hp)

**Initiative:** +6 (Dex)

**Speed:** 40 ft., fly 60 ft. (good)

**AC:** 18 (+6 Dex, +2 deflection)

**Attacks:** 2 incorporeal claws +3 melee, incorporeal bite –2 melee

**Damage:** Incorporeal claws 1d4 temporary Strength, incorporeal bite 1d6 temporary Strength

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:**  
Create Spawn,  
Pounce,  
Strength  
Damage

**Special Qualities:**  
Darkvision, Turn  
Resistance +3

**Saves:** Fort +2, Ref +8, Will +7

**Abilities:** Str —, Dex 22, Con —, Int 5, Wis 14, Cha 6

**Skills:** Balance +15, Hide +19, Intuit Direction +7, Listen +7, Search +1, Spot +7

**Feats:** Dodge, Mobility

**Climate/Terrain:** Warm forest and underground

**Organization:** Solitary or troupe (1 and 2 – 5 shadows)

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 7 – 12 HD (Medium-size)

Also known as a shadow leopard, the *ndalawo* (n-DAH-lah-woh) is a leopard that has been transformed into an undead shadow. Though they prefer to prey on other leopards, perpetuating their foul species, they occasionally attack humanoids as well.

## Combat

The ndalawo prefers to attack with surprise. If it is unable to do so, it will usually wait until a more opportune moment presents itself. Despite its caution, the creature is not cowardly, and rarely retreats once combat is joined.

**Create Spawn (Su):** Any humanoid reduced to a Strength score of 0 by a shadow leopard becomes a shadow under control of its killer within 1d4 rounds. A leopard reduced to 0 Strength by a shadow leopard becomes a new shadow leopard within 1d6 rounds. In both cases, the creature doesn't retain any of its previous characteristics, such as those based on race, class, or creature type, but rather uses the standard D20 stats for shadows if a humanoid or the ndalawo stats given here if a leopard.

**Incorporeal:** Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent,

make no noise, and can pass through solid objects at will.

## Pounce

**(Ex):** If a ndalawo leaps on a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Skills:** A ndalawo's shadowy appearance gives it a +8 racial bonus to Hide checks. It also receives a +8 racial bonus to Balance checks; these bonuses are already worked into the stats.



**Strength Damage (Su):** Any living creature struck by a ndalawo's claws suffers 1d4 points of temporary Strength score damage, and any creature struck by its bite suffers 1d6 points of temporary Strength damage. Any creature killed by the ndalawo becomes an undead shadow; see Create Spawn.

**Turn Resistance (Ex):** A ndalawo is treated as a 9 Hit Dice monster when subject to Turning or Rebuking attempts.

**Undead:** Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.



## NJENGE

### Small Magical Beast

**Hit Dice:** 1d10 (6 hp)

**Initiative:** +3 (Dex)

**Speed:** 30 ft.

**AC:** 14 (+3 Dex, +1 natural)

**Attacks:** Bite +0 melee

**Damage:** Bite 1d3–2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Darkvision, Die in Captivity, Low-light Vision, Plant Growth, Scent

**Saves:** Fort +2, Ref +5, Will –1

**Abilities:** Str 7, Dex 16, Con 11, Int 2, Wis 8, Cha 12

**Skills:** Listen +0, Spot +0

**Feats:** None

**Climate/Terrain:** Any land

**Organization:** Herd (2 – 20)

**Challenge Rating:** 1/6

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 – 3 HD (Small)

The *njenge* (n-JEHN-geh) is a herd animal native to Nyambetanda, but is not found in other parts of the world. It is an omniv-

orous creature about the size of a goat, and is covered with long hair like a sheepdog.

Most villages welcome traveling njenge herds, as these animals stimulate the growth of crops. Unfortunately, njenge quickly die if kept from their constant wanderings, and all attempts to capture or domesticate them have failed.

### Combat

Though njenge have a bite attack, they normally flee danger and only fight if cornered.

**Die in Captivity (Ex):** All attempts to domesticate or keep these animals in captivity have failed; a captive Njenge dies in 1d4 weeks if in any way restrained. If left alone, a njenge herd will stay in an area for 1d4 days before moving on, and will travel for an

additional 1d4 days before stopping again.

**Magical Beast:** Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

**Plant Growth (Su):** Njenge radiate an aura with an effect similar to that of the *plant growth* spell. Normally this has the enrichment effect, increasing the productivity of all plants within one-half mile of the njenge. If attacked, it alters this aura to the overgrowth effect, and will use the overgrowth to cover its escape.

**Scent (Ex):** The njenge can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the njenge can pinpoint that source. The njenge can also follow fresh tracks with a Wisdom check DC 10.

## NOMMO

### Medium-size Shapechanger (Aquatic)

**Hit Dice:** 10d8+3 (48 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 20 ft., swim 60 ft.

**AC:** 15 (+5 natural)

**Attacks:** Unarmed strike +10/+5 melee

**Damage:** Unarmed strike 1d3 subdual

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Psionics

**Special Qualities:** Alternate Form, Damage Reduction 10/+5, Spell Resistance 20, Tremorsense

**Saves:** Fort +9, Ref +9, Will +12

**Abilities:** Str 11, Dex 11, Con 11, Int 20, Wis 20, Cha 20

**Skills:** Bluff +10, Craft (any one) +11, Diplomacy +11, Disguise +10, Gather Information +10, Intimidate +7, Knowledge (any one) +11, Listen +8, Profession (any one) +11, Search +6, Sense Motive +10, Spot +8



**Feats:** Alertness, Expertise, Great Fortitude, Improved Initiative, Improved Disarm, Improved Unarmed Strike, Lightning Reflexes, Toughness

**Climate/Terrain:** Warm aquatic

**Organization:** Solitary, scouting party (2–5), or clan (30–100)

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always lawful (good or evil)

**Advancement:** By character class

The nomadic Mbanta claim that their knowledge of astrology was given to them by amphibious beings they called nommos. The word comes from the Dakakara language and means “to make one drink.”

According to Mbanta legend, the nommos came from the stars in order to teach the Mbanta the ways of the mind. However, a secret evil faction in the nommo wanted to establish themselves as god-emperors over the Mbanta. The two sides clashed, causing the great earthquake that sunk the island home of the Mbanta. The nommo factions then retreated into the depths of the ocean, both vowing to take a more subtle approach in the future.

A nommo’s natural form strongly resembles a marakely — a black-and-white spotted cichlid fish found in the oceans around Nyambe — except that four of a nommo’s fins are elongated into arms and legs. Though amphibious, nommo rarely appear in their natural form while on land, rather using their powers to take the form of a terrestrial humanoid.

## Combat

Nommo are weak combatants, and they rely on their psionics to avoid battle. Good nommo are pacifists, while evil nommo prefer to let the silwane-manzi do their fighting for them.

**Alternate Form (Su):** Nommo can *shapechange* into the form of any Small or Medium-size humanoid race. This ability functions as the spell cast by an 18th-level sorcerer.

**Damage Reduction (Ex):** The nommo ignores 5 hit points from most weapons and natural attacks. A +5 weapon or better deals normal damage.

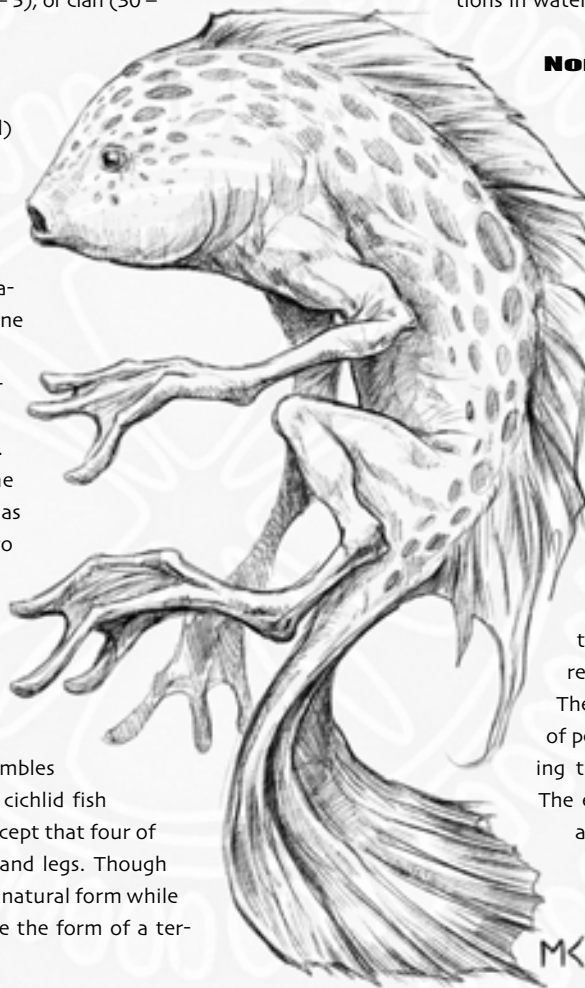
**Psionics (Sp):** At will — *charm person*, *detect thoughts*, *invisibility*, *mind blank*, *non-detection*, and *suggestion*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 15 + spell level).

**Shapechanger:** Unlike most shapechangers, nommo have Tremorsense instead of Darkvision.

**Spell Resistance (Ex):** To determine if a spell of spell-like ability works against a nommo, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 20, the spell works

normally, though the nommo still gets a saving throw if the spell allows such.

**Tremorsense (Ex):** Nommo can sense the location of any submerged creature or object within 60 feet by detecting perturbations in water currents.



## Nommo Society

The good-aligned nommo have black spots and white scales. They live beneath the waves of the Southern Ocean, in a crystal city built into the side of an undersea trench. The evil-aligned nommo have white spots and black scales. They live below the Northern Ocean, in an obsidian fortress built into a coral reef.

Both nommo clans send shapechanged ambassadors to the nations of Nyambe. Humans have no idea of the true nature of these savants, regarding them as only wise-folk. The good nommo teach the values of peace and cooperation, encouraging trade and improved agriculture. The evil nommo teach battle tactics and weaponsmithing techniques, hoping to touch off wars of conquest.

## Nommo Characters

If psionics rules are in use, a nommo’s favored class is psion. Otherwise, a nommo’s favored class is sei sorcerer.

## RELIQUARY GUARDIAN

### Tiny Construct

**Hit Dice:** 3d10 (17 hp)

**Initiative:** +5 (Dex)

**Speed:** 20 ft.

**AC:** 20 (+2 size, +3 natural, +5 Dex)

**Attacks:** Tiny shortspear +7 melee, or bite +7 melee

**Damage:** Tiny shortspear 1d4+4, bite 1d3+3 and poison

**Face/Reach:** 2 1/2 ft. X 2 1/2 ft./0 ft.

**Special Attacks:** Poison

**Special Qualities:** Damage Reduction 10/+1, Darkvision, Magic Tracking, Spell Resistance 13

**Saves:** Fort +1, Ref +5, Will +4

**Abilities:** Str 16, Dex 21, Con —, Int —, Wis 17, Cha 12

**Skills:** None

**Feats:** None

**Climate/Terrain:** Any land or underground

**Organization:** Solitary or pack (2 – 12)

**Challenge Rating:** 4

**Treasure:** Double standard

**Alignment:** Always neutral

**Advancement:** 4 – 6 HD (Tiny)

Reliquary guardians are magical constructs created by the volcano-dwelling Hutali people to protect the remains of their ancestors. Some unscrupulous Hutali artificers are willing to sell reliquary guardians to others, so they can be found protecting other sorts of tombs as well.

## Combat

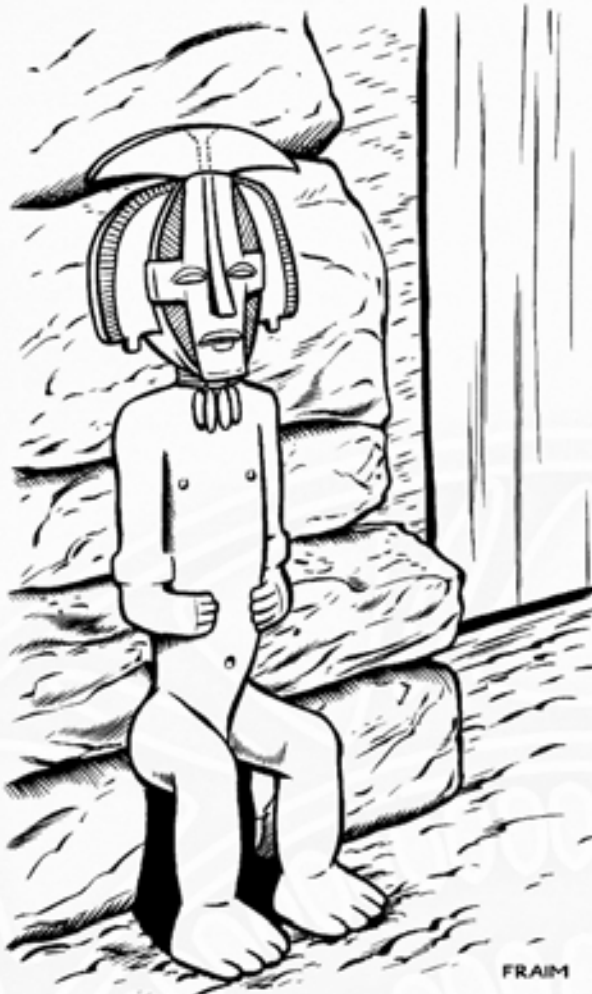
Reliquary guardians are harmless until placed upon a container holding the remains of a dead sentient being.

Once that happens, they become active; they will animate and attack anyone that approaches within 5 feet of the container, except for a direct descendant of the person whose body it guards. The guardian can magically detect the proper bloodline, and cannot be fooled. Note that while the guardian will not attack direct descendants, it is not under their control either. If a direct descendant removes the reliquary guardian from its resting place, it becomes inactive until reset.

Reliquary guardians are sometimes armed with tiny weapons, otherwise they attack with their wooden teeth.

**Construct:** Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet.

**Damage Reduction (Su):** A reliquary guardian ignores 10 points of damage from most weapons and natural attacks; the attacks simply bounce off. A weapon with a +1 or better magical bonus deals full damage.



**Magic Tracking (Su):** A reliquary guardian can sense the exact location of the remains and grave items it is tasked to guard from any distance. If the remains or any grave items are stolen, it can track the missing objects perfectly over any distance. It cannot track across planar boundaries.

**Poison (Ex):** A reliquary guardian has a poisonous bite. Any creature bitten by it must make a Fortitude save against DC 11 or suffer 1d6 points of temporary Strength score damage. After 1 minute, the foe must make a second Fortitude save or suffer an additional 1d6 points of temporary Strength damage.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a reliquary guardian, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 13, the spell works normally, though the guardian still gets a saving throw if the spell allows such.

## Construction

Reliquary guardians are made from rare and expensive woods. The animation ritual costs 12,000 gp, of which at least 1,000 gp must be spent on the body. Assembling the body requires a Craft (woodworking) check with a DC of 15. The creator must be at least 11th level. Completing the ritual drains 520 XP from the creator and requires *animate object* and *ghoul touch*.

## ROM

### Large Undead (Incorporeal)

**Hit Dice:** 14d12 (91 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft., fly 60 ft. (perfect)

**AC:** 25 (–1 size, +2 Dex, +14 deflection)

**Attacks:** Incorporeal Huge greatclub +6/+1 melee, or incorporeal rock +9/+4 ranged

**Damage:** Incorporeal Huge greatclub 2d6 and 1d6 permanent Constitution drain, or incorporeal rock 2d8 and 1d4 permanent Constitution drain

**Face/Reach:** 5 ft. X 5 ft./10 ft.

**Special Attacks:** Constitution Drain, Incorporeal Rock Throwing

**Special Qualities:** Darkvision, Incorporeal Rock Catching, Sunlight Powerlessness, +4 Turn Resistance, Unnatural Aura

**Saves:** Fort +4, Ref +6, Will +9

**Abilities:** Str —, Dex 15, Con —, Int 10, Wis 10, Cha 11

**Skills:** Hide +8 (+16 in rocky terrain), Intimidate +10, Intuit Direction +8, Listen +10, Search +8, Spot +10

**Feats:** Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot

**Climate/Terrain:** Warm mountains and underground

**Organization:** Solitary, gang (2–5), or mob (7–12)

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** By character class

The rom are a race of ghostly stone giants.

Long ago they were enemies of the dwarven utuchekulu, but during the great earthquake that brought the utuchekulu to the surface, the rom all perished in a massive cave-in. The rom have haunted the dwarves ever since, but recently these powerful ghosts have ranged farther afield. Rom appear as transparent stone giants, and seem to be filled with a never-ending rage. Virtually every encounter with a rom ends in violence.

## Combat

Rom initiate combat without warning, hurling endless ghostly rocks at foes from a safe distance. In melee, a rom uses a ghostly greatclub that drains Constitution from its victims with every hit.

**Constitution Drain (Su):** Living creatures hit by a rom's incorporeal club must succeed at a Fortitude save (DC 17) or suffer 1d6 points of permanent Constitution score drain. Those hit by a rom's incorporeal throwing rocks must succeed at a Fortitude save (DC 17) or suffer 1d4 points of permanent Constitution drain. Unlike many undead that drain ability points, rom cannot create spawn.

**Incorporeal Rock Catching (Su):** Rom can catch Small, Medium-size, or Large incorporeal rocks or projectiles. Once per round, a rom that would normally be hit by an incorporeal rock can make a Reflex save to catch it as a free action; DC 15 for Small objects, DC 20 for Medium-sized, and DC 25 for Large ones. The rom must be ready for and aware of the attack. Because of the brutal nature of rom, this ability is more useful than it might otherwise be since violence frequently erupts between them.

**Incorporeal Rock Throwing (Su):** Rom are accomplished rock throwers and gain a +1 racial bonus to attack rolls using them as a weapon. The rocks thrown by a rom are incorporeal, and the rom can produce them out of thin air.

**Undead:** Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage,

ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

**Incorporeal:** Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical

attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

**Sunlight Powerlessness (Ex):** Rom are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A rom caught in sunlight cannot attack and can take only partial actions.

**Turn Resistance (Ex):** A rom is considered 18 Hit Dice when subject to Turning or Rebuking attempts.

**Unnatural Aura (Su):** Both wild and domesticated animals can sense the unnatural presence of a rom at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Skills:** A rom gains a +8 racial bonus to Hide checks in rocky terrain; this bonus is already worked into the stats.





## RONGA

### Small Fey

**Hit Dice:** 4d6+3 (17 hp)

**Initiative:** +3 (Dex)

**Speed:** 20 ft.

**AC:** 15 (+1 size, +3 Dex, +1 natural)

**Attacks:** Whacking stick +2 melee, or dart +6 ranged

**Damage:** Whacking stick 1d4-1, dart 1d4-1

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Spell-like Abilities

**Special Qualities:** Damage Reduction 10/+5, Low-light Vision, Spell Resistance 14

**Saves:** Fort +1, Ref +7, Will +4

**Abilities:** Str 8, Dex 17, Con 11, Int 10, Wis 11, Cha 16

**Skills:** Concentration +8, Hide +15, Listen +8, Move Silently +10, Spot +9

**Feats:** Alertness, Toughness

**Climate/Terrain:** Warm forest

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Often chaotic neutral

**Advancement:** By character class

Though sometimes called a "wood goblin" the ronga is not a goblin at all, but a faerie creature native to the Shadow World (Ethereal Plane). The mistake is understandable, since ronga look like well-groomed, attractive goblins with bright green skin.

Encounters with ronga are rare, and they have not been encountered anywhere except in the heart of the blda Rainforest. No one knows why these creatures frequent the area, but it is likely related to the residual magics that permeate the ruins of the ancient Kosa Empire. Ronga speak Daka-kara and Sylvan.

### Combat

The chaotic nature of ronga make them difficult to predict. One encounter may end with a ronga helping an adventuring party, while the next one might result in an unprovoked attack.

Ronga prefer to attack with their Spell-like Abilities, but if confronted with opponents that are resistant to magic, they are not above using physical weaponry. A ronga's darts are often poisoned with *giant wasp poison*; see Chapter Seven.

**Damage Reduction (Su):** A ronga ignores 10 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +5 or better enhancement bonus deals full damage.

**Fey:** Fey have Low-light Vision.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a ronga, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the ronga still gets a saving throw if the spell allows such.

**Spell-like Abilities:** Ronga can use *charm person*, *sleep*, *magic missile*, *silent image*, and *ventriloquism* three times per day each, and *blink*, *ethereal jaunt*, and *plane shift* once per day each. All abilities function as if cast by a 14th-level sorcerer.

### Ronga Society

Very little is known about ronga society, and no one has ever discovered a ronga village. Most assume that they spend much of their time on the Shadow World (Ethereal Plane), and travel to the Material World using their *plane shift* ability.

### Ronga Characters

A ronga's preferred class is the nanala rogue.

## SAMAT

### Large Monstrous Humanoid (Reptilian)

**Hit Dice:** 11d8+44 (94 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 30 ft., climb 20 ft., swim 20 ft.

**AC:** 21 (-1 size, +2 Dex, +10 natural)

**Attacks:** Bite +15 melee; 2 claws, or masterwork falchion +10 melee, or masterwork mighty composite longbow (+4) +12 ranged

**Damage:** Bite 2d6+5; claws 1d8+2, or masterwork falchion 2d4+7, or masterwork mighty composite longbow (+4) 1d8+4

**Face/Reach:** 5 ft. X 5 ft./10 ft.

**Special Attacks:** Constrict 1d6+5, Psionics, Improved Grab

**Special Qualities:** Blindsight, Damage Reduction 15/+2, Darkvision, Spell Resistance 22

**Saves:** Fort +9, Ref +9, Will +12

**Abilities:** Str 21, Dex 15, Con 19, Int 20, Wis 20, Cha 18

**Skills:** Alchemy +11, Climb +14,

Concentration +10, Craft (weaponsmith)

+9, Hide +4, Knowledge (arcana) +11, Listen +11, Move Silently +6, Search +10, Scry +9, Spellcraft +10, Spot +11, Swim +14

**Feats:** Alertness, Blind-Fight, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Quicken Spell



**Climate/Terrain:** Any warm land or underground

**Organization:** Clan (2 – 8)

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Always lawful evil

**Advancement:** By character class

Samat are the remnants of a prehistoric civilization of sorcerous serpent-folk. In ancient times, the samat were allies of the Kosa Empire, serving Zombi the Serpent Lord as the kosan orcs served N!ok the All-Seeing Eye. During the Great Rebellion, the samat were all but destroyed, and the surviving members of their race were forced to flee to the Far East, where they interbred with humans and produced the degenerate creatures known as the yuan-ti.

However, at the brink of their downfall a few samat used the last of their magic to preserve themselves in a mummified state, waiting to arise in a new age. Like evil seeds, they lie hidden in secret tombs, waiting for the unwary to release them. There are no remaining historical records of the samat, and except for the yuan-ti who now search the rainforest for their tombs, no one in Nyambe is even aware that these creatures existed.

Samat are almost indistinguishable from yuan-ti abominations, appearing as python-headed serpents with clawed humanoid arms. They have smooth scales, marked with black and brown bands indicating the samat's rank. A samat's mouth sports deadly fangs, and its eyes are unblinking yellow orbs with slit pupils of the dulllest black. Samat speak their own language — the Yuan-ti speak a degenerate form of this language — as well as Daka-kosa, Draconic, and Abyssal.

There are currently no living samat. All exist only as mummified beings surrounded by immensely powerful magical shields. These prevent the mummies from being scryed upon, detected, or harmed; neither magic nor weapons can pass through the shields. A samat mummy can be resurrected through one of two means. If a major artifact is brought into contact with a shield, the shield will drain the artifact of its power for 1d10 rounds, and use the energy to resurrect the samat it protected. If any living humanoid touches the shield with bare flesh, the creature is instantly slain (no saving throw), as its flesh and blood are torn from its body, flowing onto the preserved samat and resurrecting it.

A resurrected samat will work first to resurrect the other samat in its tomb, and then seek out additional tombs where

other mummified samat are hidden. When a small population is established, the samat will use their powers to establish control over the surrounding area. Their goal will be nothing less than control of the entire continent, and they will only reveal themselves when it is too late to prevent this from happening.



## Combat

Though dangerous in physical combat, samat only use weapons when their powers fail them.

**Blindsight (Ex):** Samat can sense the body heat of living warm-blooded creatures within 30 feet. They are not distracted or blinded by other sources of heat.

**Constrict (Ex):** A samat crushes its opponent, dealing bludgeoning damage, after making a successful grapple check; see Improved Grab. It deals 1d6+5 constriction damage against Large or smaller creatures in addition to damage dealt by the bite attack used to grab.

**Damage Reduction (Su):** A samat ignores 15 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +2 or better enhancement bonus deals full damage.

**Improved Grab (Ex):** If the samat hits with its bite attack, it deals normal damage and attempts to start a grapple as a free action. A successful hold deals constriction damage; see Constrict.

**Monstrous Humanoid:** Samat have Darkvision with a range of 60 feet, and are proficient with all simple weapons and falchions.

**Psionics (Sp):** All samat can produce the following effects at will as the spells cast by a 20th-level sorcerer: *animal trance*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, *suggestion*, *polymorph other*, *detect poison*. If your campaign uses alternate psionics rules, you should substitute similar powers for those listed above. In addition, samat can use the following abilities as if spells cast by a 20th-level sorcerer. Samat can use their Quickened Spell feat to use one power per round as a free action, and a second power as a standard action.

**Alternate Form:** The samat can assume the form of a Tiny to Large viper or constrictor. This ability is similar to a *shapechange* spell but allows only viper or constrictor forms.

**Chameleon Power:** The samat can change the coloration of itself and its equipment to match its surroundings (+4 to Hide checks).

**Produce Acid:** The samat can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the samat's body.

**Aversion:** The samat creates a compulsion effect targeting one creature within 30 feet. The subject must succeed at a Will save (DC 17) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake, samat, or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake, samat, or yuan-ti. This ability is otherwise similar to *antipathy*.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a samat, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 22, the spell works normally, though the samat still gets a saving throw if the spell allows such.

## Samat Society

Samat are carnivores; like snakes, they devour small prey whole. Before their downfall, their farms were small, as they raised only creatures like rabbits and rats.

At the peak of their power, the government of the samat was dictatorial, usually dominated by the physically largest samat (typically females), and very orderly. As lawful beings, samat are cooperative and strict, carefully obeying their rules. As evil beings, though, they are always seeking to advance themselves over their competitors and are rarely trustworthy. Their intelligence keeps them from being too self-destructive, and they work together to reach their goals.

## Samat Characters

A samat's preferred character class is the sei sorcerer, and the majority of samat have one or more levels of sei in addition to their innate abilities.

If psionics rules are in use, a samat's preferred class is psychic warrior, instead.



## SAO

### Huge Giant

**Hit Dice:** 16d8+64 (136 hp)

**Initiative:** -1 (Dex)

**Speed:** 40 ft.

**AC:** 19 (-2 size, -1 Dex, +12 natural)

**Attacks:** Large scrub knife +17/+12/+7, or huge *mighty composite greatbow* (+5) +13/+8/+3 ranged

**Damage:** Large scrub knife 1d8+7, or huge *mighty composite greatbow* (+5) 1d12+5

**Face/Reach:** 10 ft. X 10 ft./15 ft.

**Special Attacks:** Spell-like Abilities

**Special Qualities:** Darkvision, Low-light Vision, Rock Catching, Scent

**Saves:** Fort +14, Ref +4, Will +6

**Abilities:** Str 24, Dex 9, Con 19, Int 12, Wis 13, Cha 14

**Skills:** Climb +8, Concentration +5, Jump +8, Hide -1, Listen +5, Move Silently +3, Spot +4

**Feats:** Alertness, Cleave, Great Cleave, Power Attack, Sunder

**Climate/Terrain:** Warm forest, hill, or mountain

**Organization:** Solitary or family (2 - 4 plus 50% noncombatants)

**Challenge Rating:** 11

**Treasure:** Standard coins, double goods, standard items

**Alignment:** Usually neutral

**Advancement:** By character class

The sao are a reclusive race of pacifistic giants only found in the deepest recesses of the rainforest. Sao appear to be thin, attractive humans standing nearly eighteen feet tall, and weighing approximately 4,000 pounds. Sao can live as long as 600 years. Sao speak Giant and Daka-kosa.

The sao claim to be one of the original races created by the Overpower, and though there is little evidence to support this, few doubt their claim.

## Combat

Though sao are not combative by nature, their rage is terrible to behold. They make extensive use of their magical abilities in combat, and are especially fond of summoning monsters or creating *arrows of slaying* to quickly eliminate their foes.

**Giant:** Sao are proficient with all simple weapons and with mighty composite greatbows. Giants have Darkvision with a range of 60 feet.



**Rock Catching (Ex):** A sao can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a sao that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. If the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack.

**Scent (Ex):** A sao can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the sao can pinpoint that source. The sao can also follow fresh tracks with a Wisdom check DC 10.

**Spell-like Abilities:** Sao can use *alarm*, *arrow of slaying*, *cure serious wounds*, *greater magic fang*, *pass without trace*, *phase arrow*, *snare*, *summon nature's ally IV*, *tree shape*, and *nondetection* once per day each; see Chapter Nine for new spell descriptions. Treat the sao as a 16th-level divine caster.

**Low-light Vision (Ex):** Sao can see twice as far as a human in starlight, moonlight, torchlight, etc.

## Sao Society

The sao are creatures of nature, and are unhappy with the trappings of civilization — except for weapons, which they need to hunt. They rarely wear clothes, and stay far away from any human settlements. Instead they wander in small bands, hunting and gathering to collect the prodigious amounts of food required to support their families.

## Sao Characters

A sao's preferred class is the nanala rogue.

## TUYEWERA

### Medium-Size Construct

**Hit Dice:** 10d10 (55 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft. (can't run)

**AC:** 21 (+1 Dex, +10 natural)

**Attacks:** 2 slams +13 melee

**Damage:** Slam 2d8+6

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Death Attack, Sneak Attack +5d6

**Special Qualities:** Darkvision, Damage Reduction 25/+3, Energy Resistance 20, Invisible at Night, Spell Resistance 30

**Saves:** Fort +3, Ref +4, Will +6

**Abilities:** Str 23, Dex 12, Con —, Int 3, Wis 16, Cha 3

**Skills:** Climb +8, Hide +6, Move Silently +6, Swim +8, Tumble +6

**Feats:** None

**Climate/Terrain:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 14

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 11 – 20 HD (Large), 21 – 30 HD (Huge)

The *tuyewera* (too-yee-WEHR-ah) is an unusual form of flesh golem found only in Nyambe-tanda. Animated by a mchawi wizard or through the use of a magical item, a tuyewera is a construct designed for the express purpose of assassination.

A tuyewera appears to be a flesh golem with no legs below the knees and no tongue. The lack of legs prevents it from running away from its creator, and the lack of a tongue prevents it from complaining about its treatment. Despite being a construct, a tuyewera maintains a glimmer of intelligence, and despises its forced servitude. Many ngoma bards tell tales of evil wizards who have fallen at the hands of their own tuyewera.

## Combat

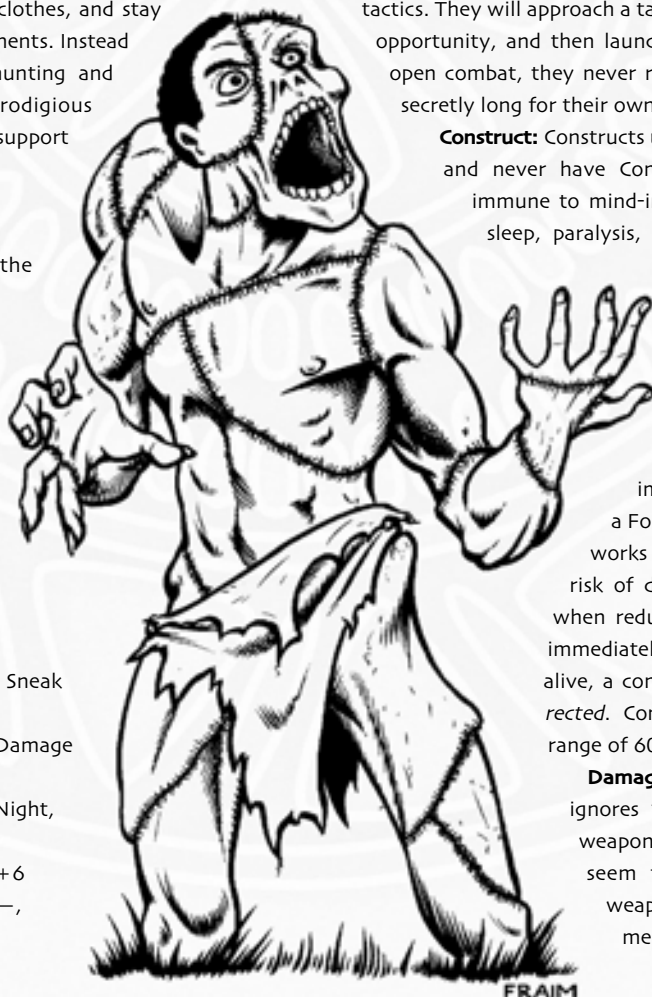
Despite being a construct, tuyewera have an amazing sense of tactics. They will approach a target invisibly, wait for the perfect opportunity, and then launch a Death Attack. If forced into open combat, they never retreat — it is rumored that they secretly long for their own destruction.

**Construct:** Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage on their own, though they can be healed. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Darkvision with a range of 60 feet.

**Damage Reduction (Su):** A tuyewera ignores 10 points of damage from most weapons and natural attacks; the attacks seem to bounce off the creature. A weapon with a +5 or better enhancement bonus deals full damage.

**Death Attack (Ex):** If the tuyewera studies its victim for 3 rounds and



then makes a Sneak Attack that successfully deals damage, the Sneak Attack has the additional effect of possibly killing the target.

While studying the victim, the tuyewera can undertake other actions so long as its attention stays focused on the target and the target does not detect the tuyewera or recognize the tuyewera as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 17) against the kill effect, she dies. If the victim's saving throw succeeds, the attack is just a normal Sneak Attack.

Once the tuyewera has completed the 3 rounds of study, it must make the Death Attack within the next 3 rounds. If a Death Attack is attempted and fails (the victim makes her save) or if the tuyewera does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before it can attempt another Death Attack.

**Energy Resistance (Ex):** Tuyewera ignore the first 20 points of acid, cold, electricity, fire, and sonic damage dealt to them each round.

**Invisible at Night (Su):** From dusk until dawn, the tuyewera is concealed by an *improved invisibility* effect. If the invisibility is removed somehow, the tuyewera can reinitiate it as a free action on the following round. This ability functions as if the tuyewera was a 10th-level sorcerer.

**Skills:** Even though most constructs have no skills, tuyewera can Climb, Hide, Move Silently, Swim and Tumble.

**Sneak Attack (Ex):** Tuyewera can Sneak Attack as 9th-level rogues, inflicting an additional +5d6 points of damage if they catch their opponent flat-footed or flanked.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a tuyewera, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 10, the spell works normally, though the tuyewera still gets a saving throw if the spell allows such.

## Construction

Creating a tuyewera requires at least four dead humanoid bodies for raw materials. The animation ritual costs 75,000 gp, of which at least 500 gp must be spent on the body. Assembling the body requires a Craft (leatherworking) or Heal check with a DC of 20. The creator must be at least 14th level. Completing the ritual drains 3,000 XP from the creator and requires *bull's strength*, *geas/quest*, and *wish* or *miracle*.

## NEW ANIMALS

In addition to monsters, Nyambe-tanda supports a vast array of wildlife native to its various terrains.

### CAMEL, PACK OR RIDING

Use the standard D20 System wild camel statistics for pack or riding camels. The Dromedary camel is common in the more arid regions of Nyambe-tanda. The Bactrian camel is rare, but can be found in the Giko Taaba mountain range. A pack or riding camel cannot fight while carrying a rider.

**Carrying Capacity:** A light load for a pack or riding camel is up to 300 pounds; a medium load, 301 to 600 pounds; a heavy load, 601 to 900 pounds. A camel can drag 4,500 pounds.

### CAMEL, WAR

#### Large Animal

**Hit Dice:** 4d8 + 12 (30 hp)

**Initiative:** +3 (Dex)

**Speed:** 50 ft.

**AC:** 14 (-1 size, +3 Dex, +2 natural)

**Attacks:** Bite +7 melee

**Damage:** Bite 1d4 + 7

**Face/Reach:** 5 ft. X 10 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Low-light Vision, Scent

**Saves:** Fort +7, Ref +7, Will +2

**Abilities:** Str 21, Dex 16, Con 16, Int 1, Wis 12, Cha 4

**Skills:** Listen +5, Spot +5

**Feats:** None

**Climate/Terrain:** Any desert, hill, and mountains

**Organization:** Domesticated

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

**Carrying Capacity:** A light load for a war camel is 460 pounds; a medium load, 461 to 920 pounds; a heavy load, 921 to 1,380 pounds. A war camel can drag 6,900 pounds.

### Combat

A war camel is simply an advanced camel. They are trained to fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 12).

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Scent (Ex):** A war camel can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the war camel can pinpoint that source. The war camel can also follow fresh tracks with a Wisdom check DC 10.

### ELEPHANT, LABOR OR PACK

Use the standard D20 System wild African elephant statistics for labor or pack elephants. A labor or pack elephant cannot fight while carrying a rider.

**Carrying Capacity:** A light load for a labor or pack elephant is 1,600 pounds; a medium load, 1,601 to 3,200 pounds; a heavy load, 3,201 to 4,800 pounds. A pack or labor elephant can drag 24,000 pounds.

### ELEPHANT, WAR

#### Huge Animal

**Hit Dice:** 13d8 + 78 (137 hp)

**Initiative:** +0 (Dex)

**Speed:** 40 ft.

**AC:** 16 (–2 size, +8 natural)

**Attacks:** Slam +18 melee, 2 stamps +13 melee; or gore +18 melee

**Damage:** Slam 2d6+11, stamp 2d6+5, gore 2d8+16

**Face/Reach:** 10 ft. X 20 ft./10 ft.

**Special Attacks:** Trample 2d8+16

**Special Qualities:** Low-light Vision, Scent

**Saves:** Fort +13, Ref +7, Will +6

**Abilities:** Str 33, Dex 10, Con 23, Int 2, Wis 14, Cha 7

**Skills:** Listen +6, Spot +6

**Feats:** None

**Climate/Terrain:** Warm forest and plains

**Organization:** Domesticated

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

**Carrying Capacity:** A light load for a war elephant is 2,400 pounds; a medium load, 2,401 to 4,800 pounds; a heavy load, 4,800 to 7,200 pounds. A war elephant can drag 36,000 pounds.

## Combat

A war elephant is simply an advanced elephant. They are trained to fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 15).

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Scent (Ex):** A war elephant can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the war elephant can pinpoint that source. The war elephant can also follow fresh tracks with a Wisdom check DC 10.

**Trample (Ex):** An elephant can trample Medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 20) to halve the damage.

## FLIGHTLESS BIRD

**Large Animal**

**Hit Dice:** 3d8+9 (23 hp)

**Initiative:** +2 (Dex)

**Speed:** 50 ft.

**AC:** 14 (–1 size, +2 Dex, +3 natural)

**Attacks:** Bite +5 melee, kick +0 melee

**Damage:** Bite 1d8+4, kick 1d6+4 melee

**Face/Reach:** 5 ft. X 5 ft./10 ft.

**Special Attacks:** Trample

**Special Qualities:** Low-light Vision

**Saves:** Fort +4, Ref +5, Will +1

**Abilities:** Str 18, Dex 15, Con 16, Int 2, Wis 10, Cha 8

**Skills:** Listen +2, Hide +2, Spot +6

**Feats:** Run

**Climate/Terrain:** Warm plain or desert

**Organization:** Solitary, pair, or flock (3 – 12)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

Flightless birds stand about six feet tall, with small, useless wings and large hind legs. Most flightless birds subsist on insects. One species known as the *holawaka* (hoh-lah-WAH-kah), though indistinguishable from a normal ostrich, has been known to run down humanoids in pursuit of a meal.

## Combat

Most flightless birds will run if attacked, though holawaka will attack without provocation.

Flightless birds do not carry treasure, but their eggs are used for food and to make drinking vessels. As such, the eggs are worth approximately 3 sp each on the open market. Each mated pair of birds will have 1d4 eggs.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Trample (Ex):** A flightless bird can trample Medium-size or smaller creatures for 1d4+4 points of automatic slam damage. Opponents who do not make attacks of opportunity against the bird can attempt a Reflex save (DC 15) to halve the damage.

## FROG, GIANT POISONOUS

**Large Animal (Aquatic)**

**Hit Dice:** 3d8+6 (20 hp)

**Initiative:** +3 (Dex)

**Speed:** 20 ft., climb 20 ft., swim 20 ft.

**AC:** 13 (–1 size, +3 Dex, +1 natural)

**Attacks:** Tongue +3 melee

**Damage:** Tongue 1d4

**Face/Reach:** 5 ft. X 10 ft./15 ft.

**Special Attacks:** Improved Grab, Swallow Whole

**Special Qualities:** Low-light Vision, Poison Skin

**Saves:** Fort +3, Ref +6, Will +0

**Abilities:** Str 13, Dex 17, Con 15, Int 1, Wis 8, Cha 5

**Skills:** Climb +12, Jump +8, Spot +2, Swim +12

**Feats:** Weapon Finesse (tongue)

**Climate/Terrain:** Warm forest, swamp, aquatic and underground

**Organization:** Solitary or army (4 – 24)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4 – 6 HD (Large), 7 – 9 HD (Huge)

These giant amphibians are a common hazard in the rainforest, swamps, and other wet regions. They are sometimes hunted for their poisonous skin.

## Combat

Giant frogs like to climb up trees, cave walls, or other vertical surfaces and pick off prey from above. They seem to prefer bats over other forms of prey, but sometimes attack humanoids — especially flying ones.



**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Improved Grab (Ex):** To use this ability, the creature must hit with its tongue attack. If it gets a hold, it will attempt to swallow its victim whole; see below.

**Poison Skin (Ex):** Any creature that touches the giant frog's skin must make a Fortitude save DC 13 or suffer 1d6 points of temporary Strength score damage. An additional save must be made after 1 minute, or the victim takes another 2d6 points of temporary Strength damage.

**Swallow Whole (Ex):** A giant frog can try to swallow a grabbed opponent of Medium size or less by making a successful grapple check. Once inside, the opponent takes 1d8 points of crushing damage plus 1d6 points of acid damage per round from the giant frog's digestive secretions. The victim is also subject to the giant frog's poison skin; see above. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the frog's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 2 points of damage to the stomach (AC 10); larger weapons can't be wielded effectively. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A giant frog's stomach can hold up to 1 Medium-size, 2 Small, 4 Tiny, 8 Diminutive, or 32 Fine-sized creatures.

**Skills:** Giant frogs gain a +4 racial bonus to Jump checks; this bonus is already worked into the stats.

## GAZELLE

**Small Animal**

**Hit Dice:** 1d8 (5 hp)

**Initiative:** +3  
(Dex)

**Speed:** 50 ft.

**AC:** 16 (+1 size, +3 Dex, +2 natural)

**Attacks:** Gore -1 melee

**Damage:** Gore 1d6-2

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Low-light Vision, Scent

**Saves:** Fort +0, Ref +5, Will +1

**Abilities:** Str 7, Dex 17, Con 10, Int 1, Wis 12, Cha 6

**Skills:** Listen +9, Spot +8

**Feats:** None

**Climate/Terrain:** Warm plain, mountain, and desert

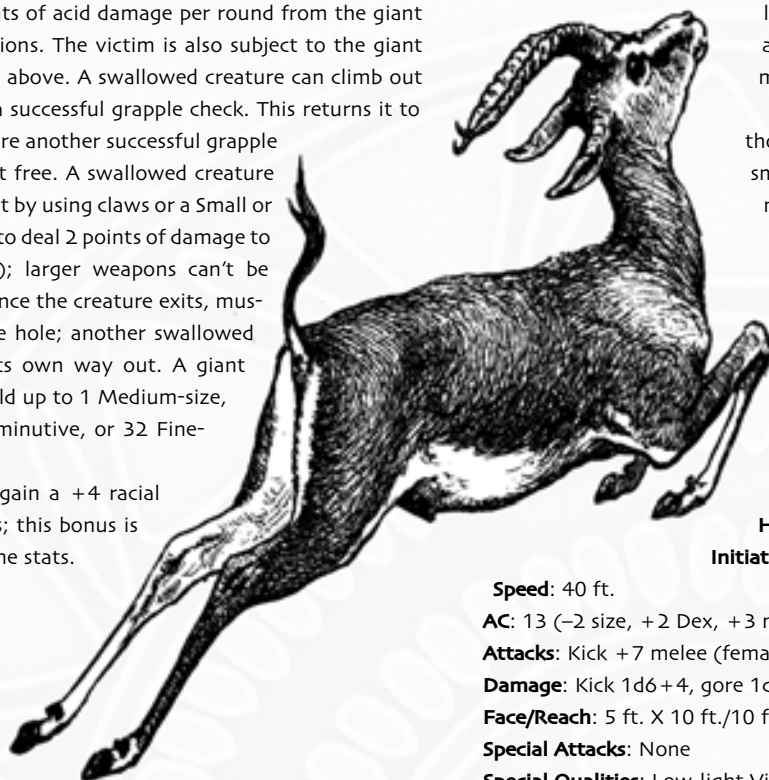
**Organization:** Herd (10 - 100+)

**Challenge Rating:** 1/4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 - 3 HD (Medium-size), 4 - 5 HD (Large)



Gazelle are a type of antelope common to Nyambe-tanda, and are one of the most commonly encountered wild animals. Herds of gazelle can number in the thousands, and attract some of the most dangerous predators on the continent. As a result, these animals are rarely hunted except by the bravest of warriors.

These statistics can also be used to represent deer. Gazelles with advanced HD can be used to represent other types of antelopes such as kudu, topi, oryx, and impala.

## Combat

Though capable of attacking with its horns, gazelles prefer flight to combat, and only attack if cornered.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Scent (Ex):** A gazelle can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the gazelle can pinpoint that source. The gazelle can also follow fresh tracks with a Wisdom check DC 10.

## GIRAFFE

**Huge Animal**

**Hit Dice:** 4d8+16 (34 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft.

**AC:** 13 (-2 size, +2 Dex, +3 natural)

**Attacks:** Kick +7 melee (females), or gore +7 melee (males)

**Damage:** Kick 1d6+4, gore 1d8+4

**Face/Reach:** 5 ft. X 10 ft./10 ft.

**Special Attacks:** None

**Special Qualities:** Low-light Vision, Scent

**Saves:** Fort +5, Ref +6, Will +3

**Abilities:** Str 22, Dex 14, Con 19, Int 1, Wis 14, Cha 8

**Skills:** Listen +7, Spot +7

**Feats:** None

**Climate/Terrain:** Warm plain and forest

**Organization:** Pair or tower (3 - 18)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5 - 6 HD (Large)

These long-necked herbivores roam both the tUbi Grassland and the scrub plains, feeding upon a wide range of plant species. The favorite food of giraffes are the leaves of the formian acacia tree. The formian acacia is a tree of immense size — some are over 100 ft. in diameter — that has developed a symbiotic relationship with a race of ant-like outsiders known as formians. The formians hollow out tunnels within the acacia, and live inside it. The tree even

produces "pods" of high-protein nutrients that the formians use as food. In return, the formians protect the tree from herbivores by viciously attacking any that approach. For some unknown reason, the formians tolerate the presence of giraffes.

Experienced travelers know to stay well away from giraffe towers (herds) for fear of encountering the formians. Despite the dangers, some adventurers hunt giraffe to obtain valuable body parts. Giraffe skins bring 75 gp on the open market, and giraffe tails can be made into functional and attractive flyswatters worth approximately 10 gp.

## Combat

When confronted with danger, giraffes run.

Occasionally females have been known to take a kick at predators threatening their young, and males sometimes lock horns in tests of strength known as "necking," but they rarely make use of these natural attacks.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Scent (Ex):** A giraffe can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the giraffe can pinpoint that source. The giraffe can also follow fresh tracks with a Wisdom check DC 10.

## HIPPOTAMUS

### Huge Animal

**Hit Dice:** 9d8 + 54 (95 hp)

**Initiative:** +0 (Dex)

**Speed:** 15 ft., swim 20 ft.

**AC:** 12 (-2 size, +4 natural)

**Attacks:** Bite +11/+6 melee

**Damage:** Bite 1d10 + 10

**Face/Reach:** 10 ft. X 15 ft./10 ft.

**Special Attacks:** None

**Special Qualities:** Low-light Vision

**Saves:** Fort +12, Ref +2, Will +2

**Abilities:** Str 25, Dex 11, Con 22, Int 1, Wis 10, Cha 6

**Skills:** Hide -5, Listen +3, Spot +3, Swim +17

**Feats:** None

**Climate/Terrain:** Warm aquatic

**Organization:** Solitary or bloat (3 - 30)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 10 - 13 HD (Huge)



These animals, also known as *mutapa* (moo-TAH-pah) or "water elephants," live mostly along the banks of the Kalimara River. These massive creatures are herbivores, though the bulls (adult males) are very territorial and have been known to attack swimmers or fishing boats.

Hippos sweat a sticky pink oil that moisturizes their skin and helps protect them from sunburn. The ritualistic Azzazza sometimes hunt hippos for this oil, as it makes an excellent sunscreen and can be used as a substitute for human blood in certain necromantic spells.

Though hippos do not carry treasure, their oil can be extracted for use in natural medicine. Use the standard rules for extracting natural medicine, but double the yield; see Chapter Six.

## Combat

Even though hippos are herbivorous, they will attack any creature that intrudes on their territory. These attacks are meant to scare and not to kill, but because they are such powerful animals, such "warnings" claim several lives each year.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

## HYENA

Hyenas use the standard D20 System statistics for wolves, with the following modifications:

**Climate/Terrain:** Warm plain

**Organization:** Clan (4 - 80)

**Challenge Rating:** 1

**Treasure:** 10% goods, 10% items

**Alignment:** Always neutral

**Advancement:** 3 HD (Medium-size), 4 - 5 HD (Large)

These unassuming animals are the ancestors of a wide variety of Nyamban creatures including the mbUi gnolls, makishi shapechangers, and the mpisimbi. Though in outward appearance they appear to be canines, hyenas are more closely related to the mongoose and meerkat.

Because they attack livestock, hyenas are considered a nuisance by most Nyamban cultures. However, they also hunt gazelles, wildebeest, and zebras, and they are not above scavenging for food during leaner times.

## Combat

Though known as scavengers, hyenas are opportunistic predators. Like many animals, they are afraid of humanoids and will only attack weak or helpless opponents. When they do strike, a clan of hyenas makes liberal use of flanking maneuvers.

## JACKAL

Jackals use the standard D20 System statistics for dogs, with the following modifications:

**Climate/Terrain:** Warm desert, hill, and plain

**Organization:** Solitary, pair, or family (2 – 6 plus 100% non-combatants)

**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 – 3 HD (Small)

Unlike normal wild dogs, Nyamban jackals are monogamous, and organize themselves into families consisting of a mated pair, unmated adult children, and noncombatant newborns. There are several different species of Nyamban jackals, including the common or golden jackal, the silver jackal, and the ominous black jackal. Despite differences in appearance, all Nyamban jackals are scavengers, eating small rodents, berries, fish, and just about anything else they can find.

## Combat

As scavengers, jackals rarely fight unless cornered, defending their young, or startled.

## SNAKE, PUMINA

**Gargantuan Animal (Reptilian, Aquatic)**

**Hit Dice:** 17d8+85 (162 hp)

**Initiative:** +3 (Dex)

**Speed:** 20 ft., climb 20 ft., swim 30 ft.

**AC:** 15 (–4 size, +3 Dex, +4 natural)

**Attacks:** Bite +21 melee

**Damage:** Bite 1d10+16

**Face/Reach:** 30 ft. X 30 ft. (coiled)/15 ft.

**Special Attacks:** Constrict, Improved Grab, Swallow Whole

**Special Qualities:** Low-light Vision, Scent

**Saves:** Fort +10, Ref +10, Will +6

**Abilities:** Str 33, Dex 17, Con 21, Int 2, Wis 13, Cha 3

**Skills:** Balance +5, Climb +21, Hide –3, Listen +7, Spot +7, Swim +21

**Feats:** None

**Climate/Terrain:** Warm aquatic

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 18 – 34 HD (Gargantuan), 35 – 51 HD (Colossal)

These gargantuan constrictor snakes can grow to lengths exceeding 60 feet. Unlike many animals, *pumina* (poo-MEE-nah) see humanoids as viable prey.

## Combat

Pumina attack from underwater, wrapping around a target's legs and dragging the victim beneath the surface to drown.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Constrict (Ex):** A pumina deals 1d10+11 points of damage with a successful grapple check against Huge or smaller creatures. If a pumina constricts a creature underwater, the creature also starts to drown as per the standard D20 System drowning rules.

**Improved Grab (Ex):** To use this ability, the pumina must hit with its bite attack. If it gets a hold, it can Constrict; see above.

**Scent (Ex):** A pumina can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the pumina can pinpoint that source. The pumina can also follow fresh tracks with a Wisdom check DC 10.

**Skills:** Snakes receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better. These bonuses are already worked into the stats.

**Swallow Whole (Ex):** A pumina can try to swallow a grabbed opponent of Huge size or less by making a successful grapple check. Once inside, the opponent takes 1d10 points of crushing damage plus 1d8 points of acid damage per round from the pumina's digestive secretions. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the pumina's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 16 points of damage to the stomach (AC 10); larger weapons cannot be effectively wielded. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A pumina's stomach can hold up to 1 Huge, 2 Large, 4 Medium-size, 8 Small, 16 Tiny, or 32 Diminutive creatures.

## TOAD, GIANT

**Medium-Size Animal**

**Hit Dice:** 1d8+4 (9 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft.

**AC:** 15 (+2 Dex, +3 natural)

**Attacks:** Bite +0 melee

**Damage:** Bite 1d6

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Improved Grab, Swallow Whole

**Special Qualities:** Low-light Vision

**Saves:** Fort +6, Ref +2, Will –1

**Abilities:** Str 10, Dex 15, Con 18, Int 1, Wis 8, Cha 5

**Skills:** Climb +5, Jump +9, Spot +4

**Feats:** None

**Climate/Terrain:** Any underground

**Organization:** Solitary or knot (2 – 12)

**Challenge Rating:** 1/3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2 HD (Small), 3 – 4 HD (Medium-size)

Giant toads can be found in the many caves and cavern systems. Not surprisingly, these creatures feed mostly upon giant vermin,



and the dwarven utuchekulu raise giant toads for the express purpose of eating giant cave centipedes.

## Combat

Giant toads are stupid, and lash out at anything that moves in front of their eyes. Utuchekulu that train these animals are aware of this habit, and make sure to equip the toads with hoods like hunting falcons.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Improved Grab (Ex):** To use this ability, the toad must hit with its bite attack. If it gets a hold, it will attempt to swallow its victim whole; see below.

**Skills:** Giant toads gain a +4 racial bonus to Jump checks; this bonus is already worked into the stats.

**Swallow Whole (Ex):** A giant toad can try to swallow a grabbed opponent of size Small or less by making a successful grapple check. Once inside, the opponent takes 1d6 points of crushing damage plus 1d4 points of acid damage per round from the giant toad's digestive secretions. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the toad's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 2 points of damage to the stomach (AC 10); larger weapons cannot be used effectively. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A giant toad's stomach can hold up to 1 Small, 2 Tiny, 4 Diminutive, or 16 Fine-sized creatures.

## TURTLE, GIANT

**Huge Animal (aquatic)**

**Hit Dice:** 16d8+80 (152 hp)

**Initiative:** +1 (Dex)

**Speed:** 15 ft., swim 40 ft.

**AC:** 23 (-2 size, +1 Dex, +14 natural)

**Attacks:** Bite +18/+13/+8 melee

**Damage:** Bite 2d6+12

**Face/Reach:** 15 ft. X 15 ft./10 ft.

**Special Attacks:** None

**Special Qualities:** Defensive Shell, Low-light Vision

**Saves:** Fort +15, Ref +6, Will +7

**Abilities:** Str 26, Dex 13, Con 21, Int 1, Wis 14, Cha 4

**Skills:** Climb +13, Spot +6, Swim +21



**Feats:** None

**Climate/Terrain:** Warm aquatic

**Organization:** Solitary

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 17 – 24 HD (Huge), 25 – 32 HD (Gargantuan)

Giant turtles abound in the oceans around Nyambe-tanda. These creatures are carnivorous, and though they rarely attack ships, giant turtles will sometimes follow a vessel, waiting to snap up anyone who falls overboard.

A giant turtle does not carry treasure, but armorsmiths can work with its shell to produce up to eight masterwork large shields at the normal cost; see Chapter Seven.

## Combat

Though these massive saltwater turtles are dangerous, they are sometimes mistaken for

dragon turtles, which makes them even more feared than they ought to be.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Defensive Shell (Ex):** When fighting defensively, a giant turtle draws its appendages into its shell, only extending its head to attack. If it does this while in the water, it sinks immediately. On land, using its shell for defense adds a +6 cover bonus to its AC (instead of the usual +2 dodge bonus for fighting defensively), and the turtle suffers a -4 penalty to its attack rolls.

## VULTURE

**Small Animal**

**Hit Dice:** 1d8+2 (7 hp)

**Initiative:** +3 (Dex)

**Speed:** 15 ft., fly 40 ft.

**AC:** 16 (+1 size, +3 Dex, +2 natural)

**Attacks:** Bite -1 melee

**Damage:** Bite 1d4-1

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Disease Resistant, Low-light Vision

**Saves:** Fort +4, Ref +3, Will +1

**Abilities:** Str 8, Dex 17, Con 14, Int 2, Wis 12, Cha 4

**Skills:** Listen +6, Spot +6

**Feats:** None

**Climate/Terrain:** Warm mountain, plain, and desert

**Organization:** Solitary, wake (2 – 7), or colony (100 – 1,000)

**Challenge Rating:** 1/3

**Treasure:** 10% coins, 10% items

**Alignment:** Always neutral

**Advancement:** 2 – 3 HD (Small)

In a land that abounds with violence, these scavenging birds are quite common. They also seem to have a knack for locating undead creatures, and some undead hunters raise vulture chicks specifically for the purpose of tracking undead.

## Combat

As scavengers, vultures prefer to wait until an opponent is nearly dead before attacking. Interestingly, vultures cannot seem to tell the difference between an undead creature and a dead one, and will viciously attack any undead they encounter.

**Animal:** All animals have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, etc.

**Disease Resistant (Ex):** Vultures gain a +4 racial bonus to saving throws against diseases.

## ZEBRA

Zebras use the standard D20 System pony statistics with the following changes:

**Climate/Terrain:** Warm plain

**Organization:** Herd (2 – 6)

**Challenge Rating:** 1/4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3 – 4 HD (Medium-size)

The Zebra is a black-and-white-striped ungulate native to the grasslands of Nyambe. Similar creatures include the quagga — a relative of the zebra with striped hindquarters and a horse-like forebody — and the okapi — a short-necked relative of the giraffe with zebra-like markings on its legs.

## Combat

Though a fleeing zebra may take a kick at pursuers, they are by nature inoffensive animals.



## NEW VERMIN

In addition to the standard sorts of vermin, a few unique species can be found scurrying about Nyambe-tanda.

## INCUBUS BEETLE

**Fine Vermin**

**Hit Dice:** 1/4d8 + 1 (2 hp)

**Initiative:** +3 (Dex)

**Speed:** 10 ft., fly 30 ft.

**AC:** 23 (+8 size, +3 Dex, +2 natural)

**Attacks:** Bite +8 melee

**Damage:** Bite 1d2–4

**Face/Reach:** 0 ft. X 0 ft./0 ft.

**Special Attacks:** Poison

**Special Qualities:** Darkvision, Scent

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:** Str 3, Dex 17, Con 12, Int —, Wis 16, Cha 12

**Skills:** Hide +22, Listen +5, Move Silently +7, Spot +5

**Feats:** None

**Climate/Terrain:** Warm desert and plain

**Organization:** Solitary or swarm (10 – 100)

**Challenge Rating:** 1/4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

It is said that the incubus beetle crawls into the wombs of sleeping women and impregnates them, and that the (seemingly normal) children born to such women are destined to perform great deeds. The truth of this legend is open to debate, but it is common knowledge that swarms of incubus beetles will shred the flesh from a man but leave a woman untouched. Some Amazons keep incubus beetles as pets, and jokingly refer to them as their “lovers.”

An incubus beetle appears to be a small, dull-colored scarab beetle, and shares the scarab’s habit of rolling piles of dung into small spheres, which it uses for both food and egg-laying purposes.

## Combat

Despite its minuscule size, the incubus beetle is a vicious and completely fearless opponent. Incubus beetles normally feed upon animal waste, but they will instantly attack any humanoid male foolish enough to wander within Scent range. Though incubus bee-

tles will swarm around a humanoid female, they will not attack one.

**Poison (Ex):** The bite of an incubus beetle administers a mild anesthetic toxin; Fortitude save DC 20 to resist. This toxin has no effect other than to render the beetle's bite attack completely painless. As a result, it is possible for a swarm of beetles to nearly devour a sleeping man without waking him. A victim must succeed at an opposed Listen or Spot check against the beetle's Hide or Move Silently skill to notice the beetle's attack. Sleeping victims cannot attempt a Spot check; they must use the Listen skill, and suffer an additional -8 circumstance penalty.

**Scent (Ex):** An incubus beetle can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the beetle can pinpoint that source. The incubus beetle can also follow fresh tracks with a Wisdom check DC 10.

**Vermin:** An incubus beetle is immune to mind-affecting spells and has Darkvision to 60 feet.

## MULILO

### Huge Vermin

**Hit Dice:** 10d8 + 50 (95 hp)

**Initiative:** -2 (Dex)

**Speed:** 20 ft.

**AC:** 18 (-2 size, -2 Dex, +12 natural)

**Attacks:** Bite +14/+9 melee

**Damage:** Bite 2d6 + 10

**Face/Reach:** 10 ft. X 20 ft./10 ft.

**Special Attacks:** Breath Weapon

**Special Qualities:** Darkvision, Energy Resistance 10, Salt Vulnerability, Slippery Mucus

**Saves:** Fort +13, Ref +2, Will +4

**Abilities:** Str 24, Dex 6, Con 20, Int —, Wis 10, Cha 2

**Skills:** Climb +8, Hide -1, Move Silently +3

**Feats:** None

**Climate/Terrain:** Warm forest and underground

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 13 – 21 HD (Huge), 22 – 36 HD (Gargantuan)

The *mulilo* (moo-LEE-loh) is a rare species of giant snail over 20 feet in length. Mulilo have large, spiral shells, and pale-brown slimy flesh.

## Combat

The mulilo typically initiates combat by spitting a mass of sticky mucus to entangle its prey, which it then devours at its leisure.

**Breath Weapon (Ex):** Mulilo spit a stream of sticky mucus measuring 5 feet high, 5 feet wide, and 30 feet long. A Reflex save DC 20 avoids the stream. Those caught in the area become entangled in the goo, which has the same effect as a

*tanglefoot bag*. An entangled character suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. Spellcasters bound by the mucus must make a Concentration check DC 15 to cast spells.

The character must make another Reflex save DC15 or become glued to the floor, unable to move. A successful save allows it to move at half speed. A glued character can break free with a Strength check DC 27 or by dealing 15 points of damage to the goo with a slashing weapon; hitting the mucus is automatic. Once free the character can move at half speed. The goo becomes brittle and fragile after 10 minutes. Once a mulilo has used its breath weapon, the slug cannot spit mucus again for another 1d4 rounds.

**Energy Resistance (Ex):** A mulilo ignores the first 10 points of acid damage and the first 10 points of fire damage dealt to it each round.

**Salt Vulnerability (Ex):** A mulilo is highly susceptible to salt. One pound of salt deals 1d6 points of damage to a mulilo when put in contact with its skin.

**Slippery Mucus (Ex):** The mucus that covers the mulilo's body acts as the equivalent of a permanent *freedom of movement* spell.

**Vermin:** Vermin are immune to mind-influencing effects and have Darkvision to 60 feet.

## NEW MONSTER TEMPLATES

These templates are specifically designed for use in an *African Adventures* game, and give various sample creatures common to Nyambe-Tanda.

## ANIMAL SHAPECHANGER

Sometimes called "animalweres," these creatures are animals able to assume the form of humanoids. They use their humanoid forms to more easily prey on the humanoid races.

### Creating an Animal Shapechanger

"Animal shapechanger" is a template that can be added to any predatory animal or dire animal (referred to hereafter as the "animal"). The animal's type changes to "shapechanger." It uses all the animal's statistics and special abilities except as noted here.

**Hit Dice:** Same as the animal. Remember to include its new improved Constitution bonus.

**Speed:** 30 ft. in humanoid form or hybrid form, same as the animal in animal form.

**AC:** Increase the natural armor of the animal by 2. It retains its natural armor in humanoid or hybrid form. Note that the animal shapechanger is Medium-size in humanoid form, so size adjustments to AC do not apply in this form. Remember to include its new improved Dex bonus.

**Attacks:** Same as the animal in animal form. In humanoid form, it has no natural attacks and must rely on weaponry. In hybrid form, it retains all natural attacks and can also use



weapons. If the animal has claw attacks, it can choose to either use the claw attacks or weapons while in hybrid form. Remember to include its new Strength bonus.

**Damage:** Same as the animal. If the animal shapechanger uses weapons, the weapons inflict normal damage. Remember to include its new improved Strength bonus.

**Face/Reach:** Same as the animal in animal or hybrid form, 5 ft. X 5 ft./5 ft. in humanoid form.

**Special Attacks:** An animal shapechanger has all the special attacks of the animal and one of the special attacks listed below. Saving throw DCs for the special attacks are  $10 + 1/2$  the animal's HD plus the animal's Charisma bonus.

**Roar (Su):** Once per day the animal shapechanger can emit a terrifying roar. All creatures that hear the roar within a 30-foot radius must make a Will save or be shaken for 1d6 rounds.

**Laugh (Su):** Once per day the animal shapechanger can emit a "contagious" laugh. All creatures that hear the laugh within a 30-foot radius must make a Will save or suffer the effect of *Tasha's hideous laughter* for 1d6 rounds.

**Howl (Su):** Once per day the animal shapechanger can emit a dispiriting howl. All creatures that hear the howl within a 30-foot radius must make a Will save or suffer 1d4 points of temporary Strength score damage.

**Special Qualities:** An animal shapechanger has all the special qualities of the animal and those listed below:

**Alternate Form (Su):** Animal shapechangers can assume three forms: animal, humanoid, and hybrid. This ability can be used at will an unlimited number of times per day.

In animal form, the creature benefits from natural attacks, improved speed, and the special attacks and special qualities of the animal. It can also blend in with others of its kind, though it always appears as a particularly large and powerful example of its species.

In humanoid form, an animal shapechanger has no natural attacks (it fights with weapons instead), but its special attacks and special qualities due to the animal shapechanger template function normally. It is unable to use any of the special attacks or qualities attributed to its animal form. While in humanoid form, an animal shapechanger can

alter its appearance as if under the effect of a *change self* spell. The effect is physical and not an illusion, so it cannot be disbelieved.

In hybrid form the animal shapechanger has the ability to use its natural attacks and wield weapons. It benefits from an increased speed, and can use all of the special attacks and special qualities of both the animal shapechanger template and its animal form.

Changing to or from humanoid or hybrid form is a standard action. Upon assuming either form, the animal shapechanger regains hit points as if having rested for a day. A slain animal shapechanger reverts to its animal form, although it remains dead. Separated body parts retain their humanoid form, however. Animal shapechangers have perfect control over their shapechanging ability.

**Regeneration 5 (Ex):** If an animal shapechanger loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. Animal shapechangers take normal damage from fire and from weapons made from the material listed in the monster's description — this material is known as the animal shapechanger's "bane material."

**Saves:** Same as the animal. Note that its saves improve due to improved ability scores.

**Abilities:** Animal shapechangers gain +2 to their Str, Dex, and Con scores. The animal shapechanger's Intelligence, Wisdom, and Charisma scores all increase to 15. If the animal has a better score in any of these abilities, use the animal's score instead.

**Skills:** Animal shapechangers gain a +4 racial bonus to Bluff, Disguise, and Sense Motive skills, and the ability to speak Kordo and Sylvan. Otherwise, same as the animal. Remember to include its new improved ability score bonuses.

**Feats:** Animal shapechangers gain 1 bonus feat for every 4 Hit Dice.

**Climate/Terrain:** Any warm land and underground

**Organization:** Solitary or troupe (1 plus group of normal animals)

**Challenge Rating:** As the animal +2

**Treasure:** 50% standard  
**Alignment:** Always neutral evil

**Advancement:** Animal shapechangers can advance up to triple their original hit dice. They advance as Shapechangers, not animals.



## SAMPLE ANIMAL SHAPECHANGERS

	<b>Lion Shapeshanger</b>	<b>Hyena Shapechanger</b>
	<b>Large Shapechanger</b>	<b>Medium-size Shapechanger</b>
<b>Hit Dice:</b>	5d8+15 (38 hp)	2d8+8 (17 hp)
<b>Initiative:</b>	+4 (Dex)	+3 (Dex)
<b>Speed:</b>	40 ft.; 30 ft. in humanoid form	50 ft.; 30 ft. in humanoid form
<b>AC:</b>	18 (–1 size, +4 Dex, +5 natural); 19 in humanoid form (+4 Dex, +5 natural)	16 (+3 Dex, +4 natural)
<b>Attacks:</b>	2 claws +8 melee and bite +3 melee; or shortspear +3 melee in humanoid form	Bite +4 melee; or halfspear +4 melee in humanoid form
<b>Damage:</b>	Claw 1d4+6 and bite 1d8+2; or shortspear 1d8+2 in humanoid form	Bite 1d6+2; or halfspear 1d6+2 in humanoid form
<b>Face/Reach:</b>	5 ft. X 10 ft./5 ft.; 5 ft. X 5 ft./5 ft. in humanoid form	5 ft. X 5 ft./5 ft.
<b>Special Attacks:</b>	Improved Grab, Pounce, Rake 1d4+3, Roar	Laugh, Trip
<b>Special Qualities:</b>	Alternate Form, Darkvision, Low-light Vision, Regeneration 5, Scent	Alternate Form, Darkvision, Low-light Vision, Regeneration 5, Scent
<b>Saves:</b>	Fort +7, Ref +8, Will +3	Fort +6, Ref +6, Will +5
<b>Abilities:</b>	Str 23, Dex 19, Con 17, Int 15, Wis 15, Cha 15	Str 15, Dex 17, Con 17, Int 15, Wis 15, Cha 15
<b>Skills:</b>	Balance +8, Bluff +6, Disguise +6, Hide +5 (+8 in tall grass), Jump +6, Listen +6, Move Silently +12, Sense Motive +6, Spot +6	Bluff +6, Disguise +6, Hide +4, Listen +7, Move Silently +5, Sense Motive +6, Spot +5, Wilderness Lore +2
<b>Feats:</b>	Cleave, Power Attack	Weapon Finesse (bite)
<b>Climate/Terrain:</b>	Any warm land or underground	Any warm land or underground
<b>Organization:</b>	Solitary or pride (1 plus 6 – 10 lions)	Solitary or clan (1 plus 4 – 80 hyenas)
<b>Challeng Rating:</b>	5	3
<b>Treasure:</b>	50% standard	50% standard
<b>Alignment:</b>	Always neutral evil	Always neutral evil
<b>Advancement:</b>	6 – 15 HD (Large)	3 – 6 HD (Medium-size)

## SAMPLE LION SHAPECHANGER

This animal shapechanger is known as a *chiwanda* (chee-WAHN-dah), and is based on a lion. Chiwanda speak Kordo and Sylvan.

### Combat

Chiwanda are fierce but cunning shapeshifters that delight in stalking victims, only going in for a kill once its prey is paralyzed with fear.

**Alternate Form (Su):** A chiwanda can take on lion, humanoid, or hybrid form at will; the hybrid form can use both natural attacks and weapons, and has the speed of its animal form.

**Improved Grab (Ex):** To use this ability, the chiwanda must be in its lion or hybrid form and must hit with its bite attack. If it gets a hold, it can Rake; see below.

**Low-light Vision (Ex):** Chiwanda in animal or hybrid form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Pounce (Ex):** If a chiwanda in lion or hybrid form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A chiwanda in lion or hybrid form that gets a hold can make two Rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the lion pounces on an opponent, it can also Rake.

**Regeneration (Ex):** Chiwanda in human or hybrid form take normal damage from fire and flint weapons. Otherwise, damage dealt to them is treated as subdual damage and is healed at a rate of 5 points per round. Chiwanda can regrow lost portions of their bodies and reattach severed limbs or body parts.

**Roar (Su):** Once per day the chiwanda in human or hybrid form can emit a terrifying roar. All creatures that hear the roar within a 30-foot radius must make a Will save (DC 14) or be shaken for 1d6 rounds.

**Scent (Ex):** A chiwanda in animal or hybrid form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the chiwanda can pinpoint that source. The chiwanda can also follow fresh tracks with a Wisdom check DC 10.

**Shapechanger:** Chiwanda have Darkvision with a range of 60 feet in human or hybrid form.

**Skills:** Lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12. Animal shapechangers gain a +4 racial bonus to Bluff, Disguise, Sense Motive, and Wilderness Lore skills, and the ability to speak Kordo and Sylvan; these bonuses are already worked into the stats.

## SAMPLE HYENA SHAPECHANGER

This animal shapechanger is known as a *makishi* (mah KEE shee), and is based on a hyena. Makishi speak Kordo and Sylvan.

### Combat

Makishi are predators, not scavengers. Like true hyenas, they only attack the wounded, the sick, the old, and the young. Makishi prefer to move undetected amongst true humanoids, and will go to great lengths to keep their identity a secret.

**Alternate Form (Su):** A makishi can take on hyena, humanoid, or hybrid form at will; in hybrid form it can use weapons and natural attacks, and has the speed of the animal form.

**Laugh (Su):** Once per day the makishi in hybrid or human form can emit a "contagious" laugh. All creatures that hear the laugh within a 30-foot radius must make a Will save (DC 13) or suffer the effect of *Tasha's hideous laughter* for 1d6 rounds.

**Low-light Vision (Ex):** Makishi in animal or hybrid form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Regeneration (Ex):** Makishi in human or hybrid form take normal damage from weapons made of bone. Otherwise, damage dealt to them is treated as subdual damage and is healed at a rate of 5 points per round. Makishi can regrow lost portions of their bodies and reattach severed limbs or body parts.

**Scent (Ex):** A makishi in animal or hybrid form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the makishi can pinpoint that source. The makishi can also follow fresh tracks with a Wisdom check DC 10.

**Shapechanger:** Makishi have Darkvision with a range of 60 feet in human or hybrid form.

**Skills:** Animal shapechangers gain a +4 racial bonus to Bluff, Disguise, Sense Motive, and Wilderness Lore skills, and the ability to speak Kordo and Sylvan; these bonuses are already worked into the stats.

**Trip (Ex):** A makishi in hyena or hybrid form that hits with its bite attack can attempt to Trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to Trip the makishi.

## BAROZI

Barozi are the reincarnations of powerful mchawi. They are neither lycanthropes nor undead; they are flesh-and-blood animals with the mind and soul of the wizard. Barozi prey only on sentient beings, gaining sustenance until they become strong enough to assume humanoid form, mate with a humanoid, and reincarnate themselves into their own offspring.

Barozi are created by the fiendish orisha as a way of cheating Siam the Dead, and allowing their most powerful mchawi wizard a form of eternal life. Barozi are not born, but appear full-grown. Normally only one such evil wizard is sent back at a time, but sometimes two will work together. Unlike normal animals, barozi always have sharp expressions on their faces, such as anger, disdain, or glee.

When barozi are created, they know exactly what they are, what their powers are, and can recall their previous life as a wizard.

It is important for the GM to realize that barozi are as intelligent as humans; they are not simple animals.

### Creating a Barozi

"Barozi" is a template that can be added to any predatory animal (referred to hereafter as the "animal") and that also incorporates any mchawi wizard of 5th level or higher. Unlike most templates, the barozi template merges the abilities of the animal and the mchawi, with the mchawi's soul inhabiting the body of the animal. A mchawi cannot inhabit the body of a creature with a CR or effective character level higher than her mchawi level. The creature's type changes to "magical beast." It uses all the animal's statistics and special abilities except as noted here. If a PC becomes a barozi, the animal form assumed is chosen by the GM, not the player.

**Hit Dice:** Increase the animal's HD to d10. Add an additional number of hp equal to the mchawi's hit points in life, after its level loss is applied; see below. Remember to adjust this number by the barozi's new Constitution score.

**Speed:** Same as the animal.

**AC:** Same as the animal.

**Attacks:** Same as the animal, use the base attack bonus of a magical beast.

**Damage:** Same as the animal.

**Special Attacks:** As the animal, plus the following:

**Penetrate Boma (Su):** Nomads often build walls of thorn bushes called boma to keep out wild animals at night. Barozi are able to push through these walls without damage. They can also drag grappled prey through a boma, inflicting 2d4 points of slashing damage on the victim; Reflex save DC 15 for half damage.

**Control Animals (Sp):** This ability is gained by barozi with 10 or more total HD (animal HD plus mchawi levels). The barozi can command normal animals of its type as if using the *dominate animal* spell; for instance, the Huge viper barozi below can control serpents of any kind. Unlike the spell, barozi can simultaneously affect a number of animals whose combined HD does not exceed its own total HD, and the effect on each animal lasts one hour per HD the barozi possesses. This is a continuous effect that the barozi can add or drop particular animals from at will; various animals may be naturally released at different times, and a barozi can re-control an animal whose domination by the ability has just ended. Animals under a barozi's control are generally used bring down humanoid kills for the barozi.

**Special Qualities:** As the animal, plus the following:

**Level Loss (Ex):** A mchawi reincarnated as a barozi loses 1 mchawi level. This loss should be calculated before the barozi template is applied.

**Spells (Sp):** The barozi can cast spells as it did in life. Unfortunately, its animal form can impose serious limitations on its spellcasting abilities. For example, the Huge viper barozi below cannot cast spells with somatic components since it lacks hands.

**Sense Humanoids (Su):** Barozi have a supernatural ability to detect the presence of all humanoids within one mile, knowing exactly where each one is. The barozi uses this power to ambush lone travelers, strike at isolated targets, and avoid large groups. Because of this power, humanoids cannot surprise the barozi.



**Humanoid Voice (Su):** This ability is gained by barozi with 14 or more total HD (animal HD plus mchawi levels). The barozi can talk with the voice it had in its past life, using the voice to trick unwary travelers or to beg people to open the doors of their homes.

**Humanoid Form (Su):** This power is gained by barozi with 16 or more total HD (animal HD plus mchawi levels). The barozi gains the power to *shapechange* into its former race, losing all of its animal characteristics, including natural attacks, and special qualities and attacks. The barozi can remain in humanoid form for up to 24 hours, and can assume humanoid form a maximum of once per week. The barozi uses this power to find a human mate.

**Rebirth (Su):** This is the ultimate goal of the barozi, which it can only achieve once it has gained the ability to assume humanoid form. Once the beast has wed a humanoid of its former race and either fathered or given birth to a child, the former mchawi will be reborn. Once the child is born, the barozi vanishes. The soul of the mchawi is attached to the newborn, who will instantly realize what she is and recall her former life. When the child matures (age 15 to 18 for a human), she will instantly regain the levels she had as a barozi. As a final legacy of its evil, the animals formerly under control of the barozi will continue their former humanoid-eating habits.

**Saves:** Recalculate its saves as a magical beast. Make sure to use the mchawi's Wisdom score when recalculating the Will save.

**Abilities:** A barozi retains all of the physical abilities of the animal, but the mental abilities of the mchawi.

**Skills:** A barozi knows all of the skills the animal does, and all of the skills it knew in its former life. If both the animal and the mchawi have a skill, use the higher of the two values. Remember that its animal skill totals may change because of its new Intelligence, Wisdom, and Charisma, and its mchawi skill totals may change because of its new Strength, Dexterity, and Constitution.

**Feats:** A barozi knows any feats the animal does, as well as any feats it knew in its former life as a mchawi.

**Climate/Terrain:** Any land or underground

**Organization:** Solitary or pair

**Challenge Rating:** A barozi's CR is equal to its mchawi levels + 2.

**Treasure:** 50% standard

**Alignment:** Always evil

**Advancement:** Barozi can continue to earn XP and gain mchawi levels. Alternatively, they can choose to advance 1 HD as a magical beast each time it would normally gain a mchawi level.

## SAMPLE HUGE VIPER BAROZI

### Huge Magical Beast

**Hit Dice:** 9d10+12 + 15d4+15 (114 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 20 ft., climb 20 ft., swim 20 ft.

**AC:** 10 (-2 size, +4 Dex, +3 natural)

**Attacks:** Bite +13 melee

**Damage:** Bite 1d4 and poison

**Face/Reach:** 15 ft. X 15 ft. (coiled)/10 ft.

**Special Attacks:** Penetrate Boma, Poison, Spells

**Special Qualities:** Control Animals, Darkvision, Humanoid Form, Humanoid Voice, Low-light Vision, Rebirth, Scent, Sense Humanoids

**Saves:** Fort +9, Ref +12, Will +4

**Abilities:** Str 10, Dex 19, Con 13, Int 18, Wis 12, Cha 8

**Skills:** Alchemy +21, Balance +12, Climb +12, Concentration +19, Hide +3, Knowledge (arcana) +23, Listen +9, Spellcraft +23, Spot +9

**Feats:** Weapon finesse (bite), Brew Potion, Craft Wand, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Scribe Scroll, Silent Spell, Still Spell, Toughness

**Climate/Terrain:** Any land or underground

**Organization:** Solitary or pair

**Challenge Rating:** 17

**Treasure:** 50% standard

**Alignment:** Always evil

**Advancement:** Special

This barozi is based on a Huge viper, and has advanced an additional 5 HD as a magical beast. The original character was a 16th-level human mchawi wizard.

### Combat

Barozi almost always prey on lone commoners, and avoid confronting groups or anyone that appears to be an adventurer. Few barozi are willing to risk their rebirth in combat, so they carefully plan their ambushes, moving on to new territory if the locals become suspicious of any disappearances.



**Control Animals (Sp):** This barozi can *dominate* up to 24 HD of normal serpents of any kind, for 24 hours each.

**Humanoid Form (Su):** The barozi gains the power to *shapechange* into its former race, losing all of its animal characteristics. The barozi can remain in humanoid form for up to 24 hours, and can assume humanoid form a maximum of once per week. The barozi uses this power to find a human mate.

**Humanoid Voice (Su):** The barozi can talk with the voice it had in its past life, using the voice to trick unwary travelers or to beg people to open the doors of their homes.

**Magical Beast:** Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

**Penetrate Boma (Su):** Barozi are able to push through boma walls without damage. They can also drag grappled prey through a boma, inflicting 2d4 points of slashing damage on the victim (Reflex save DC 15 for half damage).

**Poison (Ex):** Bite, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Constitution score damage.

**Rebirth (Su):** This barozi is ready to begin looking for a human woman to bear its child so that it can be reborn.

**Scent (Ex):** A barozi can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the barozi can pinpoint that source. The barozi can also follow fresh tracks with a Wisdom check DC 10.

**Sense Humanoids (Su):** Barozi have a supernatural ability to detect the presence of all humanoids within one mile, knowing exactly where each one is. The barozi uses this power to ambush lone travelers, strike at isolated targets, and avoid large groups. Because of this power, humanoids cannot surprise the barozi.

**Spells (Sp):** This barozi can cast spells as a 15th-level mchawi (note that it underwent Level Loss when the barozi template was applied). Unfortunately, it cannot cast any spells that require somatic components.

## LYCANTHROPES

### Sample Werehyena

#### Medium-Size Shapechanger

<b>Hit Dice:</b>	2d8+5 (14 hp)
<b>Initiative:</b>	+0; +1 (Dex) as hyena or hybrid
<b>Speed:</b>	30 ft.; 50 ft. as hyena or hybrid
<b>AC:</b>	12 (+2 natural); 15 (+1 Dex, +4 natural) as hyena or hybrid
<b>Attacks:</b>	Unarmed strike +0 melee; or bite +4 melee as hyena or hybrid
<b>Damage:</b>	Unarmed strike 1d3 subdual; or bite 1d6+2 as hyena or hybrid
<b>Face/Reach:</b>	5 ft. X 5 ft./5 ft.; 5 ft. X 5 ft./5 ft. as hyena or hybrid
<b>Special Attacks:</b>	Trip, Curse of Lycanthropy as hyena or hybrid
<b>Special Qualities:</b>	Alternate Forms, Darkvision, Hyena Empathy; plus Scent, Damage Reduction 15/special (bone), Low-light Vision, as hyena or hybrid
<b>Saves:</b>	Fort +8, Ref +4, Will +2
<b>Abilities:</b>	Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; Str 15, Dex 13, Con 17, Int 10, Wis 10, Cha 10 as hyena or hybrid
<b>Skills:</b>	Craft or Profession (any one) +6, Knowledge (any one) +4; changes to Hide +2, Listen +16, Move Silently +3, Search +8, Spot +16, Wilderness Lore +0 as hyena or hybrid
<b>Feats:</b>	Skill Focus (any Craft or Profession); changes to Alertness, Blind Fight, Power Attack as hyena or hybrid
<b>Climate/Terrain:</b>	Any forest, hill mountain or plains
<b>Organization:</b>	Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 hyenas)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	By character class

### Sample Werejackal

#### Small Shapechanger

<b>Hit Dice:</b>	1d8+2 (7 hp)
<b>Initiative:</b>	+0; +3 (Dex) as jackal
<b>Speed:</b>	30 ft.; 40 ft. as jackal
<b>AC:</b>	12 (+2 natural); 17 (+1 size, +3 Dex, +3 natural) as jackal
<b>Attacks:</b>	Unarmed strike +0 melee; or bite +2 melee as jackal
<b>Damage:</b>	Unarmed strike 1d3 subdual; or bite 1d4+1 as jackal
<b>Face/Reach:</b>	5 ft. X 5 ft./5 ft.; 5 ft. X 5 ft./5 ft. as jackal
<b>Special Attacks:</b>	Curse of Lycanthropy as jackal
<b>Special Qualities:</b>	Alternate Form, Darkvision, Jackal Empathy; plus Damage Reduction 15/special (bronze), Low-light Vision, Scent as jackal
<b>Saves:</b>	Fort +4, Ref +5, Will +1
<b>Abilities:</b>	Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; Str 13, Dex 17, Con 15, Int 10, Wis 10, Cha 10 as jackal
<b>Skills:</b>	Control Shape +2, Craft or Profession (any one) +4, Knowledge (any one) +4, Listen +4, Search +4, Spot +4; changes to Control Shape +2, Listen +12, Search +8, Spot +12, Swim +5, Wilderness Lore +0 (+8 when tracking by scent) as jackal
<b>Feats:</b>	Alertness, Blind-Fight, Dodge
<b>Climate/Terrain:</b>	Warm plain
<b>Organization:</b>	Solitary or pack (6–10)
<b>Challenge Rating:</b>	1
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always neutral good
<b>Advancement:</b>	By character class

## LYCANTHROPES (CONTINUED)

	Sample Wereleopard Medium-sized Shapechanger	Sample Greater Werelion Large Shapechanger	Sample Lesser Werelion Large Shapechanger
<b>Hit Dice:</b>	3d8+6 (20 hp)	8d8+24 (60 hp)	5d8+10 (33 hp)
<b>Initiative:</b>	+0; +4 (Dex) as leopard	+4 (Improved Initiative); +6 (+2 Dex, +4 Improved Initiative) as dire lion	+0; +3 (Dex) as lion
<b>Speed:</b>	30 ft.; 40 ft., climb 20 ft. as leopard	30 ft.; 40 ft. as dire lion	30 ft.; 40 ft. as lion
<b>AC:</b>	12 (+2 natural); 17 (+4 Dex, +3 natural) as leopard	12 (+2 natural); +17 (–1 size, +2 Dex, +4 natural) as dire lion	12 (+2 natural); 17 (–1 size, +3 Dex, +5 natural) as lion
<b>Attacks:</b>	Unarmed strike +0 melee; or bite +6 melee and 2 claws +1 melee as leopard	Unarmed strike +0 melee; or 2 claws +12 melee and bite +7 melee as dire lion	Unarmed strike +0 melee; or 2 claws +7 melee and bite +2 melee as lion
<b>Damage:</b>	Unarmed strike 1d3 subdual; or bite 1d6+3 and claw 1d3+1 as leopard	Unarmed strike 1d3 subdual; or claw 1d6+7 and bite 1d8+3 as dire lion	Unarmed strike 1d3 subdual; or claw 1d4+5 and bite 1d8+2 as lion
<b>Face/Reach:</b>	5 ft. X 5 ft./5 ft.; 5 ft. X 5 ft./5 ft. as leopard	5 ft. X 5 ft./5 ft.; 5 ft. X 10 ft./5 ft. as dire lion	5 ft. X 5 ft./5 ft.; 5 ft. X 10 ft./5 ft. as lion
<b>Special Attacks:</b>	Curse of Lycanthropy, Pounce as leopard or hybrid; Improved Grab, Rake 1d3+1 as leopard	Improved Grab, Pounce, Rake 1d6+3 as dire lion	Curse of Lycanthropy, Pounce as lion or hybrid; Improved Grab, Rake 1d4+2 as lion.
<b>Special Qualities:</b>	Alternate Form, Darkvision, Leopard Empathy; plus Damage Reduction 15/special (horn), Low-light Vision, Scent as leopard or hybrid	Alternate Form, Darkvision, Lion Empathy; plus Damage Reduction 15/special (gold), Low-light Vision, Scent as dire lion	Alternate Form, Darkvision, Lion Empathy; plus Damage Reduction 15/special (flint), Low-light Vision, Scent as lion or hybrid
<b>Saves:</b>	Fort +7, Ref +7, Will +3	Fort +11, Ref +8, Will +8	Fort +8, Ref +4, Will +3
<b>Abilities:</b>	Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; Str 16, Dex 19, Con 15, Int 10, Wis 10, Cha 10 as leopard	Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; Str 25, Dex 15, Con 17, Int 10, Wis 10, Cha 10 as dire lion	Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; Str 21, Dex 17, Con 15, Int 10, Wis 10, Cha 10 as lion
<b>Skills:</b>	Control Shape +4, Craft or Profession (any one) +2, Knowledge (any one) +4, Listen +4, Search +4, Spot +4; changes to Balance +12, Climb +11, Control Shape +4, Hide +9 (+13 in tall grass), Listen +13, Move Silently +9, Search +8, Spot +13 as leopard or hybrid	Control Shape +6, Craft or Profession (any one) +2, Knowledge (any one) +2, Listen +4, Search +4, Spot +4; changes to Control Shape +6, Hide +5 (+13 in tall grass), Jump +10, Listen +8, Move Silently +9, Search +8, Spot +8 as dire lion	Control Shape +4, Craft or Profession (any one) +4, Knowledge (any one) +2, Listen +4, Search +4, Spot +4; changes to Balance +7, Control Shape +4, Hide +4 (+12 in tall grass), Jump +5, Listen +12, Move Silently +11, Search +8, Spot +12 as lion or hybrid
<b>Feats:</b>	Blind-Fight, Multiattack, Weapon Finesse (bite, claw)	Blind-Fight, Cleave, Improved Initiative, Power Attack	Blind-Fight, Cleave, Power Attack
<b>Climate/Terrain:</b>	Warm forest and plains	Warm forest, hill, mountains, plains, and underground	Warm plains
<b>Organization:</b>	Solitary or pair	Solitary or pair	Solitary, pair, or pride (1 and 6–10 lions)
<b>Challenge Rating:</b>	4	7	5
<b>Treasure:</b>	None	Standard	Standard
<b>Alignment:</b>	Always neutral evil	Always lawful good	Always neutral
<b>Advancement:</b>	By character class	By character class	By character class

There are four common types of lycanthropes in Nyamibanda: werelions, wereleopards, werehyenas, and werejackals.

As a general rule, silver weapons do not harm Nyamiban lycanthropes unduly. Instead, each type is vulnerable to a single kind of material. This is called the animal's "bane material," and a weapon that incorporates it is known as a "bane weapon." Nyamiban lycan-

thropes are so resistant to damage that they can shrug off attacks from mundane weapons not made from their bane material. The Damage Reduction of a Nyamiban lycanthrope applies to any mundane weapon not made of its bane material. A magic weapon with the Bane special ability directed at lycanthropes can harm any sort of lycanthrope, regardless of its specific bane material.



## WEREHYENA

Werehyenas are evil and cowardly beasts who prey only upon other sentient beings. Werehyenas have three forms: humanoid, hyena, and a hybrid form that is indistinguishable from that of a mBUi.

**Ability Score Adjustments:** Str +4, Dex +2, Con +6

**Feats:** Alertness, Blind-Fight, Power Attack

**Bane Material:** Bone

### Combat

**Alternate Form (Su):** A werehyena can take on humanoid, hybrid or hyena form.

**Curse of Lycanthropy (Su):** Any humanoid hit by a werehyena's bite attack while it is in hyena or hybrid form must succeed at a Fortitude save (DC 15) or contract lycanthropy.

**Damage Reduction (Su):** A werehyena in hyena or hybrid form ignores 15 points of damage from most mundane weapons and natural attacks; the wounds heal instantly. A weapon made of bone or with a +1 or better enhancement bonus deals full damage.

**Hyena Empathy (Ex):** Werehyenas in any form can communicate and empathize with normal or dire hyena. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Low-light Vision (Ex):** Werehyenas in hyena or hybrid form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Scent (Ex):** A werehyena in hyena or hybrid form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the werehyena can pinpoint that source. The werehyena can also follow fresh tracks with a Wisdom check DC 10. Werehyenas receive a +8 bonus to their Wilderness Lore skill when tracking by scent.

**Shapechanger:** Werehyenas have Darkvision with a range of 60 feet while in any form.

**Trip (Ex):** A werehyena that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attack fails, the opponent cannot react to trip the werehyena.

## WEREJACKAL

Werejackals are good and noble creatures dedicated to fighting other shapechangers. Werejackals have two forms: humanoid and jackal. They do not have a hybrid form.

**Ability Score Adjustments:** Str +2, Dex +6, Con +4

**Feats:** Alertness, Blind-Fight, Dodge

**Bane Material:** Bronze

### Combat

Werejackals attack in packs and make liberal use of flanking maneuvers. They attack evil lycanthropes on sight with no regard for their own safety.

**Alternate Form (Su):** A werejackal can take on humanoid or jackal form.

**Curse of Lycanthropy (Su):** Any humanoid hit by a werejackal's bite attack while it is in animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy.

**Damage Reduction (Su):** A werejackal in jackal form ignores 15 points of damage from most mundane weapons and natural attacks; the wounds heal instantly. A weapon made of bronze or with a +1 or better enhancement bonus deals full damage.

**Jackal Empathy (Ex):** Werejackals in either form can communicate and empathize with normal or dire jackals. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Low-light Vision (Ex):** Werejackals in jackal form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Scent (Ex):** A werejackal in jackal form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the werejackal can pinpoint that source. The werejackal can also follow fresh tracks with a Wisdom check DC 10. Werejackals receive a +8 bonus to their Wilderness Lore skill when tracking by scent.

**Shapechanger:** Werejackals have Darkvision with a range of 60 feet while in either form.

## WERELEOPARD

Most wereleopards, also known as *irimu* (ih-REE-moo), are members of a fiendish cult known as the "leopard cult." The condition is transferred as a disease, but there are reports of people being born as wereleopards, and certain sorcerers are able to transform themselves into leopards by wearing leopard-skin belts or cloaks.

Wereleopards have three forms: humanoid, leopard, and a hybrid of leopard and human.

**Ability Score Adjustments:** Str +6, Dex +8, Con +4

**Feats:** Blind-Fight, Multiattack, Weapon finesse (bite, claw)

**Bane Material:** Horn

### Combat

Wereleopards are masters of stealth, and take great joy in shadowing their prey.

**Alternate Form (Su):** A wereleopard can take on humanoid, leopard, or hybrid form; lycanthropes in hybrid form use their animal form stats unless specified otherwise.

**Curse of Lycanthropy (Su):** Any humanoid hit by a wereleopard's bite attack in animal or hybrid form must succeed at a Fortitude save (DC 15) or contract lycanthropy.

**Damage Reduction (Su):** A wereleopard in leopard or hybrid form ignores 15 points of damage from most mundane weapons and natural attacks; the wounds heal instantly. A weapon made of gazelle horn or with a +1 or better enhancement bonus deals full damage.

**Improved Grab (Ex):** To use this ability, the wereleopard must hit with its bite attack while in leopard form. If it gets a hold, it can Rake.

**Leopard Empathy (Ex):** Wereleopards in any form can communicate and empathize with normal or dire leopards. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Low-light Vision (Ex):** Wereleopards in leopard or hybrid form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Pounce (Ex):** If a wereleopard in leopard or hybrid form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A wereleopard in leopard form that gets a hold can make two Rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the wereleopard pounces on an opponent, it can also Rake.

**Scent (Ex):** A wereleopard in leopard or hybrid form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the wereleopard can pinpoint that source. The wereleopard can also follow fresh tracks with a Wisdom check DC 10.

**Shapechanger:** Shapechangers in any form have Darkvision with a range of 60 feet.

**Skills:** Wereleopards receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8; these bonuses are already worked into the stats.

## WERELION, GREATER

Greater werelions are extremely rare. The entare actively seek out reports of greater werelion activity, and destroy any of these creatures that they find.

Greater werelions have two forms: dire lion and humanoid. They seem unable to transmit their condition; greater werelions are born, not created. There are rumors of certain sorcerers able to turn themselves into dire lions by ritually wearing lion skins, but it is possible that such reports are due to simple transmutation spells, and not actual sightings of greater werelions.

**Ability Score Adjustments:** Str +14, Dex +4, Con +6

**Feats:** Blind-Fight, Cleave, Improved Initiative, Power Attack

**Bane Material:** Gold

### Combat

As the "king" of lycanthropes, greater werelions are very direct in combat, relying on their great strength to overcome their enemies. Greater werelions are dedicated foes of the entare, but they will not attack a large group of entare foolishly. If seriously outnumbered by a group of entare, greater werelions have been known to hire adventurers to even out the odds.

**Alternate Form (Su):** A werelion can take on humanoid or dire lion form.

**Damage Reduction (Su):** A werelion in dire lion form ignores 15 points of damage from most mundane weapons and natural attacks; the wounds heal instantly. A weapon made of gold or with a +1 or better enhancement bonus deals full damage.

**Improved Grab (Ex):** To use this ability, the greater werelion in dire lion form must hit with its bite attack. If it gets a hold, it can Rake.

**Lion Empathy (Ex):** Greater werelions in either form can communicate and empathize with normal or dire lions. This gives them a +4 racial bonus to checks when influencing the animal's attitude

and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Low-light Vision (Ex):** Greater werelions in dire lion form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Pounce (Ex):** If a greater werelion in dire lion form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A greater werelion in dire lion form can make two Rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion Pounces on an opponent, it can also Rake.

**Scent (Ex):** A greater werelion in lion form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the werelion can pinpoint that source. The werelion can also follow fresh tracks with a Wisdom check DC 10.

**Shapechanger:** Greater werelions in either form have Darkvision with a range of 60 feet.

**Skills:** Greater werelions have a racial bonus of +4 to Hide and Move Silently checks. They also receive a +8 bonus to their Hide check in tall grass or heavy undergrowth; these bonuses have already been added to the stats.

## WERELION, LESSER

The lesser werelion has three forms: lion, humanoid, and a hybrid of lion and humanoid that looks exactly like an entare. There are rumors of certain sorcerers able to turn themselves into lions by ritually wearing lion skins, but it is possible that such reports are due to simple transmutation spells, and not actual sightings of lesser werelions.

**Ability Score Adjustments:** Str +10, Dex +6, Con +4

**Feats:** Blind-Fight, Cleave, Power Attack

**Bane Material:** Flint

### Combat

Lesser werelions enjoy the thrill of hunting, but tend to attack the same sorts of grazing animals hunted by natural lions. Attacks by lesser werelions on humanoids do occur, but are rare.

**Alternate Form (Su):** A lesser werelion can take on humanoid, leopard, or hybrid form; lycanthropes in hybrid form use their animal form stats unless specified otherwise.

**Curse of Lycanthropy (Su):** Any humanoid hit by a lesser werelion's bite attack in animal or hybrid form must succeed at a Fortitude save (DC 15) or contract lycanthropy.

**Damage Reduction (Su):** A werelion in lion or hybrid form ignores 15 points of damage from most mundane weapons and natural attacks; the wounds heal instantly. A weapon made of flint or with a +1 or better enhancement bonus deals full damage.

**Improved Grab (Ex):** To use this ability, the lesser werelion in lion form must hit with its bite attack. If it gets a hold, it can Rake.

**Lion Empathy (Ex):** Lesser werelions in any form can communicate and empathize with normal or dire leopards. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if

the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Low-light Vision (Ex):** Werelions in lion or hybrid form can see twice as far as a human in starlight, moonlight, torchlight, etc.

**Pounce (Ex):** If a lesser werelion in lion or hybrid form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A lesser werelion in lion form that gets a hold can make two Rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the lion pounces on an opponent, it can also Rake.

**Scent (Ex):** A werelion in lion or hybrid form can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the werelion can pinpoint that source. The werelion can also follow fresh tracks with a Wisdom check DC 10.

**Shapechanger:** Shapechangers in any form have Darkvision with a range of 60 feet.

**Skills:** Lions receive a +4 racial bonus to Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12; these bonuses are already worked into the stats.

## MALATA PLANT SERVITOR

These are creatures who have been altered by a controller thorn produced by a malata plant trunk. The servitor develops green skin, solid green eyes, and green distended veins covering the body. The creature's brain is destroyed by the transformation, but the malata plant has mental contact with the servitor and directly controls it. Servitors are highly valuable to the malata plant; since the plant's mental control over the servitor is unlimited in range, servitors can travel far from the plant in order to carry out its will.

### Creating a Malata Plant Servitor

"Malata plant servitor" is a template that can be added to any living non-plant creature (referred to hereafter as the "base creature"). The base creature's type changes to "plant." It uses all the base creature's statistics and special abilities except as noted here.

**Hit Dice:** Adjust to d8

**Speed:** 2/3 of the base creature

**AC:** The malata plant servitor gains an additional 6 points of natural armor.

**Attacks:** Same as the base creature, and also gains a slam attack if it didn't already have one.

**Damage:** Servitors gain a slam attack. If the base creature does not have a slam attack, then use the damage listed in the table below. Creatures with natural attacks retain those old damage ratings or use the damage listed above, whichever is better.

**Special Attacks:** A malata plant servitor loses any spell-like or supernatural special attacks, but retains all exceptional special attacks.

**Special Qualities:** A malata plant servitor loses any spell-like or supernatural special qualities, but retains all exceptional special qualities. It also gains the following special qualities:

## SERVITOR SLAM DAMAGE

SIZE	DAMAGE
FINE	1
DIMINUTIVE	1d2
TINY	1d3
SMALL	1d4
MEDIUM-SIZE	1d6
LARGE	1d8
HUGE	1d10
GARGANTUAN	1d12
COLOSSAL	1d20

**Plant:** Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. The malata plant servitor has Low-light Vision.

**Half Damage from Piercing and Blunt Weapons (Ex):** Piercing and blunt weapons only do half damage to a malata plant servitor, with a minimum of 1 point of damage.

**Partial Actions Only (Ex):** Servitors have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge). They can never make more than one attack a round, as they cannot use the full attack option.

**Saves:** As the base creature

**Abilities:** Malata plant servitors gain a +4 bonus to Constitution, and have an Intelligence score no greater than 1. Otherwise as the base creature.

**Skills:** None. The base creature loses any existing skills.

**Feats:** None. The base creature loses any existing feats.

**Climate/Terrain:** Any warm land

**Organization:** As base creature

**Challenge Rating:** As base creature -1

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** None

## SAMPLE MALATA PLANT SERVITOR (TYRANNOSAURUS)

**Huge Beast**

**Hit Dice:** 18d8+108 (189 hp)

**Initiative:** +1 (Dex)

**Speed:** 25 ft.

**AC:** 20 (-2 size, +1 Dex, +11 natural)

**Attacks:** Bite +20 melee, or slam +20 melee

**Damage:** Bite 5d8+13, or slam 1d10+13

**Face/Reach:** 10 ft. X 10 ft./15 ft.

**Special Attacks:** Improved Grab, Swallow Whole

**Special Qualities:** Half Damage from Piercing and Blunt

Weapons, Low-light Vision, Partial Actions Only, Scent

**Saves:** Fort +17, Ref +12, Will +8

**Abilities:** Str 28, Dex 12, Con 23, Int 1, Wis 15, Cha 10



**Skills:** None

**Feats:** None

**Climate/Terrain:** Any warm land

**Organization:** Solitary or pair

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** None

This malata plant servitor is based on a tyrannosaurus dinosaur.

## Combat

Malata plant servitors are slow but determined combatants.

**Half Damage from Piercing and Blunt Weapons (Ex):** Piercing and blunt weapons only do half damage to a malata plant servitor, with a minimum of 1 point of damage.

**Improved Grab (Ex):** To use this ability, the tyrannosaurus must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe; see Swallow Whole.

### Partial Actions

#### Only (Ex):

Servitors have poor reflexes and can perform only partial actions.

Thus they can move or attack,

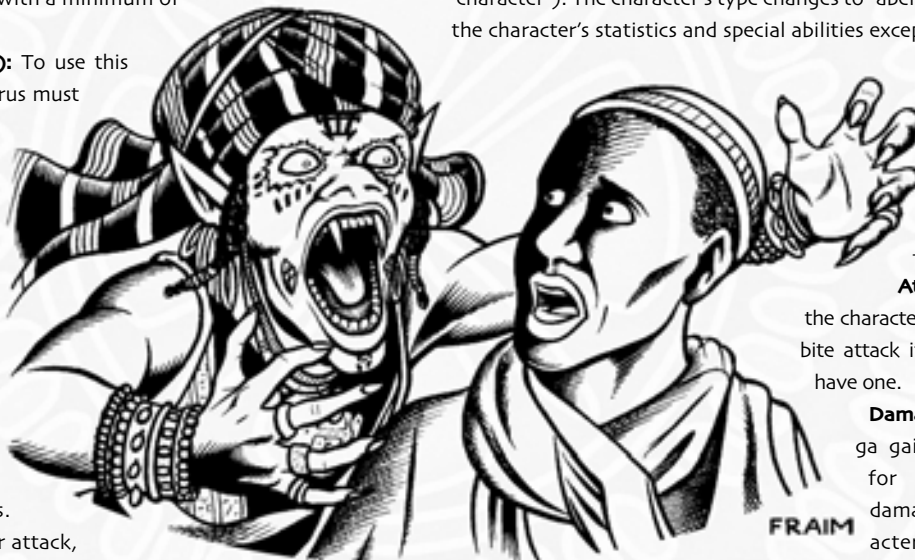
but can only do both if they charge (a partial charge).

They can never make more than one attack a round, as they cannot use the full attack option.

**Plant:** Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects, and malata plant servitors have Low-light Vision.

**Scent (Ex):** A tyrannosaurus can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the dinosaur can pinpoint that source. The tyrannosaurus can also follow fresh tracks with a Wisdom check DC 10.

**Swallow Whole (Ex):** A tyrannosaurus can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes  $2d8 + 8$  points of crushing damage per round plus 8 points of acid damage from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20); larger weapons can't be used effectively. Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.



## MWANGA

Mwanga are "false" vampires. Rather than being an undead creature, mwanga are humanoids affected by a magical curse that causes them to crave the blood of others. Legend claims that the first mwanga was created when a warrior of old struck a deal with an animal orisha for predatory powers; the deal went terribly wrong, and the mwanga have been in the world ever since.

Mwanga appear completely normal until they choose to attack, at which time their teeth lengthen into deadly fangs, their eyes take on a yellow glow, and their faces become bestial.

## Creating a Mwanga

"Mwanga" is a template that can be added to any living humanoid or monstrous humanoid (referred to hereafter as the "character"). The character's type changes to "aberration." It uses all the character's statistics and special abilities except as noted here.

### Hit Dice:

Adjust to d8

### Speed:

As character + 5

### AC:

The mwanga gains +4 natural armor

### Attacks:

Same as the character, and also gains a bite attack if it didn't already have one.

### Damage:

The mwanga gains a bite attack for 1d4 points of damage. If the character already has a bite attack that inflicts more damage,

keep the old damage.

**Special Attacks:** A mwanga retains all the special attacks of the character, and gains the special attacks listed below:

**Blood Drain (Su):** The mwanga can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution score drain each round the pin is maintained. For every Constitution point drained, the mwanga gains 5 temporary hit points. These temporary hit points vanish at the rate of 1 per hour.

**Charm Gaze (Su):** A mwanga has a gaze attack that functions as a *charm person* spell cast by a 12th-level sorcerer. The ability has a range of 30 feet and has an unlimited number of uses. Mwanga use their charm gaze to get potential victims close enough to grapple.

**Create Spawn (Su):** A humanoid or monstrous humanoid drained to a Constitution of 0 or less by the mwanga's blood drain attack dies. However, if his Constitution is reduced to 1 exactly, and the victim had 5 or more HD, the victim is transformed into a mwanga and regains the drained Constitution points at the rate of 1 per day. The newly created mwanga is under the command of the mwanga that created it and remains enslaved until its master's death.

**Improved Grab (Ex):** To use this ability, the mwanga must hit with its bite attack. If it gets a hold, it can drain blood.

**Special Qualities:** A mwanga retains all the special qualities of the character and gains those listed below:

**Alternate Form (Su):** A mwanga can assume the form of a leopard, dire rat, or dire bat at will as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer, except that the mwanga can assume only one of the forms listed here; the form it takes is set when the template is first applied. It has no limit on uses.

**Regeneration 2 (Su):** Mwanga take normal damage from cold and electricity. Otherwise, damage dealt to them is treated as subdual damage and is healed at a rate of 2 points per round. Mwanga cannot reattach severed limbs, so while dismemberment will not destroy a mwanga, it will certainly slow one down.

**Saves:** Same as the character

**Abilities:** Adjust from the character as follows: +4 Str, +4 Dex, +4 Con, -2 Int, -2 Wis, +2 Cha.

**Skills:** Mwanga gain a +4 racial bonus to Bluff, Intimidate, Hide, Move Silently, and Sense Motive checks. Otherwise as the character. Note that Intelligence points lost when becoming a mwanga do not cause a loss of previous skill ranks, but may impact the ability modifier applied to determine the skill modifier.

**Feats:** Mwanga gain the following bonus feats, assuming the character meets the prerequisites and doesn't already have these feats: Alertness, Dodge, Improved Initiative, and Lightning Reflexes.

**Climate/Terrain:** Any warm land and underground

**Organization:** Solitary, pair, or gang (2 – 5)

**Challenge Rating:** Same as the character + 2

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

## SAMPLE MWANGA (5TH-LEVEL HUMAN GAMBA)

**Medium-size Aberration**

**Hit Dice:** 5d8+23 (46 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 35 ft.

**AC:** 18 (+3 Dex, +1 dodge, +4 natural)

**Attacks:** Bite +9 melee, or masterwork elephant axe +7 melee

**Damage:** Bite 1d4+6, or elephant axe 1d12+6

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Blood Drain, Charm Gaze, Create Spawn, Improved Grab

**Special Qualities:** Alternate Form, Darkvision, Regeneration 2

**Saves:** Fort +8, Ref +6, Will +1

**Abilities:** Str 19, Dex 17, Con 18, Int 6, Wis 10, Cha 13

**Skills:** Climb +8, Heal +2, Jump +8, Swim +8

**Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Exotic Weapon (elephant axe), Improved Initiative, Lightning Reflexes, Mobility, Sanguar, Toughness, Weapon Focus (elephant axe)

**Climate/Terrain:** Any warm land or underground

**Organization:** Solitary, pair, or gang (2 – 5)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Chaotic evil

**Advancement:** By character class

This example uses a 5th-level human gamba fighter as the base character.

## Combat

As a gamba, this mwanga is not as likely to use stealth as others of its kind. It will still make a token attempt to isolate its victims, but it isn't above attacking more than one person.

**Aberration:** Aberrations have Darkvision with a range of 60 feet.

**Alternate Form (Su):** This mwanga can assume the form of a leopard at will as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer, except that the mwanga can assume only one form.

**Blood Drain (Su):** The mwanga can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution score drain each round the pin is maintained. For every Constitution point drained, the mwanga gains 5 temporary hit points. These temporary hit points vanish at the rate of 1 per hour.

**Charm Gaze (Su):** A mwanga has a gaze attack that functions as a *charm person* spell cast by a 12th-level sorcerer. The ability has a range of 30 feet. Mwanga use their charm gaze at will to get potential victims close enough to grapple.

**Create Spawn (Su):** A humanoid or monstrous humanoid drained to a Constitution of 0 or less by the mwanga's blood drain attack dies. However, if his Constitution is reduced to 1 exactly, and the victim had 5 or more HD, the victim is transformed into a mwanga and regains the drained Constitution points at the rate of 1 per day. The newly created mwanga is under the command of the mwanga that created it and remains enslaved until its master's death.

**Improved Grab (Ex):** To use this ability, the mwanga must hit with its bite attack. If it gets a hold, it can drain blood; see above.

**Regeneration (Su):** Mwanga take normal damage from cold and electricity. Otherwise, damage dealt to them is treated as subdual damage and is healed at a rate of 2 points per round. Mwanga cannot reattach severed limbs, so while dismemberment will not destroy a mwanga, it will certainly slow one down.

**Skills:** Mwanga gain a +4 racial bonus to Bluff, Intimidate, Hide, Move Silently, and Sense Motive checks; this is already worked into its stats.

## TERKOW

Terkow are Nyamban vampires. They appear as skinless humans, and are also known as "skinwalkers," "skinchangers," "skinshifters," and a variety of related names. As skinless creatures, terkow are constantly losing blood and must suck the blood from living beings to replenish their supply.

Though weaker than vampires in many ways, a terkow's ability to operate under direct sunlight and disguise itself by wearing the skins of its victims makes it a very dangerous opponent.

### Creating a Terkow

"Terkow" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and special abilities except as noted here.

**Hit Dice:** Increase to d12

**Initiative:** Same as the character

**Speed:** Same as the character. If the character has a swim speed, the terkow retains the ability to swim, and is not vulnerable to destruction from immersion in salt water (see below).

**AC:** The character's natural armor improves by +4.

**Attacks:** A terkow retains the attacks of the character, and gains a dual claw attack if it didn't already have one.

**Damage:** Terkow gain a dual claw attack. If the character does not have a claw attack, then use the damage listed in the table above. Characters with natural claw attacks retain those old damage ratings or use the damage listed below, whichever is better.

**Face/Reach:** Same as the character.

**Special Attacks:** Same as the character, plus the following:

**Improved Grab (Ex):** To use this ability, the terkow must hit with a claw attack. If it gets a hold, it can drain blood; see below.

**Blood Drain (Ex):** The terkow can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d6 points of permanent Constitution score drain each round the pin is maintained. For every Constitution

point drained, the terkow heals itself 5 hit points, up to its normal maximum.

**Create Spawn (Ex):** Any creature reduced to a Constitution score of 0 or less by the terkow's blood draining attack and then skinned by the creature will return as a true zombi if it had 4 or fewer HD, and a terkow if it had 5 or more HD. In either case, the new zombi or terkow is under command of the terkow that created it and will remain enslaved until its master's death.

**Special Qualities:** Same as character, plus the following:

**Blood Loss (Ex):** A terkow continually oozes blood. This causes it to lose hit points at the rate of 2 per day. Terkow do not heal naturally; they can only restore lost hit points by draining blood or through negative energies designed to heal the undead.

**Damage Reduction (Su):** Terkow have Damage Reduction 15/+1.

**Energy Resistance (Ex):** A terkow has acid, cold, and electricity Resistance 20.

**Spell Resistance (Ex):** Terkow have Spell Resistance equal to 10 + 1/2 their HD.

**Skin Flay (Ex):** After a terkow drains a humanoid victim of blood, it flays off the victim's skin and wears it to replace its own (provided the terkow and the victim are of the same race). This provides it with several benefits.

Wearing a skin allows the creature to disguise itself as its victim, adding an additional +10 circumstance bonus to its Disguise checks. The skin also reduces the rate of the creature's blood loss to 1 hp per day instead of the usual 2 hit points per day. Finally, the skin helps absorb incoming damage, causing the creature to take half damage from weapons. This reduction is not cumulative with Damage Reduction — apply either the Damage Reduction or the half damage, whichever results in less damage.

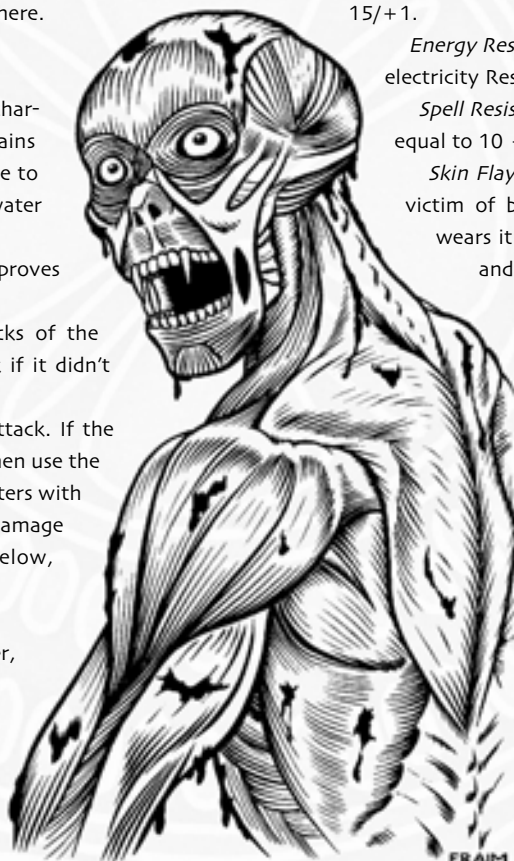
The skin can only absorb an amount of damage equal to half the (uninjured) hit points of the original victim, at which point the skin sloughs off, revealing the monster beneath. Damage reduced due to the creature's Damage Reduction is not subtracted from the skin.

**Turn Resistance (Ex):** A terkow is treated as if 6 Hit Dice higher when subject to Turning or Rebuking attempts.

**Vulnerable to Salt Water (Ex):** Terkow suffer agonizing pain and take 20d6 points of damage per round of total immersion in salt water. Smaller quantities of salt water inflict 1d6 points of damage per round of contact with the creature (no saving throw).

**Saves:** Same as the character.

**Abilities:** Adjust from the character as follows: Str +4, Dex +4, Int +4, Wis +4, Cha +4. Being undead, terkow have no Constitution score.



## TERKOW CLAW DAMAGE

SIZE	DAMAGE
SMALL	1d4
MEDIUM-SIZE	1d6
LARGE	1d8



**Skills:** Terkow gain a +4 racial bonus to Bluff, Climb, Disguise, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the character.

**Feats:** Terkow gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes as bonus feats, assuming the character meets the prerequisites and doesn't already have these feats.

**Climate/Terrain:** Any land or underground

**Organization:** Solitary, pair, gang (2 – 5), or troupe (1 – 2 plus 2 – 5 true zombies).

**Challenge Rating:** As character +2

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

## Terkow Characters

Terkow are always chaotic evil, which causes characters of certain classes to lose their class abilities. In addition, certain classes suffer additional penalties.

**N'anga:** N'anga clerics lose their ability to Turn Undead but gain the ability to Rebuke Undead. This ability does not affect the terkow's controller or any other creatures that master controls. Terkow n'anga have access to the Chaos, Destruction, Evil, and Trickery domains.

**Mchawi and Sei:** These characters retain their class abilities, but if a character has a familiar, the link between them is broken and the familiar shuns its former companion.

## SAMPLE TERKOW (7TH-LEVEL HUMAN MCHAWI)

**Medium-size Undead**

**Hit Dice:** 7d12 (46 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 30 ft.

**AC:** 18 (+4 Dex, +4 natural)

**Attacks:** 2 claws +4 melee

**Damage:** Claws 1d6+1

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** Blood Drain, Create Spawn, Improved Grab, Spells

**Special Qualities:** Blood Loss, Darkvision, Damage Reduction 15/+1, Energy Resistance 20, Skin Flay, Spell Resistance 13, Turn Resistance +6, Vulnerable to Salt Water

**Saves:** Fort +2, Ref +6, Will +8

**Abilities:** Str 12, Dex 18, Con —, Int 20, Wis 16, Cha 14

**Skills:** Alchemy +7, Bluff +7, Climb +6, Concentration +3, Disguise +8, Hide +10, Intimidate +7, Knowledge (arcana) +7, Listen +9, Move Silently +10, Scry +7, Search +11, Sense Motive +9, Spellcraft +7, Spot +9

**Feats:** Alertness, Brew Potion, Combat Casting, Combat Reflexes, Craft Wondrous Item, Create Gris-gris, Dodge, Improved Initiative, Lightning Reflexes, Sanguar, Silent Spell, Still Spell

**Climate/Terrain:** Any land or underground

**Organization:** Solitary, pair, gang (2 – 5), or troupe (1 – 2 plus 2 – 5 true zombies).

**Challenge Rating:** 9

**Treasure:** Double standard

**Alignment:** Chaotic Evil

**Advancement:** By character class

This example uses a 7th-level human mchawi wizard as the base character.

## Combat

Though competent in battle, terkow prefer to attack lone individuals by surprise.

**Blood Drain (Ex):** The terkow can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d6 points of permanent Constitution score drain each round the pin is maintained. For every Constitution point drained, the terkow heals itself 5 hit points, up to its normal maximum.

**Blood Loss (Ex):** A terkow continually oozes blood. This causes it to lose hit points at the rate of 2 per day. Terkow do not heal naturally, it can only restore lost hit points by draining blood or through negative energies designed to heal the undead.

**Create Spawn (Ex):** Any creature reduced to a Constitution of 0 or less by the terkow's blood draining attack and then skinned by the creature will return as a true zombi if it had 4 or fewer HD, and a terkow if it had 5 or more HD. In either case, the new zombi or terkow is under command of the terkow that created it and will remain enslaved until its master's death.

**Damage Reduction (Su):** A terkow ignores 15 points of damage from most weapons and natural attacks; the wounds heal immediately. A weapon with a +1 or better enhancement bonus deals full damage.

**Energy Resistance (Ex):** A terkow has acid, cold, and electricity Resistance 20.

**Improved Grab (Ex):** To use this ability, the terkow must hit with a claw attack. If it gets a hold, it can drain blood; see above.

**Skin Flay (Ex):** After a terkow drains a humanoid victim of blood, it flays off the victim's skin and wears it to replace its own (provided the terkow and the victim are of the same race). This allows the creature to disguise itself as its victim, adding an additional +10 circumstance bonus to its Disguise checks. The skin also reduces the rate of the creature's blood loss to 1 hp per day instead of the usual 2 hit points per day. Finally, the skin helps absorb incoming damage, causing the creature to take half damage from weapons up to a maximum number of hp equal to half the (uninjured) hit points of the original victim.

**Spell Resistance (Ex):** To determine if a spell or spell-like ability works against a terkow, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 13, the spell works normally, though the terkow still gets a saving throw if the spell allows such.

**Spells:** (4/6/4/3/2) This mchawi terkow casts spells as a 7th-level mchawi wizard. It usually has the following spells prepared; it casts *dispel magic* with the Silent Spell feat to counteract *silence*

spells, and casts *fly* with the Still Spell feat so it can escape if it falls into water.

0 Level — *dancing lights, detect magic, ghost sound, mage hand*

1st Level — *endure elements, shield, mage armor, magic missile (x2), obscuring mist*

2nd Level — *incantation of the broken limb, invisibility, lock-jaw, see invisibility*

3rd Level — *displacement, haste, stinking cloud*

4th Level — *dispel magic* (Silent), *fly* (Still)

**Turn Resistance (Ex):** This terkow is treated as a 13 Hit Dice monster when subject to Turning or Rebuking attempts.

**Undead:** Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Make Concentration checks using Charisma modifier. Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

**Vulnerable to Salt Water (Ex):** Terkow suffer agonizing pain and take 20d6 points of damage per round of total immersion in salt water. Smaller quantities of salt water inflict 1d6 points of damage per round of contact with the creature (no saving throw).

## ZOMBI, TRUE

Zombi is the name of the fiendish orisha with dominion over serpents and the animation of the dead. Zombi is so closely associated with the animated dead that his name has become synonymous with them. Other lands know these creatures as zombies, but the so-called zombies of other lands are but a mere shadow of the true zombi.

A true zombi can only be created by a Zombi cultist or through the use of magical *zombi powder*. Unlike the zombies of other realms, the true zombi retains the skills and abilities it had in life, making it a much more dangerous opponent.

Even more horrifying, good-aligned creatures can be made into true zombis just as easily as evil ones, and they are forced to do the will of Zombi just the same.

## Creating a True Zombi

"True Zombi" is a template that can be added to any humanoid (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and special abilities except as noted here.

**Hit Dice:** Increase to d12

**Speed:** Three-quarters of the character

**AC:** The zombi gains +6 natural armor

**Attacks:** Same as the character, and also gains a slam attack if it didn't already have one.

**Damage:** The zombi gains a slam attack for 1d6 points of damage.

**Special Attacks:** Same as the character.

**Special Qualities:** Same as the character, plus the following:

**Controlled (Su):** Even though a true zombi is sentient and retains the memory of its former life, it is under complete control of the zombi master or other creature that created it. Zombi cultists must use care in giving instructions to these creatures, since the true zombi's limited intelligence may cause it to misinterpret (intentionally or unintentionally) those instructions.

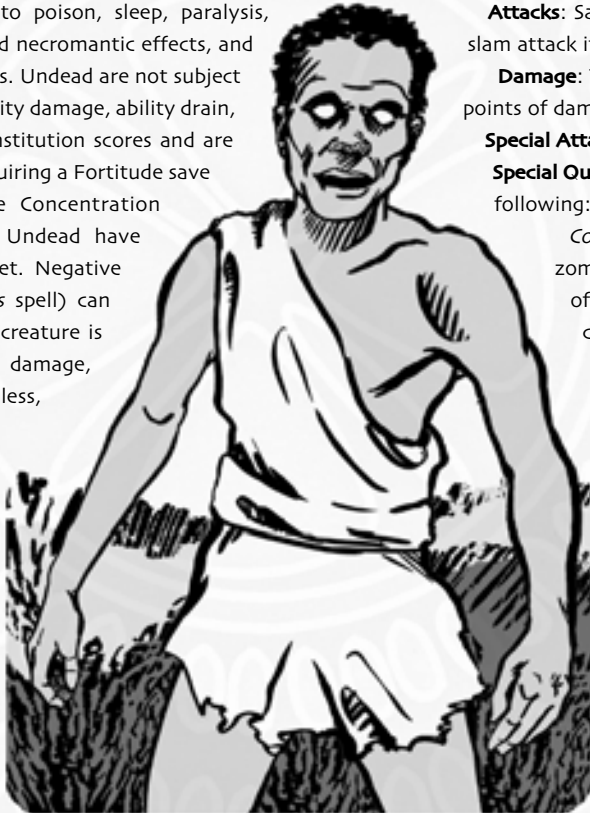
**Fast Healing (Ex):** True zombis regain hit points at a rate of 5 points per round. However, they cannot Fast Heal damage from fire, acid, holy water, blessed weapons, holy weapons, or weapons dipped in water and sprinkled with at least one ounce of salt. It takes a standard action to

treat a weapon with salt, and the salt is only good for one hit, after which it must be re-applied.

**Mute (Ex):** True zombis cannot speak. True zombi spellcasters cannot cast spells unless those spells have no verbal components or are prepared with the Silent Spell feat.

**Partial Actions Only (Ex):** True zombis have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge). They can never make more than one attack a round, as they cannot use the full attack option.

**Salt Vulnerability (Su):** True zombis cannot abide the touch of salt. A *magic circle against evil* drawn with powdered salt will keep a zombi at bay regardless of its alignment. A sufficient quantity of



powdered salt can actually inflict damage to a true zombi. The damage inflicted is 1d4 points per round for every 10 pounds of salt with which the zombi is put in contact, to a maximum of 100 pounds. True zombis cannot Fast Heal damage inflicted by salt.

**Saves:** Same as the character.

**Abilities:** Alter from the character as follows: +6 to Strength, -2 to Dexterity, and -4 to Intelligence and Charisma. Being undead, true zombis have no Constitution score.

**Skills:** True zombis receive a +4 racial bonus to Move Silently. Otherwise, same as the character.

**Feats:** True Zombis gain Toughness and Improved Critical (slam), assuming the character meets the prerequisites.

**Climate/Terrain:** Any warm land and underground

**Organization:** Gang (2 – 5), squad (6 – 10), or mob (11 – 20)

**Challenge Rating:** As character –1

**Treasure:** None

**Alignment:** Same as the character. Non-evil true zombis that are constantly commanded to perform evil actions will eventually gain an evil alignment, with all the usual repercussions.

**Advancement:** None. A true zombi loses the ability to gain experience.

## Zombi Characters

Though not innately evil, a zombi's actions may eventually change its alignment to evil. This can cause characters of certain classes to lose their class abilities. In addition, certain classes suffer additional penalties regardless of alignment.

**N'anga:** N'anga clerics lose their ability to Turn Undead but gain the ability to Rebuke Undead. This ability does not affect the zombi's controller or any other zombis that master controls. Zombi n'anga have access to the Chaos, Destruction, Evil, and Trickery domains.

**Mchawi and Sei:** These characters retain their class abilities, but if a character has a familiar, the link between them is broken and the familiar shuns its former companion.

## SAMPLE TRUE ZOMBI (5TH-LEVEL HUMAN GAMBA)

**Medium-size Undead**

**Hit Dice:** 5d12+3 (36 hp)

**Initiative:** +0

**Speed:** 20 ft.

**AC:** 19 (+6 natural, +1 defensive bonus, +2 shield)

**Attacks:** Slam +11 melee, or masterwork leaf spear +12 melee, or masterwork shortbow +6 ranged

**Damage:** Slam 1d6+6, leaf spear 1d10+8, shortbow 1d6

**Face/Reach:** 5 ft. X 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Controlled, Darkvision, Fast Healing 5, Mute, Partial Actions Only, Salt Vulnerability

**Saves:** Fort +4, Ref +3, Will +3

**Abilities:** Str 22, Dex 11, Con —, Int 6, Wis 14, Cha 4

**Skills:** Climb +9, Jump +9, Swim +10

**Feats:** Blind Fight, Iron Will, Lightning Reflexes, Sanguar, Toughness, Weapon Focus (leaf spear), Weapon Specialization (leaf spear)

**Climate/Terrain:** Any warm land and underground

**Organization:** Gang (2 – 5), squad (6 – 10), or mob (11 – 20)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Neutral

**Advancement:** None

This example uses a 5th-level human gamba fighter as the base character.

## Combat

Unlike the zombis of other lands, true zombis with combat training make use of intelligently planned battle tactics.

**Controlled (Su):** Even though a true zombi is sentient and retains the memory of its former life, it is under complete control of the zombi master or other creature that created it.

**Fast Healing (Ex):** True zombis regain hit points at a rate of 5 points per round. True zombis do not Fast Heal damage from fire, acid, holy water, blessed weapons, holy weapons, or weapons dipped in water and sprinkled with at least 1 ounce of salt.

**Mute (Ex):** True zombis cannot speak. True zombi spellcasters cannot cast spells unless those spells have no verbal components or are prepared with the Silent Spell feat.

**Partial Actions Only (Ex):** True zombis have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge). They can never make more than one attack a round, as they cannot use the full attack option.

**Salt Vulnerability (Su):** True zombis cannot abide the touch of salt. Salt inflicts 1d4 points of damage per round for every 10 pounds with which the zombi is in contact, to a maximum of 100 pounds. True zombis cannot Fast Heal salt damage.

**Undead:** Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Make Concentration checks using Charisma modifier. Undead have Darkvision with a range of 60 feet. Negative energy (such as an *inflict wounds* spell) can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.



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