

AMUBIANS

Legacy of the Water People

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The Water People may have been driven from the shores of Nyambe-tanda, but at least one of their gods gained a foothold. Below is a new race for your D20 African adventures. It is inspired by Nyamban history and adds new player options including two new cleric domains.

Compatibility Notice: *Nyambe: African Adventures* was originally published under D20 v3.0 rules. This document was created to accommodate players of both D20 v3.0 and D20 v3.5. Where differences occur between versions, rules will be marked as (3.0) and (3.5).

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"Honor your dead or destroy your descendants."

East of the heart of the United Kingdoms of Taumau-Boha, skirting the edges of the Great Mangrove Marsh, with the sea to the north and the blda Rainforest to the south lies a land peopled by cousins of the mbUi.

When the Water People first invaded this region of Nyambe-tanda, they took slaves to build their ports, cities, and great temples. They found a race of advanced mbUi that they eventually subjugated, but only after many bloody battles. The Water People never forgot how dangerous the mbUi could be, so they oppressed their language and traditions. The most damaging to the psyche of the mbUi was the loss of their funeral rituals which to these mbUi meant that the spirits of their deceased would never travel to the spirit world, but instead be devoured by demons forevermore.

Over time the mbUi learned from the Water People, first language, then art, and even craftsmanship. Some even learned to work bronze. Even with these gifts, the mbUi never forgot, nor were allowed to forget, that they were slaves.

When the Boha-Boha and wakyambi alliance began its war with the Water People some thousands of years later, the

mbUi of this region were greatly changed. No longer a savage race, these mbUi were cultured and skilled, though they had never quite been pacified. It was at this time that the mbUi saw their chance to forever rid themselves of their oppressors. They rose up and battled the Water People using the very skills that they had learned as slaves. Some say these mbUi were the ones who shared the secret of bronze with the Boha-Boha.

The Water People were shocked to suddenly recognize the great change that had occurred in the mbUi. Some say that the gods of the Water People wanted more followers at any cost, others proclaim that it happened because the Water People had abandoned their gods and indulged in self worship. Whatever the case, it is evident that they thought of their leaders as divine beings.

In a great twist of fate, the mbUi began to venerate one of the gods of the Water People. They turned to worshipping Anubis, the God of the Dead, in the hopes that he would free the spirits of their ancestors. Anubis did so as a demonstration of his power and so fervent became the prayers of his mbUi followers that the God of the Dead marked them as his own.

Forever changed, these former mbUi became the Anubians (ah-NOO-bee-uhns), which means the

Children of the Protector of the Dead.

Once the Water People were driven from Nyamban shores, the Anubians settled in eastern Taumau-Boha, where they have remained to this day, fading from the recollections of the other inhabitants of Nyambe-tanda.

Personality: Knowing that their spirits are protected in death, the Anubians fear little. While they have adopted an agrarian society, they continue to emphasize the importance of maintaining their martial skills. They value friendship, loyalty, and stewardship, and despise tyrants and slavers of all kinds. Demons entering their lands are hunted relentlessly, and it is a great honor to have participated in one of these hunts. As a people, they can best be described as calm in manner, intense in confrontations, and steadfast in their beliefs.

Physical Description: There are many that believe that Anubians are a race of Imbulu (See Imbulu: Honoring the Animal Orisha at Nyambe.com) that have bred true. This is far from the truth as Imbulu have never bred true. Such statements are more likely made from fear of the very real fact that a god of the Water People has power in Nyambe-tanda and that there exists a race of mbUi that are more advanced than their cousins of the savannah. It is much easier to

believe they are an Imbulu offshoot. Any dembe that hunts their regions can dispel such rumors.

Unlike the mbUi, Anubians resemble humans more than their ancestors. They retain the canine head of the mbUi, though the Anubians more strongly resemble jackals than hyenas, and have very long, upright ears. The rest of an Anubian's body resembles that of a human but with a fine covering of very short fur. Standing over 6 ½ feet tall, the Anubians rival the Tisambe in height. Anubian fur color is very dark and occasionally carries a hint of dark green or royal blue, but most often is pure black.

Anubian men wear linen kilts, while the women wear tunic dresses. Unlike their former masters, the Water People, they wear their linens pressed, without pleats. Their clothes are often adorned with costume jewelry, more for beauty than a gross display of wealth. Men often wear a sash that hangs down in the front. Personal adornments include arm bands (bracelets), anklets, ear pugs, and elaborate chokers. Upper class males and females accent their eyes with elaborate cosmetics.

In battle, Anubians prefer the battleaxe, kopesh (iron), composite bows, maces, javelins, the nyamban scimitar, chariots, and horses. The Anubian kopesh is

much stronger than the bronze weapon of the Water People (hardness 10, 10 HP). It is otherwise identical to the sickle sword described in *Nyambe: African Adventures*.



Anubian Kopesh Sword

Relations: Anubians have mutually peaceful relations with the Azzazza, and good relations with the wakyambi of the blda Rainforest. They trade with the Unthlatu of the Great Mangrove Marsh and also with Boroko traders that come to Anubian ports. At the mere rumor of demons trespassing in their lands, Anubians band together in great war parties to hunt them down.

Alignment: Anubians tend toward lawful alignments.

Anubian Lands: Anubians live in the farmlands of northern Taumau-Boha near the Great Mangrove Marsh. The countryside is lush and the crops plentiful. Anubians fish the ocean to the north and the Kalimara River to the south. They hunt both the open country and the edges of the Great Mangrove Marsh.

Note: A jackal headed Imbulu might be able to pass for an Anubian if she were to cover her body enough that her skin wouldn't show (+4 to disguise amongst Anubians).

Religion: The clerics of the Anubians act as guardians of the living and the dead. They protect their charges, attend to the deceased at funerals, and teach the young to read and write. Anubians follow Anubis almost exclusively, though there is a surprising amount of tolerance for the worship of other gods of the Water People and the orisha.

Arts: Anubians create costume jewelry (gold and gemstones), sandals, headdresses, cosmetics (eye decorations), linen kilts, and tunic dresses. In addition to these crafts, they are experts at the raising, training, and breeding of fine horses.

Food: Anubians eat various meats and fish, often with peanut sauces and flatbreads.

Language: Kordo is the main language spoken by the Anubians, though some relics of the language of the Water People remain in their speech. Ancient Anubian writings use the language and script of the Water People, while modern writings use the Azzazza language.

Names: Anubians prefer descriptive names derived from the now lost language of the Water People. The names might or might not have anything to do with the personality or circumstances of the birth of an Anubian child. The words below

can be combined to encompass novel concepts, such as Benipé Awi (iron glory).

Male Anubian Names: Akhom (eagle), Amahté (to have power over), Ashai (abundant), Awan (quality), Awi (glory), Bai (clubs, sticks), Baki (place, region), Baraka (gift, blessing), Benipé (iron), labi (weak), Djal (staff, brach, twig), Kahotep (peaceful essence), Kemnebi (black panther), Khai (crowned), Manu (harbor), Mdjai (soldier), Menetnashté (power), Mhotep (peace), Mshai (traveler), Nebi (panther), Rasui (dream), Remmao (rich man), Saini (physician), Sebi (ox), Shushu (braggart), Suten Anu (royal scribe), Wakhashem (little fool), Wati (rebel).

Female Anubian Names: Aisha (peace, truce), Akana (vessel, bowl), Aloli (grapes), Amisi (flower), Bakit (place, region), Banafrit (beautiful soul), Djeserit (holy woman), Ebé (wonderful), Ebio (honey), Emu (cat), Hebony (ebony), Kepi (tempest), Khait (crowned), Merit (beloved), Metit (righteous), Nafré (goodness), Nafrini (she brings beauty), Nané (nice), Nebibit (leopard), Paniwi (the bringer), Salidji (fruit tree), Shai-nefer (good luck), Shamisé (first born), Shebi (necklace), Shepsit (honorable lady), Tiankhit (divine midwife), Woserit (mighty woman).

Adventurers: With tensions mounting between Boroko and

Bashar'ka, many Anubian fishermen and seafaring traders are preparing for the worst. Add to this the recent raids of villages on the North coast by what from all descriptions must be Kosans, a call for adventurers to learn more of the world and determine who are enemies and which people can be counted as allies of the Anubian people is paramount. Many modern Anubians see the need to explore Nyambe-tanda, for only in building alliances can their people survive.

Appropriate Classes: cleric, gamba fighter, fighter.

Appropriate Feats: Equestrian, Expert Tracker, Fearless, Scent, Steadfast.

Anubian Racial Traits

- +2 Strength, -2 Dexterity.
- Size Medium.
- An Anubian's base land speed is 30 feet.
- Low-light vision.
- Keen Senses: The long ears of the Anubians give them a +3 bonus to Listen checks, and they may take the Scent feat as a ngoloko orc.
- Temple Educated: Anubians begin the game literate, and start with 4 ranks in Diplomacy and Knowledge (religion).
- Automatic Languages: Azzazza and Kordo. Bonus Languages: Celestial, Daka-alif Elven (Wakyambi).

- Favored Class: Cleric of Anubis, Alignment: Lawful Neutral, Domains: Law, Protection or may choose from the new Cleric Domains listed below, Weapon: Battleaxe, Pray for Spells: Sunset, Typical Followers, Anubians, Protectors of the Dead.

Funerary Domain

Deity: Anubis

Granted Power: When you attempt to turn undead, you are considered to be two levels higher than your actual cleric level.

- 1 *Bless Water*
- 2 *Gentle Repose*
- 3 *Speak with Dead*
- 4 *Restoration*
- 5 *Atonement*
- 6 *Heal*
- 7 *Greater Restoration*
- 8 *Mass Heal*
- 9 *Temporal Stasis*

Guardian Domain

Deity: Anubis

Granted Power: Once per day, as a free action, you may add your Wisdom modifier to your Armor Class. This bonus lasts for 1 round per cleric level.

- 1 *Deathwatch*
- 2 *Aid*
- 3 *Glyph of Warding*
- 4 *Death Ward*
- 5 *True Seeing*
- 6 *Forbiddance*
- 7 *Refuge*
- 8 *Antimagic Field*
- 9 *Miracle*

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