

NYAMBE

DIRE SPIRITS



CHRIS DOLUNT

NYAMBE DIRE SPIRITS

TABLE OF CONTENTS

Chapter One: INTRODUCTION	3
Chapter Two: MOUNCHILI VILLAGE	6
Chapter Three: EVIL AWAKENED	12
Chapter Four: THE RAINFOREST BECKONS	17
Chapter Five: DARK HEART	28
Chapter Six: CONCLUDING THE ADVENTURE	38
OPEN GAME LICENSE	43
SAMPLE CHARACTERS	44

CHRISTOPHER W. DOLUNT

Author:

Christopher W. Dolunt

Editor:

Michelle A. Brown Nephew

Publisher & Proofreader:

John Nephew

Editorial Assistance:

Mary Dolunt

Playtesting:

Mary Dolunt, Brad Meng, and Patrick Taylor

Art Director, Graphic Designer & Cartographer:

Scott Reeves

Cover Illustrator:

Steven Sanders

Interior Illustrators:

John Davis and Brian Figur

Author's Special Thanks:

The Crew at EN World (www.enworld.org)

Publisher's Special Thanks:

Jerry Corrick and Will Hindmarch

About the Author:

Chris Dolunt lives in Michigan with his wife Mary, their two loyal dogs Loki and Freya, and a baby on the way. When not gaming he works as a database programmer for a market research company.

Dedicated to My Son:

I look forward to meeting you!

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License. A copy of this license can be found at www.wizards.com. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

The Atlas Games logo is a trademark of John Nephew and Trident, Inc., d/b/a Atlas Games.

Nyambe is a trademark of Trident, Inc. d/b/a Atlas Games.

Copyright ©2002 Trident, Inc., d/b/a Atlas Games. Reproduction of non-Open Game Content from this work by any means without written permission from the publisher, except for short excerpts for the purposes of reviews, is expressly prohibited.

This is a work of fiction. Any resemblance to actual events or persons, living or dead, is purely coincidental.

Open Game Content

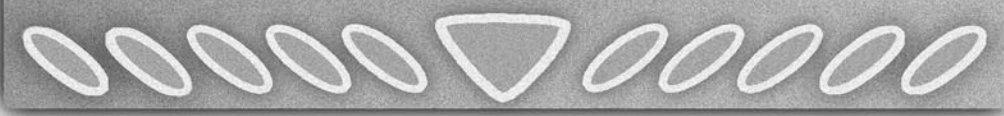
Nyambe: African Adventures is published under the Open Game License. All Open Game Content is identified by special formatting (see page 5). We hereby designate the following as product identity: Adamu Dwa, Arabo, Baroka, Bashar'ka, blda, Boha-Boha, Boroko, Bugundo, Caliph Ragheb, Child of Dead Marak Island, Chuku, D'ok, D'okan Desert, Dagamar, Darak-Lar, Desert of Watery Sky, Dogar, Dogar Plateau, Drogo River, Drum of Tarango, Dutama, Eye of N!ok, Forge of the Kosans, Ghana Bashar, Giko Taaba Mountains, Great Mangrove Marsh, Great Udalore, Gudu Ji Pingu Desert, Halak Island, Hungering Lion, Isili, Isle of the Overpower, Jamlkadi Kimah, Jolo, Kalayu Island, Kalimara River, Kaya Vua Samaki, Kisi, Kogo, Kosa Empire, Kuba Taaba, Kwo, Kwo's Shield, Lake Gomala, Lake Tugo, Lord Rag'g DoGa, Mabwe, Mademba, Mansa Wahibreteni, Marak'ka-land, Marak'pinga Island, Mask of Nyambe, mbUi-land, Molembe, Mura'ka, Mwanamutapa Faouzi of Taumau-Boha, Nibomay, Nyambe, Nyambe-tanda, Nyambe: African Adventures, Oba Dunsai, Oba Thabiti, Opon Tulda, Overchief Bomani, Queen Nyathera, Risu Island, Samara, Shomari of T'ombo, Shombe-land, Shomo, Silwane-manzi-water, Skin of Zombi, Sueta, T'ombo, Tabu-Taabu Mountain, Tamago-Dugu, Taumau, Taumau-Boha, Throne of the Overpower, Tobuyho, tUbi, Water People, Z'idan, Zulo.

If you're not a publisher, don't worry about this. If you are curious about Open Gaming, which allows publishers to reproduce and modify each others' Open Game Content, we encourage you to visit www.opengamingfoundation.org on the web.



info@atlas-games.com
www.atlas-games.com

Digital Edition Version 1.0



CHAPTER ONE

INTRODUCTION

Teplit saw a flash of blue out of the corner of his eye, and suddenly the king of the beasts was upon him. An indigo-furred dire lion leaped down from the rocks above and landed on him with its full weight. Ribs snapping, organs rupturing, and spitting up blood, Teplit crumpled under the beast's tremendous bulk.

Teplit's companions backed away as the lion let out an impossibly loud roar, and kicked Teplit's body away with its hind legs.

"Grandfather!" Chizoba shouted to the sky, "When I asked you to send us worthy prey, this was not what I meant!"

The beast rushed toward them, and the companions scattered, attempting to surround it. Chizoba fumbled with his greatbow, determined not to let the monster slay another one of his age-mates.

Fear welling up within him, he finally managed to get a grip on one of his arrows, and worked the cap off of the calabash gourd hanging from his belt. The pungent smell of the fungal poison within stung his nostrils, but he paid it no mind and plunged the arrowhead into the frothy concoction. Now surrounded, the dire lion hesitated for a moment, trying to decide who posed the greatest threat. Chizoba took advantage of the opportunity, knocked the arrow, and let it fly.

The arrow sliced through the air, and sank into the monster's right shoulder. The beast let out a snarl of displeasure, and leaped directly at Chizoba. Chizoba

backpedaled, attempting to scramble up the rocks behind him. His foot slipped upon a loose stone, and before he could make another move, the beast caught up with him.

With a single swipe of a mighty paw, the dire lion sent Chizoba sprawling onto the ground. Chizoba marveled that he was still alive, until he realized that the strength-sapping poison had already taken hold of the creature.

As it moved in to finish the fallen warrior off, his brother Chibouye hurled a javelin at the lion's hindquarters. The javelin, poisoned like Chizoba's arrow, sank into the creature's flank, and the beast howled in agony. Losing interest in Chizoba, it turned to face this new attacker.

Chizoba drew another arrow from his quiver, and reflexively sunk the tip into his calabash bottle, only to discover that his fall had caused the poison to spill upon the ground around him. He struggled to get up to his knees, and scraped the arrowhead over the spilled poison, then drew his bow and sent the arrow hurtling toward his attacker. The arrow, slightly damaged, wobbled in the air, but still found its mark, striking the dire lion in the back of the head with a dull crack. A lesser creature would have been slain instantly, but to a monster of such incredible power, it was but a minor annoyance.

At the same moment, Nala let loose an arrow of her own from her shortbow. The arrow slid between two of the lion's ribs, and with a whimper, the poison finally taking complete hold, the lion slumped to the ground, helpless but still alive.

Chizoba looked down at his chest. The creature's claw had torn a series of huge, ragged lines across his chest.

He clamped his palms over his wounds, not realizing until a moment later that his hands were still covered with poison. Already he could feel his muscles starting to burn. He sat down on a nearby rock, silently watching as Chibouye and Nala openly wept over Teplit's body.

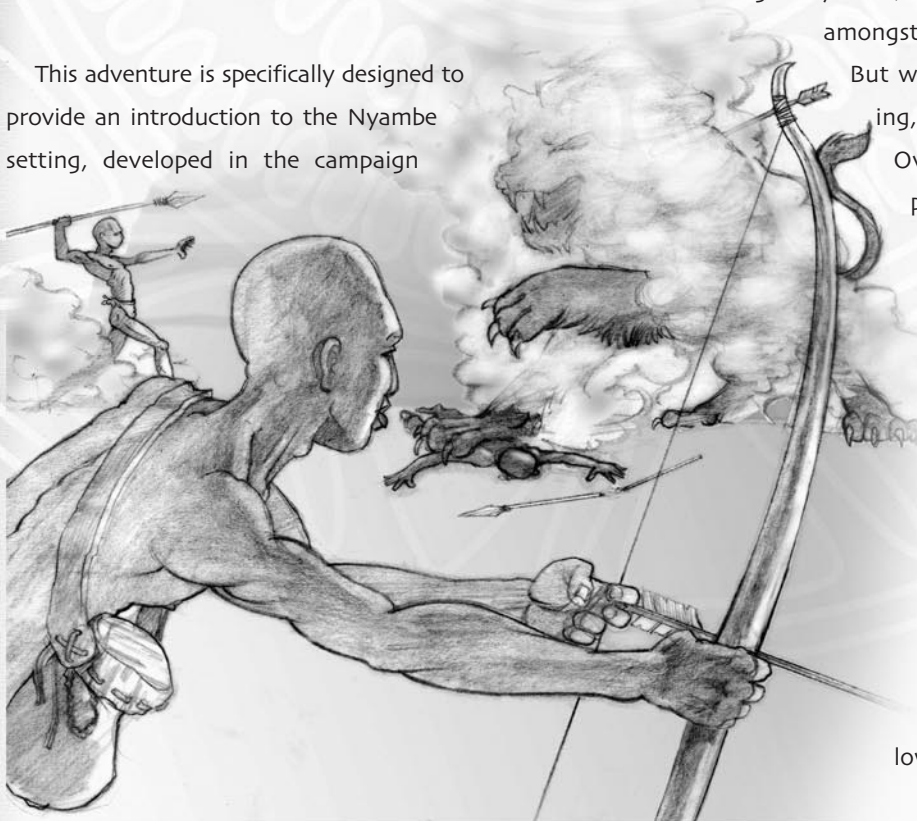
In the rocks above, two tiny monkeys, far from their forest homes and looking quite out of place, turned to each other and smiled deviously.

"Master KanUk will be pleased," said one of the monkeys, idly twirling a war dart in its paw. "Go inform him we have found a vessel to hold his spirit!"

OVERVIEW

 **DIRE SPIRITS** IS A D20 SYSTEM ADVENTURE INTENDED FOR FOUR 1ST-LEVEL CHARACTERS; SAMPLE CHARACTERS ARE PROVIDED AT THE END OF THE BOOK. THE ADVENTURE CAN BE MODIFIED TO USE CHARACTERS OF HIGHER LEVELS OR MORE THAN FOUR CHARACTERS, THOUGH, IF THE GM IS WILLING TO ADVANCE THE HD OF THE OPPONENTS.

This adventure is specifically designed to provide an introduction to the Nyambe setting, developed in the campaign



sourcebook *Nyambe: African Adventures*, published by Atlas Games. It uses several classes, feats, monsters, and magic items specific to that setting, for example. Having that book will make the adventure easier to run, but all the information you need to use the new material is included in this book, as well. While helpful, you do not need to have the *African Adventures* book to play this adventure; it can be adapted for use in the tropical regions of other campaign settings with minimal effort.

The continent of *Nyambe-tanda* (Neye-AHM-bay TAHN-dah) is a fantasy version of medieval Africa. Nyambe-tanda, sometimes just called Nyambe, is a large continent that can be placed in the tropical region of any game world.

Though the format of this adventure is somewhat straightforward, the world of *African Adventures* might defy some of your expectations and assumptions about fantasy settings. You should carefully read through the entire adventure before attempting to run it.

BACKGROUND

The name Nyambe-tanda means "land of the Overpower," because at the beginning of time the great creator god Nyambe, also known as the *Overpower*, lived amongst the mortal races that it created.

But when the mortal races began fighting, their violence so disgusted the Overpower that it not only left the physical world, but also refused to answer the prayers of its worshippers. Without the Overpower to answer their prayers, the people of Nyambe-tanda were forced to turn to a number of lesser spirits, collectively known as the *orisha* (oh-REE-shah).

While most of the mortal races venerated the spirits of their ancestors, or of animals, or of plants, the race of orcs honored the fiendish creatures of the lower planes. These evil spirits grant-

ed the orcs, known as the *kosans* (KOH-sahns), the secrets of arcane magic.

The kosan orcs used their wizardly powers to enslave the other races, and kept them subjugated for many centuries. During that time, a kosan bounty hunter known as *KanUk* (kahn-OOK) was slain while attempting to track down an escaped slave. KanUk's command of dark magics made death only a minor inconvenience, however, for the fiendish orisha reincarnated him into the body of a dire lion.

He was even more terrifying in his second life than he was in his first, putting down dozens of slave rebellions, and eventually transforming himself into an undead creature similar to a lich. He lived for centuries in his new undead form, until the day when all the subjugated races rose up in a great rebellion, and KanUk was defeated at last.

If he had been a true lich, his soul would have been banished back to his phylactery, but instead his spirit was shunted into his still-beating undead heart. His followers removed the heart, and placed it in a shrine for safekeeping until they could find another dire lion to hold KanUk's essence. Luckily, that never happened, as the great rebellion was a success, the shrine was abandoned, and the kosan orcs were driven to extinction.

For thousands of years the shrine stood untouched, protected by the magical wards erected by the kosans before they fled. But not even kosan magic is eternal, and just over a month ago, the wards collapsed, exposing the shrine to the outside world.

Soon thereafter, a curious monkey made its way into the shrine, eventually working its way to the room that housed the heart. The heart reached out with its magical

powers, awakened the primate to evil sentience, and commanded it to bring the heart more animals. It has done so, and the heart has commanded its animal slaves to locate a dire lion, so that it might orchestrate its own rebirth.

SUMMARY

The characters begin the adventure in *Mounchili* (maw-oon-CHEE-lee), a small village in the Empire of *Mabwe* (MAH-bweh). During a recent hunting expedition to the nearby mountains, the village warriors had the good fortune to trap a dire lion. According to Nyamban lore, capturing such a creature is a favorable omen, and the village is hosting a grand festival in honor of the event.

Just as the festival is getting underway, a group of talking monkeys sets the dire lion free. In the ensuing chaos, the lion orisha spirit manifests and warns the party that some sort of magic in the nearby rainforest is granting the local animals an evil intelligence. It then tasks the party with finding and destroying the source of the magic.

Forced into action by the attacks of the evil animals, the party must venture into the rainforest. After braving several dangerous encounters, they come upon an ancient and heavily defended kosan ruin. Within the ruin, the characters must bypass traps, magical constructs, undead, and guardian beasts in an effort to reach the final chamber, in which they find KanUk's undead lion heart.

With persistence and skill, the party will destroy the heart, and the animals will return to normal. If the lion heart escapes, KanUk will eventually find a dire lion to house his spirit, and all of Nyambe-tanda will fall beneath his claws.

OPEN GAME CONTENT

THIS BOOK IS PUBLISHED UNDER THE OPEN GAME LICENSE. WE HEREBY IDENTIFY AS OPEN GAME CONTENT ANY TEXT THAT IS PRINTED IN SMALL CAPITAL LETTERS AND PRECEDED BY A DRAGON ICON. TEXT NOT PRINTED IN SMALL CAPITAL LETTERS AND PRECEDED BY A DRAGON ICON IS NOT OPEN GAME CONTENT, AND MAY NOT BE REPRODUCED WITHOUT THE PUBLISHER'S OR ARTIST'S EXPRESS PERMISSION.

IF YOU'RE NOT A PUBLISHER, DON'T WORRY ABOUT THIS; YOU MAY STILL FIND IT HANDY TO NOTE THAT OGC TEXT TENDS TO CONTAIN RULES DETAILS. IF YOU ARE CURIOUS ABOUT OPEN GAMING, WHICH ALLOWS PUBLISHERS TO REPRODUCE AND MODIFY EACH OTHERS' OPEN GAME CONTENT, WE ENCOURAGE YOU TO VISIT THE OPEN GAMING FOUNDATION'S WEBSITE:

WWW.OPENGAMINGFOUNDATION.ORG



CHAPTER TWO

MOUNCHILI VILLAGE

This chapter details the Mabwan village of Mouchili. Mouchili is provided as an example of a “typical” *African Adventures* village, and can be used as a home base for further adventures; as the PCs grow in power and influence, more powerful individuals will flock to Mouchili in the hopes of providing them with services. In this way, the village can grow with the party, at least until they are ready to leave the region and travel on to more exciting destinations.

Mouchili is nestled between the *Kuba Taaba* (koo-BAH tah-BAH) mountain range and the bIda (b-EE-dah) Rainforest. Mouchili is part of the Empire of *Mabwe* (MAH-bweh), a powerful gold-trading empire, loosely based on the medieval African kingdoms of Great Zimbabwe and Ghana.

Mabwe has three major races: humans, the monkey-like *wakyambi* (wak-YAHM-bee) elves, and the burrowing *agogwe* (ah-GOHG-weh) halflings. In addition, the humans are divided into two main ethnic groups: the flamboyant, city-dwelling *Tembu* (TEHM-boo), and the forest-dwelling, pygmy *Nghoi* (ng-HOHY). Since Mouchili is near the edge of the rainforest, its population includes members of all three races and both human ethnic groups.

1A-J. FAMILY COMPOUNDS

The village of Mouchili is organized into extended families. The typical family clan consists of a patriarch and his wife or wives, his unmarried sisters, his brothers and their wives, the unmarried daughters of the patriarch or his siblings, the sons of the patriarch or his siblings, the wives of those sons, and the children produced by those marriages. Since the average Nyamban woman will have between four and eight children in her lifetime (depending on race, culture, and local infant mortality rates), extended families can be very large.

Each family lives in its own compound, surrounded by a wall of mortar, gravel, and clay. The wall keeps livestock in, intruders out, and basically turns each family compound into a self-sufficient thorp or hamlet. A council of elders, with a representative from each family, is responsible for running Mouchili as a whole, and the council elects a chief to oversee the defense of the village. The current chief is the patriarch of clan Bango.

Though there are no proper businesses, the town has a small market where the various clans trade with each other and sell their wares to any strangers who might be passing through. There are no inns or taverns in Mouchili, but several families are willing to put

strangers up for a few nights in exchange for a small fee, help with the chores, or a good tale.

1a. Tembu Clan Bango (BAHN-goh)

D20 STATISTICS

AVAILABLE WEALTH: 7,704 sp (192 gp limit)

ALIGNMENT: LAWFUL GOOD

AUTHORITY FIGURES: BANGO (4TH-LEVEL EXPERT, CLAN ELDER), DAMBU (5TH-LEVEL GAMBA FIGHTER, VILLAGE CHIEF)

POPULATION: 74 TEMBU HUMANS — GAMBA FIGHTERS (1 x 5TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); NANALA/ROGUES (1 x 3RD-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); ADEPTS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); EXPERTS (1 x 4TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); WARRIORS (1 x 5TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); COMMONERS (2 x 4TH-LEVEL, 4 x 2ND-LEVEL, 37 x 1ST-LEVEL)

SERVICES AVAILABLE: BREWER, BUTCHER, RUGMAKER, SANDALMAKER, SHRINE, WEAPONSMITH

The brewer produces banana beer, which is a very common drink and in great demand by the other families. He charges 4 cp per mug, or 2 sp per gallon.

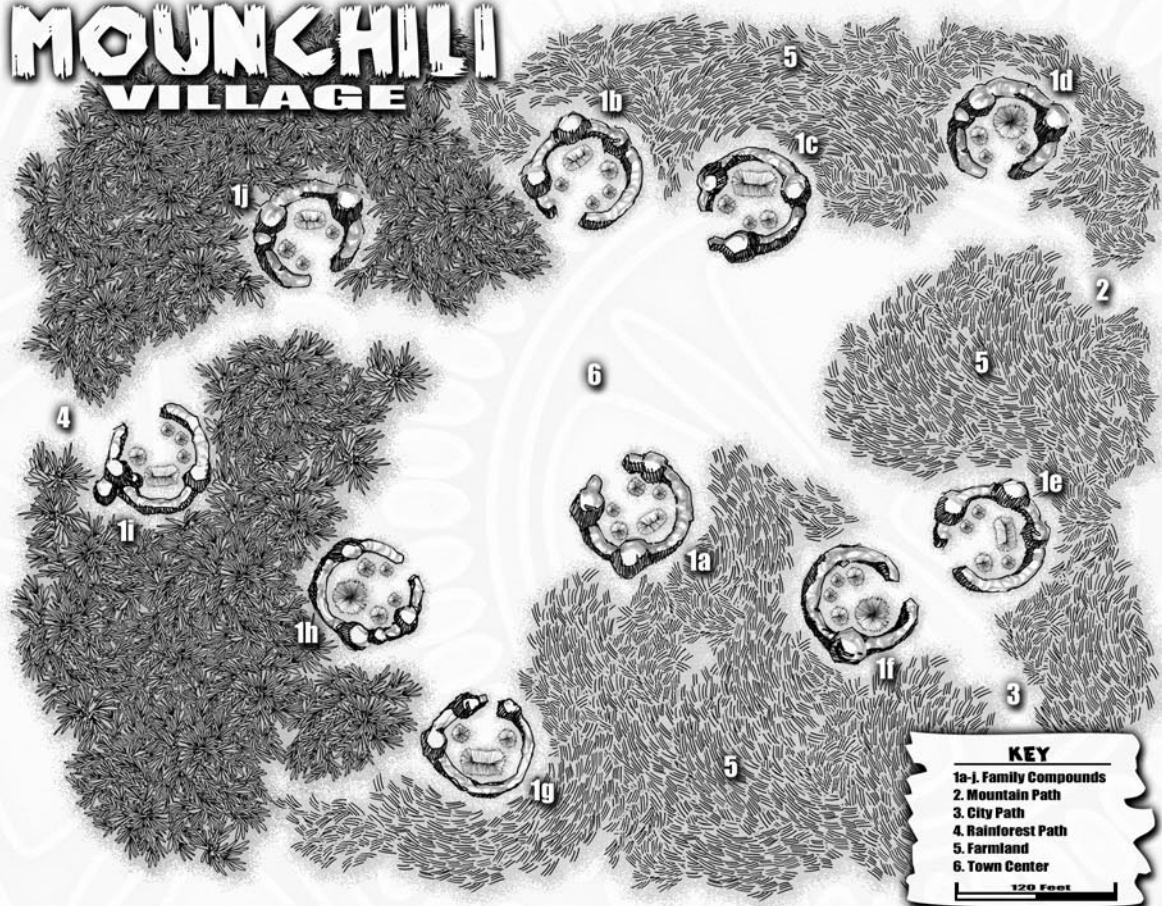
The butcher slaughters mostly chickens (2 cp whole), but also sells lamb (2 gp whole), mutton (2 gp whole), and goat (1 gp whole). She occasionally captures exotic animals from the forest such as monkeys (5 gp whole) or wild boar (35 gp whole), which she prepares for feasts and special occasions.

The rugmaker makes colorful striped rugs from imported cotton. Her prices range from 5 sp to 5 gp, depending on the size and complexity of the piece.

The sandalmaker produces a variety of leather sandals, and charges 2 cp for each pair.

The clan shrine to the ancestor orisha features the large wooden statues of departed clan elders. Though this family built the shrine for their personal use, any cleric who honors ancestor spirits can make use of the ritual space.

MOUNCHILI VILLAGE



The weaponsmith can make any sort of weapon appropriate to the setting at the GM's discretion, but always has a supply of spears and axes available for sale at standard cost to the village warriors.

1b. Tembu Clan Chenziro (chen-ZIH-roh)



D20 STATISTICS

AVAILABLE WEALTH: 6,624 sp (165 gp limit)

ALIGNMENT: LAWFUL EVIL

AUTHORITY FIGURES: CHENZIRO (1ST-LEVEL MCHAWI WIZARD, CLAN ELDER)

POPULATION: 81 TEMBU HUMANS — N'ANGA CLERICS (1 x 1ST-LEVEL); GAMBA FIGHTERS (1 x 1ST-LEVEL); SEI SORCERERS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); MCHAWI WIZARDS (1 x 1ST-LEVEL); ADEPTS (1 x 4TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); EXPERTS (1 x 7TH-LEVEL, 2 x 3RD-LEVEL, 4 x 1ST-LEVEL); COMMONERS (1 x 8TH-LEVEL, 2 x 4TH-LEVEL, 4 x 2ND-LEVEL, 54 x 1ST-LEVEL)

SERVICES AVAILABLE: BASKETMAKER, COBBLER, GOLD-SMITH, POTTER

The basketmaker produces large baskets designed for wearing atop the head in the traditional style, which are

worth 4 sp each. These baskets sometimes come with straps to prevent them from falling off when carrying heavy loads.

The cobbler makes a variety of simple shoes and boots that he sells for 1 sp per pair. While not as popular as sandals, shoes are greatly valued by members of the upper classes.

The goldsmith makes necklaces, bracelets, and earrings from gold. His services are always in demand, and his prices vary from 1 gp to 10 gp.

The potter makes clay bowls, mugs, pitchers, and a variety of other common items, which he sells for between 1 cp and 5 cp.

1c. Tembu Clan Chinouyazue (chee-noo-YAH-zoo-eh)



D20 STATISTICS

AVAILABLE WEALTH: 6,552 sp (163 gp limit)

ALIGNMENT: NEUTRAL GOOD

AUTHORITY FIGURES: CHINOUYAZUE (10TH-LEVEL COMMONER, CLAN ELDER)

POPULATION: 81 TEMBU HUMANS — GAMBA FIGHTERS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); SEI SORCERERS (1 x 2ND-

FAMILY COMPOUND GENERATION



TO DETERMINE THE TOTAL AMOUNT OF AVAILABLE WEALTH IN A FAMILY COMPOUND, SQUARE THE LEVEL OF EACH CHARACTER THAT LIVES THERE, ADD TOGETHER ALL THE CHARACTERS IN THE COMPOUND, AND MULTIPLY THE FINAL RESULT BY 6D6 SP.

FOR EXAMPLE, TO DETERMINE THE TOTAL WEALTH FOR CLAN BANGO, THE TOTAL OF THE SQUARE OF THE LEVELS OF EACH RESIDENT WOULD BE:

GAMBA FIGHTERS $1(5 \times 5) = 25$, $2(2 \times 2) = 8$, $4(1 \times 1) = 4$

ADEPTS $1(2 \times 2) = 4$, $2(1 \times 1) = 2$

WARRIORS $1(5 \times 5) = 25$, $2(2 \times 2) = 8$, $4(1 \times 1) = 4$

NANALA ROGUES $1(3 \times 3) = 9$, $2(2 \times 2) = 8$, $4(1 \times 1) = 4$

EXPERTS $1(4 \times 4) = 16$, $2(2 \times 2) = 8$, $4(1 \times 1) = 4$

COMMONERS $2(4 \times 4) = 32$, $4(2 \times 2) = 16$, $37(1 \times 1) = 37$

ADDING THEM ALL TOGETHER PRODUCES A COMBINED LEVEL MODIFIER OF 214. MULTIPLY THIS BY 6D6 SP. IN THE CASE OF TEMBU CLAN BANGO, WE ROLL A 36, FOR A TOTAL OF 7,704 SP. THE MOST VALUABLE ITEM AVAILABLE COULD BE WORTH NO MORE THAN 25 PERCENT OF THE FAMILY'S WEALTH, OR 192 GP IN THE CASE OF THE BANGO CLAN.

LEVEL, 2 x 1ST-LEVEL); MCHAWI WIZARDS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); EXPERTS (1 x 8TH-LEVEL, 2 x 4TH-LEVEL, 4 x 2ND-LEVEL, 8 x 1ST-LEVEL); WARRIORS (1 x 3RD-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); COMMONERS (1 x 10TH-LEVEL, 2 x 5TH-LEVEL, 4 x 2ND-LEVEL, 43 x 1ST-LEVEL)

SERVICES AVAILABLE: WEAVER, WHEELWRIGHT, LODGING FOR TRAVELERS

The weaver makes dashiki shirts, pants, and skirts from imported cotton, which cost 1 sp each.

The wheelwright builds ox-carts, and while he is not in high demand, his skills command a high price, bringing 15 gp per cart and up.

Clan Chinouyazue is willing to put up travelers for 3 sp per night, or help with the weaving or cartbuilding. Guests are fed bland but nutritious meals of flatbread, porridge, and soup.

1d. Tembu Clan Dakarai (dah-KHAR-aye)

D20 STATISTICS

AVAILABLE WEALTH: 2,376 sp (59 gp limit)

ALIGNMENT: LAWFUL NEUTRAL

AUTHORITY FIGURES: DAKARAI (2ND-LEVEL ARISTOCRAT, CLAN ELDER)

POPULATION: 82 TEMBU HUMANS — N'ANGA CLERICS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); GAMBA FIGHTERS (1 x 1ST-LEVEL); ADEPTS (1 x 4TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); EXPERTS (1 x 3RD-LEVEL, 2 x 1ST-LEVEL); ARISTOCRATS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); WARRIORS (1 x 5TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); COMMONERS (1 x 6TH-LEVEL, 2 x 3RD-LEVEL, 55 x 1ST-LEVEL)

SERVICES AVAILABLE: TANNER, SHRINE

The tanner procures cowhides from the Bango clan butcher. While some of the hides are used to make leather goods in the village, most are shipped to the larger cities where they are cut down to make leather shields for the empire's military. He charges 1 sp for a hide large enough to make a small shield, and 2 sp for enough hide to make a large shield.

Clan Dakarai's shrine is dedicated to the earth elemental orisha, but any follower of the elemental orisha can make use of the ritual facilities. The clan priests are also willing to cast spells for standard prices or a fair trade in goods.

1e. Tembu Clan Gambo (GHAM-boh)

D20 STATISTICS

AVAILABLE WEALTH: 3,852 sp (96 gp limit)

ALIGNMENT: NEUTRAL

AUTHORITY FIGURES: GAMBO (5TH-LEVEL NANALA ROGUE, CLAN ELDER)

POPULATION: 77 TEMBU HUMANS — GAMBA FIGHTERS (1 x 3RD-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); NANALA ROGUES (1 x 5TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); ADEPTS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); EXPERTS (1 x 4TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); ARISTOCRATS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); WARRIORS (1 x 3RD-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); COMMONERS (1 x 10TH-LEVEL, 2 x 5TH-LEVEL, 4 x 2ND-LEVEL, 36 x 1ST-LEVEL)

SERVICES AVAILABLE: BREWER, COPPERSMITH, HERBALIST, SILVERSMITH, WEAVER

The brewer makes palm sap wine, also known as jana (JAH-nah). Though bitter, this wine is used for many rituals, and she does a brisk business. She asks 2 sp for a pitcher of common palm wine, and 5 gp for a decanter of fine palm wine.

The coppersmith produces a number of decorative items from copper, but most of his business is in the production of copper wire, used for making jewelry from beads or cowry shells. He charges 1 gp for 100 feet of his wire.



THE HERBALIST IS AN ADEPT WITH MINOR HEALING POWERS. IF YOU'RE FAMILIAR WITH THE HERBALISM RULES IN *OCCULT LORE* FROM ATLAS GAMES, SHE IS ALSO KNOWLEDGEABLE IN EXTRACTING MUNDANE CONCOCTIONS FROM LOCAL PLANTS — THOSE FOUND IN MOUNTAINOUS AREAS AND RAINFORESTS — FOR STANDARD

PRICES. THE HERBALIST IS A 2ND-LEVEL ARCANE HEALER WITH AN HERBALISM SKILL OF +6.

The silversmith makes earrings, nose rings, eyebrow rings, and lip rings, as well as the occasional silver weapon for the standard cost.

The weaver produces lightweight plaid blankets from imported cotton, which cost 3 sp each. These blankets are so well made that some people wear them as robes.

1f. Tembu Clan Hundo (HOON-doh)

D20 STATISTICS

AVAILABLE WEALTH: 5,616 SP (140 GP LIMIT)

ALIGNMENT: CHAOTIC NEUTRAL

AUTHORITY FIGURES: HUNDO (2ND-LEVEL N'ANGA CLERIC, CLAN ELDER)

POPULATION: 40 TEMBU HUMANS — N'ANGA CLERICS (1 X 2ND-LEVEL, 2 X 1ST-LEVEL); GAMBA FIGHTERS (1 X 1ST-LEVEL); NANALA ROGUES (1 X 2ND-LEVEL, 2 X 1ST-LEVEL); ADEPTS (1 X 3RD-LEVEL, 2 X 1ST-LEVEL); EXPERTS (1 X 4TH-LEVEL, 2 X 2ND-LEVEL, 4 X 1ST-LEVEL); WARRIORS (1 X 1ST-LEVEL); COMMONERS (1 X 4TH-LEVEL, 2 X 2ND-LEVEL, 19 X 1ST-LEVEL)

SERVICES AVAILABLE: WOODCARVER, JEWELER

The woodcarver makes a variety of ritual items, including statues, ritual pipes, and (non-magical) ceremonial masks. These items typically cost 5 gp each.

The jeweler specializes in making decorative ceramic beads, for which he charges 1 cp each, but he also knows how to cut and set rough gemstones.

1g. Nghoi Clan Ko (KOH)

D20 STATISTICS

AVAILABLE WEALTH: 3,996 SP (99 GP LIMIT)

ALIGNMENT: CHAOTIC NEUTRAL

AUTHORITY FIGURES: KO (8TH-LEVEL COMMONER)

POPULATION: 35 NGHOI HUMANS — GAMBA FIGHTERS (1 X 2ND-LEVEL, 2 X 1ST-LEVEL); NANALA ROGUES (1 X 3RD-LEVEL, 2 X 1ST-LEVEL); EXPERTS (1 X 6TH-LEVEL, 2 X 3RD-

LEVEL, 4 X 1ST-LEVEL); WARRIORS (1 X 2ND-LEVEL, 2 X 1ST-LEVEL); COMMONERS (1 X 8TH-LEVEL, 2 X 4TH-LEVEL, 4 X 2ND-LEVEL, 12 X 1ST-LEVEL)

SERVICES AVAILABLE: CHANDLER, BEEKEEPER

The Chandler makes not only candles (1 cp), but torches (1 cp) and lanterns (1 sp) as well. He obtains the wax for his candles from the clan beekeeper.

The beekeeper dresses in straw armor, carries smoky torches, and ventures out in the mountains to collect honey from wild bees. Most people think she is crazy, but they never say that when they need to buy honey. She sells a pound of honey for 1 gp.

1h. Nghoi Clan gUnda (g-OON-dah)

D20 STATISTICS

AVAILABLE WEALTH: 3,504 SP (87 GP LIMIT)

ALIGNMENT: NEUTRAL

AUTHORITY FIGURES: GUNDA (10TH-LEVEL COMMONER)

POPULATION: 62 NGHOI HUMANS — GAMBA FIGHTERS (1 X 4TH-LEVEL, 2 X 2ND-LEVEL, 4 X 1ST-LEVEL); NANALA ROGUES (1 X 3RD-LEVEL, 2 X 1ST-LEVEL); EXPERTS (1 X 4TH-LEVEL, 2 X 2ND-LEVEL, 4 X 1ST-LEVEL); WARRIORS (1 X 4TH-LEVEL, 2 X 2ND-LEVEL, 4 X 1ST-LEVEL); COMMONERS (1 X 10TH-LEVEL, 2 X 5TH-LEVEL, 4 X 2ND-LEVEL, 31 X 1ST-LEVEL)

SERVICES AVAILABLE: BUTCHER, WEAVER, SHRINE

The butcher only sells meat to other Nghoi humans, as most cultures do not find the snakes, lizards, and other small animals he butchers to be palatable. He charges 2 cp for each carcass.

The weaver makes pants and skirts from raffia palm fibers, and dyes them in bright, solid colors. She asks 5 cp for a pair of these pants or a skirt. She also makes cloth for ritual purposes.

The clan shrine is dedicated to the geographic orisha of the rainforest, and although the clan does not actually have any spellcasters, most of the members are quite religious.

1i. Agogwe Clan ole buju (buh-00-juh-00) **D20 STATISTICS**

AVAILABLE WEALTH: 5,670 sp (141 gp limit)

ALIGNMENT: CHAOTIC GOOD

AUTHORITY FIGURES: NINKI-NANKA (NINH-KEE NAHN-KAH) (4TH-LEVEL GAMBA FIGHTER)

POPULATION: 68 AGOGWE HALFLINGS — N'ANGA CLERICS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); GAMBA FIGHTERS (1 x 4TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); SEI SORCERERS (1 x 1ST-LEVEL); MCHAWI WIZARDS (1 x 1ST-LEVEL); EXPERTS (1 x 5TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); WARRIORS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); COMMONERS (1 x 7TH-LEVEL, 2 x 3RD-LEVEL, 43 x 1ST-LEVEL)

SERVICES AVAILABLE: MUSICIAN, FORTUNE-TELLER, SHRINE

THE MUSICIAN IS A SKILLED DRUMMER, AND WILL BE IN CONSTANT DEMAND DURING THE FESTIVAL. HE HAS A +7 PERFORM SKILL AND CHARGES STANDARD FEES FOR HIS SERVICES.

THE FORTUNE-TELLER HAS NO MAGICAL POWERS, BUT ASKS 2 CP FOR FORTUNE TELLING. IF YOU HAVE A COPY OF *OCCULT LORE* FROM ATLAS GAMES, SHE IS A 5TH-LEVEL COMPUTER. SHE DOES OCCASIONALLY RECEIVE VISIONS FROM THE SPIRITS, AS WELL.

The shrine of this clan is dedicated to the natural orisha.

1j. Wakyambi Clan Ambaro (ahm-BAH-roh) **D20 STATISTICS**

AVAILABLE WEALTH: 7,590 sp (189 gp limit)

ALIGNMENT: CHAOTIC GOOD

AUTHORITY FIGURES: AMBARO (10TH-LEVEL COMMONER)

POPULATION: 32 WAKYAMBI ELVES — N'ANGA CLERICS (1 x 3RD-LEVEL, 2 x 1ST-LEVEL); NANALA ROGUES (1 x 1ST-LEVEL); SEI SORCERERS (1 x 1ST-LEVEL); MCHAWI WIZARDS (1 x 1ST-LEVEL); ADEPTS (1 x 2ND-LEVEL, 2 x 1ST-LEVEL); EXPERTS (1 x 5TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); WARRIORS (1 x 4TH-LEVEL, 2 x 2ND-LEVEL, 4 x 1ST-LEVEL); COMMONERS (1 x 10TH-LEVEL, 2 x 5TH-LEVEL, 4 x 2ND-LEVEL, 2 x 1ST-LEVEL)

SERVICES AVAILABLE: BLACKSMITH, LODGING FOR TRAVELERS

The clan blacksmith makes plowshares, knives, nails, and a variety of other common items. The prices for these range from 1 sp to 5 gp or more. As the only blacksmith in the entire village, he is highly respected. While the rest of his clan lives in treetop homes, his dwelling is on the ground.

Clan Ambaro is also willing to put up travelers. They have excellent facilities, and charge 5 sp per person for a one-night stay amid the treetops. Guests are fed a variety of spiced raw fruits and vegetables, which are delicious, but also tend to cause gas in non-elves.

2. MOUNTAIN PATH

This path leads to the Kuba Taaba Mountains. The journey lasts about two days.

3. CITY PATH

This path leads to the nearest city. The journey lasts about one week.

4. RAINFOREST PATH

This path leads into the blda Rainforest. The party will take it in the next part of the adventure.

5. FARMLAND

Because of the heavy rains in this area, most of the land around Mounchili is devoted to cultivating imported Eastern rice. All of the clans share in this work.

6. TOWN CENTER

This large, gravel-covered area is the social center of town. The dire lion recently caught by the village warriors is in a cage in the middle of the area.



CHAPTER THREE

EVIL

AWAKENED

The easiest way to start the adventure is to assume that the party members are friends who have lived in Mouchili village for their entire lives; pregenerated characters are provided in the appendix. Not only does this make it easy to get the group together, but provides them with strong motivation for solving the mystery of the awakened animals. If you'd like, you can read the following text:

You and your friends have lived in the village of Mouchili all your lives. Now you are adults, and eager to prove yourselves to the village elders.

Recently, the warriors of clan Bango captured a blue-furred dire lion in the nearby mountains. Capturing a dire lion is considered a very good omen, so the village elders are holding a festive ritual in honor of the deed.

More importantly, the color blue represents loyalty, and there is talk of rebellion against your empire in the villages to the east. Does this mean that the spirits have condemned the rebellion? No one knows for sure, but once the ritual is over, the village elders plan to send the lion to the emperor as a gift, and as proof of your village's loyalty.

In the center of the village square is a raised platform, and atop the platform, the dire lion sits helpless, trapped in a strong iron cage. Around the platform the whole village is celebrating: singing, dancing, drinking, and storytelling. The usually reclusive clans have come out of their family compounds and are showing off their skills and crafts, eager to buy, sell, or barter for a variety of goods.

If you are using foreign characters (those with standard D20 System PC classes), or your campaign background requires that the characters hail from another region, then you need some excuse to get them into the village. There can be any number of reasons for this: the party might be there to enjoy the festival, they could be investigating rumors of talking animals, they may have business in the Mouchili, or they might simply be passing through on their way to another location.

Regardless of how you get the party to Mouchili, give the characters a chance to enjoy the pre-ritual festivities. The festival includes a bazaar, religious observances, dancing, singing, and free alcohol. The characters can shop, dance, drink, gossip, or do whatever strikes their fancy.

PLOT ENCOUNTERS

These encounters can occur whenever you are ready to spring them on the unsuspecting PCs.

THE RAID

Once the party has had a chance to get a feel for the village, but before the start of the ritual, trouble begins. Three awakened monkeys — animals controlled by the undead heart of the evil KanUk — make their way into the village square. Since the village is located on the edge of the rainforest, a few monkeys don't attract any undue attention. The monkeys climb up onto the cage holding the sleeping dire lion, and pull open the latch (there aren't any mechanical locks in the village, so the cage is just secured with a sturdy iron catch).

The lion wakes up and goes on a rampage. People run screaming for help, but the village warriors are drunk on banana beer and unable to help effectively. While the lion attacks, the monkeys dance on the top of its cage and scream in Kordo (the common tongue of the land), "*Lion! Lion! Please come back! We must take you to master KanUk! Lion! Lion!*"

Animals only talk in folktales or when possessed by spirits, so this should be a definite indicator to the party that something is amiss. Once the monkeys realize that the dire lion is not intelligent and cannot speak, they retreat back into the rainforest.

In all likelihood, the party will be too preoccupied with the dire lion to worry about a couple of monkeys, though. The lion's first victims are the very same warriors that captured it, now too intoxicated with banana beer to put up a fight. If the PCs do not intervene, it moves through the village, killing whomever it pleases.

When the battle begins, consider that the area is crowded with entertaining obstacles such as drunken peasants, fruit carts, and livestock. Due to the clutter, the characters will not be able to target the lion with ranged weapons until they are within 50 feet of it, and even then there's a danger of hitting their fellow villagers.

Even in its weakened state, the dire lion is perfectly capable of slaying low-level characters. This encounter should be tense, but be careful you don't kill off the PCs in the first battle of the adventure. The lion will not press attacks against a downed foe while still under attack by others, and it will move about groggily looking for an escape, preventing it from making too many full attacks.

NEWS & RUMORS

 TO REPRESENT THE PARTY'S ABILITY TO GATHER NEWS AND RUMORS, USE A COOPERATIVE SKILL CHECK. HAVE ONE CHARACTER ACT AS THE LEADER. HAVE THE OTHER CHARACTERS MAKE DC 10 GATHER INFORMATION CHECKS. FOR EACH HELPER WHO SUCCEEDS, THE LEADER GETS A +2 CIRCUMSTANCE BONUS ON HIS SKILL CHECK.

DC INFORMATION

- 5 THE PARTY LEARNS THAT THE VILLAGE WARRIORS CAPTURED THE DIRE LION WHILE HUNTING IN THE NEARBY MOUNTAINS. THEY SUBDUED THE CREATURE WITH POISONED ARROWS. THE LION IS STILL WEAK FROM THE POISON AND WILL REQUIRE MANY DAYS TO FULLY RECOVER.
- 10 THE CHARACTERS HEAR MENTION OF ANCIENT ORCISH RUINS RECENTLY FOUND IN THE RAINFOREST, WITHIN A FEW DAYS JOURNEY OF THE VILLAGE. INTERESTINGLY, NO ONE THEY TALK TO HAS ACTUALLY SEEN THESE RUINS PERSONALLY.
- 15 THE PCs ALSO LEARN THAT SEVERAL PEOPLE CLAIM TO HAVE ENCOUNTERED TALKING ANIMALS IN THE NEARBY FOREST. MOST PEOPLE DISCOUNT THESE STORIES AS THE PRODUCTS OF FEVERED MINDS.

THE RAID: Combat Opponents

Poisoned Dire Lion

 CR 3; SZ L (ANIMAL); HD 8d8+24; HP 60 (CURRENTLY 40 DUE TO INJURIES); INIT +2 (DEX); SPD 40 FT.; AC 15 (-1 SIZE, +2 DEX, +4 NATURAL); ATK +7/+7 MELEE (1d6+2/CRIT 20/x2, CLAW), +2 MELEE (1d8+1/CRIT 20/x2, BITE); FACE 5 FT. X 10 FT.; REACH 5 FT.; SA IMPROVED GRAB, POUNCE, 2X RAKE 1d6+3; SQ LOW-LIGHT VISION, SCENT; AL N; SV FORT +9, REF +8, WILL +7; STR 25 (CURRENTLY 14 DUE TO POISON), DEX 15, CON 17, INT 2, WIS 12, CHA 10

SKILLS: HIDE +5 (+8 IN TALL GRASS), JUMP +5, LISTEN +4, MOVE SILENTLY +9, SPOT +4

LIKE MANY DIRE LIONS IN THE LAND OF NYAMBE-TANDA, THIS CREATURE HAS AN UNUSUAL APPEARANCE; IT HAS NATURALLY BLUE FUR.

SOME CHARACTERS MIGHT WONDER IF KILLING THE DIRE LION IS BAD LUCK. IF A CHARACTER CAN SUCCEED AT A KNOWLEDGE (RELIGION) CHECK DC 10, THEN INFORM HIM THAT YES, IT IS BAD LUCK TO KILL AN ANIMAL THAT BRINGS A GOOD OMEN.

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE TWICE AS FAR AS A HUMAN IN DIM LIGHT, TORCH-LIGHT, ETC.

IMPROVED GRAB (Ex): TO USE THIS ABILITY, THE DIRE LION MUST HIT WITH ITS BITE ATTACK. IF IT GETS A HOLD, IT CAN RAKE.

POUNCE (Ex): IF A DIRE LION 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 DIRE LION CAN MAKE TWO RAKE ATTACKS (+7 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): THE LION 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 LION CAN PINPOINT THAT SOURCE. THE LION CAN ALSO FOLLOW FRESH TRACKS WITH A WISDOM CHECK DC 10 + 2 PER HOUR THE TRAIL IS COLD.

SKILLS: DIRE LIONS RECEIVE A +4 RACIAL BONUS TO HIDE AND MOVE SILENTLY CHECKS. IN AREAS OF TALL GRASS OR HEAVY UNDERGROWTH, THE HIDE BONUS IMPROVES TO +8. THESE BONUSES ARE ALREADY WORKED INTO THE STATS ABOVE.

Awakened Monkeys

 CR 1/3; SZ T (ANIMAL); HD 3d8; HP 13; INIT +2 (DEX); SPD 30 FT., CLIMB 30 FT.; AC 14 (+2 SIZE, +2 DEX); ATK +5 MELEE (1d3-4/CRIT 20/x2, BITE), OR +5 RANGED (1d4-4/CRIT 20/x2, THROWN DART); FACE 2 1/2 FT. X 2 1/2 FT.; REACH 0 FT.; SA NONE; SQ LOW-LIGHT VISION; AL CE; SV FORT +3, REF +5, WILL +2; STR 3, DEX 15, CON 10, INT 12, WIS 12, CHA 7

SKILLS: BALANCE +10, CLIMB +13, HIDE +13, LISTEN +4, SPOT +4

FEATS: WEAPON FINESSE (BITE)

LANGUAGES: KORDO (COMMON), ABYSSAL

THESE MONKEYS LOOK COMPLETELY NORMAL EXCEPT FOR THEIR EQUIPMENT AND EVIL SPARK OF SENTIENCE IN THEIR EYES.

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

POSESSIONS: EACH MONKEY HAS A BELT, A BELT POUCH, AND 6 DARTS. IN A PINCH, THEY WILL ALSO THROW ROCKS, FRUIT, DUNG, OR ANYTHING ELSE THEY CAN FIND.

If the PCs are having too difficult a time with this fight, have some commoners rush to their aid. If for some reason the PCs are not sufficiently challenged by this encounter, the awakened monkeys might throw darts at them; their stats and those of the dire lion are on page 14.

 IN EXCHANGE FOR DEFEATING THE DIRE LION, THE VILLAGERS REWARD THE CHARACTERS WITH FOUR POTIONS OF CURE LIGHT WOUNDS WORTH 50 GP EACH.

If the party attempts to pursue the monkeys after the lion is taken care of, they do not head back to the shrine where their master lies, instead attempting to lure the party into various deadly encounters: a run-in with an ape, leopard, viper or constrictor snake, assassin vine, dire bat, krenshar, pseudodragon, shocker lizard, giant wasp, or monstrous centipede or spider — or any other creatures found in the blda Rainforest Wilderness Encounter table in the *African Adventures* campaign sourcebook — would be appropriate.

If the party catches up with the monkeys, the creatures will attempt scurry up a large tree (at least 5 feet in diam-

eter) and hurl darts, rocks, or other objects at their pursuers from a height of at least 30 feet.

 THE FOLIAGE PROVIDES THE MONKEYS WITH THREE-QUARTERS CONCEALMENT, CAUSING ATTACKS AGAINST THEM TO SUFFER A 30% MISS CHANCE.

ATTEMPTING TO CHASE THE MONKEYS UP THE TREE REQUIRES A CLIMB CHECK DC 15. CHARACTERS WHO REMAIN ON THE GROUND BUT TAKE COVER BEHIND A TREE TRUNK OR OTHER TERRAIN GAIN ONE-HALF COVER, PROVIDING THE CHARACTER A +4 COVER BONUS TO AC, AND A +2 COVER BONUS TO REFLEX SAVES.

If the party is able to capture the monkeys, they may be able to obtain information from them about the orc ruins and KanUk, at the GM's discretion.

THE LION ORISHA SPEAKS

After the dire lion has been captured or slain, either by the party or with the aid of the townspeople, the spirit of the lion orisha descends upon the animal and speaks



through it. Orisha are non-physical beings and can only interact with the physical world through a host, known as a *farasi* (fah-RAH-see) or “horse.” In this particular case, the lion spirit has chosen to speak through the blue-furred dire lion. Even though the dire lion is probably unconscious or dead, it sits up and makes the following speech:

Put down your weapons! Harm me no more! For I am the spirit of all lions, and I wish to speak to you through this vessel.

The animals of the forest have gained an evil sentience through dark magic. We are losing the ability to control our children, and if you do not destroy the source of this magic soon, we will be unable to protect you.

*Seek out the ancient temple in the nearby forest!
You have been warned!*

With that, the spirit grows silent, and the lion returns to its former state.

A GRIM FUTURE (OPTIONAL)

The characters may be understandably reluctant to go trekking into the rainforest looking for an ancient temple

filled with evil sentient animals. If the PCs killed the dire lion, the town elders stress that slaying a captured dire lion is an ill omen, and they had best do as the spirits ask if they want to avoid bringing bad luck down upon the whole village.

Regardless of what the party thinks, the spirit is telling the truth; if the characters do not seek out the problem, the attacks on the village will increase in frequency and strength. If the party tries to send others on the quest, the NPCs will be slain by the creatures of the forest and not return. Fleeing the village will not protect the party either, as the animals begin to roam farther afield in search of a dire lion to host KanUk’s essence.

The GM should use his best judgment in creating additional attacks upon the village, but they should start off with weak opponents, like additional awakened monkeys, and escalate into more powerful opponents like awakened boars and leopards; see Chapter Three for these stats. If the party is especially obstinate, an awakened elephant arrives and begins leveling the entire village.

A GRIM FUTURE: Combat Opponent

AWAKENED ELEPHANT

 CR 8; SZ H (ANIMAL); HD 13D8+60; HP 118; INIT +0; SPD 40 FT.; AC 15 (−2 SIZE, +7 NATURAL); ATK +17 MELEE (2D6+10/CRIT 20/x2, SLAM), +11/+11 MELEE (2D6+5/CRIT 20/x2, STAMP), OR +16 MELEE (2D8+15/CRIT 20/x2, GORE); FACE 10 FT. x 20 FT.; REACH 10 FT.; SA TRAMPLE 2D8+15; SQ LOW-LIGHT VISION, SCENT; AL N; SV FORT +13, REF +8, WILL +5; STR 30, DEX 10, CON 21, INT 10, WIS 13, CHA 9

SKILLS: LISTEN +6, SPOT +6

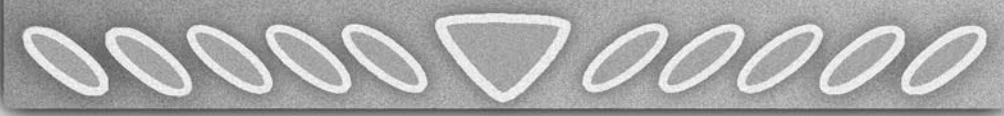
LANGUAGES: KORDO (COMMON), ELVEN

AWAKENED ELEPHANTS WILL EVENTUALLY FORM THE BACKBONE OF KANUK’S BESTIAL ARMY. AS SUCH, AN ENCOUNTER WITH ONE OF THESE TERRIBLE CREATURES IS A MERE HARBINGER OF THINGS TO COME.

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

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 DC 20 REFLEX SAVE TO HALVE THE DAMAGE.

SCENT (EX): AN 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 ELEPHANT CAN PINPOINT THAT SOURCE. THE ELEPHANT CAN ALSO FOLLOW FRESH TRACKS WITH A WISDOM CHECK DC 10 + 2 PER HOUR THAT THE TRAIL IS COLD.



CHAPTER FOUR

THE RAINFOREST BECKONS



Once the characters accept the truth of the lion orisha's warning, they must travel into the nearby rainforest to seek out the source of the evil magic.

The rainforest, known as the *bida* (buh-EE-dah), is made up of large numbers of trees such as bubinga trees, ebony trees, zebra trees, pink ivory trees, palm trees, fig trees, and others. The ground cover is light, since the canopy of trees blocks out much of the sunlight, but herbs, shrubs, and vines still provide enough obstacles to make movement a bit of a challenge. Combined with the heat and the humidity, travel through the *bida* can be very difficult, especially for parties that carry a great deal of equipment or wear armor.

 BEFORE THE CHARACTERS LEAVE THE VILLAGE, THEY CAN MAKE A COOPERATIVE KNOWLEDGE (NATURE) CHECK TO GO OVER WHAT THEY KNOW OF THE BIDA.

DC INFORMATION

- 5 THERE ARE MANY DANGEROUS MONSTERS IN THE DEEP RAINFOREST, INCLUDING GREEN DRAGONS, DINOSAURS, AND SIMILAR TERRORS. THE CHARACTERS SHOULD STICK TO THE TRAILS, AND STRAY NO MORE THAN A FEW DAYS FROM THE VILLAGE IF THEY WANT TO AVOID ENCOUNTERING THESE CREATURES.

- 10 THE NEARBY FOREST IS DOTTED WITH ANCIENT RUINS OF THE KOSAN ORCS, BUT ALL OF THESE RUINS ARE SUPPOSEDLY DESERTED.

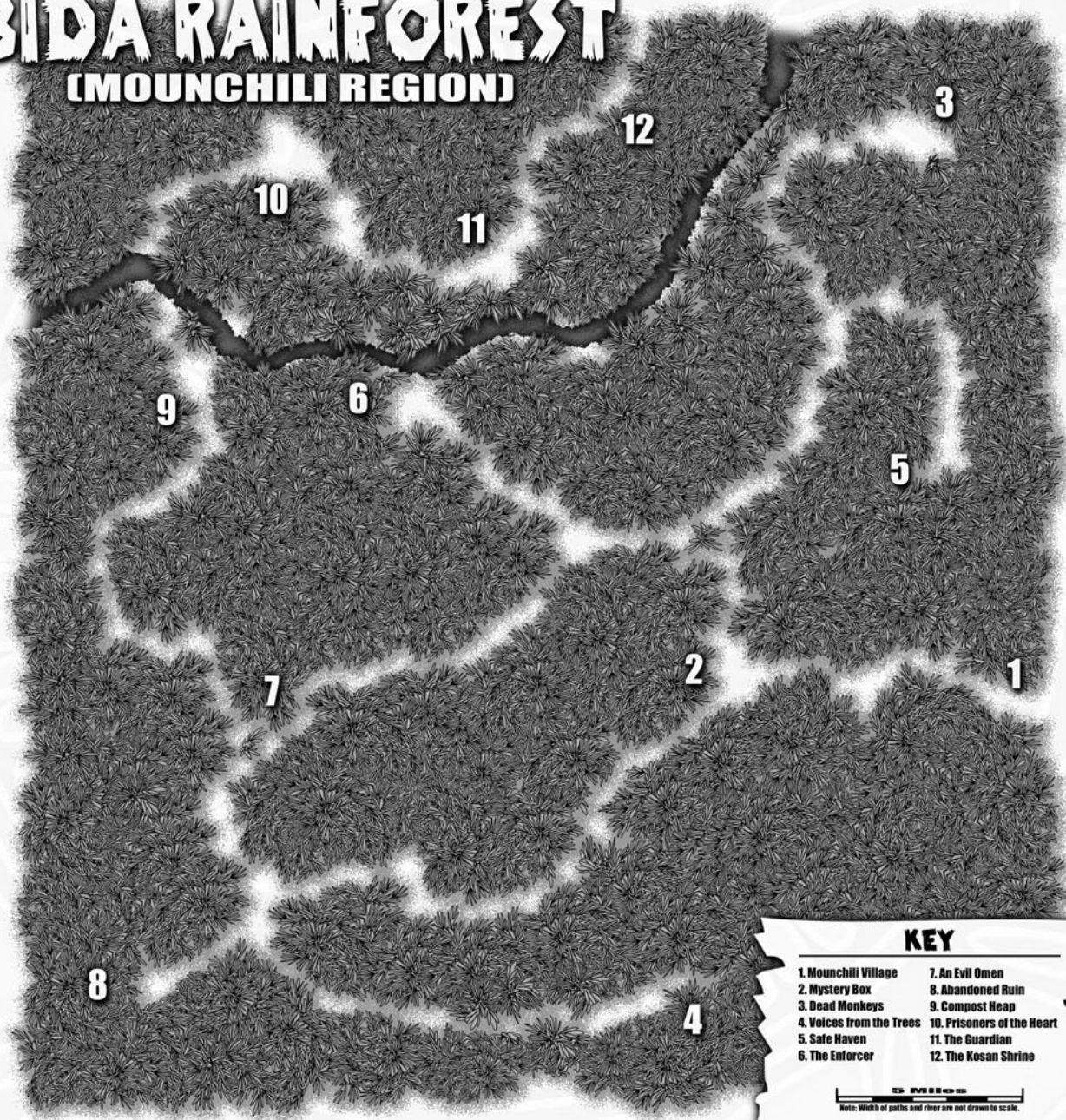
RANDOM ENCOUNTERS

Provided the party does not stray from the path, they should avoid the most dangerous hazards of the rainforest. If they are foolish enough to travel off into the wilderness, they will certainly meet foes far beyond their ability to defeat.

 CHECK FOR RANDOM ENCOUNTERS EVERY HOUR BY ROLLING D%. ON A ROLL OF 12 PERCENT OR LESS WHILE TRAVELING, OR AN 8 PERCENT OR LESS WHILE RESTING, AN ENCOUNTER OCCURS. ROLL ON THE TABLE BELOW FOR THE SPECIFIC ENCOUNTER. IF THE PARTY STRAYS FROM THE PATH DESPITE THE WARNINGS, THE CHANCE OF AN ENCOUNTER EACH HOUR DROPS TO 8 PERCENT WHILE TRAVELING OR 4 PERCENT WHILE RESTING, BUT IF AN ENCOUNTER OCCURS, THEY MEET UP WITH AN AWAKENED ELEPHANT; SEE PAGE 16 IN CHAPTER THREE. IF THE PCs SOMEHOW SURVIVE THE ELEPHANT, THEY'LL KNOW BETTER THAN TO WANDER OFF THE PATH AGAIN.

BIDA RAINFOREST

(MOUNCHILI REGION)



KEY

- | | |
|--------------------------|----------------------------|
| 1. Mouchili Village | 7. An Evil Omen |
| 2. Mystery Box | 8. Abandoned Ruin |
| 3. Dead Monkeys | 9. Compost Heap |
| 4. Voices from the Trees | 10. Prisoners of the Heart |
| 5. Safe Haven | 11. The Guardian |
| 6. The Enforcer | 12. The Kosan Shrine |

Note: Width of paths and river are not drawn to scale.

RANDOM ENCOUNTER TABLE

D% ROLL ENCOUNTER

- 01—20 1d3 SMALL MONSTROUS SPIDERS; USE THE STANDARD D20 SYSTEM STATS.
- 21—30 1d4 1ST-LEVEL WAKYAMBI ELF ADEPTS; SEE PAGE 20
- 31—40 1d4 1ST-LEVEL NGHOI HUMAN COMMONERS; SEE PAGE 19

D% ROLL ENCOUNTER

- 41—50 1d4 AWAKENED MONKEYS; SEE PAGE 14
- 51—60 1d4 1ST-LEVEL AGOGWE HALFLING WARRIORS; SEE PAGE 19
- 61—80 1d4 TINY MONSTROUS CENTIPEDES; USE THE STANDARD D20 SYSTEM STATS
- 81—100 1d2 KRENSHAR; USE THE STANDARD D20 STATS.

RANDOM ENCOUNTERS: Combat Opponents

Agogwe Halfling Warrior**1ST-LEVEL AGOGWE HALFLING WARRIOR**

CR 1/2; SZ S (HUMANOID); HD 1d8+3; HP 7; INIT +1 (DEX); SPD 20 FT., BURROW 10 FT.; AC 12 (+1 SIZE, +1 DEX); ATK +0/+0 MELEE (1d4-1/CRIT 20/x2, 2 CLAWS); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA CLAWS; SQ BURROWING, SAVING THROW BONUS, SKILL BONUS, SPEAK WITH ANIMALS; AL CG; SV FORT +3; REF +2, WILL +1; STR 9, DEX 13, CON 11, INT 10, WIS 10, CHA 10

SKILLS: CLIMB +1, HIDE +5, INTIMIDATE +4, JUMP +2, MOVE SILENTLY +3

FEATS: TOUGHNESS

LANGUAGES: KORDO (COMMON), HALFLING

THESE AGOGWE HALFLINGS ARE HUNTING FOR KRENSHAR AS PART OF A COMING-OF-AGE CEREMONY. THEY HAVE NO IDEA THAT SOMETHING IS AMISS, AND WILL BE QUITE CONFUSED IF THE PCs MENTION ATTACKS BY TALKING ANIMALS.

AGOGWE HALFLING: 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." AGOGWE APPEAR TO BE SMALL, SHAGGY 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. AGOGWE CONSIDER THEMSELVES CLOSER TO THE NATURAL WORLD THAN ANY OTHER RACE, AND QUICKLY BECOME OFFENDED IF SOMEONE SUGGESTS OTHERWISE; THEY FOLLOW THE NATURAL ORISHA.

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.

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.

SAVING THROW BONUS (EX): AGOGWE GET +1 TO ALL SAVING THROWS. THIS IS ALREADY FACTORED INTO THE STAT BLOCK.

SKILL BONUS (EX): AGOGWE HAVE A +2 RACIAL BONUS TO MOVE SILENTLY CHECKS; THIS IS ALREADY INCLUDED IN THE STATS ABOVE.

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.

Nghoi Human Commoner**1ST-LEVEL NGHOI HUMAN COMMONER**

CR 1/2; SZ S (HUMANOID); HD 1d4; HP 2; INIT +0; SPD 20 FT.; AC 11 (+1 SIZE); ATK -3 MELEE (1d6/CRIT 20/x2, CLUB) OR +1 RANGED (1d6/CRIT 20/x2, SHORT BOW); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA NONE; SQ NONE; AL N; SV FORT +0, REF +0, WILL +0; STR 11, DEX 11, CON 11, INT 10, WIS 10, CHA 10

SKILLS: CLIMB +2, HIDE +4, JUMP +2, PROFESSION (HUNTER) +2, WILDERNESS LORE +1

FEATS: SMALL STATURE, TRACK

LANGUAGES: KORDO (COMMON), ELVEN

THESE NGHOI HUMANS WERE IN THE FOREST HUNTING MONKEYS, AND WERE HORRIFIED WHEN THE MONKEYS STARTED FIGHTING BACK. WHEN ENCOUNTERED THEY WILL EMERGE FROM HIDING AND BEG THE PARTY TO TAKE THEM BACK TO THE NEAREST VILLAGE.

ILLITERATE: NYAMBAN HUMANS ARE ILLITERATE BY DEFAULT; THE ORAL TRADITION IS STRONG IN NYAMBE-TANDA. THEY MUST SPEND 2

RANDOM ENCOUNTERS: Combat Opponents Continued

SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE THEY ARE ABLE TO SPEAK.

NGHOI HUMAN: THE *NGHOI* (NG-HOHY) ARE BEST KNOWN FOR BEING SHORT. THOUGH HUMAN, MANY STAND LESS THAN FOUR FEET IN HEIGHT AND HAVE UNUSUALLY LARGE EARS. SOME NGHOI WEAR EAR-LOBE PLUGS TO MAKE THEIR EARS APPEAR LARGER. THEY LIVE IN THE BIDA RAINFOREST WITH THE WAKYAMBI ELVES, AND MOST OTHER HUMANS FIND THEM SOMETHING OF A MYSTERY. NGHOI HAVE AN INSATIABLE SENSE OF CURIOSITY. THEY LOVE TO LEARN NEW THINGS, SOLVE DIFFICULT PUZZLES, AND MEET NEW PEOPLE. 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 HONOR THE CELESTIAL ORISHA.

SMALL STATURE: THE CHARACTER IS EXTREMELY SMALL FOR A HUMAN, STANDING LESS THAN FIVE FEET IN HEIGHT. HE IS OF SMALL SIZE. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURE SOURCEBOOK*.

Wakyambi Elf Adept



1ST-LEVEL WAKYAMBI ELF ADEPT

CR 1/2; SZ M (HUMANOID); HD 1d6-1; HP 2; INIT +1 (DEX); SPD 30 FT., CLIMB 20 FT.; AC 11 (+1 DEX); ATK -1 MELEE (1d4/CRIT 19-20/x2, DAGGER); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA SPELLS; SQ CLIMB SPEED, SAVING THROW BONUS, LOW-LIGHT VISION, KEEN SENSES; AL NG; SV FORT -1, REF +1, WILL +2; STR 9, DEX 13, CON 9, INT 11, WIS 11, CHA 13

SKILLS: CLIMB +8, HEAL +2, KNOWLEDGE (RELIGION) +2, KNOWLEDGE (NATURE) +2, LISTEN +2, SPELLCRAFT +1, SPOT +2, WILDERNESS LORE +1

FEATS: DODGE

LANGUAGES: KORDO (COMMON), ELVEN

THESE WAKYAMBI ELVES WERE IN THE FOREST GATHERING MEDICINAL HERBS WHEN AN EXTREMELY DANGEROUS LEOPARD ATTACKED THEM.

THE CREATURE DROPPED THREE OF THEIR COMPANIONS BEFORE THE OTHERS DECIDED TO RUN. THEY ARE NOW LOST AND NOT SURE HOW TO FIND THEIR WAY BACK HOME.

CLIMB SPEED (EX): WAKYAMBI ELVES HAVE A CLIMB SPEED OF 20 FT. THIS ALSO GIVES THEM A +8 BONUS TO CLIMB CHECKS; THIS IS ALREADY FACTORED INTO THE STAT BLOCK.

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.

KEEN SENSES (EX): WAKYAMBI RECEIVE A +2 RACIAL BONUS TO LISTEN AND SPOT CHECKS; THIS IS ALREADY FACTORED INTO THE STAT BLOCK.

LOW-LIGHT VISION (EX): WAKYAMBI CAN SEE TWICE AS FAR AS A HUMAN IN MOONLIGHT, STARLIGHT, TORCHLIGHT, ETC.

SAVING THROW BONUS (EX): WAKYAMBI ALSO RECEIVE A +2 RACIAL SAVE BONUS VS. ENCHANTMENT SPELLS AND EFFECTS.

SPELLS: (3/1) THESE WAKYAMBI ELVES KNOW AND CAST DIVINE SPELLS AS 1ST-LEVEL ADEPTS. THE SAVE DC, WHERE APPLICABLE, IS 10 + SPELL LEVEL. THEY USUALLY PREPARE THE FOLLOWING SPELLS:

0 LEVEL — CURE MINOR WOUNDS, GUIDANCE, PURIFY FOOD AND DRINK

1ST LEVEL — SLEEP

WAKYAMBI ELF: MOST WAKYAMBI ARE COMPASSIONATE, BENEVOLENT, AND NURTURING. THEY ALSO HAVE A HABIT OF PATRONIZING AND LECTURING OTHERS, SOMETHING THAT FEW FIND ENDEARING. THE WAKYAMBI ARE TALL AND BROWN-SKINNED WITH POINTED EARS AND A LONG, FLESHY TAIL. THEIR 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 BIDA RAINFOREST, WHERE MOST OF THEM LIVE. THEY ARE RULED BY A COUNCIL OF MALE AND FEMALE ELDERS WHO ARE CHOSEN STRICTLY ON THE BASIS OF AGE. THE WAKYAMBI ARE NOT A WARLIKE PEOPLE, BUT ARE MERCILESS WHEN PROVOKED. WAKYAMBI EXCLUSIVELY HONOR TREE ORISHA.

D20 RULES RECAP

Moving through the Jungle

 THE PARTY'S SPEED THROUGH THE RAINFOREST DEPENDS ON TWO THINGS: THE SPEED OF THE SLOWEST CHARACTER, AND WHETHER OR NOT THEY STICK TO THE TRAILS.

IF THE SLOWEST CHARACTER HAS A SPEED OF 30 FEET, THE PARTY CAN MANAGE 2 1/4 MILES PER HOUR IF THEY REMAIN ON THE TRAILS, BUT ONLY 3/4 MILE PER HOUR IF THEY STRAY FROM THE TRAILS.

IF THE SLOWEST CHARACTER HAS A SPEED OF 20 FEET, THE PARTY CAN MOVE 1 1/2 MILES PER HOUR ON THE TRAILS, AND A MERE 1/2 MILE PER HOUR IF THEY LEAVE THE TRAILS.

THE WIDTHS OF THE TRAILS ON THE MAP ARE NOT TO SCALE; THEY RANGE IN WIDTH FROM 10 FEET TO 30 FEET.

THE WIDTH OF THE RIVER ON THE MAP IS NOT TO SCALE; IT IS APPROXIMATELY 100 FEET WIDE. CROSSING THE RIVER AT THE FORD (NEAR SET ENCOUNTER 9) DOES NOT REQUIRE A SWIM CHECK, BUT CROSSING AT ANOTHER AREA REQUIRES SWIM CHECKS (DC 10).

Heat Exhaustion

 THE TEMPERATURE AND HUMIDITY IN NYAMBE IS CONSIDERED VERY HOT (HIGH ENOUGH TO CAUSE SUBDUAL DAMAGE) BETWEEN THE HOURS OF 10 AM AND 4 PM. 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 REPRINTED BELOW:

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.

A CHARACTER IN VERY HOT CONDITIONS (ABOVE 90 DEGREES 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 PENAL-

TY. 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 DEGREES F, USUALLY FOUND ONLY IN THE DESERTS), 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 EACH 10-MINUTE PERIOD).

A CHARACTER WHO SUSTAINS ANY SUBDUAL DAMAGE FROM HEAT EXPOSURE SUFFERS FROM HEATSTROKE AND IS FATIGUED; HE SUFFERS -2 TO HIS STRENGTH SCORE, -2 TO DEXTERITY, AND CANNOT RUN OR CHARGE. THESE PENALTIES END WHEN THE CHARACTER RECOVERS THE SUBDUAL DAMAGE TAKEN FROM THE HEAT. A FATIGUED CHARACTER WHO GETS FATIGUED AGAIN BECOMES EXHAUSTED; HE SUFFERS -6 TO HIS STRENGTH SCORE, -6 TO DEXTERITY, AND CAN ONLY MOVE AT NORMAL SPEED.

CHARACTERS RECOVER SUBDUAL DAMAGE AT THE RATE OF 1 POINT PER CHARACTER LEVEL PER HOUR OF REST.

SET ENCOUNTERS

The encounters listed below take place at the numbered locations on the wilderness map.

1. Village of Mouchili

This is where the characters begin their quest. It is described fully in Chapter One.

2. Mystery Box

In this area, the party finds a two-foot-square wooden box lying on the ground. The box has a small hole in the top, but the interior is dark. If anyone shakes the box, he hears a jingling sound like loose coins, but no amount of effort causes the coins to fall out. If a character jabs an object into the box, nothing seems to happen. If a character is foolish enough to reach into the box, his hand is held fast by specially prepared glue.

This trap was originally crafted for the purpose of hunting monkeys. A monkey would approach the box, become curious about the jingling sound it made,

inevitably reach inside, and become trapped. At that point the hunter would emerge and capture the animal, which would be too weighted down by the box to escape. When the hunter entered this part of the forest a few days ago, not only were the sentient monkeys too smart to fall into his trap, but they also killed him and dumped his body in a nearby bush. They left the trap out so they could capture more monkeys and bring them to the lion heart, but it is more than capable of ensnaring a foolish humanoid.



WITH A SUCCESSFUL SEARCH CHECK (DC 17) THE PARTY FINDS THE BODY OF A MIDDLE-AGED MALE NHOI HUMAN. A SUCCESSFUL HEAL CHECK (DC 10) REVEALS THAT THE MAN DIED FROM VICIOUS MONKEY BITES. MOST OF HIS EQUIPMENT IS RUINED, BUT THE PARTY CAN RETRIEVE FOUR TANGLEFOOT BAGS FROM HIS PACK, AS WELL AS DIAGRAMS PAINTED ON LEATHER SHOWING HOW TO BUILD THE TRAPS. THESE INSTRUCTIONS ARE WORTH 20 GP TO THE RIGHT BUYER.

MONKEY TRAPS



D20 STATISTICS

SEARCH DC: 20

DISABLE DEVICE DC: 20

CR: 1/2

THIS TWO-FOOT-SQUARE WOODEN BOX WEIGHS TWENTY POUNDS, HAS A HARDNESS OF 7 AND 15 HIT POINTS. BELLS FASTENED INSIDE CREATE A JINGLING SOUND IF SOMEONE SHAKES IT. THE INSIDE OF THE BOX IS FILLED WITH AN HERBAL CONCOCTION SIMILAR TO THAT FOUND IN A TANGLEFOOT BAG, EXCEPT THAT IT ONLY ADHERES TO TWO SUBSTANCES: A SPECIAL MATERIAL COATING THE INSIDE OF THE BOX, AND FLESH.

A CHARACTER WHO REACHES INSIDE THE BOX MUST MAKE A REFLEX SAVE DC 15 OR HAVE HIS HAND STUCK IN THE BOX. ONCE TRAPPED, A CHARACTER CAN ONLY FREE HIS HAND BY MAKING A

STRENGTH CHECK DC 27, DESTROYING THE BOX, OR WAITING FOR THE GLUE TO LOSE ITS POTENCY, WHICH TAKES 24 HOURS. ATTACKING THE BOX WHILE SOMEONE'S HAND IS TRAPPED INSIDE IS RISKY, REQUIRING THE VICTIM TO MAKE A REFLEX SAVE DC 15 OR SUFFER HALF THE DAMAGE DONE TO THE BOX, AFTER SUBTRACTING THE BOX'S HARDNESS.

THE TRAP HAS A MARKET VALUE OF 50 GP. TO CONSTRUCT A MONKEY TRAP, A CHARACTER MUST FIRST USE THE CRAFT (TRAPS) SKILL DC 15 TO MAKE THE BOX. NEXT, THE BOX MUST BE SET WITH THE GLUE CONCOCTION, WHICH COSTS 1 GP AND CAN BE MADE BY ANYONE WHO MAKES AN ALCHEMY ROLL DC 10. EACH TRAP CAN BE USED AN INDEFINITE NUMBER OF TIMES, BUT MUST BE RESET WITH GLUE BETWEEN USES.

3. Dead Monkeys

The corpses of three monkeys are suspended from the trees here, hanging upside down and securely tied with what appears to be thin silk ropes. As the party draws closer, they may realize that the ropes are actually spiderwebs.

 ONCE CHARACTERS GET WITHIN 20 FEET, THEY CAN MAKE A SPOT CHECK (DC 10) TO NOTICE THAT THE "ROPE" ARE ACTUALLY SPIDERWEBS. DETECTING THE HIDDEN SPIDERS REQUIRES A SPOT CHECK OPPOSED BY THE SPIDERS' HIDE SKILL.

These awakened monkey scouts had the unfortunate luck to come across a colony of monstrous spiders. Though the monkeys fought desperately, they were eventually overcome. Hiding in the trees are the two pale green, hairless monstrous spiders that survived the encounter, as well as the corpses of the two spiders defeated by the monkeys.

If the party leaves the corpses untouched, the spiders make no move. Otherwise, the spiders skitter down the web lines to defend their food if the characters come within 10 feet of them. Use the standard D20 stats for the two small monstrous spiders.



ON THE GROUND UNDERNEATH EACH DEAD MONKEY IS A SHEET OF STICKY WEBBING, COVERING A 10-FOOT SQUARE. APPROACHING CREATURES MUST SUCCEED AT A SPOT CHECK (DC 20) TO NOTICE THE WEB; OTHERWISE, THEY STUMBLE INTO IT AND BECOME TRAPPED AS THOUGH BY A SUCCESSFUL WEB ATTACK. ATTEMPTS TO ESCAPE OR BURST THE WEBBING GAIN A +5 BONUS IF THE TRAPPED CREATURE HAS SOMETHING TO WALK ON OR GRAB WHILE PULLING FREE. EACH 5-FOOT SECTION HAS 4 HIT POINTS, AND SHEET WEBS HAVE DAMAGE REDUCTION 5/FIRE. A MONSTROUS SPIDER CAN MOVE ACROSS ITS OWN SHEET WEB AT ITS CLIMB SPEED AND CAN DETERMINE THE EXACT LOCATION OF ANY CREATURE TOUCHING THE WEB.

The dead monkeys have a few items of value they stole from unsuspecting travelers. The first monkey is clutching a masterwork dagger valued at 302 gp, the second monkey is wearing a necklace of beautifully carved wooden trade beads worth 100 gp, and the third monkey is wearing a leather belt and belt pouch. Inside the belt pouch are 20 gp and 100 sp.

4. Voices From the Trees

These chameleons were awakened to sentience by the lion heart, but unlike the other animals, they were some-

VOICES FROM THE TREES: Combat Opponents

Awakened Lizards (2)

 CR 1; SZ T (ANIMAL); HD 2d8+1/2d8; HP 11; INIT +2 (DEX); SPD 20 FT., CLIMB 20 FT.; AC 14 (+2 SIZE, +2 DEX); ATK +5 MELEE (1d4-4/CRIT 20/x2, BITE); FACE 2 1/2 FT. x 2 1/2 FT.; REACH 0 FT.; SQ LOW-LIGHT VISION; AL NG; SV FORT +3, REF +5, WILL +1; STR 3, DEX 15, CON 10, INT 14, WIS 12, CHA 4

SKILLS: BALANCE +10, CLIMB +12, HIDE +13, LISTEN +4, SPOT +4

FEATS: WEAPON FINESSE (BITE)

LANGUAGES: KORDO (COMMON), DAKA-KOSA (ORCISH), ELVEN

THESE AWAKENED LIZARDS APPEAR TO BE NORMAL NYAMBAN CHAMELEONS, EXCEPT FOR THE TALKING PART, OF COURSE.

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

SKILLS: LIZARDS USE THEIR DEXTERITY MODIFIER FOR CLIMB CHECKS AND RECEIVE A +8 BONUS TO BALANCE CHECKS; THIS IS ALREADY FIGURED INTO THE STATS ABOVE.

how able to resist its domination power, and are completely free-willed.

At the moment they are holed up in a tree, trying to decide what to do with their newfound sentence. When the party wanders by, they will attempt to strike up a conversation. They know a few things about the humanoid world from observation, and are especially interested in learning more about magic.

If the party is friendly toward these creatures, they explain to the characters that they were granted awareness by a mummified heart that rests in a ruined building nearby. They do not remember much about the shrine itself, but they do remember where it is, and with a little convincing they can lead the party there.

Under no circumstances will the chameleons enter the shrine. They are aware that the heart attempted to dominate them, and they are not willing to get near it again.

5. Safe Haven

Nghoi warriors from Mounchili use a shallow cave as a campsite during their forays into the forest. The cave has a five-foot-high ceiling, is approximately eight feet wide, and goes back fifteen feet into the rock outcropping. The entrance to the cave is covered with palm fronds and can be difficult to spot.



SPOTTING THE OPENING REQUIRES A SEARCH CHECK (DC 15), OR A WILDERNESS LORE CHECK BY SOMEONE WITH THE TRACK FEAT (DC 15). WHEN RESTING IN THE CAVE, THE CHANCE OF A RANDOM ENCOUNTER PER HOUR IS REDUCED TO 2 PERCENT.

Because of the increased intelligence and power of the local animals, the hunting camp is currently unoccupied. The floor of the cave is littered with bones, sticks, broken arrows, and other assorted trash. A small fire pit remains in the center of the cave, but without any overhead openings, lighting a fire fills the cave with smoke and makes breathing somewhat uncomfortable.



A SEARCH CHECK DC 5 REVEALS TWO MASTERWORK JAVELINS WORTH 301 GP EACH HIDDEN UNDER A PILE OF LEAVES. THE PREVIOUS OCCUPANT MEANT TO RETURN FOR THE ITEM, BUT WAS SLAIN WHILE OUT HUNTING.

6. The Enforcer

This awakened boar is searching for two lizards that somehow resisted the lion heart's control and escaped from the shrine. It intends to either kill the lizards or bring them back to the lion heart. When it encounters the

THE ENFORCER: Combat Opponent

Awakened Boar



CR 3; SZ M (ANIMAL); HD 5d8+15; HP 37; INIT +0; SPD 40 FT.; AC 16 (+6 NATURAL); ATK +5 MELEE (1d8+3/CRIT 20/x2, GORE); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA FEROCITY; SQ LOW-LIGHT VISION, SCENT; AL NE; SV FORT +7, REF +4, WILL +2; STR 15, DEX 10, CON 17, INT 9, WIS 13, CHA 6

SKILLS: LISTEN +7, SPOT +5

LANGUAGES: KORDO (COMMON), INFERNAL

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

FEROCITY (Ex): A BOAR IS SUCH A TENACIOUS COMBATANT THAT IT CONTINUES TO FIGHT WITHOUT PENALTY EVEN WHILE DISABLED OR DYING.

SCENT (Ex): THE BOAR 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 BOAR CAN PINPOINT THAT SOURCE. THE BOAR CAN ALSO FOLLOW FRESH TRACKS WITH A WISDOM CHECK DC 10 +2 PER HOUR THAT THE TRAIL IS COLD.

party it is quite rude, interrogating the PCs and asking them if they have seen a pair of talking chameleons. It is intent on its mission, and will not attack the PCs unless it thinks they are somehow hiding or protecting its prey.

The boar has developed a sense of fashion along with its intelligence. It wears an ivory lip plug worth 150 gp.

7. An Evil Omen

When the characters reach this area, the lion orisha contacts them again, but this time it attempts to possess one of the characters directly instead of speaking through an animal. It cannot possess an unwilling person, so ask the player if his character is willing to let the orisha possess him. Any character with religious training knows that an orisha cannot control a farasi, but simply influence him. If none of the characters opens up to the possession, nothing happens, and the spirit passes over them. If a character allows the spirit to possess him, he experiences the following disjointed vision:

The spectral form of a humanoid merges with the body of a dire lion. The dire lion reads scrolls and casts spells as if it was a wizard, then drinks a potion and transforms itself into some sort of undead creature. The transformed lion fights human women who are armed with swords and bows, but falls in the battle against the women. The lion's heart is cut out by a group of humanoid priests, but the lion heart still beats.

At this point the vision ends, and the spirit releases the character without speaking a word.



A KNOWLEDGE (ARCANA) CHECK DC 15 ALLOWS THE POSSESSED CHARACTER TO RECOGNIZE THE HUMANOIDS FROM OLD TALES AS KOSAN ORCS.

A KNOWLEDGE (HISTORY) CHECK DC 15 ALLOWS THE CHARACTER TO RECOGNIZE THE HUMAN WOMEN AS AMAZON WARRIORS.

A SCRY CHECK DC 15 ALLOWS THE CHARACTER TO REALIZE THAT THE DIRE LION IN THE VISIONS IS A REINCARNATED WIZARD.

A SCRY CHECK DC 20 ALLOWS THE CHARACTER TO REALIZE THAT THE UNDEAD LION HEART IS CONTROLLING THE SENTIENT ANIMALS FOUND IN BIDA.

8. Abandoned Ruin

This ancient kosan ruin was thoroughly looted years ago. It is a hemispherical stone building approximately 30 feet in diameter. The building has a domed roof, and the dome is broken in several places. There is a single doorway leading inside.

The interior of the ruin is completely bare except for a nest of 4 tiny monstrous centipedes. Use the standard D20 System stats.

Buried at the bottom of the nest are 3 tangerine garnets worth 50 gp each.

9. Compost Heap

This area is home to a plant known as a howling fern. This plant is an above-ground version of the subterranean fungus known as a shrieker. The howling fern is set atop what appears to be a compost heap littered with dead bodies. The pile of decaying vegetation and corpses is 15 feet in diameter, and approximately 5 feet in height.



WITH A SUCCESSFUL WILDERNESS LORE CHECK DC 15 OR A KNOWLEDGE (NATURE) CHECK DC 20, A CHARACTER CAN RECOGNIZE THE PLANT SITTING ON TOP OF THE COMPOST HEAP AS A CARNIVOROUS MONSTER KNOWN AS A HOWLING FERN.

CLIMBING THE COMPOST HEAP IS DIFFICULT DUE TO THE SHIFTING, DECAYING PLANT MATTER AND SLIPPERY, ROTTING CORPSES. CHARACTERS MUST MAKE A SUCCESSFUL CLIMB CHECK DC 10 TO MOVE ON THE PILE. ON A FAILURE, THE CHARACTER IMMEDIATELY FALLS PRONE, AND MUST MAKE A SUCCESSFUL CHECK TO STAND UP AS A MOVE-EQUIVALENT ACTION. THE FERN HAS ROOTS THAT DIG INTO THE COMPOST, AND DOES NOT HAVE TO MAKE CLIMB CHECKS WHEN IT MOVES.

THE BODIES OF SEVERAL NGHOI HUMANS AND WAKYAMBI ELVES ARE PILED UP IN THE COMPOST HEAP. A QUICK SEARCH CHECK DC 5 REVEALS A NUMBER OF VALUABLE ITEMS INCLUDING 4 FLASKS OF ACID WORTH 10 GP EACH, 3 VIALS OF HOLY WATER THAT WOULD BRING 25 GP EACH, AND 150 GP AND 1,000 SP IN COIN.

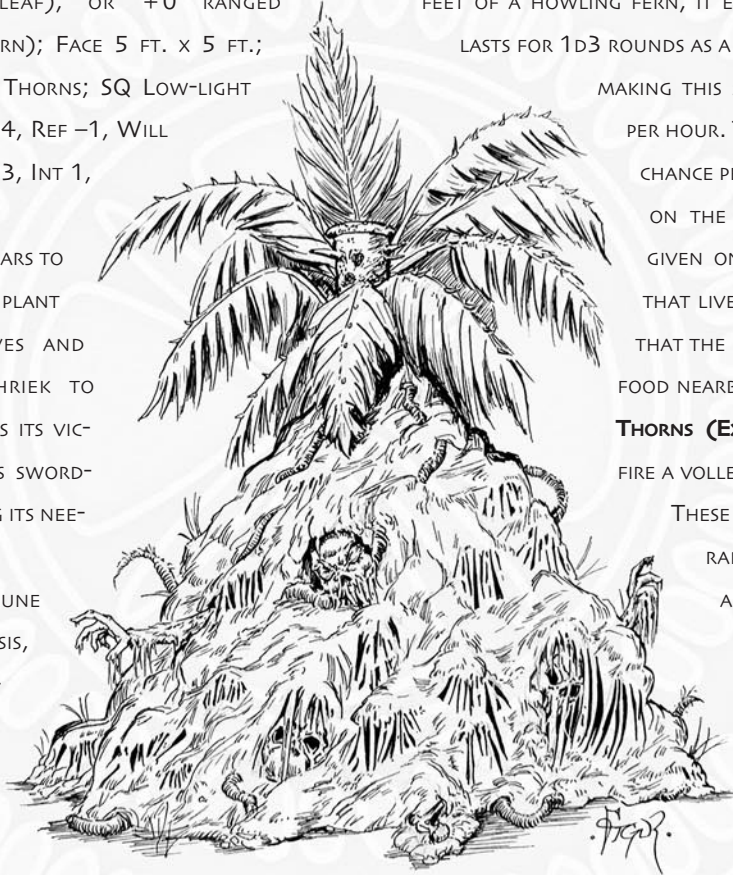
COMPOST HEAP: Combat Opponent

Howling Fern

 CR 1; SZ M (PLANT); HD 2d8+1; HP 5; INIT -1 (DEX); SPD 10 FT.; AC 12 (DEX -1, +3 NATURAL); ATK +3 MELEE (1d4+3/CRIT 20/x2, LEAF), OR +0 RANGED (1d4+3/CRIT 20/x2, THORN); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA SHRIEK, THORNS; SQ LOW-LIGHT VISION; AL N; SV FORT +4, REF -1, WILL -4; STR 14, DEX 8, CON 13, INT 1, WIS 2, CHA 1

THE HOWLING FERN APPEARS TO BE A 5-FOOT-TALL FERN PLANT WITH RAZOR-SHARP LEAVES AND THORNS. IT USES ITS SHRIEK TO ATTRACT PREY, AND ATTACKS ITS VICTIMS BY SLASHING WITH ITS SWORD-LIKE LEAVES OR BY SHOOTING ITS NEEDLE-SHARP THORNS.

PLANT: PLANTS ARE IMMUNE TO POISON, SLEEP, PARALYSIS, STUNNING, AND POLYMORPHING. THEY ARE NOT SUBJECT TO CRITICAL HITS OR MIND-INFLUENCING EFFECTS. THE HOWLING



FERN HAS LOW-LIGHT VISION, AND CAN SEE TWICE AS FAR AS A HUMAN IN DIM LIGHT, TORCHLIGHT, ETC.

SHRIEK (Ex): IF ANY CREATURE APPROACHES TO WITHIN 30 FEET OF A HOWLING FERN, IT EMITS A PIERCING SOUND THAT LASTS FOR 1d3 ROUNDS AS A FREE ACTION. IT IS CAPABLE OF MAKING THIS SOUND NO MORE THAN ONCE PER HOUR. THE SOUND HAS A 24 PERCENT CHANCE PER ROUND OF FORCING A CHECK ON THE WANDERING MONSTER TABLE GIVEN ON PAGE 18. SOME CREATURES THAT LIVE NEAR HOWLING FERNS LEARN THAT THE PLANT'S NOISE MEANS THERE IS FOOD NEARBY.

THORNS (Ex): THE HOWLING FERN CAN FIRE A VOLLEY OF 1d4 THORNS PER ROUND. THESE THORNS EACH FUNCTION AS A RANGED ATTACK, AS LISTED ABOVE. IT CAN FIRE UP TO 24 THORNS BEFORE EXPENDING ITS SUPPLY. LOST THORNS REGROW AT THE RATE OF 1d4 PER DAY.

10. Prisoners of the Heart

In this location stands a 40-foot-tall large-leafed fig tree. Knotted vines hang down from the branches, and four wakyambi elves hang tied upside down from the vines, 20 feet off the ground.

Servants of the lion heart captured these elves and left them here to die from exposure and to scare off potential intruders. When the party approaches, the elves call for help using what little strength they have left. They are in no shape to be questioned until they're cut down and healed.

 SHOOTING THE VINES TO RESCUE THE PRISONERS PROBABLY NOT A GOOD IDEA. THE VINES ARE AC 13 (-5 DEX, +8 SIZE), HAVE A HARDNESS OF 1, AND CAN TAKE 5 POINTS OF DAMAGE BEFORE BREAKING. IF THE VINES BREAK, THE ELVES FALL 20 FEET TO THE GROUND BELOW, TAKING 2d6 DAMAGE.

ATTEMPTING TO CLIMB THE TREE REQUIRES A CLIMB CHECK DC 15. ONCE IN THE TREE, THE VINES CAN BE UNTIED SO THE ELVES CAN BE LOWERED TO THE GROUND. THIS REQUIRES A USE ROPE CHECK DC 10. ALTERNATIVELY, THE ELVES CAN BE HAULED UP INTO THE TREE — THEY WEIGH 100 POUNDS EACH — AND THEN LOWERED TO THE GROUND WITH A ROPE

THE GUARDIAN: Combat Opponent

Awakened Leopard

 CR 3; SZ M (ANIMAL); HD 5d8+10; HP 32; INIT +4 (DEX); SPD 40 FT., CLIMB 20 FT.; AC 15 (+4 DEX, +1 NATURAL); ATK +7 MELEE (1d6+3/CRIT 20/x2, BITE), +1/+1 MELEE (1d3+1/CRIT 20/x2, CLAWS); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA POUNCE, IMPROVED GRAB, RAKE 1d3+1; SQ LOW-LIGHT VISION, SCENT; AL CE; SV FORT +6, REF +8, WILL +2; STR 16, DEX 19, CON 15, INT 12, WIS 12, CHA 6

SKILLS: BALANCE +12, CLIMB +11, HIDE +9, LISTEN +6, MOVE SILENTLY +9, SPOT +6

FEATS: WEAPON FINESSE (BITE), WEAPON FINESSE (CLAWS)

LANGUAGES: KORDO (COMMON), ELVEN

THE LEOPARD LURKS IN THE TREETOPS NEARLY 10 FEET OFF THE GROUND. CHARACTERS WILL NEED TO MAKE AN OPPOSED SPOT VS. HIDE CHECK TO DETECT ITS AMBUSH. IT WILL FIGHT TO THE DEATH TO KEEP THE PARTY AWAY FROM THE SHRINE.

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

IMPROVED GRAB (Ex): TO USE THIS ABILITY, THE LEOPARD MUST HIT WITH ITS BITE ATTACK. IF IT GETS A HOLD, IT CAN RAKE.

POUNCE (Ex): IF A LEOPARD 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 LEOPARD THAT GETS A HOLD CAN MAKE TWO RAKE ATTACKS (+6 MELEE) WITH ITS HIND LEGS FOR 1d3+1 DAMAGE EACH. IF THE LEOPARD POUNCES ON AN OPPONENT, IT CAN ALSO RAKE.

SKILLS: LEOPARDS RECEIVE A +4 RACIAL BONUS TO HIDE AND MOVE SILENTLY CHECKS AND A +8 RACIAL BONUS TO BALANCE CHECKS. THESE BONUSES ARE ALREADY WORKED INTO THE STATS ABOVE.

(USE ROPE CHECK DC 5) OR CARRIED DOWN THE TREE (CLIMB CHECK DC 20).

Once the party cuts them down, they will discover that two of the elves are already dead, while the other two are barely conscious. If healed and questioned, they tell the party that they are from a nearby wakyambi elf village to the north — approximately 10 miles off the north end of the map on page 18. While out searching for herbs a few days ago, they were attacked and nearly slain by an extremely cunning leopard. Exactly how they ended up in the tree, they do not know, but they are grateful for the rescue. They also mention that there were another four people in their party who were not in the tree and may have survived the encounter.

 THE WAKYAMBI PRISONERS ARE BOTH 1ST-LEVEL ADEPTS; THEIR STATS ARE ON PAGE 20. THEY HAVE HAD ALL

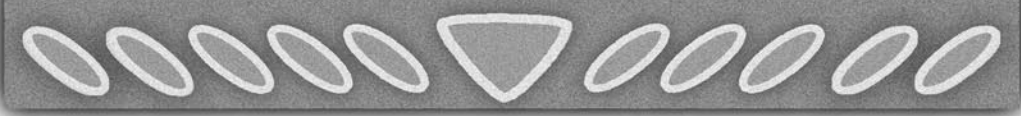
OF THEIR EQUIPMENT TAKEN FROM THEM BY THE MINIONS OF THE LION HEART, HAVE NO CURRENTLY MEMORIZED SPELLS, AND THE TWO LIVE ELVES ARE AT 0 HP WHEN THE CHARACTERS FIND THEM. IF THE PARTY PROVIDES EQUIPMENT AND AID TO THE WAKYAMBI OR OFFER TO ESCORT THEM TO SAFETY, AWARD THEM XP FOR THE ENCOUNTER

11. The Guardian

This awakened leopard has been tasked with protecting the lion heart's shrine, and will do whatever it can to stop the party from getting any closer.

12. The Kosan Shrine

These ruins are the source of the problem. They are detailed in Chapter Five.



CHAPTER FIVE

DARK HEART

This ruin was once a shrine for housing the remains of powerful mchawi wizards, and acted as a sort of morbid library. Those seeking arcane knowledge could pay the n'anga cleric caretakers to magically contact the damned souls of the evil mchawi contained within, gaining access to lifetimes of knowledge and experience. With the collapse of Kosa Empire, the shrine was magically sealed to keep out intruders, but after thousands of years the spells have started to fail, and the shrine is once again open to the outside world.

The shrine is made of small stone blocks that are starting to wear in places. This allows some light to penetrate the interior. While in the shrine, characters without light sources can clearly see creatures and objects only up to 5 feet away.

 THE WALLS ARE 1 FOOT THICK, HAVE A BREAK DC OF 30, A HARDNESS OF 8, 75 HIT POINTS PER 10-FOOT BY 10-FOOT SECTION, AND REQUIRE A CLIMB DC OF 20 DUE TO THE CRUMBLING STONework. SOME WALLS HAVE VINES AND ROOTS GROWING THROUGH THEM, AS WELL. THESE WALLS, WHEN NOTED IN THE ADVENTURE, HAVE A CLIMB DC OF 15, BUT HAVE A CHANCE OF CRUMBLING DEPENDENT ON THE SIZE OF THE CREATURE ATTEMPTING TO CLIMB THEM.

SIZE

TINY
SMALL
MEDIUM-SIZED
LARGE
HUGE AND LARGER

CHANCE OF CRUMBLING

0 PERCENT
30 PERCENT
60 PERCENT
90 PERCENT
100 PERCENT

ALL CEILINGS, UNLESS OTHERWISE NOTED, ARE 12 FEET IN HEIGHT.

ALL DOORS ARE 4-INCH-THICK STONework, WITH A HARDNESS OF 8, 45 HIT POINTS, AND A BREAK DC OF 24, THOUGH NONE OF THE DOORS ARE STUCK OR LOCKED. THEY ARE ALL PROPPED OPEN A BIT TO ALLOW THE AWAKENED ANIMALS TO PASS THROUGH THEM, IN FACT.

RANDOM ENCOUNTERS

The shrine is not only occupied by the awakened animals that serve the lion heart, but also the undead remains of its original orcish inhabitants. The animals avoid the undead, and the undead ignore the animals, but neither group will appreciate the party's intrusion.



ONCE INSIDE THE SHRINE, CHECK FOR WANDERING MONSTERS EACH HOUR, OR WHENEVER CHARACTERS MAKE NOISE. THERE IS A 10 PERCENT CHANCE OF AN ENCOUNTER. IF AN ENCOUNTER OCCURS, ROLL ON THE TABLE BELOW. ALTHOUGH THE RANDOMLY ENCOUNTERED MONSTERS ARE IDENTICAL TO THOSE FOUND IN SET ENCOUNTER AREAS, SLAYING A RANDOM MONSTER DOES NOT REDUCE THE NUMBER OF CREATURES MET IN THE SET ENCOUNTER. EACH RANDOM ENCOUNTER CAN ONLY OCCUR ONCE.

d%	RESULT
01 – 20	1d4 AWAKENED MONKEYS; SEE PAGE 14.
21 – 40	DIRE BAT; USE STANDARD D20 SYSTEM STATS.
41 – 60	1d4 AWAKENED SMALL VIPERS; SEE PAGE 30.
61 – 80	1d4 MEDIUM-SIZE SKELETONS; USE STANDARD D20 SYSTEM STATS.
81 – 100	1d4 RAINFOREST ZOMBIES; SEE PAGE 34.

UPPER LEVEL

The following is a listing of the various chambers within the shrine, and the contents of those chambers. The shrine has been badly damaged by the passing of time, so convey to the PCs the sheer age and poor condition of the structure.

1. ENTRANCE

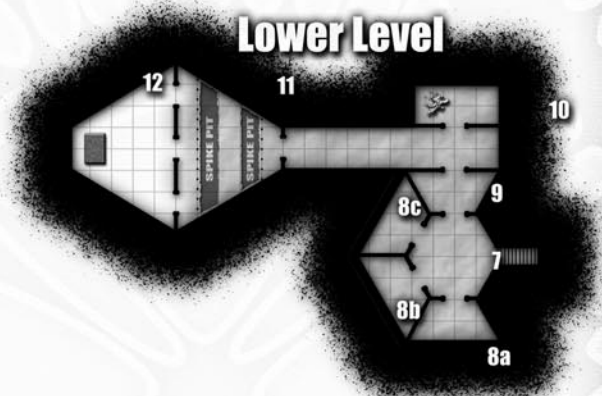
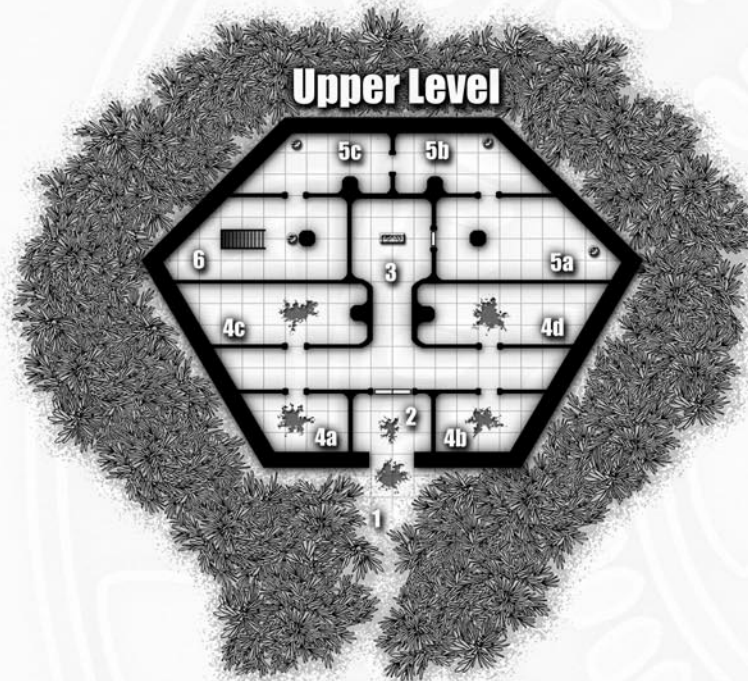
The door leading into the ruin was once sealed shut with heavy stone slabs, but these collapsed after a recent earthquake.



A SEARCH CHECK (DC 15) REVEALS THAT THE RUBBLE HAS NOT COMPLETELY SETTLED YET, INDICATING THAT THE COLLAPSE HAS OCCURRED RECENTLY.

A CHARACTER WITH THE TRACK FEAT CAN MAKE A WILDERNESS LORE CHECK (DC 15) TO DETERMINE THAT MANY ANIMALS HAVE PASSED THROUGH THIS DOORWAY

THE KOSAN SHRINE



KEY

- | | |
|----------------------------|-----------------------------|
| 1. Entrance | 7. Flooded Chambers |
| 2. Antechamber | 8a - 8c. Unused Reliquaries |
| 3. Offering Room | 9. Animated Water |
| 4a - 4d. N'angas' Chambers | 10. Watery Dead |
| 5a - 5c. Reliquaries | 11. Deadly Waters |
| 6. Staircase | 12. Heart of Darkness |

1 square = 5 feet

RECENTLY, INCLUDING LIZARDS, SNAKES, MONKEYS, BOARS, AND LEOPARDS. THE TRACKS LEAD BOTH INTO AND OUT OF THE RUINS.

A SPELLCRAFT CHECK (DC 15) INDICATES THAT THE RUNES COVERING THE WALLS ARE ANCIENT SYMBOLS OF ABJURATION AND ILLUSION INTENDED TO SHIELD THE BUILDING FROM DISCOVERY AND INTRUSION. THE SYMBOLS ARE HEAVILY WEATHERED, AND IT IS OBVIOUS THAT THE SPELLS ARE NOW MALFUNCTIONING.

2. ANTECHAMBER

This room was where the shrine's caretakers would greet visitors. The n'anga clerics would provide travelers with bowls of yam porridge and palm wine, and in exchange the visitors would discuss their business with the priests. Traces of the room's original use are still in evidence, as the remains of a cooking fire dominate the center of the room, and the floor is littered with potsherds and disintegrating iron cooking utensils. A small hole in the ceiling above the fire allows light to enter the chamber.

The lion heart has a set a group of three awakened vipers to guard this area. Though their nest is located in the ruined cooking fire, at any given time they will be more or less randomly scattered about the room. As soon as they sense intruders, one will race off to warn the monkeys in the lower level, while the other two surge forward to attack.



SCATTERED ON THE GROUND AROUND THE SNAKE'S NEST ARE 1,000 COPPER COINS, LEFT BEHIND BY VISITORS TO THE TEMPLE IN ANCIENT TIMES. AN APPRAISE CHECK DC 12 ALLOWS A CHARACTER TO REALIZE THAT THE COINS ARE OF ANCIENT KOSAN ORIGIN, AND WORTH 10 TIMES AS MUCH TO AN HISTORIAN OR COLLECTOR.

3. OFFERING ROOM

The caretakers used this room as a shrine to the fiendish orisha. The symbols of all twelve fiendish orisha are carved into a crude stone altar that sits in the center of the chamber.

On the western wall are a series of carvings. They depict the following scenes:

ANTECHAMBER: Combat Opponents

Awakened Small Vipers (3)



CR 1/2; SZ S (ANIMAL); HD 3d8; HP 13; INIT +3 (DEX); SPD 20 FT., CLIMB 20 FT., SWIM 20 FT.; AC 17 (+1 SIZE, +3 DEX, +3 NATURAL); ATK +5 MELEE (1d2-2 AND POISON/CRIT 20/x2, BITE); FACE 5 FT. X 5 FT. (COILED); REACH 5 FT.; SA POISON; SQ LOW-LIGHT VISION, SCENT; AL NE; SV FORT +3, REF +2, WILL +2; STR 6, DEX 17, CON 11, INT 13, WIS 12, CHA 5

SKILLS: BALANCE +11, CLIMB +12, HIDE +15, LISTEN +9, SPOT +9

FEATS: WEAPON FINESSE (BITE)

LANGUAGES: DAKA-KOSA (ORCISH), ABYSSAL

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

POISON (Ex): ANYONE BITTEN BY A SMALL VIPER MUST MAKE A FORTITUDE SAVE (DC 11) OR TAKE 1d6 POINTS OF TEMPORARY CONSTITUTION DAMAGE, AND A SECOND SAVE AFTER 1 MINUTE OR SUFFER AN ADDITIONAL 1d6 POINTS OF TEMPORARY CONSTITUTION DAMAGE.

SCENT (Ex): THE VIPER 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 VIPER CAN PINPOINT THAT SOURCE. THE VIPER CAN ALSO FOLLOW FRESH TRACKS WITH A WISDOM CHECK DC 10 + 2 PER HOUR THE TRAIL IS COLD.

- Orc wizards fighting each other in a large battle, with many casualties.
- The bodies of several orc wizards being taken to this shrine by orcish priests.
- Orcish priests removing the flesh from the dead wizards, leaving only skeletons.
- The skeletons being placed in baskets. Small wooden statues are set atop the baskets.
- An orc wizard speaking to the orcish priests and giving them money.
- An orcish priest kneeling before a basket.

A single line of text in the ancient language of Dakakosa is below the carvings. If the characters can somehow understand the text, it reads:

"The wizards of old are dead, yet their knowledge of magic remains. Respect us and we shall ask them your questions. Learn from them and grow in power."

 THERE ARE 72 GOLD COINS UPON THE ALTAR. AN APPRAISE CHECK DC 12 ALLOWS A CHARACTER TO REALIZE THAT THE COINS ARE OF ANCIENT KOSAN ORIGIN, AND WORTH 10 TIMES AS MUCH TO AN HISTORIAN OR COLLECTOR.

A CHARACTER CAN MAKE A KNOWLEDGE (RELIGION) CHECK DC 20 TO DETERMINE THAT TAKING THE COINS MIGHT ANGER THE FIENDISH ORISHA, WHILE LEAVING SOME MORE COINS MIGHT PLACATE THEM. MAKING AN OFFERING TO THE FIENDISH ORISHA IS NOT A GOOD ACT, BUT NEITHER IS IT AN EVIL ACT.

IF THE CHARACTERS TAKE ANY COINS FROM THE ALTAR, INCREASE THE CHANCE OF A RANDOM ENCOUNTER FROM 10 PERCENT TO 15 PERCENT. IF THE CHARACTERS LEAVE COINS ON THE ALTAR WORTH 1 GP OR MORE, REDUCE THE CHANCE OF A RANDOM ENCOUNTER FROM 10 PERCENT TO 5 PERCENT. IF THE PARTY TAKES THE ANCIENT COINS AND LEAVES NEW ONES, THE CHANCE OF A RANDOM ENCOUNTER REMAINS AT 10 PERCENT.

4A-4D. N'ANGAS' CHAMBERS

These rooms once served as the sleeping chambers for the shrine's n'anga caretakers. For some reason, magical wards around the shrine did not thoroughly protect these

chambers from rot. The rooms are filled with debris, including broken furniture, rotted clothing and baskets, piles of straw, and feces left here by awakened animals that use these rooms as chamber pots.

 THESE ROOMS HAVE UNEVEN FLOORS. THOSE MOVING THROUGH THEM ARE LIMITED TO NO MORE THAN HALF SPEED UNLESS THEY WANT TO RISK FALLING. CHARACTERS MOVING AT MORE THAN HALF SPEED MUST MAKE A BALANCE CHECK DC 10 EACH ROUND OR FALL INTO THE DEBRIS. THIS FORCES THE CHARACTER PRONE AND INFLECTS 1D6 POINTS OF SUBDUAL DAMAGE.

Despite the mess, a careful search of these chambers can reveal a number of valuables that the shrine's original inhabitants left behind.

 SEARCHING EACH ROOM REQUIRES A SEARCH CHECK DC 10. THE CONTENTS OF THE ROOMS ARE:

ROOM CONTENTS

4A	GRIS-GRIS (GREE-GREE) OF MAGE ARMOR, WITH A MARKET PRICE OF 25 GP. A GRIS-GRIS IS SIMILAR TO A SCROLL, BUT TAKES THE FORM OF A SMALL BAG FILLED WITH RITUAL ITEMS, ALLOWING IT TO BE USED BY ILLITERATE SPELLCASTERS SUCH AS ARE THE NORM IN NYAMBE-TANDA.
4B	WAND OF MAGIC MISSILE WITH 25 CHARGES, WHICH HAS A MARKET PRICE OF 188 GP. THIS WAND IS ACTUALLY A RATTLE MADE OF A HOLLOW GOURD AND FILLED WITH SEEDS.
4C	LINGUIST'S STAFF; SEE PAGE 32.
4D	ELABORATELY ENGRAVED IRON BOWL WORTH 35 GP AND DEPICTING SCENES OF HUMAN SACRIFICE.

5A-5C. RELIQUARIES

Each of these chambers houses the remains of a powerful dead mchawi wizard in a small basket known as a reliquary. Atop each reliquary sits a 2-foot-tall, elaborately carved wooden statue of an orc; the statues are worth 35 gp each.

LINGUIST'S STAFF

NEW WONDROUS ITEM

ORCISH TASKMASTERS ONCE USED STAVES SUCH AS THESE TO COMMUNICATE WITH THEIR SLAVES. THE GOLD-CAPPED STAFF ALLOWS THE WIELDER TO USE *COMPREHEND LANGUAGES* ONCE PER DAY AS IF CAST BY A 1ST-LEVEL SORCERER.

CASTER LEVEL: 1ST; **PREREQUISITES:** CRAFT WONDROUS ITEM, *COMPREHEND LANGUAGES*; **MARKET PRICE:** 360 GP; **WEIGHT:** 4 LBS.

The ancient enchantments placed on the shrine animated the skeletons in these reliquaries. These skeletons have no creator or orders, and mindlessly attack any creature that makes enough noise to get their attention; use the standard D20 System stats for 3 medium skeletons.

If anyone is smart enough to ask one of these skeletons a question about arcane lore, it becomes momentarily disoriented and is stunned for one round. This trick will only work once on any given skeleton.

6. STAIRCASE

This room, similar to the other reliquary chambers, holds the remains of a powerful dead mchawi wizard. However, unlike the other rooms, the statue is animated and the skeleton is harmless. A magical construct known as a reliquary guardian sits atop the basket, and will attack any humanoid who comes within 5 feet of the container; it ignores the awakened animals and the undead.

Note that the characters cannot access the staircase without getting within range of the guardian. A stone vault arches over the staircase, and it is impossible to jump down the stairs from the side or rear. Fortunately for the PCs, the guardian is only interested in protecting its charge; it will not attack unconscious characters, and it will not pursue intruders outside of this room.

If the characters can somehow open the reliquary basket, they will find the skeleton of a mchawi adorned with a beautiful ostrich-feather headdress worth 150 gp.

LOWER LEVEL

Moving even lower into the depth of the shrine, more challenges await the party. The following chambers lie below.

7. FLOODED CHAMBERS

The entire lower level, except for room 12, is filled with muddy water to a depth of just over one foot. The walls and ceilings in these chambers are crumbling and woven with vines and tree roots. The monkeys can traverse these vines easily, but larger creatures are forced to wade through the water, which is contaminated with the disease *wound rot*.

WOUND ROT

NEW MAGICAL DISEASE

WOUND ROT IS A WATER-BORNE BACTERIA THAT INFECTS OPEN CUTS. THE WOUND BECOMES INFLAMED AND PUS-FILLED, AND THE INFECTION CAN EVENTUALLY KILL IF NOT TREATED PROMPTLY.

TERRAIN: ANY WARM LAND OR UNDERGROUND

RACES: ANY HUMANOID, MONSTROUS HUMANOID, GIANT, ANIMAL, BEAST, OR MAGICAL BEAST

INFECTION: CONTACT (MUST CONTACT AN OPEN WOUND)

PREVENTION: BANDAGING OPEN WOUNDS BEFORE EXPOSURE GIVES A +4 BONUS TO THE FORTITUDE SAVE. CHARACTERS CAN IDENTIFY WATER CONTAMINATED WITH *WOUND ROT* BY MAKING A WILDERNESS LORE CHECK (DC 15).

DC: 10 (THIS IS THE DC REQUIRED FOR A FORTITUDE SAVE OR HEAL CHECK)

SR: 10 (HEALING THIS DISEASE MAGICALLY REQUIRES OVERCOMING ITS SPELL RESISTANCE)

INCUBATION: 24 HOURS

SYMPTOMS: PUS IN WOUND, PAIN AROUND INJURED AREA

DAMAGE: 1D2 TEMPORARY STRENGTH, ONCE PER DAY

TREATMENT: 2 CONSECUTIVE FORTITUDE SAVES OR HEAL CHECKS

CR: 1

STAIRCASE: Combat Opponent

RELIQUARY GUARDIAN

 CR 4; SZ T (CONSTRUCT); HD 3d10; HP 17; INIT +5 (Dex); SPD 20 FT.; AC 20 (+2 SIZE, +3 NATURAL, +5 Dex); ATK +7 MELEE (1d4+4/CRIT 20/x2, TINY SHORTSPEAR) OR +7 MELEE (1d3+3 AND POISON/CRIT 20/x2, BITE); FACE 2 1/2 FT. x 2 1/2 FT.; REACH 0 FT.; SA POISON; SQ DAMAGE REDUCTION 10/+1, DARKVISION 60 FT., MAGIC TRACKING, SPELL RESISTANCE 13; AL N; SV FORT +1, REF +5, WILL +4; STR 16, DEX 21, CON —, INT —, WIS 17, CHA 12

THE RELIQUARY GUARDIAN APPEARS TO BE A SMALL WOODEN STATUE OF A SQUAT, UGLY, BUG-EYED HUMAN. AS A CONSTRUCT IT ATTACKS WITHOUT HESITATION OR REMORSE.

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 OR 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.

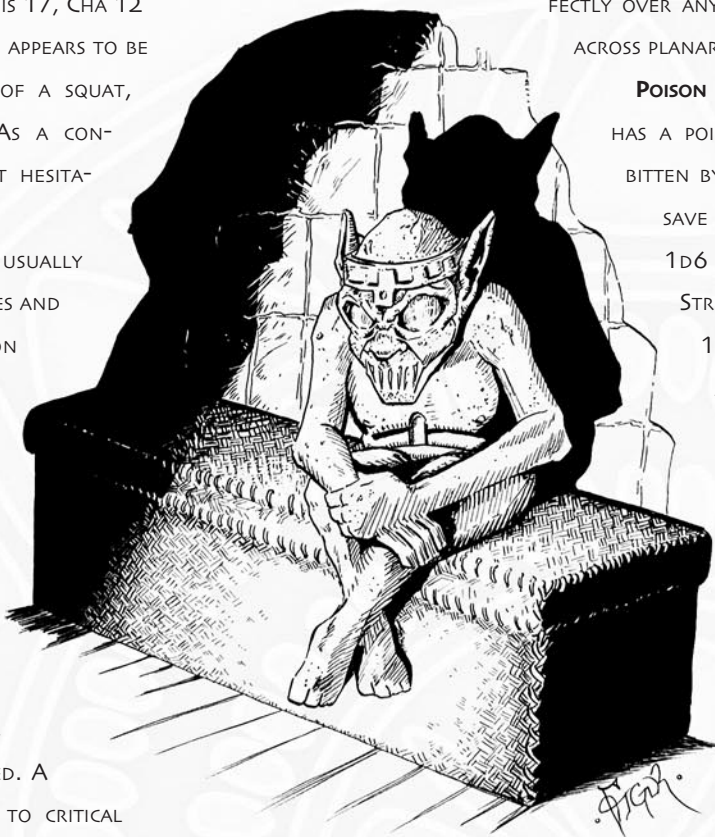
DAMAGE REDUCTION (Su): A RELIQUARY GUARDIAN IGNORES 10 POINTS OF DAMAGE FROM MOST WEAPONS AND NATURAL ATTACKS; THE ATTACKS SIMPLY BOUNCE OFF. A WEAPON WITH A +1 OR BETTER MAGICAL BONUS DEALS FULL DAMAGE.

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 TARGET STILL GETS A SAVING THROW IF THE SPELL ALLOWS SUCH.



These bacteria can only enter the body through an open wound, and since the water is only a foot deep, most characters will be safe unless they have sustained injuries to their lower legs or feet. Of course, the characters have been fighting small animals for most of the adventure, so if any character is at less than full health, the GM should check for infection. Note also that any time a character is standing in the water and injured with a piercing or slashing attack, he must re-check for infection.

8A-8C. UNUSED RELIQUARIES

These chambers were intended to house additional reliquaries, but were never filled. As a result, the rooms are empty except for the rotted remains of woven baskets and half-carved guardian statues.

9. ANIMATED WATER

This chamber is identical to rooms 8a through 8c. However, the water in this chamber was affected by the magic of the failing wards, imbuing it with a water elemental.

This water elemental, unlike the other creatures brought into existence by the shrine's flawed magic, is intelligent and can converse in its language. It appears before the party and babbles at them for several minutes, attempting to communicate if they can understand it. It explains that it was drawn toward this place because of its strong magic, but it is unable to return to its home plane. It wants to leave this place, but it cannot move beyond the flooded chambers. It asks the party to carry it and some water in a container, and bring it to someone who can send it home. If the party decides to transport it, the water elemental weighs 34 pounds, and the party must find some sort of barrel or other waterproof container to carry it in.

If the party is unable to understand the elemental, it becomes frustrated. If the party is unable to somehow soothe its anger, it lashes out at them; use the standard D20 System stats for a small water elemental.

10. WATERY DEAD

This chamber was once used for stripping the flesh from the bodies of mchawi before their entombment in a reli-

WATERY DEAD: Combat Opponents

Rainforest Zombies (2)

 CR 1; SZ M (UNDEAD); HD 2D12+3; HP 16; INIT -1 (DEX); SPD 30 FT.; AC 13 (-1 DEX, +4 NATURAL); ATK +2 MELEE (1D6+1/CRIT 20/x2, SLAM); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA NONE; SQ DARKVISION 60 FT., FIRE RESISTANCE 10, PARTIAL ACTIONS ONLY, RESISTANT TO BLOWS; AL N; SV FORT +0, REF -1, WILL +1; STR 13, DEX 8, CON —, INT —, WIS 10, CHA 1

FEATS: TOUGHNESS

THESE RAINFOREST ZOMBIES LOOK LIKE SHRIVELED ORCS WEARING THE TATTERED REMAINS OF WIZARDS' ROBES. IT APPEARS THAT SOMEONE WAS TRYING TO STRIP THE FLESH FROM THEIR BONES, BUT DIDN'T COMPLETE THE TASK, AND LONG STRIPS OF FLESH HANG FREE FROM THEIR ARMS AND LEGS.

FIRE RESISTANCE (Ex): RAINFOREST ZOMBIES IGNORE THE FIRST 10 POINTS OF FIRE DAMAGE DEALT TO THEM EACH ROUND.

PARTIAL ACTIONS ONLY (Ex): RAINFOREST ZOMBIES 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).

RESISTANT TO BLOWS (Ex): A RAINFOREST ZOMBIE ONLY SUFFERS HALF DAMAGE FROM PHYSICAL ATTACKS.

UNDEAD: UNDEAD ARE IMMUNE TO POISON, SLEEP, PARALYSIS, STUNNING, DISEASE, DEATH EFFECTS, NECROMANTIC EFFECTS, AND MIND-INFLUENCING EFFECTS. UNDEAD ARE NOT SUBJECT TO CRITICAL HITS, SUBDUAL DAMAGE, ABILITY DAMAGE OR 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 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.

quary. When the shrine was abandoned, several half-finished corpses were left here as well. The magical wards placed over the shrine animated the corpses, and the tanins in the intruding jungle waters mummified them, protecting them from rot and toughening their flesh. Without any orders from a creator, these creatures mindlessly wander about the complex, attacking any living creature they encounter. The awakened animals are quick enough to avoid them, but the PCs might not be as fortunate.

 A CAREFUL SEARCH OF THE MUCK IN THIS CHAMBER (SEARCH DC 10) TURNS UP SIX RUSTED BLADES, SAWS, AND OTHER ORCISH MORTUARY TOOLS. THESE ITEMS ARE WORTHLESS, BUT ADORNED WITH SMALL AMAZONITE STONES THAT CAN BE REMOVED AND SOLD FOR 50 GP EACH, FOR A TOTAL OF 300 GP.

11. DEADLY WATERS

At the lion heart's instruction, the awakened monkeys have placed traps here to deter would-be hunters. Beneath the water are trip lines made from woven fibers. Just past the trip lines, sharp wooden stakes have been embedded in the silt and muck. Anyone caught on a trip line will fall forward onto the stakes, but even those managing to avoid a trip line can still step on the stakes by accident. In addition, the water is contaminated with *wound rot*, and anyone injured by the stakes has a good chance of becoming infected; see page 32.

 LYING BENEATH THE WATER IN THIS ROOM (SEARCH DC 10) ARE SOME COINS DROPPED BY THE MONKEYS, TOTALING 500 CP, 80 SP, AND 25 GP.

12. HEART OF DARKNESS

This room is the lair of KanUK's lion heart and a troop of five awakened monkeys; see stats for four of the monkeys on page 14, and for their leader on page 37. Unlike the rest of the level, this chamber is not below water, but it still has the same hanging vines and roots, allowing the monkeys to traverse the 20-foot-high room with ease.

KanUK's heart sits atop a carved stone pedestal in the center of the chamber. The leader of the awakened monkeys waits patiently at the base of the pedestal, while the other

TRIP LINE & SPIKES

NEW TRAP

SEARCH DC: 15 TO NOTICE THE TRIP LINES, 20 TO NOTICE THE STAKES.

DISABLE DEVICE DC: 10 TO DISABLE THE TRIP LINES, 20 TO DISABLE THE STAKES.

CR: 1

CROSSING A TRIP LINE SUBJECTS A CHARACTER TO A TRIP ATTEMPT. MAKE A STRENGTH CHECK FOR THE TRIP LINE (EFFECTIVE STRENGTH 10) TO SET THE DC. THE CHARACTER MUST EQUAL OR BEAT THE DC WITH A STRENGTH OR DEXTERITY CHECK (PLAYER'S CHOICE) TO AVOID BEING TRIPPED.

IF TRIPPED, THE CHARACTER FALLS PRONE, AND IS SUBJECT TO ATTACKS FROM 1D4 SPIKES. THE SPIKES MAKE A MELEE ATTACK WITH A +4 BONUS, AND DO 1D4 POINTS OF DAMAGE ON EACH SUCCESSFUL HIT.

CHARACTERS WHO AVOID THE TRIP LINE BUT PASS THROUGH AN AREA MARKED WITH SPIKES ARE STILL SUBJECT TO ATTACKS FROM 1D4 SPIKES. HOWEVER, THE LACK OF MOMENTUM REDUCES THE MELEE ATTACK BONUS TO +0.

CHARACTERS INJURED BY THE SPIKES EITHER BY FALLING ON THEM OR STEPPING ON THEM MUST RE-CHECK FOR INFECTION BY *WOUND ROT*, AND SUFFER AN ADDITIONAL -2 CIRCUMSTANCE PENALTY TO THE SAVING THROW DUE TO THE FILTHY NATURE OF THE SPIKES.

monkeys nervously scamper about the room. At the first sign of combat, the leader of the monkeys snares the heart off of the pedestal and attempts to escape from the shrine.

If the party attacks the monkey holding the heart, it will play a deadly serious game of "keep away" with the party, throwing the heart to another simian.

The monkeys do whatever they can to protect the heart, but use cunning to do so. They may attempt to force the party back into the spike traps, lure the characters into chambers inhabited by other creatures, or use any other dirty trick that the GM can think of.



THE LION HEART HAS MANY VALUABLES STOCKPILED IN THIS ROOM, THOUGH IT IS UNABLE TO USE THEM IN ITS CURRENT FORM. THESE INCLUDE:

- TWO POTIONS OF *CHARISMA* (300 GP EACH)
- A *SPEAK WITH ANIMALS* POTION (300 GP)
- 10 CERAMIC BEADS (10 GP EACH)
- A *BOW STAND OF VICTORY* (500 GP, SEE BELOW FOR DETAILS)
- THE BOW STAND HOLDS A MASTERWORK LONG BOW (375 GP)
- AN ELABORATELY TOOLED LEATHER QUIVER (50 GP)
- THE QUIVER HOLDS 20 MASTERWORK ARROWS (140 GP)
- A +1 *HALFSPEAR* (2,301 GP)
- COINS TOTALING 6,000 CP, 1,200 SP, AND 750 GP

BOW STAND OF VICTORY



NEW WONDROUS ITEM

THIS ITEM APPEARS TO BE A HIGHLY DECORATED BOW STAND. ONCE PER DAY, IT HAS THE POWER TO ENCHANT NON-MAGICAL BOWS LEFT WITHIN ITS CRADLE FOR AT LEAST 8 HOURS.

IF A NON-MAGICAL BOW IS KEPT IN THE STAND FOR AT LEAST 8 HOURS, IT GAINS A +1 ENHANCEMENT BONUS FOR A FULL 8 HOURS AFTER BEING REMOVED FROM THE STAND.

TO FUNCTION, THE BOW MUST REMAIN IN THE STAND FOR A FULL 8 HOURS; PARTIAL CHARGES HAVE NO EFFECT. 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.

HEART OF DARKNESS: Combat Opponents

LION HEART OF DARKNESS



CR 3; SZ D (UNDEAD); HD 2D12+3; HP 27; INIT -5 (DEX); SPD 0 FT.; AC 13 (+4 SIZE, -5 DEX, +4 NATURAL); ATK NONE; FACE 2 FT. x 1 FT.; REACH 0 FT.; SA AWAKEN, DOMINATE MONSTER, MAGIC MISSILE; SQ BLINDSIGHT 60 FT., TELEPATHY, DAMAGE REDUCTION 10/+1, SPELL RESISTANCE 11, TURN RESISTANCE +4; AL NE; SV FORT +0, REF -5, WILL +5; STR 0, DEX 0, CON —, INT 17, WIS 14, CHA 16

SKILLS: BLUFF +7, CONCENTRATION +4, KNOWLEDGE (ARCANA) +7, KNOWLEDGE (NATURE) +7, INTIMIDATE +7, READ LIPS +6, SCRY +7, SENSE MOTIVE +6, SPELLCRAFT +7

FEATS: TOUGHNESS

LANGUAGES: KORDO (COMMON), DAKA-KOSA (ORCISH), ABYSSAL, INFERNAL, ELVEN

THE LION HEART OF KANUK APPEARS TO BE THE HEART OF A LARGE MAMMAL, SHRIVELED, STAINED WITH OLD BLOOD, AND STILL BEATING. IT IS SENTIENT, AND CONTROLS THE AWAKENED ANIMALS OF THE FOREST, MAKING THEM SEARCH FOR A NEW BODY TO HOUSE ITS SPIRIT.

AWAKEN (Sp): THE LION HEART CAN AWAKEN ANIMALS TO SENTIENCE AT WILL. THIS ABILITY WORKS LIKE THE SPELL *AWAKEN* CAST BY A 9TH-LEVEL SORCERER, BUT CAN ONLY BE USED ON ANIMALS.

DAMAGE REDUCTION (Su): THE LION HEART IGNORES 10 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.

DOMINATE MONSTER (Sp): THE LION HEART CAN CONTROL ANIMALS, BEASTS, OR MAGICAL BEASTS AT WILL. THIS ABILITY WORKS LIKE THE SPELL *DOMINATE MONSTER* CAST BY A 9TH-LEVEL SORCERER, EXCEPT THAT IT ONLY WORKS ON ANIMALS, BEASTS, OR MAGICAL BEASTS.

MAGIC MISSILE (Sp): THOUGH THE LION HEART HAS NO PHYSICAL ATTACKS, IT CAN HURL TWIN BOLTS OF BLACK ARCANE POWER AT WILL. THIS WORKS EXACTLY LIKE THE SPELL *MAGIC MISSILE* CAST BY A 3RD-LEVEL SORCERER, EXCEPT THAT IT INFLECTS NEGATIVE ENERGY DAMAGE INSTEAD OF FORCE DAMAGE.

SPELL RESISTANCE (Ex): TO DETERMINE IF A SPELL OR SPELL-LIKE ABILITY WORKS AGAINST THE LION HEART, THE SPELLCASTER MAKES A LEVEL CHECK (1D20 + CASTER LEVEL). IF THE RESULT EQUALS OR

HEART OF DARKNESS: Combat Opponents Continued

EXCEEDS 11, THE SPELL WORKS NORMALLY, THOUGH THE LION HEART STILL GETS A SAVING THROW IF THE SPELL ALLOWS SUCH.

TELEPATHY (Su): THE LION HEART CAN TELEPATHICALLY COMMUNICATE WITH ANY CREATURE THAT SPEAKS KORDO (COMMON), DAKA-KOSA (ORCISH), ABYSSAL, INFERNAL, OR ELVEN. THIS ABILITY HAS A RANGE OF 120 FEET.

TURN RESISTANCE (Ex): THE LION HEART IS TURNED OR REBUKED AS IF IT HAD 6 HIT DICE.

UNDEAD: UNDEAD ARE IMMUNE TO POISON, SLEEP, PARALYSIS, STUNNING, DISEASE, DEATH EFFECTS, NECROMANTIC EFFECTS, AND MIND-INFLUENCING EFFECTS. UNDEAD ARE NOT SUBJECT TO CRITICAL HITS, SUBDUAL DAMAGE, ABILITY DAMAGE OR 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 USUALLY HAVE DARKVISION WITH A RANGE OF 60 FEET, BUT KANUK'S HEART USES BLINDSIGHT INSTEAD. NEGATIVE ENERGY 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.

AWAKENED MONKEY LEADER

3RD-LEVEL AWAKENED MONKEY NANALA ROGUE

CR 3; SZ T (ANIMAL); HD 3D8 + 3D6; HP 30; INIT +2 (DEX); SPD 30 FT., CLIMB 30 FT.; AC 16 (+2 SIZE, +2 DEX, +1 ARMOR, +1 DODGE); ATK +8 MELEE (1D4-4/CRIT 19-20/x2, DAGGER) AND +3 MELEE (1D3-4/CRIT 20/x2, BITE), OR +8 RANGED (1D4-4/CRIT 20/x2, SLING); FACE 2 1/2 FT. x 2 1/2 FT.; REACH 0 FT.; SA SNEAK ATTACK +2D6; SQ LOW-LIGHT VISION; AL CE; SV FORT +4, REF +8, WILL +3; STR 3, DEX 15, CON 10, INT 14, WIS 12, CHA 8

SKILLS: BALANCE +10, BLUFF +5, CLIMB +13, ESCAPE ARTIST +6, HIDE +13, INTUIT DIRECTION +5, JUMP +0, LISTEN +4, MOVE SILENTLY +6, OPEN LOCK +6, PICK POCKET +6, READ LIPS +6, SEARCH +7, SENSE MOTIVE +3, SPOT +4, TUMBLE +8, USE MAGIC DEVICE +5

FEATS: DODGE, EVASION (TREAT AS THE ROGUE EVASION ABILITY), SANGUAR, WEAPON FINESSE (BITE), WEAPON FINESSE (SHORT SWORD)

LANGUAGES: KORDO (COMMON)

THIS MONKEY IS ABSOLUTELY DEVOTED TO THE LION HEART, AND WILL DO WHATEVER IT CAN TO PROTECT ITS MASTER. WHEN COMBAT BEGINS, IT IS INTERESTED IN ONLY ONE THING, DELIVERING THE HEART TO SAFETY.

ANIMAL: ALL ANIMALS HAVE LOW-LIGHT VISION THAT LETS THEM SEE OUTDOORS ON A MOONLIT NIGHT AS WELL AS THEY CAN DURING THE DAY.

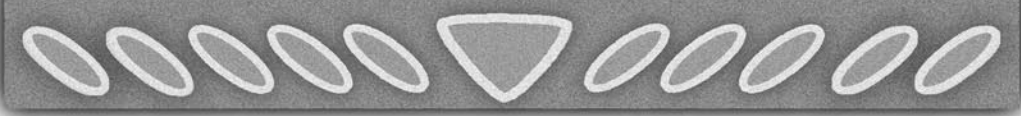
NANALA ROGUE: NANALA (NAH-NAH-LAH) MEANS "STEALTHY WALKER" IN KORDO. THE TERM IS COMMONLY APPLIED TO ANYONE WHO SHOWS A TENDENCY TOWARD HIDING, ATTACKING FROM AMBUSH, OR ANY OTHER SORT OF DECEPTION. NANALA GET ALONG BEST WITH MCHAWI WIZARDS, SEI SORCERERS, AND FOREIGN ROGUES. SINCE MANY NANALA ARE LACKING IN MORALS, THEY OFTEN FEEL UNCOMFORTABLE AROUND THE HIGHLY RELIGIOUS N'ANGA CLERICS.

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, AND THE MONKEY LEADER HAS AN AC BONUS OF +1. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

SNEAK ATTACK (Ex): THE AWAKENED MONKEY LEADER, AS A NANALA ROGUE, INFLECTS AN ADDITIONAL 2D6 POINTS OF DAMAGE TO FOES IT FLANKS OR CATCHES FLAT-FOOTED, OR FOES WHO OTHERWISE WOULD BE DENIED A DEXTERITY BONUS TO AC.

WEAPON AND ARMOR PROFICIENCY: A NANALA'S COMBAT TRAINING FOCUSES ON WEAPONS SUITABLE FOR STEALTH AND SNEAK ATTACKS. NANALA ARE PROFICIENT IN THE SAP, NORMAL AND COMPOSITE SHORTBOW, AND ALL SMALL SIMPLE WEAPONS. NANALA ARE NOT PROFICIENT IN ANY SORT OF SHIELD OR ARMOR.

POSSESSIONS: DAGGER, SLING, 10 BULLETS, THUNDERSTONE, TANGLEFOOT BAG, BRACERS OF ARMOR +1.



CHAPTER SIX

CONCLUDING THE ADVENTURE

There are two basic ways in which the adventure can end: either the party destroys the lion heart, or the monkeys spirit it away into the rainforest.

THE LION HEART IS DESTROYED

If the lion heart is destroyed, do the awakened animals return to normal? That depends on how much grief the PCs experienced. If they had an easy time of it, allow the animals to remain awakened. They will most certainly want revenge for the destruction of their master, and will track down the PCs. On the other hand, if the PCs had a rough ride, allow the animals return to normal.

In either case, the party gains the (literally) undying thanks of the lion orisha, which contacts them at the first available opportunity through a n'anga cleric or farasi.

 AS A REWARD FOR THEIR EFFORTS, THE LION ORISHA GRANTS EACH CHARACTER A BLESSING, WHICH TAKES THE FORM OF A PERMANENT +2 LUCK BONUS TO ANIMAL HANDLING CHECKS. THIS BONUS IS MAGICAL, AND CAN BE DISPELLED AS IF IT WERE A SPELL CAST BY A 20TH-LEVEL SORCERER.

THE LION HEART ESCAPES

In many ways, this is the more interesting of the two endings. If one of the monkeys manages to carry the heart out of the shrine, the party will have little hope of tracking it through the dense rainforest canopy.

Eventually, KanUk will find a dire lion to house his heart, and restore himself to his lich-like state. Once restored, he will attempt to raise an army of sentient animals, and gain revenge against the amazons for slaying him so many centuries ago. This plot can easily form the basis for a long-running campaign.

THE PSEUDO-LICH

"PSEUDO-LICH" IS A TEMPLATE THAT CAN BE ADDED TO ANY MAGICAL BEAST WITH AT LEAST 11 ARCANIC SPELLCASTER LEVELS (REFERRED TO HERE-AFTER AS THE "CREATURE"). THIS NEW TEMPLATE IS DESIGNED ESPECIALLY FOR USE IN *AFRICAN ADVENTURES* GAMES, BUT WILL WORK WELL IN MOST ANY CAMPAIGN SETTING. UNLIKE A TRUE LICH, A PSEUDO-LICH DOES NOT HAVE TO CREATE A PHYLACTERY; SEE "THE PSEUDO-LICH'S HEART," BELOW. THE CREATURE'S TYPE CHANGES TO "UNDEAD." IT USES ALL THE CREATURE'S STATISTICS AND SPECIAL ABILITIES EXCEPT AS NOTED HERE.

HIT DICE: INCREASE TO D12

SPEED: SAME AS THE CREATURE

AC: THE PSEUDO-LICH HAS +5 NATURAL ARMOR OR THE CREATURE'S NATURAL ARMOR, WHICHEVER IS BETTER.

DAMAGE: SAME AS THE CREATURE, EXCEPT THAT IT CAN USE ITS NATURAL ATTACKS IN CONJUNCTION WITH ITS PARALYZING TOUCH; SEE BELOW.

SPECIAL ATTACKS: A PSEUDO-LICH RETAINS ALL THE CREATURE'S SPECIAL ATTACKS AND ALSO GAINS THOSE LISTED BELOW. SAVES HAVE A DC OF 10 + 1/2 THE PSEUDO-LICH'S HD + THE PSEUDO-LICH'S CHARISMA MODIFIER UNLESS NOTED OTHERWISE.

FEAR AURA (Su): PSEUDO-LICHES ARE SHROUDED IN A DREADFUL AURA OF DEATH AND EVIL. CREATURES OF LESS THAN 5 HD IN A 60-FOOT RADIUS THAT LOOK AT THE PSEUDO-LICH MUST SUCCEED AT A WILL SAVE OR BE AFFECTED AS THOUGH BY *FEAR* AS CAST BY A SORCERER OF A LEVEL EQUAL TO THE PSEUDO-LICH'S HIT DICE.

PARALYSIS (Su): ANY LIVING CREATURE THE PSEUDO-LICH HARMS WITH A NATURAL WEAPON MUST SUCCEED AT A FORTITUDE SAVE OR BE PERMANENTLY PARALYZED. *REMOVE PARALYSIS* OR ANY SPELL THAT CAN REMOVE A CURSE CAN FREE THE VICTIM; SEE THE *BESTOW CURSE* SPELL. THE EFFECT CANNOT BE DISPELLED. ANYONE PARALYZED BY A PSEUDO-LICH SEEMS DEAD, THOUGH A SUCCESSFUL SPOT CHECK (DC 20) OR HEAL CHECK (DC 15) REVEALS THAT THE VICTIM IS STILL ALIVE. THIS POWER WORKS IN CONJUNCTION WITH THE PSEUDO-LICH'S DAMAGING TOUCH; SEE ABOVE.

SPELLS: THE PSEUDO-LICH CAN CAST ANY SPELLS IT COULD CAST WHILE ALIVE.

SPECIAL QUALITIES: A PSEUDO-LICH RETAINS ALL THE CREATURE'S SPECIAL QUALITIES AND THOSE LISTED BELOW, AND ALSO GAINS THE UNDEAD TYPE.

TURN RESISTANCE (Ex): A PSEUDO-LICH HAS +4 TURN RESISTANCE.

DAMAGE REDUCTION (Su): A PSEUDO-LICH'S UNDEAD BODY IS TOUGH, GIVING THE CREATURE DAMAGE REDUCTION 15/+1.

IMMUNITIES (Ex): PSEUDO-LICHES ARE IMMUNE TO COLD, ELECTRICITY, POLYMORPH, AND MIND-AFFECTING ATTACKS.

SAVES: SAME AS THE CREATURE.

ABILITIES: A PSEUDO-LICH GAINS +2 TO INTELLIGENCE, WISDOM, AND CHARISMA SCORES, BUT BEING UNDEAD, HAS NO CONSTITUTION SCORE.

SKILLS: LICHES RECEIVE A +4 RACIAL BONUS TO HIDE, LISTEN, MOVE SILENTLY, SEARCH, SENSE MOTIVE, AND SPOT CHECKS. OTHERWISE SAME AS THE CREATURE.

FEATS: SAME AS THE CREATURE

CLIMATE/TERRAIN: ANY LAND AND UNDERGROUND

ORGANIZATION: SOLITARY OR TROUPE (1 PSEUDO-LICH AND STANDARD NUMBER OF CREATURES OF ITS TYPE)

CHALLENGE RATING: SAME AS THE CREATURE + 2

TREASURE: NO COINS, 50% GOODS, STANDARD ITEMS

ALIGNMENT: ANY EVIL

ADVANCEMENT: BY CHARACTER CLASS

Pseudo-Lich Characters

THE METHOD OF BECOMING A PSEUDO-LICH IS LOST TO MODERN MAGIC, BUT MUST INCLUDE RITUALS OF TERRIBLE DEPRAVITY AND EVIL.

The Pseudo-Lich's Heart

WHEN A PSEUDO-LICH IS SLAIN, ITS LIFE FORCE MOVES INTO ITS HEART. THE HEART EFFECTIVELY BECOMES THE CREATURE'S PHYLACTERY. THE HEART OF A PSEUDO-LICH IS EFFECTIVELY A MONSTER; SEE THE "THE LION HEART OF DARKNESS" STATS ON PAGE 36.

IF THE HEART OF A PSEUDO-LICH IS PLACED WITHIN 30 FEET OF THE BODY OF A CREATURE OF THE SAME SPECIES IT WAS BEFORE THE PSEUDO-LICH TEMPLATE WAS APPLIED TO IT, THE PSEUDO-LICH'S SPIRIT FLOWS OUT OF THE PHYLACTERY AND INTO THE CREATURE, INSTANTLY SLAYING THE CREATURE AND RESTORING THE PSEUDO-LICH TO ITS FULL POWER. THE HEART THEN SHRIVELS AND TURNS TO DUST.

KANUK

13TH-LEVEL MCHAWI WIZARD DIRE LION BAROZI PSEUDO-LICH

CR 20; SZ L (UNDEAD); HD 8d12 + 13d4 + 3; HP 93; INIT +2 (DEX); SPD 40 FT.; AC 18 (−1 SIZE, +2 DEX, +5 NATURAL, +2 DODGE); ATK +18 MELEE (1d6+7 AND PARALYSIS/CRIT 20/x2, CLAW), AND +13 MELEE (1d8+3 AND PARALYSIS/CRIT 20/x2, BITE); FACE 5 FT. X 10 FT.; REACH 5 FT.; SA CONTROL ANIMALS, FEAR AURA, IMPROVED GRAB, PARALYSIS, PENETRATE BOMA, POUNCE, RAKE 1d6+3 PLUS PARALYSIS, SPELLS; SQ DAMAGE REDUCTION 15/+1, DAMNED SOUL, DARKVISION 60 FT., FIENDISH SERVANT, HUMANOID FORM, HUMANOID VOICE, ILLITERATE, IMMUNITIES, LEVEL LOSS, REBIRTH, SCENT, SENSE HUMANIDS, TURN RESISTANCE +4; AL CE; SV FORT +13, REF +12, WILL +15; STR 25, DEX 15, CON —, INT 19, WIS 16, CHA 18

SKILLS: ALCHEMY +9, BLUFF +6, CONCENTRATION +10, HIDE +6 (+10 IN TALL GRASS), INTIMIDATE +6, JUMP +10, KNOWLEDGE (ARCANA) +14, KNOWLEDGE (NATURE) +9, LISTEN +7, MOVE SILENTLY +10, READ LIPS +5, SEARCH +8, SCRY +9, SENSE MOTIVE +10, SPELLCRAFT +14, SPOT +7

FEATS: BREW POTION, CRAFT MAGIC ARMS AND ARMOR, CREATE GRIS-GRIS, SANGUARY, SILENT SPELL, STILL SPELL, TOUGHNESS

LANGUAGES: KORDO (COMMON), DAKA-KOSA (ORCISH), ABYSSAL, INFERNAL, ELVEN

IN HIS RESTORED FORM, KANUK LOOKS LIKE A BLACK-FURRED, MUMMIFIED DIRE LION. IN HIS ORIGINAL FORM, THOUGH, HE WAS A KOSAN ORC MCHAWI WIZARD. IN THIS FIRST LIFE HE WAS SLAIN BY AN ESCAPED SLAVE, BUT THE FIENDISH SPIRITS HE SERVED REINCARNATED HIM AS A DIRE LION. MCHAWI REINCARNATED IN THIS FASHION ARE KNOWN AS BAROZI (BAH-ROH-ZEE), AND HAVE POWERS FAR BEYOND THOSE OF SIMPLE ANIMALS. NORMALLY, KANUK WOULD HAVE SPENT AN ETERNITY DAMNED TO AN ENDLESS CYCLE OF DEATH AND REINCARNATION IN THE SERVICE OF THE FIENDISH ORISHA, BUT HE WAS ABLE TO CHEAT THE SPIRITS BY TRANSFORMING HIMSELF INTO AN UNDEAD CREATURE KNOWN AS A PSEUDO-LICH.

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.

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, A DIRE LION BAROZI CAN CONTROL FELINES OF ANY KIND. UNLIKE THE SPELL, THE 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 TO BRING DOWN HUMANOID KILLS FOR THE BAROZI.

CREATE GRIS-GRIS: THIS NEW FEAT ALLOWS THE CHARACTER TO MAKE ENCHANTED BAGS CALLED *GRIS-GRIS* (GREE-GREE). GRIS-GRIS FUNCTION LIKE SCROLLS, BUT CAN BE USED BY ILLITERATE SPELLCASTERS. DETAILS ARE GIVEN IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

DAMAGE REDUCTION (SU): KANUK IGNORES 15 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.

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 *NYAMBE: AFRICAN ADVENTURES* FOR THIS TEMPLATE. THE MCHAWI CANNOT BE RESTORED FROM DEATH BY ANY OTHER MEANS, INCLUDING POWERFUL SPELLS SUCH AS *TRUE RESURRECTION* OR *WISH*. AS NOTED ABOVE, KANUK HAS FOUND A WAY AROUND THIS LIMITATION.

FEAR AURA (SU): PSEUDO-LICHES ARE SHROUDED IN A DREADFUL AURA OF DEATH AND EVIL. CREATURES OF LESS THAN 5 HD IN A 60-FOOT RADIUS THAT LOOK AT THE PSEUDO-LICH MUST SUCCEED AT A WILL SAVE DC 23 OR BE AFFECTED AS THOUGH BY *FEAR* CAST BY A 13TH-LEVEL SORCERER.

FIENDISH SERVANT (SU): AT 2ND LEVEL, THE MCHAWI CAN SUMMON A FIENDISH SERVANT EXACTLY AS DOES A BLACKGUARD. KANUK HAS NOT SUMMONED A FIENDISH SERVANT YET, BUT MAY CHOOSE TO DO SO AT ANY TIME.

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 — IN KANUK'S CASE, A KOSAN ORC; SEE *NYAMBE: AFRICAN ADVENTURES* FOR FULL DETAILS AND STATS FOR KOSAN ORCS, OR USE THE STANDARD D20 SYSTEM ORC STATS ADVANCED TO 4 HD. THE SHAPECHANGED BAROZI LOSES ALL OF ITS ANIMAL CHARACTERISTICS, INCLUDING

KANUK Continued

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 TYPICALLY USES THIS POWER TO FIND A HUMANOID MATE.

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.

ILLITERATE (Ex): DESPITE HIS GREAT POWER, KANUK DOES NOT KNOW HOW TO READ OR WRITE, AS THE ORAL TRADITION IS THE NORM IN NYAMBE-TANDA.

IMMUNITIES (Ex): KANUK IS IMMUNE TO COLD, ELECTRICITY, POLYMORPH, AND MIND-AFFECTING ATTACKS.

IMPROVED GRAB (Ex): TO USE THIS ABILITY, KANUK MUST HIT WITH HIS BITE ATTACK. IF HE GETS A HOLD, HE CAN RAKE.

LEVEL LOSS (Ex): A MCHAWI REINCARNATED AS A BAROZI LOSES 1 MCHAWI WIZARD LEVEL. THIS LOSS IS CALCULATED BEFORE THE BAROZI TEMPLATE FOUND *NYAMBE: AFRICAN ADVENTURES* IS APPLIED. SINCE KANUK HAS LEARNED TO CHEAT THE FIENDISH SPIRITS, HE IS NOT REINCARNATED WHEN SLAIN.

MCHAWI WIZARD:
MCHAWI (M-CHAH-
WEE) ARE WIZARDS

WHO HAVE LEARNED TO STEAL MAGIC FROM THE OVERPOWER THROUGH THE AID OF FIENDISH ORISHA. MCHAWI ARE USUALLY PATHETIC COMBATANTS, BUT WITH THE ABILITY TO COMMAND THE DEAD AND SLAY THE LIVING WITH ARCAN ENE- GIES, MCHAWI RARELY NEED TO RESORT TO PHYSICAL COMBAT IN THEIR PURSUIT OF POWER. MOST MCHAWI ARE EVIL, AND THE MAJORITY PURSUE THEIR OWN AGEN- DAS RATHER THAN SERVE THE ORISHA. MCHAWI CAN COME FROM ANY OCCUPA- TION AND SOCIAL CLASS, BUT WHAT THEY ALL HAVE IN COMMON IS SELF-CEN- TEREDNESS AND AN EGO BIG ENOUGH TO BELIEVE THAT THEY CAN DEAL WITH THE FIENDISH ORISHA AND GET AWAY WITH IT. 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 FOREIGN FIGHTERS.

PARALYSIS (Su): ANY LIVING CREATURE KANUK HARMS WITH A CLAW OR BITE ATTACK MUST SUCCEED AT A FORTITUDE SAVE (DC 23) OR BE PERMANENTLY PAR- ALYZED. REMOVE PARALYSIS OR ANY SPELL THAT CAN REMOVE A CURSE CAN FREE THE VICTIM; SEE THE *BESTOW CURSE* SPELL. THE EFFECT CANNOT BE DISPELLED. ANYONE PARALYZED BY KANUK SEEMS DEAD, THOUGH A SUCCESSFUL SPOT CHECK (DC 20) OR HEAL CHECK (DC 15) REVEALS THAT THE VICTIM IS STILL ALIVE.

PENETRATE BOMA (Su): NOMADS OFTEN BUILD WALLS OF THORN BUSHES CALLED BOMA TO KEEP OUT WILD ANIMALS



KANUK Continued

AT NIGHT. BAROZI ARE ABLE TO PUSH THROUGH THESE WALLS WITHOUT DAMAGE. THEY CAN ALSO DRAG GRAPPLED PREY THROUGH A BOMA, INFLECTING 2D4 POINTS OF SLASHING DAMAGE ON THE VICTIM; REFLEX SAVE DC 15 FOR HALF DAMAGE.

POUNCE (Ex): IF KANUK LEAPS UPON A FOE DURING THE FIRST ROUND OF COMBAT, HE CAN MAKE A FULL ATTACK EVEN IF HE HAS ALREADY TAKEN A MOVE ACTION.

PSEUDO-LICH: KANUK IS A CREATURE KNOWN AS A PSEUDO-LICH. A PSEUDO-LICH IS A MAGICAL BEAST THAT HAS SOMEHOW LEARNED THE SECRETS OF LICHDOM. THE NEW TEMPLATE FOR THIS CREATURE IS GIVEN ON PAGE 39.

RAKE (Ex): KANUK CAN MAKE TWO RAKE ATTACKS (+12 MELEE) AGAINST A HELD CREATURE WITH HIS HIND LEGS FOR 1D6+3 DAMAGE EACH. IF HE POUNCES ON AN OPPONENT, HE CAN ALSO RAKE. KANUK'S RAKE ATTACKS CAN CAUSE PARALYSIS JUST LIKE HIS PRIMARY ATTACKS.

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 HE IS AND RECALL HIS FORMER LIFE. WHEN THE CHILD MATURES (AGE 15 TO 18 FOR A HUMAN), HE WILL INSTANTLY REGAIN THE LEVELS HE HAD AS A BAROZI. AS A FINAL LEGACY OF ITS EVIL, THE ANIMALS FORMERLY UNDER CONTROL OF THE BAROZI WILL CONTINUE THEIR HUMANOID-EATING HABITS. BECAUSE KANUK HAS FOUND A WAY TO CHEAT THE SPIRITS, THOUGH, HE IS NOT SUBJECT TO REBIRTH.

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, AND KANUK HAS A +2 AC BONUS. THIS IS A NEW FEAT DESCRIBED IN *THE NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

SENSE HUMANIDS (Su): BAROZI HAVE A SUPERNATURAL ABILITY TO DETECT THE PRESENCE OF ALL HUMANIDS 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, HUMANIDS CANNOT SURPRISE A BAROZI.

SCENT (Ex): KANUK CAN DETECT THOSE WITHIN 30 FEET BY SENSE OF SMELL. HE CAN TAKE A PARTIAL ACTION TO NOTE THE DIRECTION OF THE SCENT. IF HE MOVES WITHIN 5 FEET OF THE SOURCE, KANUK CAN PINPOINT THAT SOURCE.

KANUK CAN ALSO FOLLOW FRESH TRACKS WITH A WISDOM CHECK DC 10 + 2 PER HOUR THE TRAIL IS COLD.

SKILLS: AS A PSEUDO-LICH KANUK RECEIVES A +4 RACIAL BONUS TO HIDE, LISTEN, MOVE SILENTLY, SEARCH, SENSE MOTIVE, AND SPOT CHECKS. THIS BONUS IS ALREADY WORKED INTO THE STATS ABOVE. AS A DIRE LION, HE GAINS A +4 RACIAL BONUS TO HIDE AND MOVE SILENTLY CHECKS; SINCE THEY'RE RACIAL BONUSES, THESE DO NOT STACK WITH HIS PSEUDO-LICH BONUSES. IN AREAS OF TALL GRASS OR HEAVY UNDERGROWTH, THE HIDE BONUS IMPROVES TO +8.

SPELLS: (4/5+1/5+1/5+1/4+1/3+1/2+1/1+1) KANUK CASTS SPELLS AS A 13TH-LEVEL NECROMANCER. HE CAN PREPARE ONE ADDITIONAL SPELL OF THE NECROMANCY SCHOOL PER SPELL LEVEL EACH AND GAINS A +2 BONUS TO SPELLCRAFT CHECKS TO LEARN THE SPELLS OF THE NECROMANCY SCHOOL. WHEN HE IS FIRST RETURNED TO LIFE, HE WILL NOT HAVE ANY GRIS-GRIS BAGS (SPELL-BOOKS FOR ILLITERATE SPELLCASTERS) AVAILABLE, AND THUS WILL NOT HAVE ANY SPELLS PREPARED. BECAUSE OF HIS DIRE LION FORM, HE CANNOT CAST SPELLS WITH SOMATIC COMPONENTS UNLESS HE PREPARES THEM USING THE STILL SPELL FEAT.

TURN RESISTANCE (Ex): KANUK IS TURNED AS IF A 25-HD CREATURE.

UNDEAD: UNDEAD ARE IMMUNE TO POISON, SLEEP, PARALYSIS, STUNNING, DISEASE, DEATH EFFECTS, NECROMANTIC EFFECTS, AND MIND-INFLUENCING EFFECTS. UNDEAD ARE NOT SUBJECT TO CRITICAL HITS, SUBDUAL DAMAGE, ABILITY DAMAGE OR 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. SPELLCASTING UNDEAD MAKE CONCENTRATION CHECKS USING THEIR CHARISMA MODIFIER, AND NEGATIVE ENERGY 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 ARE UNWILLING TO RETURN TO LIFE.

POSSESSIONS: WHEN FIRST RESTORED TO HIS DIRE LION FORM, KANUK WILL NOT HAVE ANY EQUIPMENT. IF A GREAT DEAL OF TIME PASSES BETWEEN HIS RESTORATION AND ENCOUNTERING THE CHARACTERS, YOU SHOULD EQUIP HIM WITH GEAR APPROPRIATE TO A 13TH-LEVEL MCHAWI WIZARD.

EXPERIENCE AWARDS

ENCOUNTER	EL	XP	ENCOUNTER	EL	XP
THE RAID	3	900	RANDOM SHRINE ENCOUNTERS	VARIABLE	VARIABLE
THE LION ORISHA SPEAKS	0	0	ENTRANCE	0	0
A GRIM FUTURE (OPTIONAL)	VARIABLE	VARIABLE	ANTECHAMBER	2	600
RANDOM RAINFOREST ENCOUNTERS	VARIABLE	VARIABLE	OFFERING ROOM	1/2	150
MYSTERY BOX	1/2	150	N'ANGAS' CHAMBERS	0	0
DEAD MONKEYS	1	300	3 RELIQUARIES	1	300
VOICES FROM THE TREES	2	600	STAIRCASE	4	1350
SAFE HAVEN	0	0	FLOODED CHAMBERS	1	300
THE ENFORCER	3	900	UNUSED RELIQUARIES	0	0
AN EVIL OMEN	0	0	ANIMATED WATER	1	300
ABANDONED RUIN	1/2	150	WATERY DEAD	2	600
COMPOST HEAP	1	300	DEADLY WATERS	1	300
PRISONERS OF THE HEART	1	300	HEART OF DARKNESS	5	1800
THE GUARDIAN	3	900	TOTAL		10,200
					+ VARIABLES

OPEN GAME LICENSE V1.0a



THE FOLLOWING TEXT IS THE PROPERTY OF WIZARDS OF THE COAST, INC. AND IS COPYRIGHT 2000 WIZARDS OF THE COAST, INC ("Wizards"). ALL RIGHTS RESERVED.

1. DEFINITIONS: (A) "CONTRIBUTORS" MEANS THE COPYRIGHT AND/OR TRADEMARK OWNERS WHO HAVE CONTRIBUTED OPEN GAME CONTENT; (B) "DERIVATIVE MATERIAL" MEANS COPYRIGHTED MATERIAL INCLUDING DERIVATIVE WORKS AND TRANSLATIONS (INCLUDING INTO OTHER COMPUTER LANGUAGES), POTATION, MODIFICATION, CORRECTION, ADDITION, EXTENSION, UPGRADE, IMPROVEMENT, COMPILATION, ABRIDGMENT OR OTHER FORM IN WHICH AN EXISTING WORK MAY BE RECAST, TRANSFORMED OR ADAPTED; (C) "DISTRIBUTE" MEANS TO REPRODUCE, LICENSE, RENT, LEASE, SELL, BROADCAST, PUBLICLY DISPLAY, TRANSMIT OR OTHERWISE DISTRIBUTE; (D) "OPEN GAME CONTENT" MEANS THE GAME MECHANIC AND INCLUDES THE METHODS, PROCEDURES, PROCESSES AND ROUTINES TO THE EXTENT SUCH CONTENT DOES NOT EMBODY THE PRODUCT IDENTITY AND IS AN ENHANCEMENT OVER THE PRIOR ART AND ANY ADDITIONAL CONTENT CLEARLY IDENTIFIED AS OPEN GAME CONTENT BY THE CONTRIBUTOR, AND MEANS ANY WORK COVERED BY THIS LICENSE, INCLUDING TRANSLATIONS AND DERIVATIVE WORKS UNDER COPYRIGHT LAW, BUT SPECIFICALLY EXCLUDES PRODUCT IDENTITY. (E) "PRODUCT IDENTITY" MEANS PRODUCT AND PRODUCT LINE NAMES, LOGOS AND IDENTIFYING MARKS INCLUDING TRADE DRESS; ARTIFACTS; CREATURES CHARACTERS; STORIES, STORYLINES, PLOTS, THEMATIC ELEMENTS, DIALOGUE, INCIDENTS, LANGUAGE, ARTWORK, SYMBOLS, DESIGNS, DEPICTIONS, LIKENESSES, FORMATS, POSES, CONCEPTS, THEMES AND GRAPHIC, PHOTOGRAPHIC AND OTHER VISUAL OR AUDIO REPRESENTATIONS; NAMES AND DESCRIPTIONS OF CHARACTERS, SPELLS, ENCHANTMENTS, PERSONALITIES, TEAMS, PERSONAS, LIKENESSES AND SPECIAL ABILITIES; PLACES, LOCATIONS, ENVIRONMENTS, CREATURES, EQUIPMENT, MAGICAL OR SUPERNATURAL ABILITIES OR EFFECTS, LOGOS, SYMBOLS, OR

GRAPHIC DESIGNS; AND ANY OTHER TRADEMARK OR REGISTERED TRADEMARK CLEARLY IDENTIFIED AS PRODUCT IDENTITY BY THE OWNER OF THE PRODUCT IDENTITY, AND WHICH SPECIFICALLY EXCLUDES THE OPEN GAME CONTENT; (F) "TRADEMARK" MEANS THE LOGOS, NAMES, MARK, SIGN, MOTTO, DESIGNS THAT ARE USED BY A CONTRIBUTOR TO IDENTIFY ITSELF OR ITS PRODUCTS OR THE ASSOCIATED PRODUCTS CONTRIBUTED TO THE OPEN GAME LICENSE BY THE CONTRIBUTOR (G) "USE", "USED" OR "USING" MEANS TO USE, DISTRIBUTE, COPY, EDIT, FORMAT, MODIFY, TRANSLATE AND OTHERWISE CREATE DERIVATIVE MATERIAL OF OPEN GAME CONTENT. (H) "YOU" OR "YOUR" MEANS THE LICENSEE IN TERMS OF THIS AGREEMENT.

2. THE LICENSE: THIS LICENSE APPLIES TO ANY OPEN GAME CONTENT THAT CONTAINS A NOTICE INDICATING THAT THE OPEN GAME CONTENT MAY ONLY BE USED UNDER AND IN TERMS OF THIS LICENSE. YOU MUST AFFIX SUCH A NOTICE TO ANY OPEN GAME CONTENT THAT YOU USE. NO TERMS MAY BE ADDED TO OR SUBTRACTED FROM THIS LICENSE EXCEPT AS DESCRIBED BY THE LICENSE ITSELF. NO OTHER TERMS OR CONDITIONS MAY BE APPLIED TO ANY OPEN GAME CONTENT DISTRIBUTED USING THIS LICENSE.

3. OFFER AND ACCEPTANCE: BY USING THE OPEN GAME CONTENT YOU INDICATE YOUR ACCEPTANCE OF THE TERMS OF THIS LICENSE.

4. GRANT AND CONSIDERATION: IN CONSIDERATION FOR AGREEING TO USE THIS LICENSE, THE CONTRIBUTORS GRANT YOU A PERPETUAL, WORLDWIDE, ROYALTY-FREE, NON-EXCLUSIVE LICENSE WITH THE EXACT TERMS OF THIS LICENSE TO USE, THE OPEN GAME CONTENT.

5. REPRESENTATION OF AUTHORITY TO CONTRIBUTE: IF YOU ARE CONTRIBUTING ORIGINAL MATERIAL AS OPEN GAME CONTENT, YOU REPRESENT THAT YOUR CONTRIBUTIONS ARE YOUR ORIGINAL CREATION AND/OR YOU HAVE SUFFICIENT RIGHTS TO GRANT THE RIGHTS CONVEYED BY THIS LICENSE.

6. NOTICE OF LICENSE COPYRIGHT: YOU MUST UPDATE THE COPYRIGHT NOTICE PORTION OF THIS LICENSE TO INCLUDE THE EXACT TEXT OF THE COPYRIGHT NOTICE OF ANY OPEN GAME CONTENT YOU ARE COPYING, MODIFYING OR DISTRIBUTING, AND YOU MUST ADD THE TITLE, THE COPYRIGHT DATE, AND THE COPYRIGHT HOLDER'S NAME TO THE COPYRIGHT NOTICE OF ANY ORIGINAL OPEN GAME CONTENT YOU DISTRIBUTE.

7. USE OF PRODUCT IDENTITY: YOU AGREE NOT TO USE ANY PRODUCT IDENTITY, INCLUDING AS AN INDICATION AS TO COMPATIBILITY, EXCEPT AS EXPRESSLY LICENSED IN ANOTHER, INDEPENDENT AGREEMENT WITH THE OWNER OF EACH ELEMENT OF THAT PRODUCT IDENTITY. YOU AGREE NOT TO INDICATE COMPATIBILITY OR CO-ADAPTABILITY WITH ANY TRADEMARK OR REGISTERED TRADEMARK IN CONJUNCTION WITH A WORK CONTAINING OPEN GAME CONTENT EXCEPT AS EXPRESSLY LICENSED IN ANOTHER, INDEPENDENT AGREEMENT WITH THE OWNER OF SUCH TRADEMARK OR REGISTERED TRADEMARK. THE USE OF ANY PRODUCT IDENTITY IN OPEN GAME CONTENT DOES NOT CONSTITUTE A CHALLENGE TO THE OWNERSHIP OF THAT PRODUCT IDENTITY. THE OWNER OF ANY PRODUCT IDENTITY USED IN OPEN GAME CONTENT SHALL RETAIN ALL RIGHTS, TITLE AND INTEREST IN AND TO THAT PRODUCT IDENTITY.

8. IDENTIFICATION: IF YOU DISTRIBUTE OPEN GAME CONTENT YOU MUST CLEARLY INDICATE WHICH PORTIONS OF THE WORK THAT YOU ARE DISTRIBUTING ARE OPEN GAME CONTENT.

9. UPDATING THE LICENSE: WIZARDS OR ITS DESIGNATED AGENTS MAY PUBLISH UPDATED VERSIONS OF THIS LICENSE. YOU MAY USE ANY AUTHORIZED VERSION OF THIS LICENSE TO COPY, MODIFY AND DISTRIBUTE ANY OPEN GAME CONTENT ORIGINALLY DISTRIBUTED UNDER ANY VERSION OF THIS LICENSE.

10. COPY OF THIS LICENSE: YOU MUST INCLUDE A COPY OF THIS LICENSE WITH EVERY COPY OF THE OPEN GAME CONTENT YOU DISTRIBUTE.

11. USE OF CONTRIBUTOR CREDITS: YOU MAY NOT MARKET OR ADVERTISE THE OPEN GAME CONTENT USING THE NAME OF ANY CONTRIBUTOR UNLESS YOU HAVE WRITTEN PERMISSION FROM THE CONTRIBUTOR TO DO SO.

12. INABILITY TO COMPLY: IF IT IS IMPOSSIBLE FOR YOU TO COMPLY WITH ANY OF THE TERMS OF THIS LICENSE WITH RESPECT TO SOME OR ALL OF THE OPEN GAME CONTENT DUE TO STATUTE, JUDICIAL ORDER, OR GOVERNMENTAL REGULATION THEN YOU MAY NOT USE ANY OPEN GAME MATERIAL SO AFFECTED.

13. TERMINATION: THIS LICENSE WILL TERMINATE AUTOMATICALLY IF YOU FAIL TO COMPLY WITH ALL TERMS HEREIN AND FAIL TO CURE SUCH BREACH WITHIN 30 DAYS OF BECOMING AWARE OF THE BREACH. ALL SUBLICENSES SHALL SURVIVE THE TERMINATION OF THIS LICENSE.

14. REFORMATION: IF ANY PROVISION OF THIS LICENSE IS HELD TO BE UNENFORCEABLE, SUCH PROVISION SHALL BE REFORMED ONLY TO THE EXTENT NECESSARY TO MAKE IT ENFORCEABLE.

15. COPYRIGHT NOTICE
OPEN GAME LICENSE V 1.0a COPYRIGHT 2001, WIZARDS OF THE COAST, INC.

D20 SYSTEM RULES & CONTENT COPYRIGHT 2000 WIZARDS OF THE COAST, INC.; AUTHORS JONATHAN TWEET, MONTE COOK, SKIP WILLIAMS, BASED ON ORIGINAL MATERIAL BY DAVE ARNESON AND E. GARY GYGAX.
OCCULT LORE COPYRIGHT 2002, TRIDENT INC.

D/B/A ATLAS GAMES.
DIRE SPIRITS COPYRIGHT 2002, TRIDENT INC. D/B/A ATLAS GAMES; AUTHOR CHRISTOPHER W. DOLUNT.

NYAMBE: AFRICAN ADVENTURES COPYRIGHT 2002 TRIDENT, INC. D/B/A ATLAS GAMES; AUTHOR CHRIS DOLUNT.

KAADAAM

(KAH-AH-DAH-AHM)

1ST-LEVEL MALE TEMBU HUMAN GAMBA FIGHTER

CR 1; SZ M (HUMANOID); HD 1d12+2; HP 14; INIT +5 (+4 IMPROVED INITIATIVE, +1 DEX); SPD 40 FT.; AC 14 (+1 DEX, +2 ARMOR, +1 SANGUAR); ATK +3 MELEE (1d12+3/CRIT 20/x3, GREAT AXE), OR +2 RANGED (1d8/CRIT 20/x3, LONGBOW); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA FAST MOVEMENT; SQ NONE; AL LG; SV FORT +4, REF +1, WILL -1; STR 15, DEX 13, CON 14, INT 12, WIS 8, CHA 10

SKILLS: HANDLE ANIMAL +2, INTIMIDATE +4, INTUIT DIRECTION +3, JUMP +4, LISTEN +3, SPOT +3, SWIM +3, WILDERNESS LORE +3

FEATS: IMPROVED INITIATIVE, TRACK, SANGUAR

LANGUAGES: KORDO, DAKA-KARA, HALFLING

KAADAAM WAS BORN AND RAISED IN THE VILLAGE OF MOUNCHILI, BUT HE LONGS TO EXPERIENCE THE WORLD OUTSIDE HIS VILLAGE AND BUILD HIS REPUTATION AS A GREAT WARRIOR. HE IS ESPECIALLY INTERESTED IN JOINING THE MILITARY AND BECOMING AN ELEPHANT ARCHER.

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).

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 BRUTE-FORCE COMBATANTS, RELYING ON SPEED, STRENGTH, AND POWER TO MAKE UP FOR A LACK OF TRAINING. 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. THEY ARE DISTRUSTFUL OF MAGIC, AND ARE ESPECIALLY SUSPICIOUS OF MCHAWI WIZARDS AND SEI SORCERERS. THEY GET ALONG BEST WITH OTHER GAMBA.

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.

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, AND KAADAAM HAS A +1 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

TEMBU HUMAN: THE TEMBU (TEHM-BOO) ARE ONE OF THE MOST WIDESPREAD PEOPLES IN NYAMBE-TANDA. SINCE THE TEMBU WERE INFLUENTIAL IN THE RISE OF THE EMPIRE OF MABWE, THEY ARE ALSO ONE OF THE WEALTHIEST, AND THEIR SOCIETY IS RIGIDLY STRATIFIED. THE DEFINING CHARACTERISTIC OF TEMBU PERSONALITY IS FLAMBOYANCE. TEMBU ENJOY BRIGHT COLORS, FINE FOODS, STRONG DRINK, COURTLY INTRIGUE, AND SECRET ROMANCES.

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. 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. TEMBU CONSIDER RELIGION A VERY PERSONAL PART OF THEIR LIVES, AND MOST TEMBU HOMES HAVE A FAMILY SHRINE DEDICATED TO THE CELESTIAL ORISHA.

WEAPON AND ARMOR PROFICIENCY:

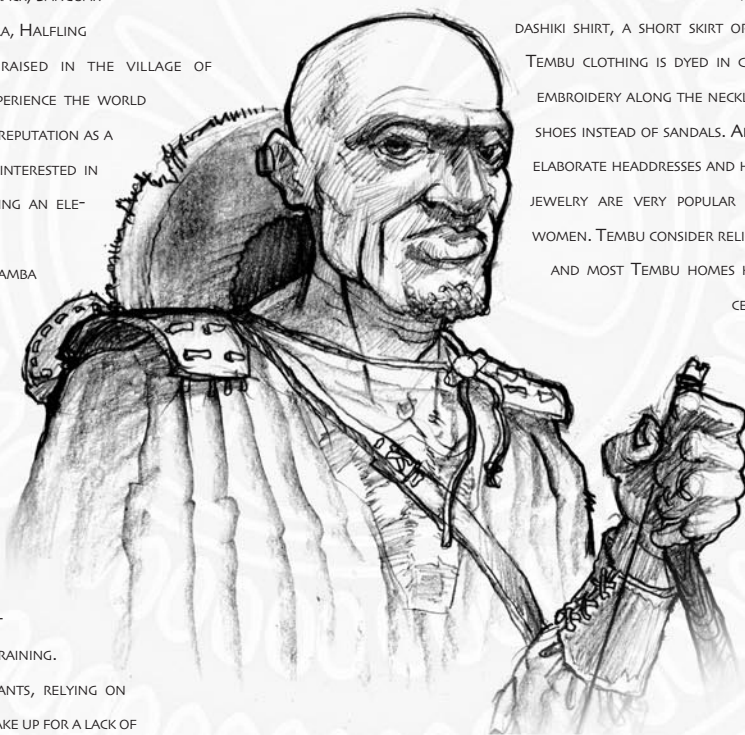
THE GAMBA IS PROFICIENT IN THE USE OF ALL SIMPLE AND MARTIAL WEAPONS, LIGHT ARMOR, AND SHIELDS. NOTE THAT ARMOR CHECK PENALTIES FOR ARMOR HEAVIER THAN LEATHER APPLY TO THE SKILLS BALANCE, CLIMB, ESCAPE ARTIST, HIDE, JUMP, MOVE SILENTLY, PICK POCKET, AND TUMBLE.

POSSESSIONS: GREAT AXE, LONG BOW, 20 ARROWS, BEADED ARMOR (BEADED ARMOR ONLY IMPOSES A -2 CIRCUM-

STANCE PENALTY ON FORTITUDE SAVES TO AVOID HEAT EXHAUSTION INSTEAD OF THE USUAL -4 PENALTY IMPOSED BY ARMOR), TRAVELER'S OUTFIT, WOVEN BACKPACK, BOTTLE CALABASH (A WINESKIN MADE FROM A GOURD) FILLED WITH FRESH WATER, BELT POUCH, 3 DAYS' TRAIL RATIONS, 50 FT. HEMP ROPE, SIGNAL WHISTLE, 21 GP, 2 SP

Note

ALL OF THE TEXT ON THIS CHARACTER SHEET IS OPEN GAME CONTENT. IF YOU DON'T HAVE A COPY OF *NYAMBE: AFRICAN ADVENTURES* YET, THIS PREGENERATED CHARACTER SHOULD ALLOW YOU TO JUMP RIGHT INTO THE STORY. IF HE GAINS A LEVEL DURING THE ADVENTURE, SIMPLY ADVANCE HIM TO SECOND LEVEL IN A STANDARD CHARACTER CLASS SUCH AS FIGHTER.



NYE

(NAH-YEH)

1ST-LEVEL FEMALE NGHOI HUMAN NANALA ROGUE

CR 1; SZ S (HUMANOID); HD 1d6+1; HP 7; INIT +2 (DEX); SPD 20 FT.; AC 13 (+2 DEX, +1 SANGUAR); ATK +2 MELEE (1d6+3/CRIT 20/x3, HALFSPEAR), OR +2 RANGED (1d6+2/CRIT 20/x3, HALFSPEAR), OR +2 RANGED (1d4/CRIT 20/x2, SLING); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA NONE; SQ SNEAK ATTACK +1d6; AL N; SV FORT +1, REF +4, WILL -1; STR 14, DEX 15, CON 13, INT 10, WIS 8, CHA 12

SKILLS: BLUFF +3, CLIMB +4, DECIPHER SCRIPT +4, DISABLE DEVICE +4, HIDE +6, INTIMIDATE +3, JUMP +4, LISTEN +1, MOVE SILENTLY +6, SEARCH +4, SPOT +3, SWIM +4, USE MAGIC DEVICE +5

FEATS: DODGE, SMALL STATURE, SANGUAR

LANGUAGES: KORDO, SYLVAN

NYE WAS BORN IN THE BIDA RAINFOREST, BUT HER FAMILY RECENTLY MOVED TO THE VILLAGE OF MOUNCHILI TO BETTER THEMSELVES. LIKE ALL NGHOI HUMANS, SHE IS QUITE SMALL, STANDING ONLY 4-FOOT 1-INCH TALL. SHE FINDS THE VILLAGE CONFINING, AND IS READY TO LEAVE AND EXPLORE THE WORLD WITH A FEW LIKE-MINDED SOULS.

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. MANY NANALA TEND TOWARD CHAOTIC BEHAVIOR AND 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. 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.

NGHOI HUMAN: THE NGHOI (NG-HOHY) ARE BEST KNOWN FOR BEING SHORT. THOUGH HUMAN, MANY STAND LESS THAN FOUR FEET IN HEIGHT AND HAVE UNUSUALLY LARGE EARS. SOME NGHOI WEAR EARLOBE PLUGS TO MAKE THEIR EARS APPEAR LARGER. THEY LIVE IN THE BIDA RAINFOREST WITH THE WAKYAMBI ELVES, AND MOST OTHER HUMANS FIND THEM SOMETHING OF A MYSTERY. NGHOI HAVE AN INSATIABLE SENSE OF CURIOSITY. THEY LOVE TO LEARN NEW THINGS, SOLVE DIFFICULT PUZZLES, AND MEET NEW PEOPLE. 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 HONOR THE CELESTIAL ORISHA.

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, BUT NYE ONLY HAS A +0 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

SMALL STATURE: THE CHARACTER IS EXTREMELY SMALL FOR A HUMAN, STANDING LESS THAN FIVE FEET IN HEIGHT. SHE IS OF SMALL SIZE. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURE* SOURCEBOOK.

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.

WEAPON AND ARMOR PROFICIENCY: A NANALA'S COMBAT TRAINING FOCUSES ON WEAPONS SUITABLE FOR STEALTH AND SNEAK ATTACKS. NANALA ARE PROFICIENT IN THE SAP, NORMAL AND COMPOSITE SHORTBOW, AND ALL SMALL SIMPLE WEAPONS. NANALA ARE NOT PROFICIENT IN ANY SORT OF SHIELD OR ARMOR.

POSSESSIONS: HALFSPEAR, SLING, 20 BULLETS, EXPLORER'S OUTFIT, WOVEN BACKPACK, 6 TORCHES, FIRE BOW (SIMILAR TO FLINT & STEEL), COMMON THIEVES' TOOLS, 1 DAY TRAIL RATIONS, BELT POUCH, 1 FLASK ALCHEMIST'S FIRE, 21 GP, 4 SP

Note

ALL OF THE TEXT ON THIS CHARACTER SHEET IS OPEN GAME CONTENT. IF YOU DON'T HAVE A COPY OF *NYAMBE: AFRICAN ADVENTURES* YET, THIS PREGENERATED CHARACTER SHOULD ALLOW YOU TO JUMP RIGHT INTO THE STORY. IF SHE GAINS A LEVEL DURING THE ADVENTURE, SIMPLY ADVANCE HER TO SECOND LEVEL IN A STANDARD CHARACTER CLASS SUCH AS ROGUE.



pUNGA (PUH-OON-GAH)

1ST-LEVEL FEMALE WAKYAMBI ELF N'ANGA CLERIC

CR 1; SZ M (HUMANOID); HD 1d8; HP 8; INIT +3 (DEX); SPD 30 FT., CLIMB 20 FT.; AC 16 (+3 DEX, +2 ARMOR, +1 SANGUAR); ATK -2 MELEE (1d6-2/CRT 20/x2, CLUB), OR +3 RANGED (1d8/CRT 19-20/x2, LIGHT CROSSBOW); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA GRANTED POWERS, SPELLS; SQ ALIGNED SPELLS, ANIMAL COMPANION, CLIMB SPEED, FAVORED WEAPON, IMMUNE TO PARALYSIS, KEEN SENSES, LITERATE, LOW-LIGHT VISION, SAVING THROW BONUS, TREE SHAPE; AL CG; SV FORT +2, REF +3, WILL +4; STR 6, DEX 16, CON 11, INT 10, WIS 15, CHA 14

SKILLS: CLIMB +10, HANDLE ANIMAL +3, HEAL +4, KNOWLEDGE (NATURE) +1, KNOWLEDGE (RELIGION) +1, LISTEN +4, SPELLCRAFT +1, SPOT +4, TUMBLE +4 (+8 TO AVOID FALLING DAMAGE)

FEATS: ARBOREAL, SANGUAR

LANGUAGES: KORDO, ELVEN

pUNGA IS A WAKYAMBI, WHICH IS A NYAMBAN ELF. SHE APPEARS TO BE A TALL, SLENDER HUMAN WITH POINTED EARS, WHITE HAIR, AND A MONKEY-LIKE TAIL. pUNGA HAS LIVED IN MOUNCHILI HER ENTIRE LIFE, AND IS GOOD FRIENDS WITH THE WARRIOR KAADAM. SHE WANTS TO USE HER POWERS TO MAKE THE WORLD A BETTER PLACE.

ALIGNED SPELLS (EX): A N'ANGA CANNOT CAST SPELLS OF AN ALIGNMENT OPPOSED TO HER OWN OR THAT OF HER PATRON ORISHA. FOR EXAMPLE, GOOD OPPOSES EVIL, AND LAW OPPOSES CHAOS. THE PLANT ORISHA'S ALIGNMENT IS CHAOTIC NEUTRAL.

ANIMAL COMPANION (EX):

pUNGA HAS BEFRIENDED A BABOON ANIMAL COMPANION NAMED "PENE." USING THE ANIMAL FRIENDSHIP SPELL; HIS STATS ARE BELOW.

ARBOREAL: THE CHARACTER WAS LITERALLY BORN IN THE TREES. AS A RESULT, pUNGA IS HIGHLY ADEPT AT AVOIDING FALLING DAMAGE. SHE GAINS A +4 COMPETENCE BONUS TO ANY TUMBLE CHECKS MADE TO AVOID FALLING DAMAGE. THIS IS A NEW FEAT FOUND IN THE NYAMBE: AFRICAN ADVENTURES SOURCEBOOK, AND THE BONUS IS ALREADY WORKED INTO THE STATS ABOVE.

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.

CLIMB SPEED (EX): WAKYAMBI HAVE A BASE CLIMB SPEED OF 20 FEET. THIS GIVES THEM A +8 BONUS TO CLIMB CHECKS. THIS IS ALREADY WORKED INTO THE ABOVE STATS.

FAVORED WEAPON (EX): EACH PATRON ORISHA HAS A FAVORED WEAPON, AND N'ANGA CONSIDER IT A POINT OF PRIDE TO WIELD IT. THE FAVORED WEAPON OF THE PLANT ORISHA IS THE CLUB.

GRANTED POWERS (SU): AS A N'ANGA WITH THE PLANT DOMAIN, pUNGA CAN REBUKE OR COMMAND PLANT CREATURES AS AN EVIL CLERIC REBUKES OR COMMANDS UNDEAD 5 TIMES PER DAY. AS A N'ANGA WITH THE SUN DOMAIN, ONCE PER DAY pUNGA CAN PERFORM A GREATER TURNING. THE GREATER TURNING WORKS LIKE A NORMAL TURNING ATTEMPT AGAINST UNDEAD EXCEPT THAT THE UNDEAD THAT WOULD BE TURNED ARE DESTROYED INSTEAD. EXCEPT FOR THE GREATER TURNING, pUNGA CANNOT OTHERWISE TURN UNDEAD.

IMMUNE TO PARALYSIS (EX): AS A CLERIC OF THE PLANT ORISHA, pUNGA IS IMMUNE TO PARALYSIS.

KEEN SENSES (EX): WAKYAMBI GAIN A +2 RACIAL BONUS TO ALL LISTEN AND SPOT CHECKS. THIS HAS ALREADY BEEN WORKED INTO THE STATS ABOVE.

LITERATE: WAKYAMBI ARE ILLITERATE BY DEFAULT, BUT pUNGA HAS SPENT 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE SHE IS ABLE TO SPEAK.

LOW-LIGHT VISION (EX): WAKYAMBI CAN SEE TWICE AS FAR AS A HUMAN IN STARLIGHT, MOONLIGHT, TORCHLIGHT, AND SIMILAR CONDITIONS OF POOR ILLUMINATION.

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. N'ANGA ADVENTURE TO HELP THEIR COMMUNITIES OR FURTHER THE GOALS OF THE SPIRITS. 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." N'ANGA GET ALONG BEST WITH GAMBA AND FIGHTERS. THEY DISTRUST MCHAWI WIZARDS AND SEI SORCERERS, AND LOOK DOWN UPON NANALA ROGUES.

SANGUAR: N'ANGA ARE 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, BUT pUNGA ONLY HAS A +0 BONUS. THIS IS A NEW FEAT FROM THE NYAMBE: AFRICAN ADVENTURES SOURCEBOOK.

SAVING THROW BONUS (EX): pUNGA GAINS A +2 RACIAL SAVING THROW BONUS AGAINST ENCHANTMENT SPELLS OR EFFECTS.

SPELLS: (3/2+1) pUNGA KNOWS AND CASTS DIVINE SPELLS AS A 1ST-LEVEL DRUID, AND CAN ALSO CAST SPELLS FROM THE PLANT AND SUN DOMAINS OF THE PLANT ORISHA THAT SHE HONORS. THE SAVE DC, WHERE APPLICABLE, IS 12 + SPELL LEVEL. WHEN A N'ANGA CASTS A SPELL, SHE IS TEMPORARILY POSSESSED BY THE SPIRIT OF HER 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. pUNGA USUALLY PREPARES THE FOLLOWING SPELLS:

0 LEVEL — CURE MINOR WOUNDS, GUIDANCE, RESISTANCE

1ST LEVEL — CURE LIGHT WOUNDS, MAGIC FANG, ENTANGLE (DOMAIN)

TREE SHAPE (SP): AS A CLERIC OF THE PLANT ORISHA, pUNGA CAN USE TREE SHAPE ONCE PER DAY.

WAKYAMBI ELF: MOST WAKYAMBI ARE COMPASSIONATE, BENEVOLENT, AND NURTURING. THEY ALSO HAVE A HABIT OF PATRONIZING AND LECTURING OTHERS, SOMETHING THAT FEW FIND ENDearing. THE WAKYAMBI ARE 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 BIDA RAINFOREST, WHERE MOST OF THEM LIVE. THEY ARE RULED BY A COUNCIL OF MALE AND FEMALE ELDERS WHO ARE CHOSEN STRICTLY ON THE BASIS OF AGE. THE WAKYAMBI ARE NOT A WARLIKE PEOPLE, BUT ARE MERCILESS WHEN PROVOKED. WAKYAMBI EXCLUSIVELY HONOR TREE ORISHA.

POSSESSIONS: LARGE LEATHER SHIELD, CLUB, LIGHT CROSSBOW, 20 BOLTS, CLERIC'S OUTFIT, HEALER'S KIT, WOODEN HOLY SYMBOL (BRANCH FROM A SACRED TREE), SACK, 1 DAY TRAIL RATIONS, SPELL COMPONENT POUCH, 21 GP, 3 SP.

Pene (PEH-neh)

2-HD BABOON ANIMAL COMPANION

CR 2; SZ M (ANIMAL); HD 2d8+2; HP 11; INIT +2 (DEX); SPD 40 FT., CLIMB 30 FT.; AC 13 (+2 DEX, +1 NATURAL); ATK +2 MELEE (1d6+3/CRT 20/x2, BITE); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA NONE; SQ SCENT; SV FORT +4, REF +5, WILL +1; STR 15, DEX 14, CON 12, INT 2, WIS 12, CHA 4

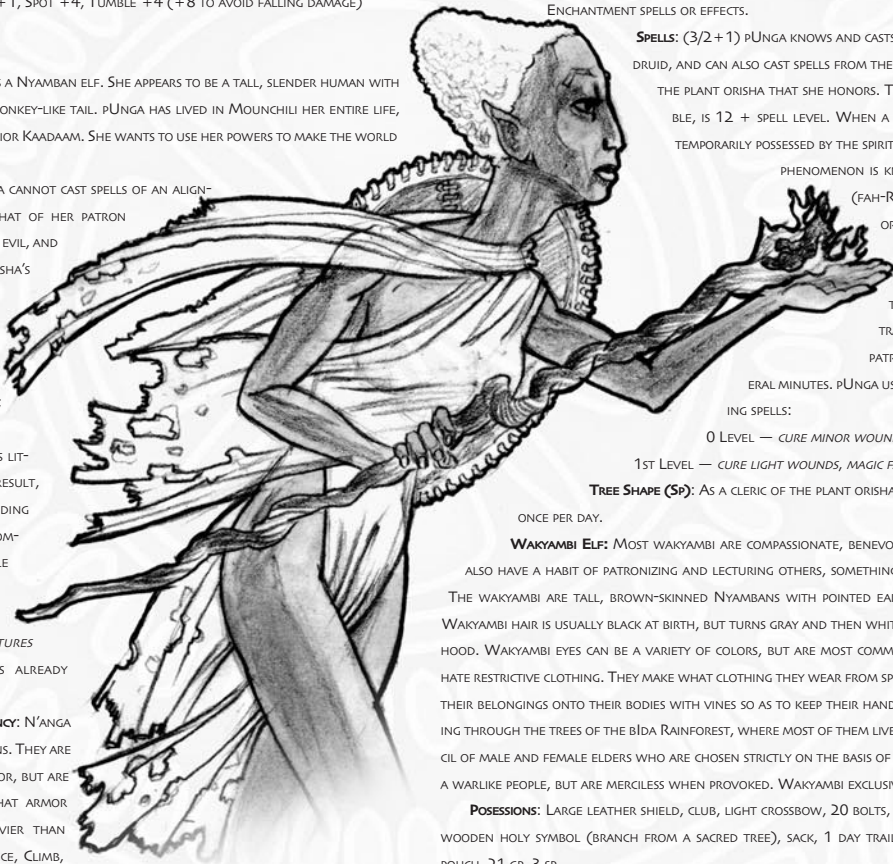
SKILLS: CLIMB +13, LISTEN +5, SPOT +5

PENE ONLY KNOWS TWO COMMANDS: "ATTACK" AND "STAY."

SCENT (EX): PENE 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 BABOON CAN PINPOINT THAT SOURCE. THE BABOON CAN ALSO FOLLOW FRESH TRACKS WITH A WISDOM CHECK DC 10 + 2 PER HOUR THE TRAIL IS COLD.

Note

ALL OF THE TEXT ON THIS CHARACTER SHEET IS OPEN GAME CONTENT. IF YOU DON'T HAVE A COPY OF NYAMBE: AFRICAN ADVENTURES YET, THIS PREGENERATED CHARACTER SHOULD ALLOW YOU TO JUMP RIGHT INTO THE STORY. IF SHE GAINS A LEVEL DURING THE ADVENTURE, SIMPLY ADVANCE HER TO SECOND LEVEL IN A STANDARD CHARACTER CLASS SUCH AS CLERIC.



ELOKO

(EH-LOH-KOH)

1ST-LEVEL MALE AGOGWE HALFLING SEI SORCERER (COPPER DRAGON BLOOD)

CR 1; SZ S (HUMANOID); HD 1d4+5; HP 9; INIT +0; SPD 20 FT., BURROW 10 FT.; AC 12 (+1 SIZE, +1 SANGUAR); ATK +1 MELEE (1d4/crit 20/x2, CLAWS), OR +1 RANGED (1d6+1/crit 20/x2, JAVELIN); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA SPELLS; SQ SAVING THROW BONUS, SKILL BONUS, SPEAK WITH ANIMALS, SPIDER CLIMB; AL NG; SV FORT +3, REF +1, WILL +3; STR 11, DEX 10, CON 14, INT 12, WIS 10, CHA 15

SKILLS: CONCENTRATION +5, HIDE +4, KNOWLEDGE (ARCANA) +4, MOVE SILENTLY +2, SCRY +4, SPELLCRAFT +4

FEATS: SANGUAR, TOUGHNESS

LANGUAGES: HALFLING, KORDO, ELVEN (CHARACTER IS ILLITERATE)

ELOKO IS AN AGOGWE, WHICH IS A NYAMBAN HALFLING. AGOGWE ARE A SMALL, FURRY RACE OF WARRIORS WITH POWERFUL CLAWS AND PROPENSITY FOR BURROWING. UNLIKE THE MAJORITY OF HIS PEOPLE, ELOKO IS A SPELLCASTER — HE HAS THE BLOOD OF A COPPER DRAGON RUNNING THROUGH HIS VEINS. HE FEELS OUT OF PLACE AMONGST HIS OWN PEOPLE AND SPENDS MUCH OF HIS TIME WITH HIS HUMAN AND WAKYAMBI FRIENDS.

AGOGWE HALFLING: 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." AGOGWE APPEAR TO BE SMALL, SHAGGY 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. AGOGWE CONSIDER THEMSELVES CLOSER TO THE NATURAL WORLD THAN ANY OTHER RACE, AND QUICKLY BECOME OFFENDED IF SOMEONE SUGGESTS OTHERWISE; THEY FOLLOW THE NATURAL ORISHA.

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.

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.

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, THOUGH ELOKO ONLY HAS A BONUS OF +0. THIS IS A NEW FEAT DESCRIBED IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

SAVING THROW BONUS (Ex): AGOGWE HAVE A +1 RACIAL BONUS ON ALL SAVING THROWS; THIS IS ALREADY WORKED INTO THE STATS ABOVE.

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 ARCANIC MAGIC IN NYAMBE WITHOUT THE AID OF FIENDISH ORISHA. SEI ARE DISTRUSTED AND EVEN HUNTED IN SOME LANDS. SEI DISPLAY THEIR POWERS AT CHILDHOOD WITHOUT ANY SORT OF TRAINING OR PRACTICE. AMONGST THE DRAGON-BLOODED UNTHLATU PEOPLE OF THE GREAT MANGROVE MARSH, SUCH POWERS ARE CONSIDERED NORMAL, BUT SEI OF OTHER RACES MAY FIND THEMSELVES EXILED FROM THEIR OWN COMMUNITIES. 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.

SKILL BONUS (Ex): AGOGWE HAVE A +2 RACIAL BONUS TO MOVE SILENTLY CHECKS; THIS HAS ALREADY BEEN FACTORED INTO THE STATS.

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 HE USES THIS ABILITY, REGARDLESS OF HIS ACTUAL LEVEL.

SKILLS (Ex): A COPPER-BLOODED DRAGON SEI GAINS A RACIAL BONUS TO HIS JUMP SKILL EQUAL TO ONE-HALF HIS SEI LEVEL.

SPIDER CLIMB (Ex): SINCE ELOKO IS A SEI SORCERER WITH COPPER DRAGON BLOOD, HE CAN USE *SPIDER CLIMB* 5 TIMES PER DAY.

SPILLS: (5/4) ELOKO KNOWS AND CASTS ARCANIC SPELLS AS A 1ST-LEVEL SORCERER. THE SAVE DC, WHERE APPLICABLE, IS 12 + SPELL LEVEL. HE KNOWS THE FOLLOWING SPELLS:

0 LEVEL — *DETECT MAGIC, FLARE, MAGE HAND, DISRUPT UNDEAD*

1ST LEVEL — *MAGIC MISSILE, SHIELD*

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 ARCANIC SPELLCASTERS, THEY SUFFER FROM A CHANCE OF SPELL FAILURE WHEN WEARING ARMOR OR USING SHIELDS.

POSESSIONS: JAVELIN THROWER (IMPROVES JAVELIN THREAT RANGE TO 19-20, AND INCREASES ITS RANGE TO 40 FT., BUT LOADING THE THROWER IS A FULL-ROUND ACTION), 12 JAVELINS IN A QUIVER, WOVEN BACKPACK, BOTTLE CALABASH (A WINEKIN MADE FROM A GOURD) FILLED WITH PALM WINE, SPELL COMPONENT POUCH, COMMON LAMP, 2 PINTS LAMP OIL, FIRE BOW (SIMILAR TO FLINT & STEEL), 2 DAYS TRAIL RATIONS, 46 GP

Note

ALL OF THE TEXT ON THIS CHARACTER SHEET IS OPEN GAME CONTENT. IF YOU DON'T HAVE A COPY OF *NYAMBE: AFRICAN ADVENTURES* YET, THIS PREGENERATED CHARACTER SHOULD ALLOW YOU TO JUMP RIGHT INTO THE STORY. IF HE GAINS A LEVEL DURING THE ADVENTURE, SIMPLY ADVANCE HIM TO SECOND LEVEL IN A STANDARD CHARACTER CLASS SUCH AS SORCERER.

