



THE HAUNTED KRAAL

BY CHRISTOPHER W. DOLUNT

PLAYER'S INTRODUCTION

In the far-off land of *Nyambe-tanda* (neye-AHM-bay TAHN-dah) lies the *tUbi* (t-OOB-EE) grassland, a seemingly endless expanse of savannah. The tUbi is filled with dangerous animals and monsters, and only your people are brave enough to call it home.

The *Shombe* (SHAWM-bay) are both simple cattleherders and valorous warriors. They are semi-nomadic in that they build temporary villages called *kraals* (KRAHLS), but they also migrate from village to village as their cattle graze out an area. Eventually, the savannah grass re-grows and they return to their previously abandoned towns.

A few days ago, your clan, the tUta (t-OOH-tah), returned to re-inhabit one of their kraals. Everything was fine until nightfall.

With darkness came the attack. Strange mists rose from the ground, and terrible laughter echoed through the village. Powerful warriors were struck dead in their sleep, cattle turned up mutilated, and most terrible of all, five children vanished, spirited away in the night.

Faced with such a terrible force, your people retreated and spent the rest of the night outside of the kraal. With the death of your kinsmen, you are now the clan's strongest remaining warriors, and it is up to you to reclaim your village from whatever evil force has occupied it.

GM'S INTRODUCTION

Even though only one human culture lives in the tUbi savannah, there are several sentient monster races that inhabit it as well. One of these races is the *ingogo* (ihn-GOH-goh). The ingogo are a degenerate race of wizardly orcs and resemble grey-skinned baboons with decidedly orcish faces. The ingogo are a weak race, and greatly despised — most people try to kill them on sight.

A few months ago, a troop of ingogo came upon the abandoned kraal of the tUta clan and decided to inhabit it. Worried that they might be slain when the original owners returned, they dug tunnels underneath and prepared a deadly ambush.

**A NYAMBE: AFRICAN ADVENTURES
INTRODUCTORY ADVENTURE**



Eventually, the tUta clan returned to claim their kraal, so the ingogo waited until nightfall and then attacked, using their magical powers to make the kraal appear haunted.


The plan worked, and the tUta retreated to regroup and count their losses. The following morning, they send in the strongest remaining warriors (the PCs) to investigate.

THE KRAAL

The kraal consists of an outer and inner wall made up of thorny scrub. The outer wall is used to repel animals and invaders, while the inner wall is used to hold cattle and other livestock. The space between the two walls is the village proper, and within this space are a number of hemispherical buildings. These buildings are made of savannah grasses, reinforced with dried mud, and waterproofed with cow dung. Most have woven doors or curtains.


When the party enters, all is quiet within the kraal, save the occasional cries for help coming from the captured children in the cattle pen. The ingogo remain hidden within the buildings and the tunnels beneath, using their keen senses to detect the approach of the party and prepare deadly ambushes.

A total of 10 ingogo warriors, 3 ingogo wizards, an ingogo shaman, and the ingogo leader currently inhabit the village. In spite of their numbers, they will try to keep up the ruse that the village is haunted for as long as possible, and will not face the party in open combat until the very end.

 CHARACTERS CAN TELL THAT THE SOUND OF THE CRYING CHILDREN IS COMING FROM THE CATTLE PEN ON A SUCCESSFUL LISTEN CHECK (DC 10).

A. THE BOMA

This area is a wall of thorny scrub known as a *boma* (BOH-mah). The boma is 8 feet in height, 5 feet thick, and designed to repel both animals and humans alike.

 ANYONE WHO ATTEMPTS TO CLIMB THE BOMA (CLIMB DC 15) OR OTHERWISE COMES INTO DIRECT CONTACT WITH IT SUSTAINS 1D4 POINTS OF PIERCING DAMAGE.

CHARACTERS CAN ATTEMPT TO FORCE THEIR WAY THROUGH THE BOMA AS A FULL-ROUND ACTION. THE CHARACTER MUST SUCCEED AT A STRENGTH CHECK (DC 15) TO BURST THROUGH THE THORNS. ON A FAILURE, THE CHARACTER SIMPLY REBOUNDS OFF THE SCRUB, TAKING STANDARD DAMAGE. ON A SUCCESS, THE CHARACTER PASSES THROUGH THE WALL LEAVING A 5-FOOT HOLE, AND TAKES 2D4 POINTS OF SLASHING DAMAGE, WITH A REFLEX SAVE (DC 15) FOR HALF DAMAGE.

CHARACTERS CAN ALSO HACK THROUGH THE WALL. DOING SO REQUIRES AN EDGED WEAPON, AND AT LEAST 10 MINUTES PER 5-FOOT SECTION CLEARED. THE WALL HAS A HARDNESS OF 3 AND 20 HIT POINTS PER 5-FOOT SECTION.

FINALLY, IF THE WALL IS SET AFIRE, IT BURNS QUICKLY, SPREADING 5 FEET IN BOTH DIRECTIONS FROM THE POINT OF ORIGIN WITH EACH PASSING ROUND. CHARACTERS WHO MAKE PHYSICAL CONTACT WITH THE WALL WHEN IT IS ABLAZE SUFFER AN ADDITIONAL 1D6 POINTS OF FIRE DAMAGE.

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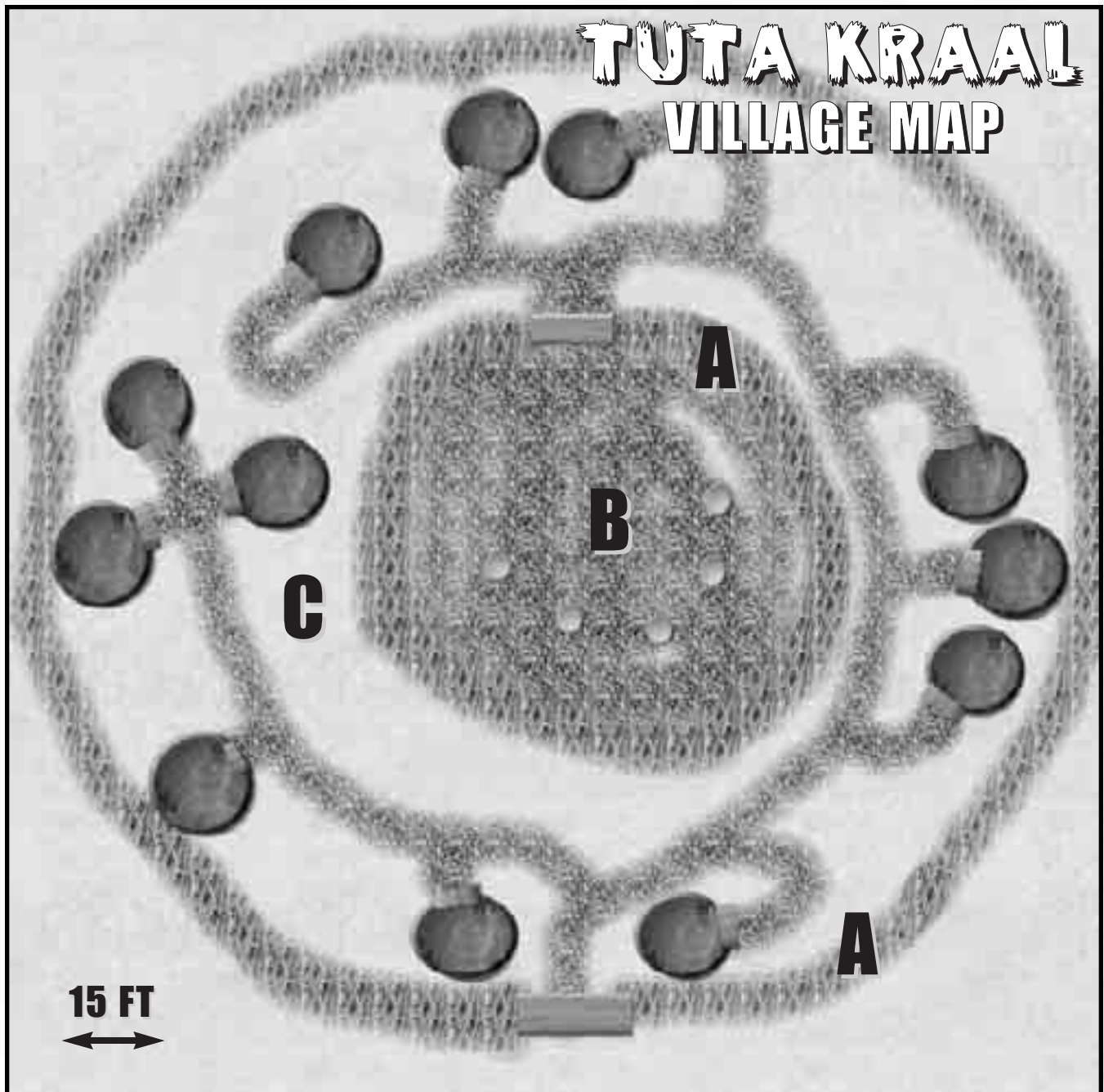
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B. THE CATTLE PEN (EL 2)

This area, surrounded by a boma wall, is a circular enclosure designed for the safekeeping of cattle. When the ingogo made their nighttime attack, they slew many Shombe cattle before the surviving livestock were led to safety. Five captured Shombe children are here, tied to posts amid a pile of dead cows. The ingogo are keeping the children "fresh" so that they can be eaten at a later time. To keep the ingogo warriors from snacking on the

children ahead of time, the ingogo shaman animated two of the cows into zombies. At first, the undead bovines "play dead," but they attack any who enter the pen.

🌀 ON A SUCCESSFUL HEAL (DC 15) OR HANDLE ANIMAL (DC 20) CHECK, CHARACTERS WILL REALIZE THAT TWO OF THE DEAD COWS HAVE NOT ROTTED SUFFICIENTLY AND ARE OBVIOUSLY UNDEAD MONSTERS. ONCE COMBAT BEGINS, ONE OF THE ZOMBIES WILL FIGHT THE PARTY WHILE THE OTHER ONE ATTEMPTS TO SLAY THE CHILDREN.



SHOMBE CHILDREN (5)

CR 1/4; SZ S (HUMANOID); HD 1d4-1; 1 HP EACH; INIT +1 (DEX); SPD 20 FT.; AC 12 (+1 SIZE, +1 DEX); ATK -1 MELEE (1d3-2/CRIT 20/x2, UNARMED); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA NONE; SQ NONE; AL N; SV FORT +0, REF +1, WILL +0; STR 6, DEX 12, CON 8, INT 10, WIS 8, CHA 10

SKILLS: NONE

FEATS: NONE

LANGUAGES: DAKA-ALIF

ZOMBIE CATTLE (2)

CR 1; SZ L (UNDEAD); HD 5d12+3; 34 HP EACH; INIT +1 (DEX); SPD 40 FT.; AC 13 (-1 SIZE, +1 DEX, +3 NATURAL); ATK +4 MELEE (1d8+4/CRIT 20/x2, HEAD BUTT); FACE 5 FT. X 10 FT.; REACH 5 FT.; SA NONE; SQ PARTIAL ACTIONS ONLY; AL N; SV FORT +1, REF +1, WILL +1; STR 18, DEX 13, CON —, INT —, WIS 12, CHA 1


SKILLS: NONE

FEATS: TOUGHNESS

LANGUAGES: NONE

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

PARTIAL ACTIONS ONLY (Ex): 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).


 FREEING THE CHILDREN FROM THE POSTS REQUIRES EITHER CUTTING OR BREAKING THE ROPES (HARDNESS 0, 2 HP, BREAK DC 23), OR UNTYING THEM WITH A DC 10 USE ROPE CHECK.

NESSES THIS MAY MAKE A SCRY CHECK (DC 15). THOSE WHO SUCCEED REALIZE THAT THIS IS AN OMEN, AND MEANS THAT TUNNELS OR BURROWS OF SOME SORT WILL PLAY A ROLE IN THE EVENTS TO COME.

C. THE MAIN COMPOUND

To facilitate exploration of the main compound, these encounters are not numbered. Instead, when the party enters a building, can you decide that the building is empty, select an encounter from the list below, or determine the encounter randomly. If the PCs ask about certain buildings, tell them that the village was still being moved into when the attack came, so the PCs aren't certain about the contents of individual buildings. If they insist on going to their personal quarters, let them, but they have no encounter.

None of these encounters are required to complete the adventure.

 JUST BEFORE THE PARTY ENTERS THEIR FIRST BUILDING, THEY SEE A DWARF MONGOOSE DIGGING A BURROW IN THE GROUND. ANY CHARACTER WITH THE SCRY SKILL WHO WIT-

C1. Ancestral Shrine (EL 2 or 3)

An ancestral shrine dominates the interior of this building. The shrine is made up of a collection of wooden statues depicting various departed ancestors, which surround a central stone altar. Upon the altar rest a number of offerings including food, alcohol, and herbs. The room has a dirt floor, with enough straw scattered upon it to keep one's feet from becoming too dirty. A small tray of water rests near the door so those who enter can wash their feet.

When the party enters, they hear a guttural voice coming from the general area of the statues. The voice says "You have angered the spirits of your ancestors, leave this place and never return, and you shall be spared their wrath!"

☞ THE VOICE IS ACTUALLY THE RESULT OF A *VENTRILLO-QUIISM* SPELL CAST BY AN INGOGO WIZARD. THE EFFECT CAN BE IDENTIFIED AS AN ILLUSION ON A SUCCESSFUL WILL SAVE (DC 12). THE EXACT SPELL CAN BE DETERMINED ON A SPELLCRAFT CHECK (DC 21).

PROVIDED THE WIZARD DETECTS THE PARTY THROUGH SCENT BY MAKING A WISDOM CHECK (DC 10), HE VANISHES INTO THE TUNNELS BEFORE THE PARTY ENTERS. IF HE ISN'T ABLE TO DETECT THEIR APPROACH, HE DOESN'T HAVE TIME TO ESCAPE, AND TRIES TO HIDE BEHIND THE ALTAR. IF THE PARTY SPOTS HIM, HE ATTACKS.

IF THE PARTY MANAGES TO CATCH THE INGOGO WIZARD, HIS STATISTICS ARE INCLUDED AT THE END OF THIS ADVENTURE, AND THE ENCOUNTER SHOULD BE CONSIDERED EL 3.

If the characters proceed into the building, they encounter a covered pit stretching across the entire area beyond the door. The pit is 20 feet deep, and lined with spikes poisoned with ingogo dung. The pit is covered with a cloth tarp and enough dirt and grass to make it match

the floor of the building. The pit does not extend into the tunnels beneath the kraal. Removing the tarp and pulling up the stakes will disarm the trap, but it still leaves a 20-foot-deep pit.

☞ THE TUNNEL ENTRANCE IS BLOCKED WITH A CLOD OF EARTH AND HIDDEN BEHIND THE ALTAR. IT CAN BE FOUND WITH A SEARCH CHECK (DC 20).

In addition, at the bottom of the pit is the body of Jamal, the head priest of clan tUta, who was killed when he bumped into the pit trap. Since this now makes the PC Vualo the head priest, he is entitled to the man's belongings.

☞ THE PRIEST DID NOT HAVE HIS WEAPONS AND OTHER EQUIPMENT WITH HIM WHEN HE DIED, BUT WAS CARRYING TWO *GRIS-GRIS* (GREE GREE). *GRIS-GRIS* ARE SMALL BAGS CONTAINING RITUAL ITEMS, AND FUNCTION EXACTLY LIKE NORMAL D20 SYSTEM SCROLLS. THE *GRIS-GRIS* ARE *REMOVE DISEASE* (CASTER LEVEL 5) AND *HOLD PERSON* (CASTER LEVEL 3).

☞ INGOGO PIT TRAP (CR 2)

SEARCH DC: 20

DISABLE DEVICE DC: 20

THOSE STEPPING INTO THE AREA MARKED BY THE TRAP MUST MAKE A REFLEX SAVE (DC 20) OR FALL INTO THE PIT. CHARACTERS FALLING INTO THE PIT WILL PLUMMET 20 FEET, SUFFERING 2D6 POINTS OF BLUDGEONING DAMAGE. FURTHERMORE, THE CHARACTER WILL BE SUBJECT TO ATTACK BY 1D4 SPIKES. THE SPIKES ATTACK WITH A +10 BONUS, AND INFLECT 1D4+2 POINTS OF PIERCING DAMAGE EACH IF THEY HIT. ADDING INSULT TO INJURY, THE SPIKES ARE SMEARED WITH INGOGO DUNG, CAUSING THOSE WHO ARE INJURED BY THEM TO MAKE A FORTITUDE SAVE (DC 8) FOR EACH SPIKE INJURY OR CONTRACT *WORMS* (SEE BELOW).

☞ WORMS (CR 2)

THIS DISEASE IS MORE UNPLEASANT THAN DANGEROUS. IT IS CAUSED BY EATING FOOD OR WATER CONTAMINATED WITH THE EGGS OF PARASITIC WORMS. THE WORM EGGS HATCH AND TAKE UP RESIDENCE IN THE VICTIM'S STOMACH. THOUGH SOME PAIN AND WEAKNESS RESULT, FEW INDIVIDUALS DIE FROM THIS ILLNESS.

TERRAIN: ANY LAND OR UNDERGROUND.

RACES: ALL EXCEPT INGOGO.

INFECTION: INGESTED (EATING FOOD CONTAMINATED WITH WORM EGGS), CONTACT (MICROSCOPIC WORMS).

PREVENTION: THOROUGHLY COOKING FOOD (+4 TO INGESTED FORTITUDE SAVE), WEARING GLOVES (+2 TO CONTACT FORTITUDE SAVE).

DC: 8

SR: 10

INCUBATION: 1D6 DAYS

SYMPTOMS: ABDOMINAL PAIN, HUNGER, MUSCLE WEAKNESS.


DAMAGE: 1D3 STR

TREATMENT: 4 CONSECUTIVE SUCCESSFUL FORTITUDE SAVES OR HEAL CHECKS.

62. Household (EL 3 or 4)

This is a simple family home. There is an unlit fire pit in the center of the building, along with a tripod and iron cooking pot. A hole in the ceiling lets out the smoke and allows some ambient light to enter the chamber. Three woven beds are spaced around the periphery of the house, with each one surrounded by hanging curtains that can be closed for privacy. Iron pots and pans hang near the entrance, as well as simple wooden plates and other cooking utensils. A loom lies broken on the floor, a half-finished piece of cloth still inside. The room has a packed-dirt floor.

When the party enters this building, an ingogo wizard uses her magic to make the pots and pans levitate about the room. She combines this with a magically produced cackling laugh. If it becomes obvious that these tactics will not scare off intruders, she opens up a bag filled with a dozen small, dull-colored beetles known as incubus beetles. Note that incubus beetles have a strange sensitivity to female pheromones, and will not attack females under any circumstances.

 THE CACKLING LAUGH ONLY LASTS A FEW SECONDS, AND IS THE RESULT OF A *GHOST SOUND* SPELL. THE FLYING

POTS AND PANS LAST AS LONG AS THE INGOGO WIZARD IS WILLING TO CONCENTRATE, AND IS THE RESULT OF A *MAGE HAND* SPELL.

CHARACTERS WHO MAKE A *WILL SAVE* (DC 11) CAN DETECT THE *GHOST SOUND* AS AN ILLUSION. THOSE WHO CAN MAKE A *SPELLCRAFT* CHECK (DC 21) CAN IDENTIFY THE *MAGE HAND* FOR WHAT IT IS AS WELL.

PROVIDED THE WIZARD DETECTS THE PARTY THROUGH *SCENT* BY MAKING A *WISDOM* CHECK (DC 10), SHE CASTS THE SPELLS, RELEASES THE BEETLES, AND VANISHES INTO THE TUNNELS BEFORE THE PARTY ENTERS. IF SHE ISN'T ABLE TO DETECT THEIR APPROACH, SHE CASTS *GHOST SOUND* ANYWAYS, BUT DOESN'T HAVE TIME TO CAST *MAGE HAND* OR ESCAPE, AND TRIES TO HIDE UNDERNEATH ONE OF THE WOVEN BEDS. IF SPOTTED, SHE ATTACKS IMMEDIATELY, RELEASING THE BEETLES AS HER FIRST ACTION.

IF THE PARTY MANAGES TO CATCH THE INGOGO WIZARD, HER STATISTICS ARE ON AT THE END OF THIS ADVENTURE, AND THE ENCOUNTER SHOULD BE CONSIDERED EL 4.

THE TUNNEL ENTRANCE IS HIDDEN BENEATH ONE OF THE WOVEN BEDS. IT CAN BE FOUND WITH A *SEARCH* CHECK (DC 20).

INCUBUS BEETLES (12)

CR 1/4; SZ F (VERMIN); HD 1/4d8 + 1; 2 HP EACH; INIT +3 (DEX); SPD 10 FT., FLY 30 FT.; AC 23 (+8 SIZE, +3 DEX, +2 NATURAL); ATK +8 MELEE (1D2-4/CRIT 20/X2, BITE); FACE 0 FT. X 0 FT.; REACH 0 FT.; SA POISON; SQ DARKVISION 60 FT., SCENT; AL N; SV FORT +3, REF +3, WILL +3; STR 3, DEX 17, CON 12, INT —, WIS 16, CHA 12

SKILLS: HIDE +22, LISTEN +5, MOVE SILENTLY +7, SPOT +5

FEATS: NONE

LANGUAGES: NONE

POISON (EX): THE BITE OF AN INCUBUS BEETLE ADMINISTERS A MILD ANESTHETIC TOXIN (FORTITUDE SAVE DC 20 TO RESIST). THIS TOXIN HAS NO EFFECT OTHER THAN TO RENDER THE BEETLE'S BITE ATTACK COMPLETELY PAINLESS. AS A RESULT, IT IS POSSIBLE FOR A

SWARM OF INCUBUS BEETLES TO NEARLY DEVOUR A SLEEPING MAN WITHOUT WAKING HIM. A VICTIM MUST SUCCEED AT AN OPPOSED LISTEN OR SPOT CHECK AGAINST THE BEETLE'S HIDE OR MOVE SILENTLY SKILL TO NOTICE THE BEETLE'S ATTACK. SLEEPING VICTIMS CANNOT ATTEMPT A SPOT CHECK; THEY MUST USE THEIR LISTEN SKILL, AND SUFFER AN ADDITIONAL -8 CIRCUMSTANCE PENALTY.

SCENT (EX): CREATURES WITH SCENT CAN DETECT OPPONENTS WITHIN 30 FEET BY SENSE OF SMELL, AND CAN PINPOINT THE SOURCE OF A SCENT IF IT IS WITHIN 5 FEET. THEY CAN FOLLOW TRACKS BY SMELL, MAKING A *WISDOM* CHECK DC 10 + 2 PER HOUR THAT THE TRAIL IS COLD.

VERMIN: VERMIN ARE IMMUNE TO ALL MIND-INFLUENCING EFFECTS, AND HAVE DARKVISION WITH A RANGE OF 60 FEET.

SKELETONS (10)

CR 1/3; SZ M (UNDEAD); HD 1D12; 6 HP EACH; INIT +5 (+1 DEX, +4 IMPROVED INITIATIVE); SPD 30 FT.; AC 13 (+1 DEX, +2 NATURAL); ATK +0/+0 MELEE (1D4/CRIT 20/x2, CLAWS); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA NONE; SQ IMMUNITIES; AL N; SV FORT +0, REF +1, WILL +2; STR 10, DEX 12, CON —, INT —, WIS 10, CHA 11

SKILLS: NONE

FEATS: IMPROVED INITIATIVE

LANGUAGES: NONE


IMMUNITIES (EX): SKELETONS HAVE COLD IMMUNITY. BECAUSE THEY LACK FLESH OR INTERNAL ORGANS, THEY TAKE ONLY HALF DAMAGE FROM PIERCING OR SLASHING WEAPONS.

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

C3. Smithy (EL 4 or 5)

This building is a smithy. The forge is in the center of the room, with smoke being vented out through a hole in the ceiling that also allows some ambient light to enter. Weapons racks fill the walls; spears, axes, bows, and other weapons in various states of completion are scattered about the chamber. The floor of the room is made of hard-packed earth.

Just as the characters enter this building, a billowing fog spills out of its interior. If they are still brave enough to enter, there are ten undead skeletons waiting within. These skeletons are not of the clan tUta, and were originally animated by a mchawi who spent the night in the kraal a month ago. The ingogo slew the wizard, and the shaman commanded the skeletons into his service.

 THE FOG IS THE RESULT OF AN *OBSCURING MIST* SPELL. THE SPELL CAN BE IDENTIFIED FOR WHAT IT IS WITH A SUCCESSFUL SPELLCRAFT CHECK (DC 21).

PROVIDED THE WIZARD DETECTS THE PARTY THROUGH SCENT BY MAKING A WISDOM CHECK (DC 10), HE VANISHES INTO THE TUNNELS BEFORE THE PARTY ENTERS. IF HE ISN'T ABLE TO DETECT THEIR APPROACH, HE CASTS THE SPELL ANYWAYS, BUT DOESN'T HAVE TIME TO ESCAPE, AND TRIES TO HIDE BEHIND A WEAPON RACK. IF THE PARTY SPOTS HIM, HE ATTACKS.

IF THE PARTY MANAGES TO CATCH THE INGOGO WIZARD, HIS STATISTICS ARE AT THE END OF THIS ADVENTURE, AND THE ENCOUNTER SHOULD BE CONSIDERED EL 5.

THE TUNNEL ENTRANCE IS HIDDEN BEHIND ONE OF THE WEAPON RACKS. IT CAN BE FOUND WITH A SEARCH CHECK (DC 20).

SOME OF THE WEAPONS IN THE SMITHY ARE OF MASTERWORK QUALITY, AND MAY HELP THE CHARACTERS IN THEIR ADVENTURE. THESE QUALITY ITEMS CAN BE IDENTIFIED WITH AN APPRAISE CHECK (DC 12) OR A CRAFT (WEAPONSMITH) CHECK (DC 10). THE ITEMS INCLUDE 1 MASTERWORK THROWING SPEAR, 1 MASTERWORK THROWING DAGGER, 20 MASTERWORK ARROWS, AND 20 MASTERWORK BOLTS.

C4. Haunted Household

This is a simple family home. There is an unlit fire pit in the center of the home, along with a tripod and iron cooking pot. A hole in the ceiling lets out the smoke and allows some ambient light to enter the chamber. Four drawn curtains conceal woven beds that are spaced around the periphery of the house. Iron pots and pans hang near the entrance, as well as simple wooden plates and other cooking utensils. The room has a packed-dirt floor.

When the party enters this building, a spirit appears to them — a glowing apparition hovering a few inches off of the ground. He speaks to them:

“My friends, I bring you news from the spirit world! No evil spirits haunt this place — no, the villains you seek are very much alive. Our kraal is infested with ingogo — degenerate orcs! They dug tunnels beneath our homes, and crept in and murdered us in our sleep. Now you must destroy the ingogo and avenge our deaths!”

NYAMBE

Ⓢ CHARACTERS WHO SEE THE GHOST MUST MAKE A WILL SAVE (DC 10) OR BECOME PANICKED, FLEEING FROM THE BUILDING AT TOP SPEED. THE CHARACTER SUFFERS A -2 ON SAVING THROWS, AND HAS A 50% CHANCE TO DROP ANY HELD ITEMS. THE CHARACTER RECOVERS AFTER 1D4 ROUNDS.

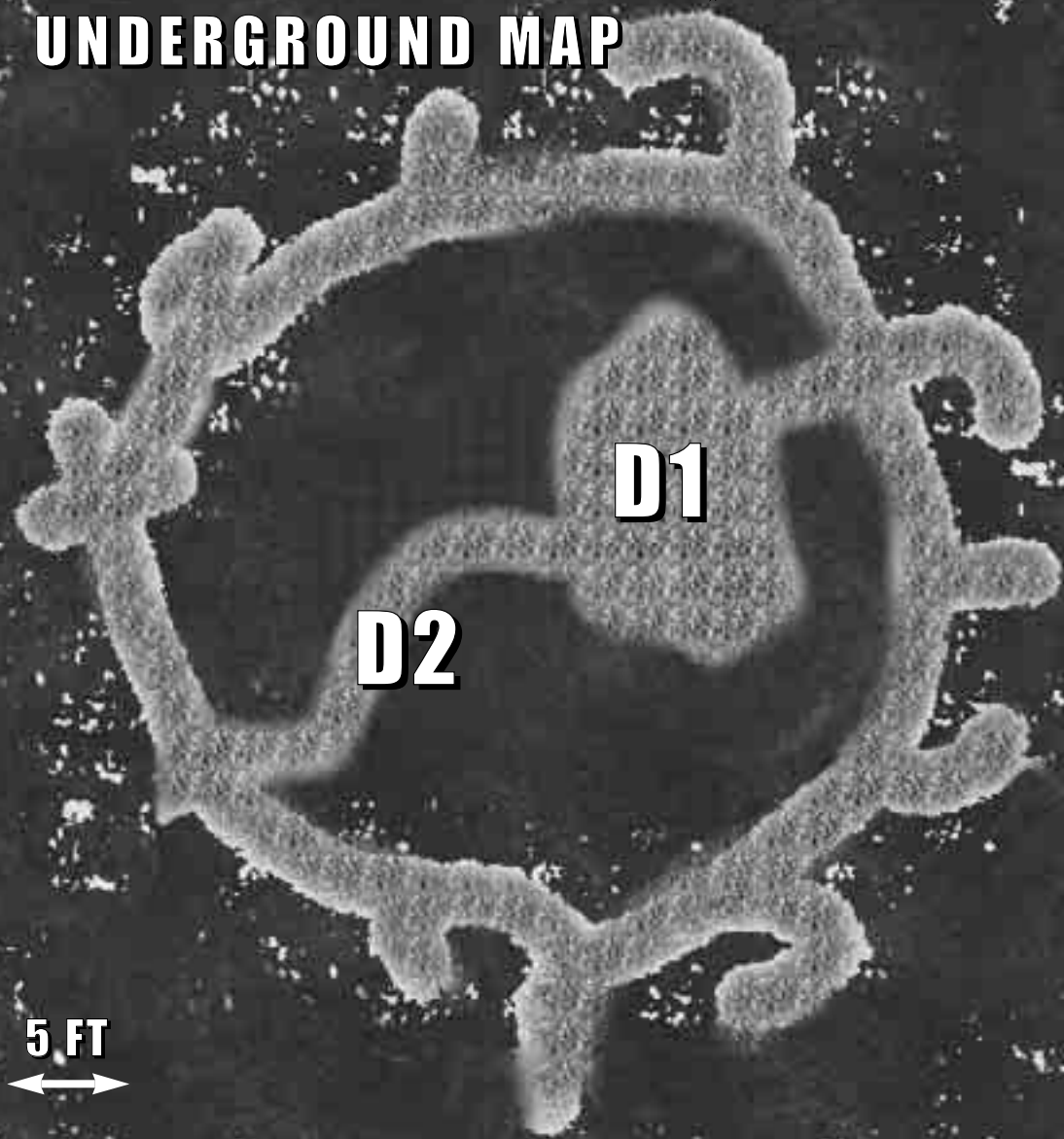
If attacked, the spirit simply fades away. If not attacked, the spirit will remain for a few minutes and answer any questions the PCs may have. Due to the increased perspective granted by death, he knows all of the information contained in the GM's Introduction.

After answering the party's questions, the spirit tells them that they may retrieve the magic ring from his corpse, and then fades away. The spirit is bound to this place, and cannot help out the party in any other way.

Ⓢ THE CORPSE OF THE WARRIOR LIES ON ONE OF THE WOVEN BEDS, HIS HEAD SMASHED IN BY A ROCK. THE MAGIC RING ON THE CORPSE IS A +1 RING OF PROTECTION. THE WARRIOR'S OTHER ITEMS WERE ALL STOLEN AWAY BY THE INGOGO.

THE TUNNEL ENTRANCE IN THIS BUILDING IS HIDDEN BENEATH A COT. IT CAN BE FOUND ON A SEARCH CHECK (DC

INGOGO TUNNELS UNDERGROUND MAP



NET TRAP (CR 2)

SEARCH DC: 20

DISABLE DEVICE DC: 25


CHARACTERS IN THE MARKED AREA MUST MAKE A REFLEX SAVE (DC 14) OR BE GRAPPLED BY THE NET. THE NET HAS AN EFFECTIVE STRENGTH OF 18.

IN ADDITION, THE NET IS WEIGHTED DOWN WITH 4 THUNDERSTONES AND 4 TANGLEFOOT BAGS. THESE ITEMS ALL GO OFF WHEN THE NET HITS THE GROUND, WITH EACH TANGLEFOOT BAG TARGETING A RANDOM CHARACTER.

20). THERE IS ALSO A TRAIL OF BLOOD LEADING FROM THE WARRIOR'S BODY TO THE TUNNEL ENTRANCE, WHICH CAN BE DETECTED ON A WILDERNESS LORE CHECK (DC 15); SUCCEEDING AT THIS ROLL MAKES LOCATING THE TUNNEL ENTRANCE AUTOMATIC.

D. THE TUNNELS

These tunnels run underneath many of the buildings in the kraal at a depth of approximately 10 feet. At various points, tunnels open up into the buildings above. The tunnels are circular and approximately 4 feet in diameter. Ingogo are slightly smaller than humans and consider the passages comfortable, but the PCs will find the going more difficult.

 MOVING IN THE TUNNELS IS SOMEWHAT DIFFICULT FOR HUMAN-SIZED CHARACTERS. A CHARACTER MUST MAKE AN ESCAPE ARTIST CHECK (DC 10) AT THE BEGINNING OF EACH ENCOUNTER OR BE FORCED TO MOVE AT 1/2 NORMAL SPEED FOR THE DURATION OF THAT ENCOUNTER.

None of these encounters are required to complete the adventure.

D1. Ingogo Warriors (EL 4)

This is an ingogo common room inhabited by four ingogo warriors (see the stats at the end of this adventure). The area stinks of rotting meat and feces, and as a result, the ingogo are unable to detect the party's approach by scent. The ingogo are simply lounging about, feasting upon what appear to be human body parts. If the party approaches stealthily, they may even be able to surprise the creatures. If one or more of the ingogo are slain, they retreat, attempting to lead the party into the net

trap in area D2. If the party doesn't fall victim to the net trap or if they've already disabled it, the ingogo head for the surface.

D2. Trap (EL 2)

The ingogo have rigged this area with a net trap. The net is set with noisemakers, so that when it goes off, it attracts the attention of the ingogo warriors in area D1, who immediately come to investigate.

THE FINAL ENCOUNTER (EL 7)

When you decide that the party has had enough, it's time to spring the final encounter on them. This encounter can take place in a building, in one of the tunnel chambers, or even outdoors. Wherever it takes place, the party encounters the ingogo leader, the ingogo shaman, and three ingogo warriors.

"I see that we cannot drive you off," the ingogo leader growls haltingly in the Daka-alif language. "So it appears we will have to slay you. I will give you one last chance. Leave now and we will let you live!"

At this point the party has a chance to resolve the situation peacefully. If the party chooses to leave they will not be harmed, though any attempt to re-enter the kraal will be met with immediate attack. It may also be possible to intimidate the ingogo leader into backing down; after all, there is an entire clan of Shombe outside, and many of them are trained as warriors. If the ingogo leader backs down, he will agree to leave the kraal if his people are not harmed. It is up to the characters whether or not they choose to keep their word.

If negotiating does not work or the PCs are not interested in talking, the ingogo fight. They use every possible trick to gain an advantage, such as trying to bull rush characters into the boma wall, animating fallen ingogo warriors into zombies, and the like.

CONCLUSION

If the party defeats the ingogo leader, his shamanic advisor, and the three warrior bodyguards, the remaining ingogo abandon their hiding places and either run away or surrender. Several of them probably die attempting to climb the boma wall and escape.

If the children have not been freed yet, the other Shombe defeat the zombie cattle and rescue the children.

The characters are hailed for their leadership and initiative, and the other members of the clan hold a feast in their honor. The musicians sing a song that commemorates the party's deeds, and hold a ritual dance acting out some of the more important battles. The party is allowed to keep any items looted from the village during the adventure, and are each given a beaded necklace worth 500 gp.

CHARACTER STATS

The following monsters are placed at the end of the adventure because they play a part in several different encounters.

They're followed by pre-generated characters especially designed for use in this adventure.

FIENDISH SERVANT, DIRE RAT

CR 1/3; SZ S (MAGICAL BEAST); HD 3D8+3; 16 HP; INIT +3 (DEX); SPD 40 FT., CLIMB 20 FT.; AC 16 (+1 SIZE, +3 DEX, +2 NATURAL); ATK +5 MELEE (1D4/CRIT 20/x2, BITE + DISEASE); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA DISEASE; SQ EMPATHIC LINK, SCENT, IMPROVED EVASION, SHARE SAVING THROWS, SHARE SPELLS; AL NE; SV FORT +4, REF +6, WILL +4; STR 11, DEX 17, CON 12, INT 6, WIS 12, CHA 4

SKILLS: CLIMB +11, HIDE +11, MOVE SILENTLY +6

FEATS: WEAPON FINESSE (BITE)

DISEASE (Ex): THIS DIRE RAT'S BITE INFLECTS FILTH FEVER: FORTITUDE SAVE (DC 12); INCUBATION PERIOD 1D3 DAYS; DAMAGE 1D3 TEMPORARY DEXTERITY AND 1D3 TEMPORARY CONSTITUTION.

EMPATHIC LINK (Su): THE MCHAWI HAS AN EMPATHIC LINK WITH THE SERVANT OUT TO A DISTANCE OF UP TO ONE MILE. THE MCHAWI CANNOT SEE THROUGH THE SERVANT'S EYES, BUT THEY CAN COMMUNICATE TELEPATHICALLY. EVEN INTELLIGENT SERVANTS SEE THE WORLD DIFFERENTLY FROM HUMANOIDS, SO MISUNDERSTANDINGS ARE ALWAYS POSSIBLE. BECAUSE OF THE EMPATHIC LINK BETWEEN THE SERVANT AND THE MCHAWI, THE

MCHAWI HAS THE SAME CONNECTION TO A PLACE OR AN ITEM THAT THE SERVANT DOES.

IMPROVED EVASION (Ex): IF THE DIRE RAT IS SUBJECTED TO AN ATTACK THAT NORMALLY ALLOWS A REFLEX SAVING THROW FOR HALF DAMAGE, IT TAKES NO DAMAGE ON A SUCCESSFUL SAVING THROW AND ONLY HALF DAMAGE ON A FAILED SAVING THROW.

SHARE SAVING THROWS: THE SERVANT USES ITS OWN BASE SAVE OR THE MCHAWI'S, WHICHEVER IS HIGHER.

SHARE SPELLS: AT THE MCHAWI'S OPTION, HE MAY HAVE ANY SPELL HE CASTS ON HIMSELF ALSO AFFECT HIS SERVANT. THE SERVANT MUST BE WITHIN 5 FEET. IF THE SPELL HAS A DURATION OTHER THAN INSTANTANEOUS, THE SPELL STOPS AFFECTING THE SERVANT IF IT MOVES FARTHER THAN 5 FEET AWAY AND WILL NOT AFFECT THE SERVANT AGAIN EVEN IF THE SERVANT RETURNS TO THE MCHAWI BEFORE THE DURATION EXPIRES. ADDITIONALLY, THE MCHAWI MAY CAST A SPELL WITH A TARGET OF "YOU" ON HIS SERVANT (AS A TOUCH RANGE SPELL) INSTEAD OF ON HIMSELF. THE MCHAWI AND THE SERVANT CAN SHARE SPELLS EVEN IF THE SPELLS NORMALLY DO NOT AFFECT CREATURES OF THE SERVANT'S TYPE (MAGICAL BEAST).

INGOGO LEADER

5TH-LEVEL MALE INGOGO MCHAWI WIZARD

CR 5; SZ M (HUMANOID — ORC); HD 5D4+13; 31 HP; INIT +3 (DEX); SPD 30 FT., CLIMB 20 FT.; AC 17 (+3 DEX, +2 NATURAL, +1 BRACERS OF ARMOR, +1 SANGUAR); ATK +6 MELEE (1D6+3/CRIT 20/x2, CLUB) OR +5 RANGED (1D3+3/CRIT 20/x2, ROCK); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA DUNG, SPELLS; SQ DAMNED SOUL, DARKVISION 60 FT., FIENDISH SERVANT, LIGHT SENSITIVITY, SCENT; AL CE; SV FORT +3, REF +4, WILL +4; STR 16, DEX 16, CON 14, INT 14, WIS 10, CHA 10

SKILLS: BLUFF +2, CLIMB +13, CONCENTRATION +10, HIDE +5, KNOWLEDGE (ARCANA) +6, LISTEN +2, MOVE SILENTLY +5, SCRY +6, SPELLCRAFT +6, SPOT +2

FEATS: ALERTNESS, CREATE GRIS-GRIS (IF YOU DON'T HAVE A COPY OF *NYAMBE: AFRICAN ADVENTURES*, SUBSTITUTE SCRIBE SCROLL), SANGUAR, TOUGHNESS

LANGUAGES: DAKA-ALIF, DAKA-KOSA

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*). THIS HAS NO EFFECT IN THIS ADVENTURE, BUT IN A LONGER CAMPAIGN, THE INGOGO LEADER WOULD CERTAINLY RETURN FOR REVENGE AGAINST THOSE WHO SLEW HIM.

DUNG (Ex): AN INGOGO CAN THROW ITS OWN DUNG AS A RANGED TOUCH ATTACK. ANY CREATURE HIT BY THE DUNG TAKES NO DAMAGE, BUT MUST MAKE A FORT SAVE (DC 8) OR CONTRACT WORMS.

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

FIENDISH SERVANT (Su): AT 2ND LEVEL, A MCHAWI CAN SUMMON A FIENDISH SERVANT EXACTLY AS DOES A BLACKGUARD. THE INGOGO LEADER'S SERVANT IS A DIRE RAT. ITS STATISTICS ARE INCLUDED BELOW.

LIGHT SENSITIVITY (Ex): INGOGO SUFFER A -1 PENALTY TO ATTACK ROLLS IN BRIGHT SUNLIGHT OR WITHIN THE RADIUS OF A DAYLIGHT SPELL.

SANGUAR: MCHAWI ARE PROFICIENT IN THE ART OF DODGING, COMMONLY KNOWN AS SANGUAR (SAHN-GWAR). THE SANGUAR FEAT PROVIDES A DODGE BONUS TO AC BASED ON THE CHARACTER'S BASE ATTACK BONUS; THIS CHARACTER HAS A +1 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

SCENT (Ex): CREATURES WITH SCENT CAN DETECT OPPONENTS WITHIN 30 FEET BY SENSE OF SMELL, AND CAN PINPOINT THE SOURCE OF A SCENT IF IT IS WITHIN 5 FEET. THEY CAN FOLLOW TRACKS BY SMELL, MAKING A WISDOM CHECK DC 10 + 2 PER HOUR THAT THE TRAIL IS COLD.

SPELLS: (4/4/3/1) THIS CREATURE KNOWS AND CASTS ARCANESPELLS AS A 3RD-LEVEL WIZARD WITH A NECROMANCY SPECIALIZATION. THE SAVE DC, WHERE APPLICABLE, IS 12 + THE SPELL LEVEL. THIS CHARACTER USUALLY PREPARES THE FOLLOWING SPELLS:

0 LEVEL — DAZE (x2), FLARE (x2)

1ST LEVEL — SLEEP (x2), MAGIC MISSILE (x2)

2ND LEVEL — ACID ARROW (x2), MIRROR IMAGE

3RD LEVEL — HASTE

POSSESSIONS: MASTERWORK CLUB, 6 ROCKS, BRACERS OF ARMOR (+1), MOJUBA BAGS (FUNCTIONS LIKE A SPELLBOOK, CONTAINS ALL SPELLS HE HAS PREPARED PLUS ALL CANTRIPS), SPELL COMPONENT POUCH, 5D10 GP



INGOGO SHAMAN

5TH-LEVEL FEMALE INGOGO N'ANGA CLERIC OF N!OK

CR 5; SZ M (HUMANOID — ORC); HD 5d8+8; 34 HP; INIT +0; SPD 30 FT., CLIMB 20 FT.; AC 17 (+2 NATURAL, +4 LARGE LEATHER SHIELD WITH *MAGIC VESTMENT*, +1 SANGUAR); ATK +6 MELEE (1d6+3/CRIT 20/x2, CLUB WITH *MAGIC WEAPON*) OR +3 RANGED (1d3+2/CRIT 20/x2, ROCK); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA DUNG, REBUKE UNDEAD, SMITE, SPELLS; SQ ALIGNED SPELLS, DARKVISION 60 FT., LIGHT SENSITIVITY, SCENT, SPONTANEOUS CASTING; AL NE; SV FORT +5, REF +1, WILL +5; STR 14, DEX 10, CON 12, INT 12, WIS 13, CHA 8

SKILLS: BLUFF +3, CLIMB +12, CONCENTRATION +9, HEAL +3, KNOWLEDGE (RELIGION) +2, KNOWLEDGE (ARCANA) +2, LISTEN +1, SPOT +1, SPELLCRAFT +7

FEATS: ALERTNESS, MARTIAL WEAPON PROFICIENCY (LONGSPEAR), SANGUAR, TOUGHNESS

LANGUAGES: DAKA-ALIF, DAKA-KOSA

WHEN THE PARTY ENCOUNTERS THE INGOGO SHAMAN, SHE WILL HAVE ALREADY CAST HER *MAGIC VESTMENT* SPELL ON HER SHIELD, GRANTING IT A +2 ENHANCEMENT BONUS. SHE WILL ALSO HAVE ALREADY CAST HER *MAGIC WEAPON* SPELL ON HER CLUB, GRANTING IT A +1 ENHANCEMENT BONUS. THE STATISTICS ABOVE ALREADY TAKE THIS INTO ACCOUNT.

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 FIENDISH ORISHA N!OK'S ALIGNMENT IS LAWFUL EVIL.

DUNG (EX): AN INGOGO CAN THROW ITS OWN DUNG AS A RANGED TOUCH ATTACK. ANY CREATURE HIT BY THE DUNG TAKES NO DAMAGE, BUT MUST MAKE A FORT SAVE (DC 8) OR CONTRACT *WORMS*.

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

LIGHT SENSITIVITY (EX): INGOGO SUFFER A -1 PENALTY TO ATTACK ROLLS IN BRIGHT SUNLIGHT OR WITHIN THE RADIUS OF A *DAYLIGHT* SPELL.

REBUKE UNDEAD (SU): BECAUSE OF HER LOW CHARISMA MODIFIER, THIS N'ANGA CANNOT REBUKE UNDEAD.

SANGUAR: N'ANGA CLERICS ARE PROFICIENT IN THE ART OF DODGING, COMMONLY KNOWN AS SANGUAR (SAHN-GWAR). THE SANGUAR FEAT PROVIDES A DODGE BONUS TO AC BASED ON THE CHARACTER'S BASE ATTACK BONUS; THIS CHARACTER HAS A +1 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN*

ADVENTURES SOURCEBOOK.

SCENT (EX): CREATURES WITH SCENT CAN DETECT OPPONENTS WITHIN 30 FEET BY SENSE OF SMELL, AND CAN PINPOINT THE SOURCE OF A SCENT IF IT IS WITHIN 5 FEET. THEY CAN FOLLOW TRACKS BY SMELL, MAKING A WISDOM CHECK DC 10 + 2 PER HOUR THAT THE TRAIL IS COLD.

SPELLS: (5/3+1/2+1/1+1) THIS CREATURE KNOWS AND CASTS DIVINE SPELLS AS A 5TH-LEVEL CLERIC. THE SAVE DC, WHERE APPLICABLE, IS 11 + THE 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 AND MOTIVATIONS OF HIS PATRON ORISHA FOR AT LEAST SEVERAL MINUTES.

SHE CAN ALSO CAST SPELLS FROM THE DESTRUCTION AND WAR DOMAINS. AS A N'ANGA CLERIC WITH THE DESTRUCTION DOMAIN, THIS CHARACTER HAS THE POWER TO SMITE, WHICH IS A SUPERNATURAL POWER USABLE ONCE PER DAY. THE CHARACTER MAY MAKE A SINGLE MELEE ATTACK WITH A +4 ATTACK BONUS AND A +5 DAMAGE BONUS (IF SHE HITS). SHE MUST DECLARE THE SMITE BEFORE MAKING THE ATTACK. AS A N'ANGA CLERIC WITH THE WAR DOMAIN, THIS CHARACTER GAINS A FREE MARTIAL WEAPON PROFICIENCY IN THE LONGSPEAR.

THIS CHARACTER USUALLY PREPARES THE FOLLOWING SPELLS; THOSE MARKED WITH AN ASTERISK ARE DOMAIN SPELLS.

0 LEVEL — *CURE MINOR WOUNDS* (x2), *GUIDANCE*, *RESISTANCE*, *VIRTUE*

1ST LEVEL — *BANE*, *CURE LIGHT WOUNDS* (x2), *DOOM*, *MAGIC WEAPON**

2ND LEVEL — *SOUND BURST* (x2), *SPIRITUAL WEAPON**

3RD LEVEL — *ANIMATE DEAD*, *MAGIC VESTMENT**

SPONTANEOUS CASTING (SP): A N'ANGA OF A FIENDISH ORISHA CAN CHANNEL STORED SPELL ENERGY INTO *INFLECT* SPELLS THAT HE HASN'T PREPARED AHEAD OF TIME. A N'ANGA CAN "LOSE" A PREPARED SPELL IN ORDER TO CAST ANY *INFLECT* SPELL OF THE SAME LEVEL OR LOWER (AN *INFLECT* SPELL IS ANY SPELL WITH "INFLECT" IN ITS NAME). A N'ANGA CAN'T USE SPONTANEOUS CASTING TO CONVERT DOMAIN SPELLS INTO *INFLECT* SPELLS.

POSSESSIONS: CLUB, 6 ROCKS, LARGE LEATHER SHIELD, WOODEN UNHOLY SYMBOL (IN THE IMAGE OF AN UNBLINKING EYE), SPELL COMPONENT POUCH, 3d10 GP

INGOGO WIZARDS (3)

CR 1; SZ M (HUMANOID — ORC); HD 1d4+1; 5 HP EACH; INIT +2 (DEX); SPD 30 FT., CLIMB 20 FT.; AC 14 (+2 DEX, +2 NATURAL); ATK +2 MELEE (1d6+2/CRIT 20/x2, CLUB) OR +2 RANGED (1d3+2/CRIT 20/x2, ROCK); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA DUNG, SPELLS; SQ DARKVISION 60 FT., LIGHT SENSITIVITY, SCENT; AL CE; SV FORT +1, REF +2, WILL +1; STR 14, DEX 14, CON 12, INT 12, WIS 8, CHA 8

SKILLS: BLUFF +1, CLIMB +12, LISTEN +1, SPELLCRAFT +5, SPOT +1

FEATS: ALERTNESS, CREATE GRIS-GRIS (IF YOU DON'T HAVE A COPY OF *NYAMBE: AFRICAN ADVENTURES*, SUBSTITUTE SCRIBE SCROLL)

LANGUAGES: DAKA-KOSA

DUNG (Ex): AN INGOGO CAN THROW ITS OWN DUNG AS A RANGED TOUCH ATTACK. ANY CREATURE HIT BY THE DUNG TAKES NO DAMAGE, BUT MUST MAKE A FORT SAVE (DC 8) OR CONTRACT WORMS.

DARKVISION (Ex): INGOGO CAN SEE IN THE DARK UP TO 60 FEET. DARKVISION IS BLACK AND WHITE, BUT OTHERWISE LIKE NOR-

MAL SIGHT, AND INGOGO CAN FUNCTION WITH NO LIGHT AT ALL.

LIGHT SENSITIVITY (Ex): INGOGO SUFFER A -1 PENALTY TO ATTACK ROLLS IN BRIGHT SUNLIGHT OR WITHIN THE RADIUS OF A DAYLIGHT SPELL.

SCENT (Ex): CREATURES WITH SCENT CAN DETECT OPPONENTS WITHIN 30 FEET BY SENSE OF SMELL, AND CAN PINPOINT THE SOURCE OF A SCENT IF IT IS WITHIN 5 FEET. THEY CAN FOLLOW TRACKS BY SMELL, MAKING A WISDOM CHECK DC 10 + 2 PER HOUR THAT THE TRAIL IS COLD.

SPELLS: (3/2) THIS CREATURE KNOWS AND CASTS ARCANE SPELLS AS A 1ST-LEVEL WIZARD. THE SAVE DC, WHERE APPLICABLE, IS 11 + THE SPELL LEVEL. THE INGOGO WIZARDS USUALLY PREPARE THE FOLLOWING SPELLS:

0 LEVEL — *DAZE*, *GHOST SOUND*, *MAGE HAND*

1ST LEVEL — *OBSCURING MIST*, *VENTRILOQUISM*

POSSESSIONS: CLUB, 6 ROCKS, MOJUBA BAGS (THESE FUNCTION LIKE A SPELLBOOK, AND CONTAIN ALL SPELLS THE WIZARD HAS PREPARED PLUS ALL CANTRIPS), SPELL COMPONENT POUCH, 2d10 GP

INGOGO WARRIORS (10)

CR 1; SZ M (HUMANOID — ORC); HD 1d8+1; 6 HP EACH; INIT +2 (DEX); SPD 30 FT., CLIMB 20 FT.; AC 14 (+2 DEX, +2 NATURAL); ATK +2 MELEE (1d6+2/CRIT 20/x2, CLUB) OR +2 RANGED (1d3+2/CRIT 20/x2, ROCK); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA DUNG; SQ DARKVISION 60 FT., LIGHT SENSITIVITY, SCENT; AL CE; SV FORT +1, REF +2, WILL +1; STR 14, DEX 14, CON 12, INT 12, WIS 8, CHA 8

SKILLS: BLUFF +2, CLIMB +11, LISTEN +4, SPOT +4

FEATS: ALERTNESS

LANGUAGES: DAKA-KOSA

DUNG (Ex): AN INGOGO CAN THROW ITS OWN DUNG AS A RANGED TOUCH ATTACK. ANY CREATURE HIT BY THE DUNG TAKES NO DAMAGE, BUT MUST MAKE A FORT SAVE (DC 8) OR CONTRACT WORMS.

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

LIGHT SENSITIVITY (Ex): INGOGO SUFFER A -1 PENALTY TO ATTACK ROLLS IN BRIGHT SUNLIGHT OR WITHIN THE RADIUS OF A DAYLIGHT SPELL.

SCENT (Ex): CREATURES WITH SCENT CAN DETECT OPPONENTS WITHIN 30 FEET BY SENSE OF SMELL, AND CAN PINPOINT THE SOURCE OF A SCENT IF IT IS WITHIN 5 FEET. THEY CAN FOLLOW TRACKS BY SMELL, MAKING A WISDOM CHECK DC 10 + 2 PER HOUR THAT THE TRAIL IS COLD.

POSSESSIONS: CLUB, 6 ROCKS, 1d10 GP

DAMALO

3RD-LEVEL MALE SHOMBE HUMAN GAMBA FIGHTER

CR 3; SZ M (HUMANOID); HD 3d12+6; 31 HP; INIT +1 (DEX); SPD 40 FT.; AC 13 (+1 DEX, +1 SANGUAR, +1 FETISH ARMOR); ATK +7 MELEE (1d12+4/CRIT 20/x3, HEAVY SPEAR) OR +5 RANGED (1d8/CRIT 20/x3, LONGBOW); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA NONE; SQ FAST MOVEMENT, ILLITERATE; AL NG; SV FORT +5, REF +2, WILL +3; STR 16, DEX 13, CON 14, INT 8, WIS 10, CHA 12

SKILLS: HANDLE ANIMAL +6, CLIMB +7, INTIMIDATE +7, JUMP +6, WILDERNESS LORE +6

FEATS: CLEAVE, DODGE, IRON WILL, POWER ATTACK, SANGUAR
LANGUAGES: DAKA-ALIF

DAMALO (DAH-MAHL-OH) IS ONE OF THE YOUNGER WARRIORS OF THE TUTA CLAN. HE AND HIS SISTER DAMALU ARE EAGER TO PROVE THEMSELVES TO THE CLAN ELDERS BY SUCCEEDING WHERE MORE THE MORE EXPERIENCED WARRIORS FAILED. DAMALO IS A TRADITIONAL SHOMBE WARRIOR, FIGHTING WITH THE HEAVY SPEAR IN EMULATION OF HIS ANCESTORS.



THE SHOMBE (SHAWM-BAY) ARE A CATTLE-HERDING PEOPLE WHO PLACE A GREAT DEAL OF EMPHASIS ON COURAGE AND PHYSICAL PROWESS. SHOMBE ARE TALL AND DARK-SKINNED, WITH LITTLE BODY HAIR. SHOMBE DRESS IN LOINCLOTHS AND WEAR A WRAP-AROUND BLANKET KNOWN AS A *SHUKA* (SHOO-KAH). SHOMBE CLOTHING IS BRIGHTLY COLORED IN SHADES OF BLUE, GREEN, YELLOW, RED, AND BLACK. OFTEN THESE COLORS ARE COMBINED INTO STRIPES OR PLAIDS. SOME SHOMBE GO BAREFOOT, BUT MOST WEAR SANDALS. SHOMBE MEN SHAVE THEMSELVES BALD AND REMOVE ALL FACIAL HAIR. SHOMBE WOMEN BRAID THEIR HAIR, COLOR IT WITH RED OCHRE, AND SHAVE OFF ALL THEIR BODY HAIR. SHOMBE REVERE THE SPIRITS OF THEIR ANCESTORS, AND TEND TO HONOR POWERFUL WARRIORS OF THE PAST. VIRTUALLY ALL YOUNG ADULT SHOMBE CONSIDER THEMSELVES ADVENTURERS, EVEN IF THEY ARE NOT.

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.

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).

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 PROFICIENT IN THE ART OF DODGING, COMMONLY KNOWN AS SANGUAR (SAHN-GWAR). 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 THIS CHARACTER HAS A +1 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

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: MASTERWORK HEAVY SPEAR, MASTERWORK LONGBOW, 20 ARROWS, +1 FETISH ARMOR, 3 POTIONS OF CURE MODERATE WOUNDS, TRAVELER'S OUTFIT, WOVEN BACKPACK, BOTTLE CALABASH (A WINESKIN MADE FROM A GOURD) FILLED WITH FRESH WATER, BELT POUCH, 3 DAY'S TRAIL RATIONS, 50 FT. SILK ROPE, SIGNAL WHISTLE, 25 GP, 2 SP

DAMALU

3RD-LEVEL FEMALE SHOMBE HUMAN GAMBA FIGHTER

CR 3; SZ M (HUMANOID); HD 3d12+9; 34 HP; INIT +2 (DEX); SPD 40 FT.; AC 16 (+2 DEX, +1 SANGUAR, +3 MAGICAL LARGE LEATHER SHIELD); ATK +5 MELEE (1d10+1/CRIT 20/x2, LEAF SPEAR) OR +5 RANGED (1d8+1/CRIT 20/x3, THROWING SPEAR); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA NONE; SQ FAST MOVEMENT, ILLITERATE; AL CG; SV FORT +7, REF +4, WILL +2; STR 13, DEX 14, CON 16, INT 12, WIS 8, CHA 10

SKILLS: CLIMB +7, CRAFT (ARMORER) +7, CRAFT (WEAPONSMITH) +7, INTIMIDATE +6, JUMP +7, WILDERNESS LORE +5

FEATS: IRON WILL, POINT BLANK SHOT, PRECISE SHOT, RAPID SHOT, SANGUAR

LANGUAGES: DAKA-ALIF

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POSSESSIONS: MASTERWORK LEAF SPEAR, +1 LARGE LEATHER SHIELD, 6 THROWING SPEARS, CLOAK OF RESISTANCE (+1), EVER-BURNING TORCH, 2 POTIONS OF CURE LIGHT WOUNDS, TRAVELER'S OUTFIT, WOVEN BACKPACK, BOTTLE CALABASH (A WINESKIN MADE FROM A GOURD) FILLED WITH FRESH WATER, BELT POUCH, 3 DAY'S TRAIL RATIONS, 50 FT. SILK ROPE, SIGNAL WHISTLE, 161 GP, 5 SP



RASHAR

3RD-LEVEL MALE SHOMBE HUMAN NANALA ROGUE

CR 3; SZ M (HUMANOID); HD 3D6; 13 HP; INIT +3 (DEX); SPD 30 FT.; AC 16 (+3 DEX, +2 NATURAL, +1 SANGUAR); ATK +1 MELEE (1D6-1/CRIT 20/x3, HALFSPEAR) OR +6 RANGED (1D6/CRIT 20/x3, SHORTBOW); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA SNEAK ATTACK +2D6; SQ ILLITERATE; AL N; SV FORT +1, REF +6, WILL +2; STR 8, DEX 16, CON 10, INT 14, WIS 12, CHA 13

SKILLS: BALANCE +7, BLUFF +7, DIPLOMACY +5, DISABLE DEVICE +8, ESCAPE ARTIST +6, HIDE +9, LISTEN +7, MOVE SILENTLY +9, PICK POCKETS +5, READ LIPS +5, SEARCH +8, SPOT +7, TUMBLE +9, USE ROPE +5

FEATS: ANALYZE UNLIVING (YOU CAN SNEAK ATTACK UNDEAD FOR +2D4 DAMAGE; THIS IS A NEW FEAT FOUND IN *NYAMBE: AFRICAN ADVENTURES*), DODGE, MOBILITY, POINT BLANK SHOT, SANGUAR

LANGUAGES: DAKA-ALIF

RASHAR (RAH-SHAR) IS ONE OF THOSE UNFORTUNATE SHOMBE WHO IS NEITHER BRAVE NOR STRONG. HE WAS ALWAYS MORE INTERESTED IN GOSSIP AND SPYING ON OTHERS THAN HE WAS IN LEARNING HOW TO FIGHT OR TEND CATTLE. A FEW WEEKS AGO, HE WAS CAUGHT STEALING FROM ONE OF HIS CLAN MEMBERS. NOW HE HOPES TO UNRAVEL THE MYSTERY OF THE HAUNTED KRAAL SO AS TO AVOID BANISHMENT.



THE SHOMBE (SHAWM-BAY) ARE A CATTLE-HERDING PEOPLE WHO PLACE A GREAT DEAL OF EMPHASIS ON COURAGE AND PHYSICAL PROWESS. SHOMBE ARE TALL AND DARK-SKINNED, WITH LITTLE BODY HAIR. SHOMBE DRESS IN LOINCLOTHS AND WEAR A WRAP-AROUND BLANKET KNOWN AS A *SHUKA* (SHOO-KAH). SHOMBE CLOTHING IS BRIGHTLY COLORED IN SHADES OF BLUE, GREEN, YELLOW, RED, AND BLACK. OFTEN THESE COLORS ARE COMBINED INTO STRIPES OR PLAIDS. SOME SHOMBE GO BAREFOOT, BUT MOST WEAR SANDALS. SHOMBE MEN SHAVE THEMSELVES BALD AND REMOVE ALL FACIAL HAIR. SHOMBE WOMEN BRAID THEIR HAIR, COLOR IT WITH RED OCHRE, AND SHAVE OFF ALL THEIR BODY HAIR. SHOMBE REVERE THE SPIRITS OF THEIR ANCESTORS, AND TEND TO HONOR POWERFUL WARRIORS OF THE PAST. VIRTUALLY ALL YOUNG ADULT SHOMBE CONSIDER THEMSELVES ADVENTURERS, EVEN IF THEY ARE NOT.

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.

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: NANALA ARE PROFICIENT IN THE ART OF DODGING, COMMONLY KNOWN AS SANGUAR (SAHN-GWAR). 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 THIS CHARACTER HAS A +1 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* 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 +2D6 AT 3RD 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 MEDIUM AND SMALLER SIMPLE WEAPONS. NANALA ARE NOT PROFICIENT IN ANY SORT OF SHIELD OR ARMOR.

POSSESSIONS: HALFSPEAR, MASTERWORK SHORTBOW, 20 ARROWS, AMULET OF NATURAL ARMOR (+2), 4 POTIONS OF CURE LIGHT WOUNDS, EXPLORER'S OUTFIT, WOVEN BACKPACK, 6 TORCHES, FIRE BOW (SIMILAR TO FLINT & STEEL), COMMON THIEVES' TOOLS, 1 DAY TRAIL RATIONS, BELT POUCH, 4 FLASKS ALCHEMIST'S FIRE, 13 GP, 4 SP, 4 CP

VUALO

3RD-LEVEL MALE SHOMBE HUMAN N'ANGA CLERIC

CR 3; SZ M (HUMANOID); HD 3d8+3; 20 HP; INIT +5 (+1 DEX, +4 IMPROVED INITIATIVE); SPD 30 FT.; AC 14 (+1 DEX, +2 LARGE LEATHER SHIELD, +1 SANGUAR); ATK +5 MELEE (1d6+3/CRIT 20/x3, HALFSPEAR) OR +4 RANGED (1d8/CRIT 19-20/x2, LIGHT CROSSBOW); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA SPELLS; SQ ALIGNED SPELLS, FEAT OF STRENGTH, GOOD FORTUNE, ILLITERATE; AL LN; SV FORT +4, REF +4, WILL +6; STR 14, DEX 12, CON 13, INT 10, WIS 16, CHA 8

SKILLS: CONCENTRATION +5, HEAL +9, KNOWLEDGE (RELIGION) +4, SCRY +4

FEATS: BREW POTION, COMBAT CASTING, IMPROVED INITIATIVE, LIGHTNING REFLEXES, SANGUAR

LANGUAGES: DAKA-ALIF

VUALO (VOO-AH-LOH) IS THE JUNIOR PRIEST OF THE TUTA CLAN OF THE SHOMBE PEOPLE, RESPONSIBLE FOR MAKING THE WILL OF THE ANCESTORS MANIFEST AMONGST THE PEOPLE. AS SUCH, HE IS DISCIPLINED AND DEDICATED, UNLIKE HIS MORE CHAOTICALLY-INCLINED COMPANIONS. HE ALSO REALIZES THAT HIS CLAN COULD SIMPLY RELOCATE TO ANOTHER AREA AND BUILD A NEW KRAAL, BUT HE REFUSES TO DISGRACE HIS ANCESTORS BY QUITTING A FIGHT.

THE SHOMBE (SHAWM-BAY) ARE A CATTLE-HERDING PEOPLE WHO PLACE A GREAT DEAL OF EMPHASIS ON COURAGE AND PHYSICAL PROWESS. SHOMBE ARE TALL AND DARK-SKINNED, WITH LITTLE BODY HAIR. SHOMBE DRESS IN LOINCLOTHS AND WEAR A WRAP-AROUND BLANKET KNOWN AS A *SHUKA* (SHOO-KAH). SHOMBE CLOTHING IS BRIGHTLY COLORED IN SHADES OF BLUE, GREEN, YELLOW, RED, AND BLACK. OFTEN THESE COLORS ARE COMBINED INTO STRIPES OR PLAIDS. SOME SHOMBE GO BAREFOOT, BUT MOST WEAR SANDALS. SHOMBE MEN SHAVE THEMSELVES BALD AND REMOVE ALL FACIAL HAIR. SHOMBE WOMEN BRAID THEIR HAIR, COLOR IT WITH RED OCHRE, AND SHAVE OFF ALL THEIR BODY HAIR. SHOMBE REVERE THE SPIRITS OF THEIR ANCESTORS, AND TEND TO HONOR POWERFUL WARRIORS OF THE PAST. VIRTUALLY ALL YOUNG ADULT SHOMBE CONSIDER THEMSELVES ADVENTURERS, EVEN IF THEY ARE NOT.

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. N'ANGA GET ALONG BEST WITH GAMBA AND FIGHTERS. THEY DISTRUST MCHAWI WIZARDS AND SEI SORCERERS, AND LOOK DOWN UPON NANALA ROGUES.

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

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

SPELLS: (4/3 + 1/2 + 1) THIS CHARACTER KNOWS AND CASTS DIVINE SPELLS AS A 3RD-LEVEL CLERIC. THE SAVE DC, WHERE

APPLICABLE, IS 13 + SPELL LEVEL. WHEN A N'ANGA CASTS A SPELL, HE IS TEMPORARILY POSSESSED BY THE SPIRIT OF HIS PATRON ORISHA. THIS PHENOMENON IS KNOWN AS ACTING AS A *FARASI* (FAH-RAH-SEE), OR "HORSE" FOR AN ORISHA. ALTHOUGH THE PLAYER STILL RETAINS CONTROL OF THE CHARACTER, THE FARASI TAKES ON THE PERSONALITY AND MOTIVATIONS OF HIS PATRON ORISHA FOR AT LEAST SEVERAL MINUTES.

VUALO CAN ALSO CAST SPELLS FROM THE LUCK AND STRENGTH DOMAINS OF THE ANCESTRAL ORISHA THAT HE HONORS. THE LUCK DOMAIN GIVES HIM GOOD FORTUNE, WHICH IS USABLE ONCE PER DAY. THIS EXTRAORDINARY ABILITY ALLOWS HIM TO REROLL ONE ROLL THAT HE HAS JUST MADE. HE MUST TAKE THE RESULT OF THE REROLL, EVEN IF IT'S WORSE THAN THE ORIGINAL ROLL. THE STRENGTH DOMAIN ALLOWS VUALO TO PERFORM A FEAT OF STRENGTH, WHICH IS THE SUPERNATURAL ABILITY TO GAIN AN +3 ENHANCEMENT BONUS TO STRENGTH. ACTIVATING THE POWER IS A FREE ACTION, THE POWER LASTS 1 ROUND, AND IT IS USABLE ONCE PER DAY.

VUALO USUALLY PREPARES THE FOLLOWING SPELLS; THOSE MARKED WITH AN ASTERISK ARE DOMAIN SPELLS:

0 LEVEL — CURE MINOR WOUNDS, DETECT POISON, MENDING

1ST LEVEL — CURE LIGHT WOUNDS, DIVINE FAVOR, SANCTUARY, ENTROPIC SHIELD*

2ND LEVEL — CURE MODERATE WOUNDS, BULL'S STRENGTH*

POSSESSIONS: +1 HALFSPEAR, LARGE LEATHER SHIELD, MASTER-WORK LIGHT CROSSBOW, 20 BOLTS, 2 POTIONS OF CURE LIGHT WOUNDS, CLERIC'S OUTFIT, HEALER'S KIT, WOODEN HOLY SYMBOL (IMAGE OF HIS GRANDFATHER), SACK, 1 DAY'S TRAIL RATIONS, SPELL COMPONENT POUCH, 195 GP, 4 SP



TAHNGA

3RD-LEVEL FEMALE NGOLOKO HALF-ORC MCHAWI WIZARD

CR 3; SZ M (HUMANOID); HD 3d4+3; 12 HP; INIT +2 (DEX); SPD 30 FT.; AC 14 (+2 DEX, +1 BRACERS OF ARMOR, +1 SANGUAR); ATK +5 MELEE (1d6+3/CRIT 20/x2, QUARTERSTAFF) OR +4 RANGED (1d4+2/CRIT 19-20/x2, THROWN DAGGER); FACE 5 FT. x 5 FT.; REACH 5 FT.; SA SPELLS; SQ DARKVISION 60 FT., FIENDISH SERVANT, LITERATE, ORC BLOOD; AL N; SV FORT +2, REF +3, WILL +2; STR 14, DEX 14, CON 13, INT 16, WIS 8, CHA 6

SKILLS: CONCENTRATION +7, DISGUISE +4, ESCAPE ARTIST +4, KNOWLEDGE (ARCANA) +9, LITERACY, SCRY +5, SPELLCRAFT +9

FEATS: COMBAT CASTING, CREATE GRIS-GRIS (LIKE SCRIBE SCROLL, EXCEPT IT CREATES *GRIS-GRIS* — SMALL BAGS CONTAINING RITUAL ITEMS THAT FUNCTION LIKE SCROLLS. THIS NEW FEAT IS IN THE *NYAMBE: AFRICAN ADVENTURES* RULEBOOK), SCENT (THIS NEW FEAT IS IN THE *NYAMBE* RULEBOOK.), SANGUAR

LANGUAGES: DAKA-ALIF, KORDO, DAKA-KOSA

TAHNGA (TAHN-GAH) IS A NGOLOKO HALF-ORC. IN NYAMBE, HALF-ORCS ARE A DISTINCT RACE DESCENDED FROM THE MATING OF THE ANCIENT WIZARDLY KOSAN ORCS AND THEIR HUMAN SLAVES AND CON-CUBINES. THE KOSAN ORCS, ONCE REMOVED FROM THEIR POSITION OF DOMINANCE, WERE HUNTED DOWN AND KILLED WITHOUT MERCY BY THEIR FORMER SLAVES. OPINIONS DIFFERED, HOWEVER, ON WHAT TO DO WITH THE NGOLOKO. THE NGOLOKO WERE INNOCENT OF ANY WRONGDOING, AND SO IT WAS DECIDED TO BANISH THEM FROM HUMAN SETTLEMENTS. ON THEIR OWN, WITH NO ONE TO TURN TO FOR HELP, THE NGOLOKO THRIVED. NOW THEY ARE A RACE UNTO THEMSELVES.

WHILE TAHNGA AND HER PARENTS WERE TRAVELING THROUGH THE SAVANNAH, THEY FELL PREY TO AN AMBUSH BY INGOGO BAN-

DITS. THE INGOGO (IHN-GOH-GOH) ARE A RACE OF DEGENERATE BESTIAL ORCS, AND THE CREATURES QUICKLY SLEW BOTH HER PARENTS. LUCKILY, A GROUP OF SHOMBE WARRIORS ARRIVED, RESCUED HER FROM THE CREATURES, AND ADOPTED HER INTO THEIR CLAN. THOUGH SHE HAS ATTEMPTED TO LIVE AS A HUMAN, HER WIZARDLY HERITAGE HAS ASSERTED ITSELF, AND SHE NOW STUDIES THE DARK WAYS OF MAGIC. HER ADOPTIVE CLAN MAY EXILE HER IF SHE CONTINUES TO DELVE INTO THE DEEPER SECRETS OF THE ARCANES ARTS.

MCHAWI (M-CHAH-WEE) ARE WIZARDS WHO HAVE LEARNED TO STEAL MAGIC FROM THE OVERPOWER THROUGH THE AID OF FIENDISH ORISHA. MCHAWI ADVENTURE FOR ONE REASON ALONE, TO ACCUMULATE POWER. MCHAWI ARE PATHETIC COMBATANTS, BUT WITH THE ABILITY TO COMMAND THE DEAD AND SLAY THE LIVING WITH ARCANES ENERGIES, MCHAWI RARELY NEED TO RESORT TO PHYSICAL COMBAT. MOST MCHAWI ARE EVIL, AND AS THE MAJORITY PURSUE THEIR OWN AGENDAS RATHER THAN SERVE THE ORISHA, THEY TEND TOWARD ETHICAL NEUTRALITY RATHER THAN LAW OR CHAOS. MCHAWI CAN COME FROM ANY OCCUPATION AND SOCIAL CLASS, BUT WHAT THEY ALL HAVE IN COMMON IS SELF-CENTEREDNESS AND AN EGO BIG ENOUGH TO BELIEVE THAT THEY CAN NEGOTIATE 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 FIGHTERS.

DARKVISION (Ex): NGOLOKO CAN SEE UP TO 60 FEET IN THE DARK OR WITH NO LIGHT AT ALL. DARKVISION IS BLACK AND WHITE.

FIENDISH SERVANT (Su): TAHNGA DOES NOT HAVE A FIENDISH SERVANT, AS IT WOULD PROVE THAT SHE DEALS WITH THE FIENDISH ORISHA.

LITERATE: TAHNGA SPENT 2 SKILL POINTS TO GAIN THE ABILITY TO READ AND WRITE ANY LANGUAGE SHE IS ABLE TO SPEAK.

MOJUBA BAGS (Ex): MCHAWI MUST STUDY THEIR MOJUBA BAGS EACH DAY TO PREPARE THEIR SPELLS, AS A WIZARD WOULD STUDY A SPELLBOOK. A MCHAWI CANNOT PREPARE ANY SPELL NOT ENCODED IN HER MOJUBA BAGS, EXCEPT FOR *READ MAGIC*, WHICH ALL MCHAWI CAN PREPARE FROM MEMORY.

ORC BLOOD: FOR ALL SPECIAL ABILITIES AND EFFECTS, AN NGOLOKO IS CONSIDERED AN ORC.

SANGUAR: MCHAWI 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; MCHAWI GET THIS FEAT FREE AT 1ST LEVEL, AND THIS CHARACTER HAS A +1 BONUS. THIS IS A NEW FEAT, FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

SCENT: TAHNGA CAN DETECT OPPONENTS WITHIN 30 FEET BY SMELL, AND CAN PINPOINT THE SOURCE OF A SCENT WITHIN 5 FEET. SHE CAN FOLLOW TRACKS BY SMELL WITH A WISDOM CHECK DC 10 + 2 PER HOUR THE TRAIL IS COLD.

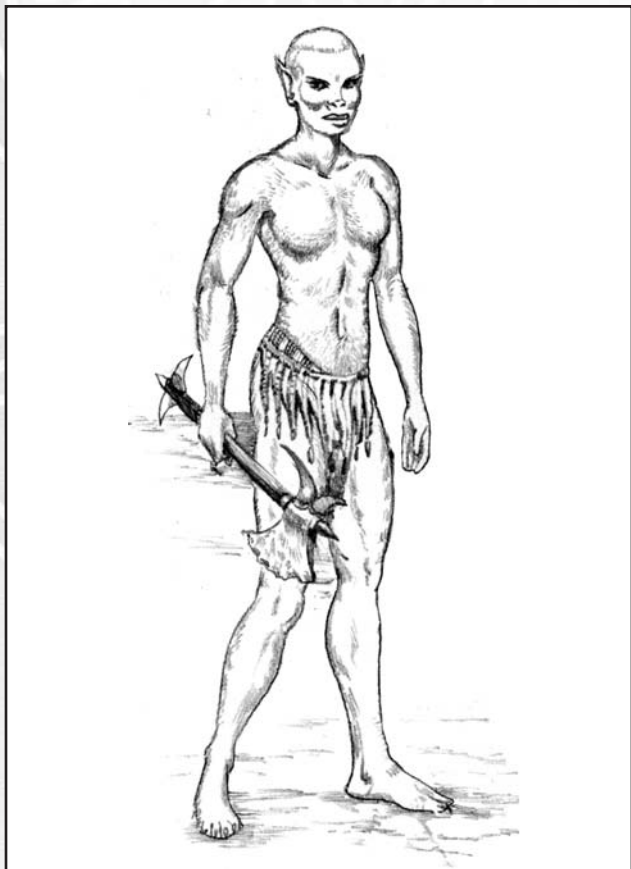
SPELLS: (4/3/2) TAHNGA KNOWS AND CASTS ARCANES SPELLS AS A 3RD-LEVEL WIZARD. THE SAVE DC, WHERE APPLICABLE, IS 13 + THE SPELL LEVEL. SHE USUALLY PREPARES THE FOLLOWING SPELLS:

0 LEVEL — *DAZE*, *DISRUPT UNDEAD*, *DETECT MAGIC*, *FLARE*

1ST LEVEL — *BURNING HANDS*, *HYPNOTISM*, *SHIELD*

2ND LEVEL — *MIRROR IMAGE*, *GHOUL TOUCH*

POSSESSIONS: MASTERWORK QUARTERSTAFF, 6 THROWING DAGGERS, *BRACERS OF ARMOR (+1)*, *WAND OF MAGIC MISSILES* (CASTER LEVEL 3) WITH 25 CHARGES, 2 *POTIONS OF CURE LIGHT WOUNDS*, 3 ACID FLASKS, WOVEN BACKPACK, BOTTLE CALABASH (A WINESKIN MADE FROM A GOURD) FILLED WITH PALM WINE, SPELL COMPONENT POUCH, MOJUBA BAGS (SIMILAR TO A SPELLBOOK, CONTAINS ALL THE SPELLS SHE HAS PREPARED PLUS ALL CANTRIPS AND *MAGIC MISSILE* AND *MAGE ARMOR*), COMMON LAMP, 2 PINTS LAMP OIL, FIRE BOW (SIMILAR TO FLINT & STEEL), 2 DAYS TRAIL RATIONS, 173 GP, 3 SP



ZANJO

3RD-LEVEL MALE NABULA HUMAN CLERIC

CR 3; SZ M (HUMANOID); HD 3D8+3; 20 HP; INIT -1 (DEX); SPD 30 FT.; AC 15 (-1 DEX, +5 IRON MANTLE ARMOR, +1 SMALL WOODEN SHIELD); ATK +5 MELEE (1D6+2/CRIT 18-20/x2, SCIMITAR) OR +2 RANGED (1D10/CRIT 19-20/x2, HEAVY CROSSBOW); FACE 5 FT. X 5 FT.; REACH 5 FT.; SA SPELLS, TURN UNDEAD; SQ ILLITERATE, SPONTANEOUS CASTING; AL LN; SV FORT +4, REF +0, WILL +5; STR 14, DEX 8, CON 12, INT 14, WIS 15, CHA 10

SKILLS: CONCENTRATION +7, DIPLOMACY +6, HEAL +8, KNOWLEDGE (RELIGION) +8, LITERACY, SPELLCRAFT +6

FEATS: BLIND FIGHT, EXPERTISE, IMPROVED DISARM

LANGUAGES: DAKA-ALIF, NEAR EASTERNER

ZANJO (ZAHN-JOH) IS HOLY MAN OF THE NABULA PEOPLE WHO HAS CONVERTED TO THE RELIGION OF THE NEAR EASTERNERS. THESE PEOPLE FOLLOW MULTIPLE GODS, AND DO NOT BELIEVE IN THE POWER OF THE SPIRITS. ZANJO FOLLOWS A GOD CALLED THE HOLY WARRIOR, AND HE IS VISITING THE SHOMBE PEOPLE IN AN ATTEMPT TO CONVERT THEM TO HIS WAYS.

THE COMPETITIVE NABULA (NAH-BOO-LAH) ARE A PEOPLE NATIVE TO NORTHEASTERN NYAMBE. THEY HAVE BEEN HEAVILY INFLUENCED BY THE NEAR EASTERNERS. NABULA ARE FIERCE COMPETITORS, AND TRY TO BE THE BEST AT EVERYTHING THEY DO, BE IT HAGGLING, WARFARE, OR MAGIC. NABULA ARE TALL AND HAVE A MEDIUM TO OLIVE COMPLEXION. NABULA WEAR BEADED WHITE *DIJELLABA* (JEH-LAH-BAH) ROBES IN THE NEAR EASTERN STYLE, AND SOFT-SOLED SANDALS. THOUGH IT IS NOT REQUIRED, MANY NABULA MEN WEAR TURBANS. NABULA DO NOT WEAR JEWELRY. TRADITIONALLY, THE NABULA HONORED THE CELESTIAL ORISHA. MANY NABULA HAVE SINCE BEEN CONVERTED TO THE RELIGION OF THE NEAR EASTERNERS.

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.

SPELLS: (4/3+1/2+1) ZANJO KNOWS AND CASTS DIVINE SPELLS AS A 3RD-LEVEL CLERIC, AND CAN ALSO CAST SPELLS FROM THE WAR AND LAW DOMAINS OF THE HOLY WARRIOR. THE SAVE DC, WHERE APPLICABLE, IS 12 + THE SPELL LEVEL. AS A CLERIC WITH THE WAR DOMAIN, ZANJO GAINS AUTOMATIC PROFICIENCY IN THE CHOSEN WEAPON OF THE GREAT WARRIOR, WHICH IS THE SCIMITAR. AS A CLERIC WITH THE LAW DOMAIN, ZANJO CASTS LAW SPELLS AT +1 CASTER LEVEL. ZANJO USUALLY PREPARES THE FOLLOWING SPELLS; THOSE MARKED WITH AN ASTERISK ARE DOMAIN SPELLS:

0 LEVEL — *DETECT MAGIC, GUIDANCE, RESISTANCE, VIRTUE*

1ST LEVEL — *COMMAND, DOOM, SHIELD OF FAITH, MAGIC WEAPON**

2ND LEVEL — *AID, HOLD PERSON, CALM EMOTIONS**

SPONTANEOUS CASTING (Sp): A CLERIC CAN CHANNEL STORED SPELL ENERGY INTO CURE SPELLS THAT HE HASN'T PREPARED AHEAD OF TIME. A CLERIC CAN "LOSE" A PREPARED SPELL IN ORDER TO CAST ANY CURE SPELL OF THE SAME LEVEL OR LOWER (A CURE SPELL IS ANY SPELL WITH "CURE" IN ITS NAME). A CLERIC CAN'T USE SPONTANEOUS CASTING TO CONVERT DOMAIN SPELLS INTO CURE SPELLS.

TURN UNDEAD (Su): ZANJO MAY ATTEMPT TO TURN UNDEAD ONCE PER DAY.

POSSESSIONS: MASTERWORK SCIMITAR, MASTERWORK HEAVY CROSSBOW, 20 BOLTS, SMALL WOODEN SHIELD, MASTERWORK IRON MANTLE ARMOR, *POTION OF HEROISM*, *POTION OF ENDURANCE*, *POTION OF BULL'S STRENGTH*, CLERIC'S OUTFIT, SILVER HOLY SYMBOL OF THE HOLY WARRIOR (A SCIMITAR AND FIVE-POINTED STAR), HEALER'S KIT, LEATHER BACKPACK, SPELL COMPONENT POUCH, 2 DAYS' TRAIL RATIONS, 89 GP, 5 SP



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