

# 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:

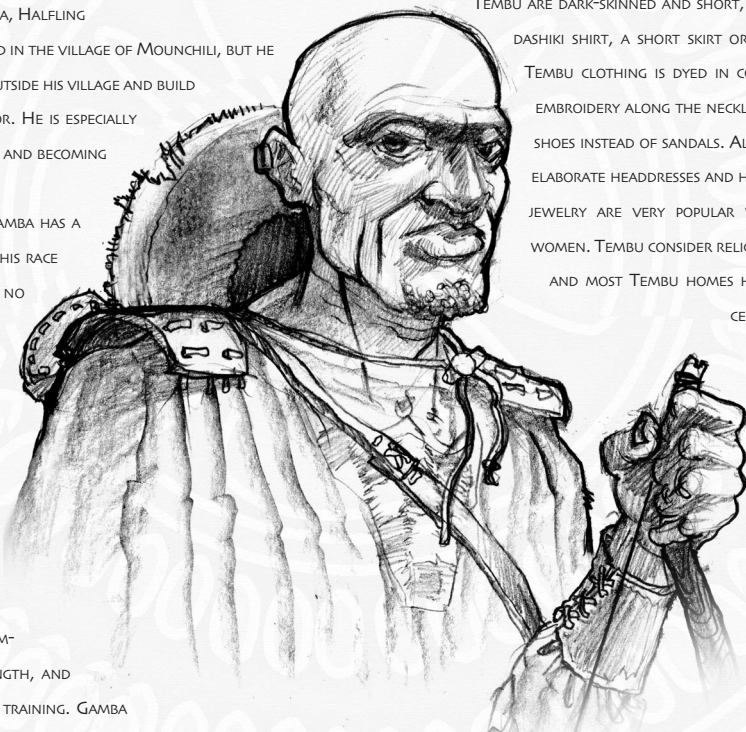
THE GAMBA IS PROFICIENT IN THE USE OF ALL SIMPLE AND MARTIAL WEAPONS, LIGHT ARMOR, AND SHIELDS. NOTE THAT ARMOR CHECK PENALTIES FOR ARMOR HEAVIER THAN LEATHER APPLY TO THE SKILLS BALANCE, CLIMB, ESCAPE ARTIST, HIDE, JUMP, MOVE SILENTLY, PICK POCKET, AND TUMBLE.

**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 5 (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.

**Ngloi 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.

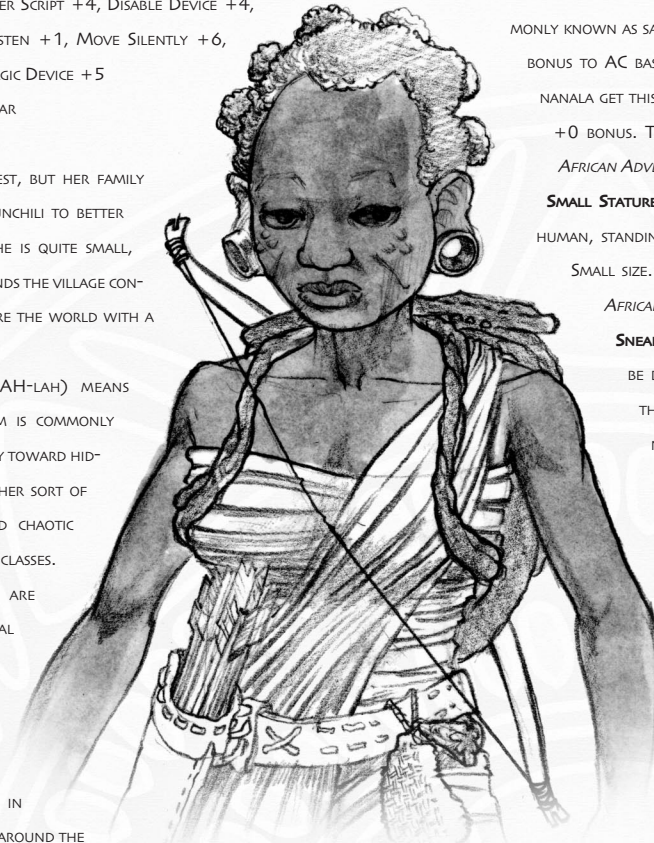
**SNEAK ATTACK (EX):** ANY TIME YOUR TARGET WOULD BE DENIED A DEXTERITY BONUS TO AC (WHETHER THE TARGET ACTUALLY HAS A DEXTERITY BONUS OR NOT), OR WHEN YOU FLANK THE TARGET, YOUR ATTACK DEALS EXTRA DAMAGE. THE EXTRA DAMAGE IS +1d6 AT 1ST LEVEL.

**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.







# DIRE SPIRITS

## Ordering Information

To get your copy of Dire Spirits, visit your local retailer.  
These are the "vital statistics" your retailer may need to order the book. (Usually, bookstores need the ISBN and game stores need the Stock Number.)

[www.atlas-games.com](http://www.atlas-games.com)

Atlas Games  
PO Box 131233  
Roseville, MN 55113

[info@atlas-games.com](mailto:info@atlas-games.com)

**Released:** December, 2002

**Stock Number:** AG3701

**ISBN:** 1-58978-029-9

**Price:** \$26.95

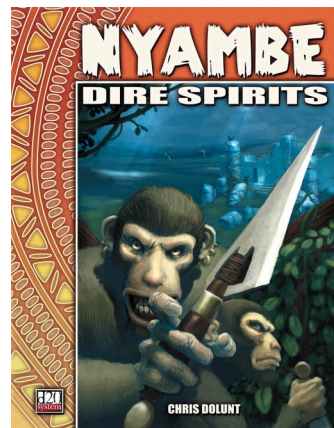
## LEGAL INFORMATION

This free preview is published under the terms of the Open Game License (reproduced below). The text on pages 1 and 2 of this document and the Open Game License below are all Open Game Content. Other text, illustrations, and design elements in this book are not Open Game Content, and may not be reproduced without the publisher's express permission.

"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 Trademark License. A copy of this license can be found at [www.wizards.com](http://www.wizards.com). Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

Penumbra and Nyambe are trademarks of Trident, Inc., d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc., d/b/a Atlas Games.

Copyright © 2002 Trident, Inc., d/b/a Atlas Games.



## 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.

OCULT LURE 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.

## Product Identity

We hereby designate the following as product identity:

Adamu Dwa, Arabo, Baroka, Bashark'a, 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, Gilko Taaba Mountains, Great Mangrove Marsh, Great Udamaloro, 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, Nyambetanda, 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.