

SAMPLE CHARACTER

PUNGA (PUH-00N-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/crit 20/x2, CLUB), OR +3 RANGED (1d8/crit 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 MOUNCHILU 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/crit 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

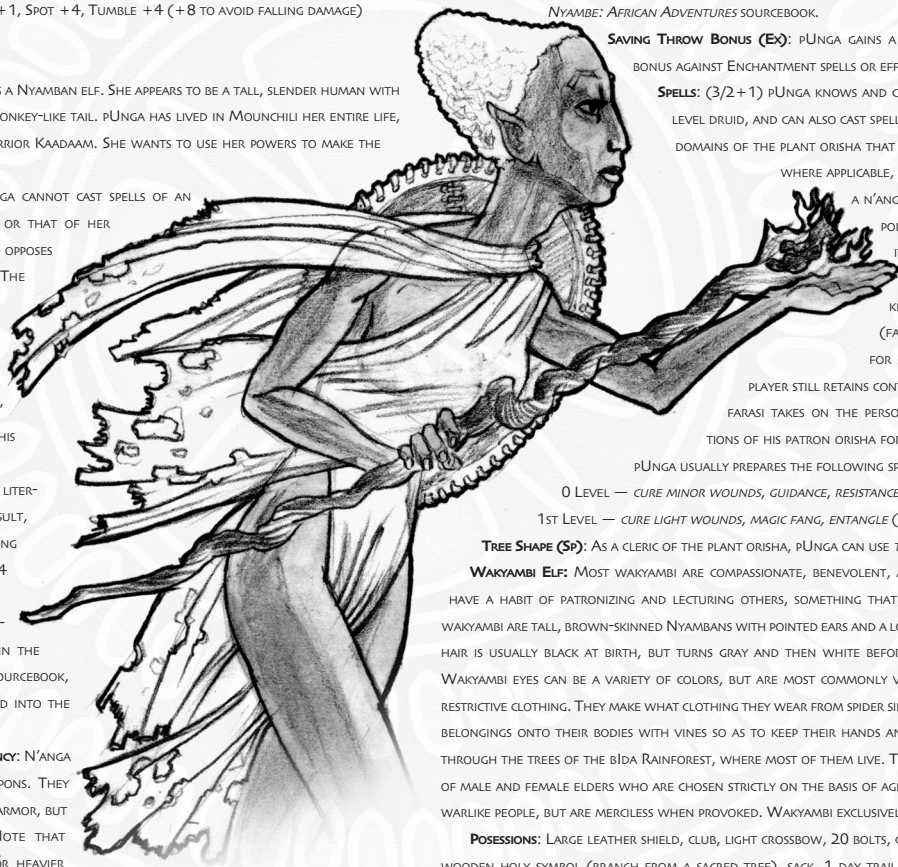
SKILLS: CLIMB +13, LISTEN +5, SPOT +5

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

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ELOKO (EH-LOH-KOH)

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

CR 1; SZ 5 (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 ARCANE 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.

SPELLS: (5/4) ELOKO KNOWS AND CASTS ARCANE 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 ARCANE SPELLCASTERS, THEY SUFFER FROM A CHANCE OF SPELL FAILURE WHEN WEARING ARMOR OR USING SHIELDS.

POSSESSIONS: 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 WINESKIN 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

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Released: December, 2002

Stock Number: AG3701

ISBN: 1-58978-029-9

Price: \$26.95

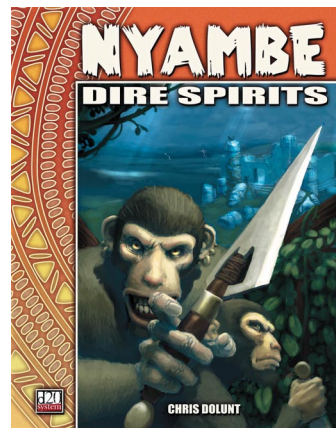
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Product Identity

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, 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.