

KAMBA (KAHM - BAH)

1ST-LEVEL FEMALE UNTHLATU DRAGON-KIN GAMBA FIGHTER (RED DRAGON BLOOD)

CR 1; **SZ** M (HUMANOID); **HD** 1d12+2; **HP** 14; **INIT** +0; **SPD** 20 FT.; **AC** 12 (+1 DODGE, +1 NATURAL); **ATK** +4 **MELEE** (1d6+3/crit 20/x2, BITE), -1/-1 **MELEE** (1d4+1/crit 20/x2, 2 CLAWS), OR +1 **RANGED** (1d6+3 AND POISON, THROWING BLADE);

FACE 5 FT. BY 5 FT.; **REACH** 5 FT.; **SA** NONE; **SO** DARKVISION, IMMUNITIES, NATURAL ARMOR, NATURAL WEAPONS, SKILL PENALTY; **AL** LN; **SV** FORT +4, REF +0, WILL -2; **STR** 17, **DEX** 11, **CON** 14, **INT** 10, **WIS** 6, **CHA** 12

SKILLS: INTIMIDATE +1, LISTEN -2, SPOT -2, SWIM +3, WILDERNESS LORE -2

FEATS: ENERGY RESISTANT

LANGUAGES: KORDO, DRACONIC

KAMBA IS AN UNTHLATU (OONTH-LAH-TOO), A RACE OF REPTILIAN CREATURES DESCENDED FROM HALF-DRAGON SORCERERS. THOUGH MOST OF HER PEOPLE ARE STILL SPELLCASTERS, KAMBA IS WHAT IS KNOWN AS A "PROTECTOR" OR DINDI (D-EEN-DEEH), BRED AND TRAINED TO DEFEND HER PHYSICALLY WEAKER KIN FROM HARM.

UNFORTUNATELY, HER VERY FIRST CHARGE WAS ATTACKED BY A SEVEN-HEADED HYDRA. KAMBA'S COURAGE FAILED HER, AND SHE FLED, LEAVING HER CHARGE TO AN ALMOST CERTAIN DEATH. TOO ASHAMED TO RETURN TO HER PEOPLE, SHE WANDERED FOR SEVERAL YEARS, UNTIL SHE EVENTUALLY CAME TO THE VILLAGE OF MOUNCHILI. SHE HAS SINCE ADOPTED THE AGOGWE HALFLING ELOKO AS HER NEW CHARGE. THOUGH ELOKO PUBLICLY REBUFFS KAMBA'S PROTECTIVENESS, HE HAS SECRETLY TAKEN A LIKING TO THE DRAGON-KIN, AND IS THANKFUL FOR HER HELP.

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

ENERGY RESISTANT (Ex): THE CHARACTER HAS 5 POINTS OF ENERGY RESISTANCE AGAINST AN ATTACK FORM THAT MATCHES HER DRAGON HERITAGE. IN KAMBA'S CASE, THIS IS 5 POINTS OF FIRE RESISTANCE. THIS IS A NEW FEAT FOUND IN THE *NYAMBE: AFRICAN ADVENTURES* SOURCEBOOK.

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

IMMUNITIES (Ex): UNTHLATU ARE IMMUNE TO ALL FORMS OF SLEEP AND PARALYSIS.

NATURAL ARMOR (Ex): UNTHLATU HAVE A +1 NATURAL ARMOR BONUS TO AC.

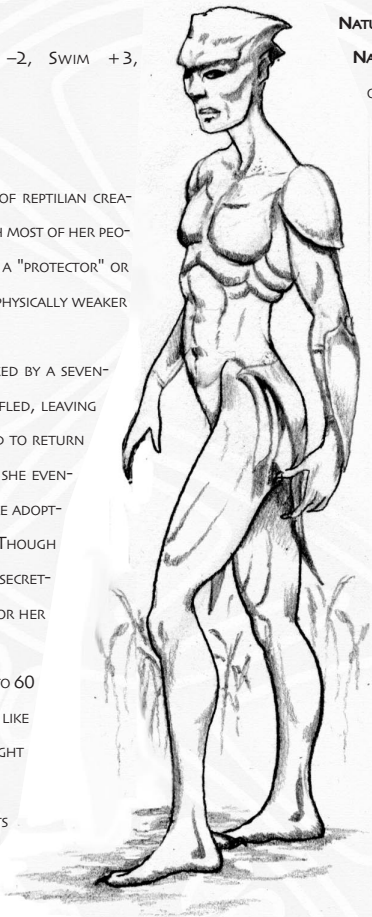
NATURAL WEAPONS (Ex): UNTHLATU HAVE NATURAL WEAPONRY IN THE FORM OF CLAW ATTACKS AND A BITE ATTACK. AN UNTHLATU'S CLAW ATTACKS INFLECT 1d4 POINTS OF DAMAGE EACH, AND ITS BITE ATTACK INFLECTS 1d6 POINTS OF DAMAGE. THESE ATTACKS ARE SUBJECT TO ALL THE USUAL RULES AFFECTING NATURAL WEAPONRY.

SKILL PENALTY (Ex): UNTHLATU HAVE LITTLE EDUCATION OR PARENTAL SUPERVISION. AS A RESULT, ALL UNTHLATU SKILLS SUFFER FROM A -2 RACIAL PENALTY. THIS PENALTY HAS ALREADY BEEN FACTORED INTO THE SKILLS LISTED ABOVE.

UNTHLATU DRAGON-KIN: THE DRAGON-BLOODED UNTHLATU ARE DESCENDED FROM MATINGS BETWEEN HUMAN SLAVES OF THE KOSA EMPIRE AND SORCEROUS DRAGONS. OVER GENERATIONS OF EXILE IN THE GREAT MANGROVE MARSH, INBREEDING BROUGHT THEIR DRAGON HERITAGE TO THE FORE, AND CROSSBREEDING WITH REPTILIAN SWAMP-CREATURES HAS CHANGED THEM INTO AN ENTIRELY NEW RACE. THERE ARE TWO MAJOR CLANS OF UNTHLATU: THE KUAKUA (K-OO-AHKH-OO-AH), OR "LIZARD" CLAN, AND THE CUNGID (CUH-OO-NG-EED), OR "POISON WATER" CLAN. MARRYING A MEMBER OF THE OPPOSITE CLAN USED TO BE FORBIDDEN, BUT IN RECENT YEARS THESE RESTRICTIONS HAVE LESSENNED SOMEWHAT. KAMBA IS FROM THE LIZARD CLAN.

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: 6 THROWING BLADES (1d6/crit 20/x3), WOVEN BACKPACK, FISHING NET, 10 IRON FISHHOOKS, CLAY JUG FILLED WITH FRESH WATER, 3 DOSES GIANT ANT STING EXTRACT (INJURY DC 20, INITIAL DAMAGE 1d4 ACID, NO SECONDARY DAMAGE), 2 SUNRODS, 12 GP, 9 SP, 7 CP.



GIPAK (GEE - PAKH)

1ST-LEVEL MALE NGOLOKO HALF-ORC N'ANGA CLERIC

CR 1; **SZ** M (HUMANOID); **HD** 1d8; **HP** 8; **INIT** -1; **SPD** 30 FT.; **AC** 9 (-1 DEX); **ATK** +2 **MELEE** (1d6+3/CRIT 20/x2, QUARTERSTAFF WIELDED 2 HANDED) OR -1 **RANGED** (1d4+2, THROWN DAGGER); **FACE** 5 FT. BY 5 FT.; **REACH** 5 FT.; **SA** SPELLS, REBUKE UNDEAD; **SO** DARKVISION, ORC BLOOD; **AL** LE, **SV** FORT +3, **REF** -1, **WILL** +3; **STR** 15, **DEX** 8, **CON** 12, **INT** 14, **WIS** 13, **CHA** 8

SKILLS: CONCENTRATION +4, KNOWLEDGE (ARCANA) +6, KNOWLEDGE (RELIGION) +6, SPELLCRAFT +6

FEATS: SCENT

LANGUAGES: KORDO, DAKA-KOSA

THE NGOLOKO HALF ORCS HONOR THE FIENDISH ORISHA, BUT OUT OF FEAR RATHER THAN RESPECT. THEY BELIEVE THAT BY PLACATING EVIL SPIRITS, THEY CAN PROTECT THEMSELVES AND OTHERS FROM HARM. THOUGH GIPAK WOULD RATHER STUDY THE WIZARDLY ARTS OF THE MCHAWI, THE PEOPLE OF HIS VILLAGE RECOGNIZED HIS INNATE WISDOM AND CONVINCED HIM TO FOLLOW THE WAY OF THE N'ANGA LIKE HIS FATHER. HIS FAITH IS SOMEWHAT SHAKY THOUGH, AND GIVEN THE CHANCE, IT IS LIKELY THAT HE WILL SOMEDAY ABANDON HIS CLERICAL ROLE FOR THE CORRUPTING POWER OF ARCANIC MAGIC. DESPITE THIS, HE CARES GREATLY FOR THE PEOPLE OF HIS COMMUNITY AND HIS FRIENDS.

GIPAK IS FROM THE NEARBY HALF-ORC VILLAGE OF KAJA (KAH-JAH), AND OFTEN COMES TO MOUNCHILI TO TRADE. THOUGH THE PEOPLE OF MOUNCHILI DO NOT ENTIRELY TRUST HIM, THEY DO RECOGNIZE HIS SKILLS, AND HAVE OFTEN COME TO HIM FOR HELP IN DEALING WITH WAYWARD SPIRITS. GIPAK IS IN MOUNCHILI FOR THE FESTIVAL AND TO DEBATE THEOLOGY WITH HIS FRIEND AND RIVAL PUNGA THE WAKYAMBI.

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 FIENDISH ORISHA BOKOR'S ALIGNMENT IS NEUTRAL EVIL.

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

GRANTED POWERS (SU): AS A N'ANGA CLERIC WITH THE KNOWLEDGE DOMAIN, GIPAK HAS ALL KNOWLEDGE SKILLS AS CLASS SKILLS, AND HE CASTS DIVINATIONS AT +1 CASTER LEVEL. AS A N'ANGA CLERIC WITH THE MAGIC DOMAIN, GIPAK CAN USE SCROLLS, WANDS, AND OTHER DEVICES WITH SPELL COMPLETION OR SPELL TRIGGER ACTIVATION AS A WIZARD OF ONE-HALF HIS CLERIC LEVEL (AT LEAST 1ST LEVEL). FOR THE PURPOSE OF USING A SCROLL OR OTHER MAGIC DEVICE, IF THE CHARACTER IS ALSO A WIZARD, ACTUAL WIZARD LEVELS AND THESE EFFECTIVE WIZARD LEVELS STACK.

ILLITERATE: NGOLOKO 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.

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.

NGOLOKO HALF-ORC: THE NGOLOKO (NG-OH-LOH-KOH) HALF-ORCS ARE THE REMNANTS OF THE ONCE-MIGHTY KOSA EMPIRE. THE KOSAN ORCS, 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, HALF-HUMAN AND HALF-ORC CHILDREN BORN TO HUMAN CONCUBINES, WERE OF COURSE INNOCENT OF ANY WRONGDOING, AND IN THE END IT WAS DECIDED TO BANISH THE NGOLOKO FROM HUMAN SETTLEMENTS. ON THEIR OWN, WITH NO ONE ELSE TO TURN TO FOR HELP, THE NGOLOKO THRIVED. EVENTUALLY, THEY BRED TRUE, AND ARE NOW A RACE JUST LIKE ANY OTHER.

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

REBUKE UNDEAD (SU): A N'ANGA OF A FIENDISH ORISHA MAY ATTEMPT TO REBUKE UNDEAD A NUMBER OF TIMES PER DAY EQUAL TO ONE PLUS HIS CHARISMA MODIFIER. AS A FEAT, A N'ANGA MAY TAKE EXTRA TURNING. THIS FEAT ALLOWS THE N'ANGA TO REBUKE UNDEAD FOUR MORE TIMES PER DAY THAN NORMAL. A N'ANGA CAN TAKE THIS FEAT MULTIPLE TIMES, GAINING FOUR EXTRA DAILY REBUKING ATTEMPTS EACH TIME.

SANGUAR: N'ANGA 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; N'ANGA GET THIS FEAT FREE AT 1ST LEVEL, BUT GIPAK ONLY HAS A +0 BONUS. THIS IS A NEW FEAT, FOUND IN THE NYAMBE: AFRICAN ADVENTURES SOURCEBOOK.

SCENT: THIS EXTRAORDINARY ABILITY LETS ORCISH NGOLOKO DETECT APPROACHING ENEMIES, SNIFF OUT HIDDEN FOES, AND TRACK BY SENSE OF SMELL. THE NGOLOKO CAN DETECT OPPONENTS BY SENSE OF SMELL, GENERALLY WITHIN 30 FEET. IF THE OPPONENT IS UPWIND, THE RANGE IS 60 FEET. IF IT IS DOWNWIND, THE RANGE IS 15 FEET. STRONG SCENTS, SUCH AS SMOKE OR ROTTING GARBAGE, CAN BE DETECTED AT TWICE THE RANGES NOTED ABOVE.

OVERPOWERING SCENTS, SUCH AS ZORILLA (SKUNK) MUSK OR GHAST STENCH, CAN BE DETECTED AT THREE TIMES THESE RANGES.

THE NGOLOKO DETECTS ANOTHER CREATURE'S PRESENCE BUT NOT ITS SPECIFIC LOCATION. NOTING THE DIRECTION OF THE SCENT IS A STANDARD ACTION. IF HE MOVES WITHIN 5 FEET OF THE SCENT'S SOURCE, HE CAN PINPOINT THAT SOURCE. THE NGOLOKO CAN FOLLOW TRACKS BY SMELL, MAKING A WISDOM CHECK TO FIND OR FOLLOW A TRACK. THE TYPICAL DC FOR A FRESH TRAIL IS 10. THE DC INCREASES OR DECREASES DEPENDING ON HOW STRONG THE QUARRY'S ODOR IS, THE NUMBER OF CREATURES, AND THE AGE OF THE TRAIL. FOR EACH HOUR THAT THE TRAIL IS COLD, THE DC INCREASES BY 2.

THE ABILITY OTHERWISE FOLLOWS THE RULES FOR THE TRACK FEAT. CREATURES TRACKING BY SCENT IGNORE THE EFFECTS OF SURFACE CONDITIONS AND POOR VISIBILITY. CREATURES WITH THE SCENT ABILITY CAN IDENTIFY FAMILIAR ODORS JUST AS HUMANS DO FAMILIAR SIGHTS.

WATER, PARTICULARLY RUNNING WATER, RUINS A TRAIL FOR AIR-BREATHING CREATURES. FALSE, POWERFUL ODORS CAN EASILY MASK OTHER SCENTS. THE PRESENCE OF SUCH AN ODOR COMPLETELY SPOILS THE ABILITY TO PROPERLY DETECT OR IDENTIFY CREATURES, AND THE BASE WILDERNESS LORE DC TO TRACK BECOMES 20 RATHER THAN 10. THIS IS A NEW FEAT, FOUND IN THE NYAMBE: AFRICAN ADVENTURES SOURCEBOOK.

SPELLS: (3/2+1) GIPAK KNOWS AND CASTS DIVINE SPELLS AS A 1ST-LEVEL CLERIC, AND CAN ALSO CAST SPELLS FROM THE KNOWLEDGE AND MAGIC DOMAINS OF THE FIENDISH ORISHA THAT HE HONORS. THE SAVE DC, WHERE APPLICABLE, IS 11 + 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.

GIPAK USUALLY PREPARES THE FOLLOWING SPELLS:

0 LEVEL — CURE MINOR WOUNDS, DETECT POISON, MENDING

1ST LEVEL — BANE, DOOM, DETECT SECRET DOORS (DOMAIN)

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: QUARTERSTAFF, 6 DAGGERS, SPELL COMPONENT POUCH, SILVER UNHOLY SYMBOL, SCHOLAR'S OUTFIT, 2 SACKS, 2 DAYS TRAIL RATIONS, IRON MANACLES, WOVEN BACKPACK, 1 FLASK UNHOLY WATER, 34 GP, 8 SP.