

NYAMBE

MONSTER FACTORY

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In the land of the Overpower, the jaws of the crocodile are the only reward for the unwary.

Nyambe is a vast land of exotic creatures and wide expanses, where ancestor orisha cry for brave tribal warriors to carve out the hearts of foul mchawi wizards, and where dragon-blooded sei sorcerers once joined the fierce Amazons of Nibomay in the bloody Rebellling Time to win their freedom. This campaign setting for the D20 System brings high fantasy to African myth, legend, and history in a 256-page hardcover sourcebook from Atlas Games.

Nyambe: African Adventures includes twelve new human tribal cultures and six variant non-human races, like the brown-skinned, tailed Wakyambi elves who meddle in the affairs of men from the depths of the bIda rainforest. New core class variants and prestige classes change druids into shamen who worship the natural orisha spirits and are as comfortable in the skin of a panther as in humanoid form. New skills, and feats like Ancestral Blessing, Drum Dancer, Elephant Warrior, Fire Blood, and Ritual Cannibalism are the heritage of every Nyamban, as

well as new weapons, armor, and equipment designed for a tropical climate where the heat of the vast savannah is more dangerous than an enemy's spear. The spirit-worship of the mortals has called upon the orisha for new spells and domains such as Darkness, Exile, Fertility, Lightning, and Plague ever since Dark Time when the Overpower ascended into the sky on the web of a giant spider. Mad omurogo wizards contemplate the contents of *mojuba bags* to prepare their divination spells, and new magic items like *zombi powder* turn fallen warriors into true zombis that keep a hideous memory of their former lives, *ritual masks* let the wearer become the orisha, and *vodou nkisi statues* hurl powerful curses at those who dare to use them.

And in the dark interior of the continent lurk creatures never before seen by the men of the tamed north lands ... like the aigamuxa, mbilintu, ssanga, vampire moth, giant sloth, and werehyena. But ravenous beasts of the jungle and desert are only the beginning of the danger that awaits those who walk the lands of Nyambe. These out-takes are just a sampling from *Nyambe: African Adventures*, coming this summer from Atlas Games!



Aigamuxa

Aigamuxa (eye-gah-MOO-zhah) stalk the sand dunes of Marak'ka-land. These tall, thin creatures look like naked humans from a distance, but close up they have claws, fangs, and most disturbingly, blank patches of flesh where their eyes should be.

Aigamuxa are not blind, and have eyes on the soles of their feet. In order to see, they must get down on their hands and knees, and arch their feet over their back to see what is in front of them. This would be comical if not for the fact that they are extremely dangerous flesh-eating monsters. According to legend, the aigamuxa are responsible for the deadly sandstorms that sometimes sweep the region, and the appearance of one is often accompanied by roaring winds and stinging sands.

Aigamuxa

Medium-size Monstrous Humanoid

Hit Dice: 4d8+8 (26 hp)

Initiative: +1 (Dex)

Speed: 30 ft., burrow 10 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 claws +7 melee, bite +2 melee

Damage: Claw 1d4+3, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sandstorm

Special Qualities: Tremorsense, Blind

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 17, Dex 13, Con 15, Int 7, Wis 14, Cha 6

Skills: Climb +6, Hide +3, Intimidate +1, Jump +6, Listen +4, Move Silently +4

Climate/Terrain: Warm desert

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (Medium-size)

Combat

An aigamuxa usually attacks as soon as it becomes aware of a potential meal. Though intelligent, aigamuxa devote most of their energies to hunting and eating, and think about little else. Aigamuxa speak Infernal and Abyssal.

Sandstorm (Su): If within desert terrain, an aigamuxa can generate a powerful magical sandstorm around itself in a 60-foot radius, at will, as a free action. This is considered a *severe wind*. It automatically extinguishes unprotected flames, protected flames have a 50% chance of extinguishing, and ranged weapon attacks and Listen checks are at a -4 penalty. In addition, the flying sand causes all living creatures (except the aigamuxa) to suffer 1d4 points of subdual damage each round (no saving throw), and creatures with unprotected eyes must make a Fortitude save each round against DC 14 or be blinded for the duration of the round.

Tremorsense (Ex): Aigamuxa can automatically sense the location of anything within 60 feet that is in contact with the ground.

Blind (Ex): Aigamuxa cannot see unless they get down on their hands and knees and arch their feet over their back. This is a full-round action, and an aigamuxa cannot move while in this position. When it is not using its eyes, it is totally immune to attacks that depend on vision, such as gaze attacks, *blindness* spells, and visual illusions.

Mbilintu

This creature's name means "the frightful unknown monster" in Kordo, but it is also known under the

Daka-kara name *isiququmadevu* (ees-ee-quoo-quoo-mah-DEHV-oo) or the Daka-alif name *nzefu-loi* (neh-ZEH-foo LOH-ee).

The *Mbilintu* (mb-LEEN-too) resembles a lizard, with a long giraffe-like neck, snake-like head, elephantine legs, and a long tail.

Mbilintu

Huge Magical Beast

Hit Dice: 10d10+50 (105 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 20 (-2 size, +12 natural)

Attacks: Tail slap +12/+7 melee

Damage: Tail slap 1d6+6

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Death Gaze

Special Qualities: Spell Resistance 15, Darkvision

Saves: Fort +12, Ref +8, Will +4

Abilities: Str 19, Dex 12, Con 20, Int 3, Wis 8, Cha 7

Skills: Listen +2, Spot +4, Move Silently +4, Hide -5

Feats: Iron Will, Power Attack

Climate/Terrain: Warm swamp

Organization: Solitary

Challenge Rating: 11

Treasure: 50% Standard

Alignment: Always neutral

Advancement: 11-20 HD (Huge), 21-30 HD (Gargantuan)

Combat

The mbilintu is an herbivore, and it rarely has to defend itself physically, as its Death Gaze protects it from most predators. Unfortunately, the mbilintu has an insatiable sense of curiosity, and if it sees a group of adventurers slogging through a swamp, it will most certainly attempt to sneak up on them and get a better look. Any sort of attack hurts the creature's feelings, and it runs away when confronted with aggressive behavior.

Death Gaze (Su): Any creature that looks into the mbilintu's eyes must make a Fortitude save vs. a DC of 10 or die from massive cardiac arrest.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against an mbilintu, the spell-caster makes a level check (1d20 + caster level). If the result equals or exceeds 15, the spell works normally, though the target still gets a saving throw if the spell allows such.

Darkvision (Ex): Mbilintu can see in the dark up to 60 feet. Darkvision is black and white, but otherwise like normal sight, and Mbilintu can function with no light at all.

Nsanga

The *nsanga* (n-SAHN-gah) is a dangerous species of giant lizard found in the Nyamban rainforest. It can climb trees, it can change color to match its surround-

ings, and it can snare prey with its sticky tongue and swallow it whole.

An nsanga looks something like an armor-plated, 20-foot long giant chameleon. Chameleons are considered symbols of good luck amongst the people of Nyambe, and killing an nsanga, despite the danger it presents, is considered a bad omen.

Nsanga

Huge Beast (Reptilian)

Hit Dice: 8d10+40 (84 hp)

Initiative: +1 (Dex)

Speed: 40 ft., climb 40 ft.

AC: 16 (-2 size, +1 Dex, +7 natural)

Attacks: Bite +12/+7 melee; or tongue +5 ranged touch (maximum range 20 ft.)

Damage: Bite 2d6+8, tongue no damage

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved Grab, Swallow Whole

Special Qualities: Low-light Vision

Saves: Fort +11, Ref +7, Will +2

Abilities: Str 27, Dex 12, Con 20, Int 2, Wis 10, Cha 2

Skills: Hide +4 (+16 in forest and tall undergrowth), Climb +19, Listen +3, Spot +7, Move Silently +7

Feats: None

Climate/Terrain: Warm forest

Organization: Solitary or colony (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: Huge (9-16)

Combat

Nsanga are essentially fearless, and attack any creature that looks edible.

Improved Grab (Ex): To use this ability, the nsanga must hit with its tongue attack. If it gets a hold, it swallows the victim whole.

Swallow Whole (Ex): A nsanga can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once swallowed, the opponent takes 2d6+8 points of crushing damage plus 1d10 points of acid damage per round from the nsanga's digestive secretions. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the nsanga's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nsanga's stomach can hold up to one Large, two Medium-size, four Small, or eight Tiny creatures.

Low-Light Vision (Ex): Nsanga can see twice as far as humans in starlight, moonlight, torchlight, etc.

Skills: Nsanga have excellent binocular vision, and receive a +4 racial bonus to spot checks. They have the ability to change color, which grants them a +8 concealment bonus to Hide checks, and are capable of slow and deliberate motions that grant them a +4 racial bonus to Move Silently checks.

Vampire Moth

The name “vampire moth” is not a misnomer. The vampire moth is an undead moth that drains life energy. Scholars of the arcane are completely baffled by this monster — it is simply too small and weak to be a vampire — yet it exists.

Luckily, the moths are lacking many of the traditional vampire powers. They cannot assume gaseous form, summon animals, shapechange, or dominate victims. Unfortunately, they also lack most of the classic vampire vulnerabilities. Most importantly, they are not harmed by sunlight, though it does cause them to fall dormant.

Vampire moths look like oversized moths with dull black wings.

Vampire Moth

Diminutive Undead

Hit Dice: 1/4 d12 (1 hp)

Initiative: +3 (Dex)

Speed: Fly 20 ft. (clumsy)

AC: 23 (+3 Dex, +4 size, +6 natural)

Attacks: Slam +7 melee

Damage: 1d2-2 and energy drain (10%)

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Attacks: Energy Drain (10%), Create Spawn

Special Qualities: Undead, Fire Vulnerability, Sunlight Vulnerability, Cold and Electricity Resistance 20, Damage Reduction 15/+1, Turn Resistance +4, Darkvision

Saves: Fort +0, Ref +3, Will -1

Abilities: Str 6, Dex 17, Con —, Int —, Wis 3, Cha 5

Skills: Hide +20, Move Silently +4, Spot +1

Feats: Weapon Finesse (slam)

Climate/Terrain: Warm forest and underground

Organization: Swarm (2-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

Advancement: 1/2 HD (Diminutive), 1 HD (Tiny)

Combat

Vampire moths attack in swarms, hurling themselves against foes in a desperate attempt to drain life energy.

Energy Drain (Su): Living creatures struck by a vampire moth’s slam attack have a 10% chance to suffer 1 negative level. This level loss is temporary and returns at the rate of 1 per day. For every negative level the vampire moth inflicts, it heals itself 5 points of damage.

Create Spawn (Su): Any living creature killed by the vampire moth’s Energy Drain ability becomes a zombie in 1d4 rounds. Mundane moths killed by the Energy Drain attack become new vampire moths instead.

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. Immune to anything requiring a Fortitude save unless it affects objects.

Fire Vulnerability (Ex): Vampire moths are actually attracted to flames, and always fail saving throws against fire-based attacks.

Sunlight Vulnerability (Ex): A vampire moth immediately goes dormant when exposed to direct sunlight. The moth remains helpless as long as the sun shines upon it.

Cold and Electricity (Ex): A vampire moth ignores the first 20 points of cold and electricity damage dealt to it each round.

Damage Reduction (Su): A vampire moth ignores damage from most weapons and natural attacks; the attacks simply bounce off. Damage dealt by an attack is reduced by 15 points, but a weapon with a +1 or better magical bonus deals full damage.

Turn Resistance (Ex): A vampire moth is treated as a 4 Hit Dice monster when subject to turning or rebuking attempts.

Darkvision (Ex): Vampire moths can see in the dark up to 60 feet. Darkvision is black and white, but otherwise like normal sight, and vampire moths can function with no light at all.

Sloth, Giant

This creature, also known as a *megatherium* (meh-gah-THEER-ee-uhm), is a 20-foot-tall sloth. Though its appearance is frightening, it eats only leaves, roots, and shrubs, and is peaceful unless provoked.

Giant Sloth

Huge Animal

Hit Dice: 11d8+55 (104 hp)

Initiative: -2 (Dex)

Speed: 20 ft.

AC: 12 (-2 size, -2 Dex, +6 natural)

Attacks: Claw +15 melee

Damage: Claw 2d6+13

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Partial Actions Only

Special Qualities: Partial Actions Only, Scent, Low-light Vision

Saves: Fort +12, Ref +3, Will +3

Abilities: Str 28, Dex 7, Con 21, Int 1, Wis 10, Cha 9

Skills: Listen +6, Spot +5

Feats: None

Climate/Terrain: Warm forest

Organization: Solitary, pair, or group (1-6)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 12-22 HD (Huge)

Combat

When sufficiently irritated, a giant sloth attacks with its deadly claws.

Partial Actions Only (Ex): Giant sloths 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). They can never make more than one attack per round, as they cannot use the full attack option.

Scent (Ex): A giant sloth 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 giant sloth can pinpoint that source. The giant sloth can also follow fresh tracks with a Wisdom check DC 10. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Low-Light Vision (Ex): Giant sloths can see twice as far as humans in starlight, moonlight, torchlight, etc.

Werehyena Template

Most werehyenas are evil mchawi wizards who trade their souls for the ability to assume animal form. Those poor souls who become afflicted werehyenas are usually slain by the mchawi.

Werehyena

Medium-Size Shapechanger

Hit Dice: 2d8+6 (15 hp)

Initiative: +0; +1 (Dex) as hyena or hybrid

Speed: 30 ft. as humanoid or hybrid; 40 ft. as hyena

AC: 12 (+2 natural); 15 (+1 Dex, +2 natural) as hyena or hybrid

Attacks: Unarmed strike +0 melee; bite +3 melee as hyena or hybrid

Damage: Unarmed strike 1d3 subdual; bite 1d6+2 as hyena or hybrid

Face/Reach: 5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as hyena or hybrid

Special Attacks: Sneak Attack +1d6, Curse of Lycanthropy as hyena or hybrid

Special Qualities: Alternate Form, Hyena Empathy; Plus Scent, Damage Reduction 15/bone as hyena or hybrid

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; or Str 15, Dex 13, Con 16, Int 10, Wis 10, Cha 10 as hyena or hybrid

Skills: Craft or Profession (any one) +6, Knowledge (any one) +4, Listen +4, Search +4, Spot +4 (+11 as hyena or hybrid), Bluff +4, Hide +4, Listen +11, Move Silently +4, Search +8

Feats: Skill Focus (any Craft or Profession), Alertness, Blind-Fight, Power Attack as hyena or hybrid

Climate/Terrain: Warm plain

Organization: Solitary, pair, pack (6-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Combat

Werehyenas enjoy feasting upon the flesh of the weak. They use Sneak Attacks whenever possible.

Sneak Attack (Ex): Werehyenas can sneak attack as 1st-level rogues, inflicting an additional 1d6 damage to foes they catch flat-footed or flanked.

Curse of Lycanthropy (Su): Any humanoid hit by a werehyena's bite attack in animal form must succeed at a Fortitude save (DC 15) or contract lycanthropy.

Alternate Form (Su): A werehyena can take on humanoid, hyena, or a hybrid form indistinguishable from that of a gnoll.

Jackal Empathy (Ex): Werehyenas can communicate and empathize with normal or dire hyenas. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Scent (Ex): A werehyena 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 werehyena can pinpoint that source. The werehyena can also follow fresh tracks with a Wisdom check DC 10. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Damage Reduction (Su): A werehyena ignores damage from most weapons and natural attacks; the wounds heal instantly. Damage dealt by an attack is reduced by 15 points, but a weapon made of bone or with a +1 or better enhancement bonus deals full damage.

Low-Light Vision (Ex): Werehyenas can see twice as far as humans in starlight, moonlight, torchlight, etc.

Werehyena Characters

Most werehyenas are rogues. Werehyena characters receive the following adjustments:

Ability Score Adjustments: Str +4, Dex +2, Con +6

Bonus Feats: Alertness, Blind-Fight, Power Attack

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