

NIYAMBE

ANCESTRAL VAULT



CHRIS DOLUNT & CHRIS JONES

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NYAMBE

ANCESTRAL VAULT

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Backwards Compatibility

The revision of the D20 System rules from the version used in *Nyambe: African Adventures* has been taken into consideration in this sourcebook. Because *Nyambe: African Adventures* was published under D20 v3.0, this book makes accommodations for players of both versions. In general, where differences between version 3.0 and 3.5 of the D20 System occur, they've both been included and marked as (3.0) and (3.5). Magic item stat lines use 3.5 calculations for caster level, market price, and cost to create, which are generally slightly higher than they would be in 3.0.



INTRODUCTION

ANCESTRAL VAULT

Kaadaam brushed aside the liana vines, held his torch aloft, and peered into the darkness.

"I don't see anything," he said, turning to glance back at Nye.

The Nghoi woman slowly inched forward toward the tomb entrance, and crouched down to the ground near a telltale spot of white powder. She touched an index finger to the tip of her tongue, dipped it in the powder, and tasted it.

"What is it?" asked Kaadaam.

"Natron. Baking soda mixed with salt," she told him.

"So this is an ancient kitchen?" he asked sarcastically.

"I don't think so," she replied, not noticing the tone of his voice.

"More likely it was used for preserving mummies."

Kaadaam's eyes widened, and he took a step backwards, but already it was too late. The shriveled husk of a man staggered forward from the darkness. In one hand it held a feathered battle club, and in the other a cowhide shield.

Nye's hands fell to her side, and she began fumbling with her sling, desperately trying to load a bullet into it. But before she could ready her weapon, the walking corpse spoke.

"Do not fear me," it told her, lowering its weapon. "I feel nothing but love for you, for you are of my blood, and I bring you a gift ..."

ABOUT THIS BOOK

Ancestral Vault is a collection of African-themed equipment, including mundane items, special and superior items, and magic items of varying degrees of power. Though designed for use with Atlas Games' *Nyambe: African Adventures* setting, these items can find their way into any campaign as exotic treasures from faraway lands.

Ancestral vault is divided into seven chapters and four appendices:

- *Chapter One: Equipment* details new weapons, armor, adventuring gear, tool kits, ships, and trade goods, as well as rules for using natural medicine to create fetishes and ritual scars.
- *Chapter Two: A Nyamban Herbal* covers the Nyamban art of Natural Medicine, and how it can be used to unlock the powers of various native plants.
- *Chapter Three: Magical Weapons & Armor* describes new weapon and armor abilities, including weapons and armor that have been blessed with the power of the ancestors.
- *Chapter Four: Magic Items* details alternate magic item creation rules, as well as new potions, rings, rods, scrolls and gris-gris, staffs, and wands
- *Chapter Five: Wondrous & Cursed Items* covers a wide variety of magical miscellanea and cursed items.
- *Chapter Six: Artifacts* describes new major and minor artifacts found in the Land of the Overpower.
- *Chapter Seven: Magical Games* contains rules for the magical games of bao and shahmatq, allowing Nyamban wizards to engage in ritual combat.
- *Appendix A: Magic Item Charts* contains the random generation tables for all the items found in this book, as well as those included in *Nyambe: African Adventures*.
- *Appendix B: Errata* contains errata for *Nyambe: African Adventures*.
- *Appendix C: Contains the Open Game License*
- *Appendix D: Index of D20 Material* includes all of the new items in this book, conveniently listed by type for easy reference.



CHAPTER ONE

EQUIPMENT

The wonders of Nyambe are many. This chapter begins a tour of its marvels with a look at the mundane equipment available to its people.

NEW EQUIPMENT

In addition to the items described in *Nyambe: African Adventures*, the following equipment is available in Nyambe-tanda.

EXOTIC WEAPONS

The following new exotic weapon is available in addition to those described in *Nyambe: African Adventures*.

IRON BACKSCRATCHER

The Shombe people of the tUbi grasslands have turned the carving of backscratchers into a high art, in and of itself; ngoloko half-orcs living in the same region have taken that same craft and twisted it to fit their own unusual worldview. This type of backscratcher is approximately 1 1/2 feet long, one centimeter in diameter, and terminates in a stylized ngojama demon's hand, replete with fanged mouth in the center of its palm. Naturally, it can be used to scratch one's back, though why someone would want to use such a wicked-looking tool is beyond most people's understanding.

ARMOR

Though leather shields are most common in Nyambe, those unable to afford a leather shield or without access to animal hides sometimes use shields made from woven plant fibers instead. These items are known as basketwork shields.

SMALL BASKETWORK SHIELD

A small basketwork shield has a Hardness of 2 and 5 hit points.

LARGE BASKETWORK SHIELD

A large basketwork shield has a Hardness of 2 and 10 hit points.

BASKETWORK BODY SHIELD

A body shield is only slightly smaller than a tower shield. Such a shield would be unwieldy if made from any material other than basketwork or leather. A basketwork body shield has a Hardness of 2 and 12 hit points.

ADVENTURING GEAR

Most Nyamban equipment is similar to that used in other parts of the world, differing mainly in materials and appearance, rather than function.

BOW STAND

This is a wood or iron cradle designed to hold a bow and quiver of arrows.

NEW NYAMBAN EQUIPMENT

EXOTIC WEAPON	COST	DAMAGE (S)	DAMAGE (M)	CRITICAL	RANGE	WEIGHT*	TYPE
					INCREMENT		
IRON BACKSCRATCHER	10 GP	1D4	1D6	18-20/x2	—	1 LB.	SLASHING

ARMOR	COST	ARMOR/	MAXIMUM	ARMOR	ARCANE	SPEED	WEIGHT	
		SHIELD						CHECK
		BONUS	DEX BONUS	PENALTY	FAILURE	30 FT.	20 FT.	
SMALL BASKETWORK SHIELD	1 GP	+1	—	-1	10%	—	—	2 LB.
LARGE BASKETWORK SHIELD	3 GP	+2	—	-2	15%	—	—	6 LB.
BASKETWORK BODY SHIELD	12 GP	+3	—	-5	25%	—	—	12 LB.

Item	Cost	Weight	Item	Cost	Weight
<i>Adventuring Gear</i>			<i>Ships</i>		
Bow Stand	10 gp	2 lb.	Dhow	10,000 gp	
Comb	1 gp	—	Galley, Unireme	5,000 gp	
Cosmetics	25 gp	1 lb.	Jato	100 gp	
Navigator's Quadrant	25 gp	2 lb.	Jato, Outrigger	250 gp	
Water Pipe	5 gp	2 lb.	Junk	15,000 gp	
<i>Class Tools and Skill Kits</i>			Oar, Nyamban	6 gp	
Blade, Scarring	1 gp	—	Rhapta	2,500 gp	
Blade, Masterwork Scarring	10 gp	—			
Loom	15 gp	20 lb.	<i>Trade Goods</i>		
Loom, Masterwork	150 gp	20 lb.	Batik Cloth, 1sq. yd.**	5 sp	1 lb.
Mask, Mundane	25 gp	5 lb.	Bogolanfini Cloth, 1 sq. yd.**	20 gp	1 lb.
Mortar and Pestle	3 sp	1 lb.	Cowhide	5 gp	30 lb.
Mortar and Pestle, Masterwork	3 gp	1 lb.	Indigo Cloth, 1 sq. yd.**	1 gp	1 lb.
Shrine, Mundane	100 gp	50 lb.	Kente Cloth, 1 sq. yd.**	5 gp	1 lb.
Spindle	1 gp	1 lb.	Sanyan Cloth, 1 sq. yd.**	15 gp	1 lb.
Spindle, Masterwork	10 gp	1 lb.			
Statue, Mundane	50 gp	10 lb.			

* Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
 ** There are usually 40 yards to a bolt of cloth.

COMB

Since most Nyambans have thick, curly hair, their combs take the form of long, narrow hair picks. The typical Nyamban comb is made of wood, and the handle is usually carved into the shape of a humanoid or animal.

COSMETICS

Common Nyamban cosmetics include red ochre, specularite (a type of iron ore) suspended in butter, white clay, white chalk, henna, shea butter (an oil derived from the shea tree), and colored ash. They are typically stored in a round case fashioned from a tortoise shell (or in dryer areas, stone jars). A single case usually holds enough cosmetics for 100 applications. In certain social situations,

proper use of cosmetics can add a +2 circumstance bonus to Diplomacy checks, at the GM's discretion.

NAVIGATOR'S QUADRANT

This device is a quarter circle, either cut from brass or carved from hardwood, with a radius of approximately 8 inches. A weighted line hangs from the center of the quadrant, a scale marks its edge, and two pinhole sights are attached to one of the straight edges. By viewing a star through the sights, and checking to see where the plumb line falls on the scale, it's possible to determine the navigator's latitude in relation to the equator.

When outdoors and able to see the stars, using a navigator's quadrant provides a +2 circumstance bonus to Wilderness Lore checks (3.0) or Survival checks (3.5) to avoid getting lost. Used in this manner, it also provides a +2 circumstance bonus to Intuit Direction checks (3.0).

WATER PIPE

Water pipes, also known as *dakka* (DAH-kah), are used for inhaling ritual incense, as well as smoking an addictive herb known as *dagga* (DAH-gah) or "lion's tail." A *dakka* typically has a body and

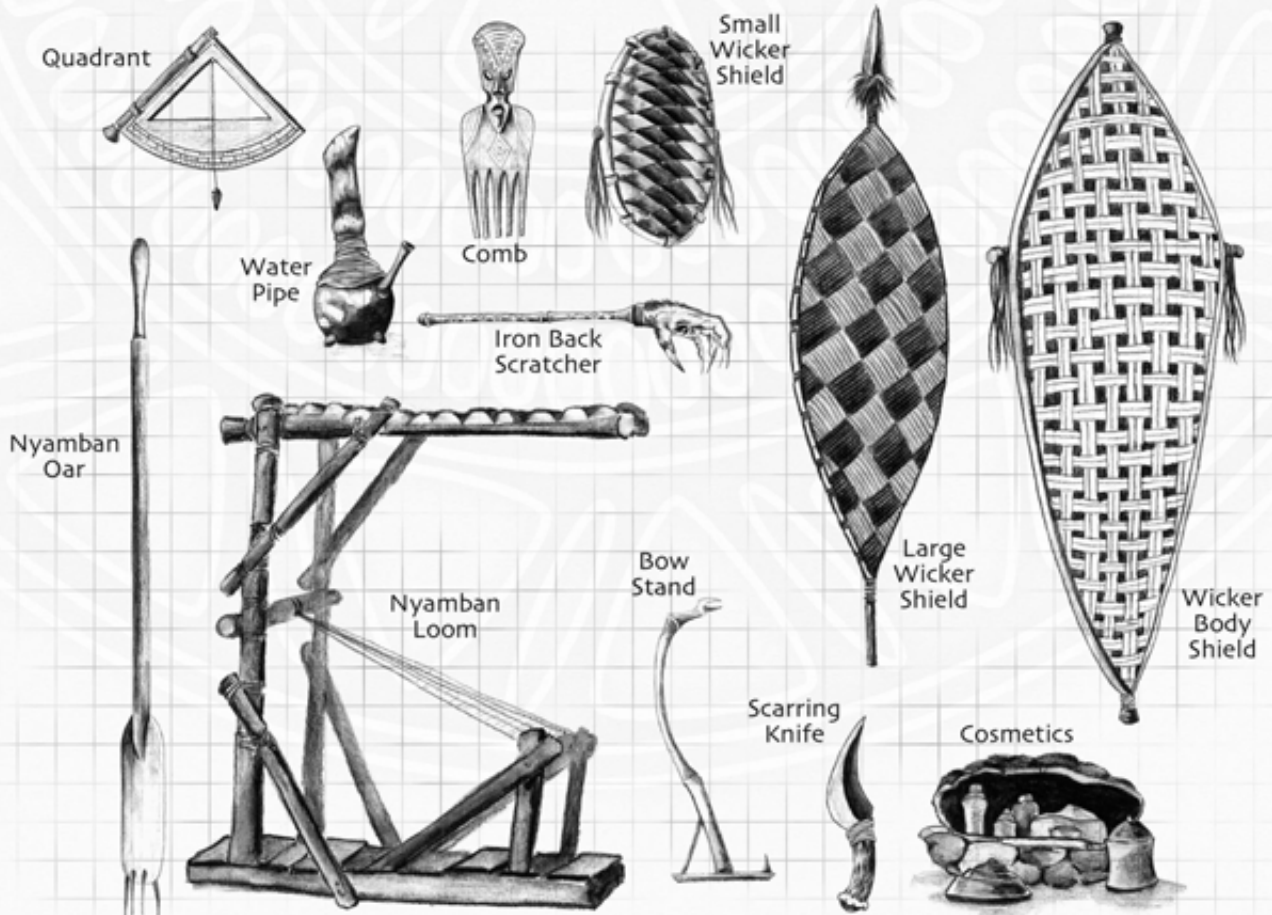
mouthpiece made of an antelope horn or gourd, with a wooden bowl and pipe. The body is filled with water, then a small amount of material is placed in the bowl and lit so it smolders. The user then covers a hole in the body, and sucks in all the air, creating a vacuum. The vacuum pulls the smoke down the pipe and through the water, where it's concentrated and inhaled by the user.

CLASS TOOLS AND SKILL KITS

In addition to the class tools and skill kits listed in *Nyambe: African Adventures*, the following items can be found in the Land of the Overpower.

BLADE, SCARRING

These blades are used for both ritual scarring and circumcisions. A typical scarring blade is crafted from an iron spear-tip, preferably one that has been used in a famous battle or by a great warrior. The blade is rarely sharp, and sometimes intentionally blunted so as to inflict additional pain upon the subject and thus prove his bravery. A scarring blade is required to give the best chance of suc-



cess when using the Natural Medicine skill to create ritual scars (see *Nyambe: African Adventures*). If improvised tools are used instead, the check is made with a -2 circumstance penalty.

BLADE, MASTERWORK SCARRING

This functions exactly like a scarring blade, except that it provides a +2 circumstance bonus to Natural Medicine checks when creating ritual scars (see *Nyambe: African Adventures*).

LOOM

This is a portable household loom, useful for weaving a variety of cloth. Both men and women practice weaving in Nyambe-tanda, and many professional weavers use these looms so that they can practice their craft in different villages. A loom is the minimum amount of equipment needed to make a Craft (weaving) check to weave fabric.

LOOM, MASTERWORK

This item is exactly like a standard loom, but it is so well constructed that it adds a +2 circumstance bonus to Craft (weaving) checks to weave fabric.

MASK, MUNDANE

Non-magical masks are common ritual items, and can be used as substitutes for holy symbols. A typical non-magical mask is carved from wood and decorated with paint, kaolin, hair, straw, and other inexpensive materials. These masks are always made to represent one of the orisha spirits. Information on magical masks can be found in *Nyambe: African Adventures*.

MORTAR AND PESTLE

This deep bowl and small bulbous rod are used to grind plant material. Wooden mortars and pestles are the most common in Nyambe-tanda, though porcelain sets also see occasional use. This item is a common tool in an herbalist's inventory, and is the minimum amount of equipment required to perform a Natural Medicine check when creating herbal concoctions (see Chapter Two).

MORTAR AND PESTLE, MASTERWORK

Masterwork mortar and pestle sets are identical to the standard version, but grind plant material so finely that they provide a +2 circumstance bonus to Natural Medicine checks when creating herbal concoctions (see Chapter Two).



SHRINE, MUNDANE

Shrines vary greatly in appearance, but always contain an altar dedicated to one of the orisha spirits. A shrine allows a character who honors that orisha to add a +2 circumstance bonus when taking 10 or 20 on Knowledge (arcana), Knowledge (religion), or Knowledge (the planes) checks while at the shrine, with no limit on uses per day. A mundane shrine occupies a 5-foot by 5-foot area, has a Hardness of 5, and 25 hp. Magical shrines are covered in Chapter Five.

SPINDLE

A Nyamban spindle consists of a long pole, which is attached to a ceramic whorl. The whorl is placed in a wooden bowl, and the bowl is set on the ground. The spinner then attaches one end of the raw material (usually plant fibers or animal hair) to the whorl, and spins the pole to twist it into yarn or thread. A spindle is the minimum amount of equipment required to spin yarn or thread with a Craft (weaving) skill check.

SPINDLE, MASTERWORK

This item is exactly like a standard spindle, but it is so expertly constructed that it adds a +2 circumstance bonus to Craft (weaving) checks made to spin thread or yarn.

STATUE, MUNDANE

Non-magical statues are found in most Tembu homes, and are often incorporated into household shrines. The typical mundane statue is made of wood, stands approximately 2 feet tall, and is carved into the image of an orisha spirit. Having a statue of a character's patron orisha on hand allows a character to add a +2 circumstance bonus when taking 10 or 20 on Spellcraft checks. Magical statues are covered in Chapter Five.

SHIPS

The standard d20 System ships are not found in Nyambe. Use the vessels listed below instead. Ship statistics are designed to be compatible with *Broadsides!: Naval Adventuring*, published by Living Imagination, Inc.

Size: Size measures the length of the ship's main deck from bow to stern, the keel (length at water level), beam (width of the ship), and depth of the ship. The height of a ship's main mast is generally between 50% and 75% of its length. Its full tonnage can be calculated using the following formula:

$$(\text{Length} - 3/4 \text{ Beam}) \times \text{Beam} \times \text{Depth} \div 125 = \text{Tonnage}$$

Crew: An optimum crew is the number required to operate the vessel in the safest and most efficient manner possible. An adequate crew is a comfortable size but without any room for error. A skeleton crew is the absolute minimum crew size, below which the ship simply cannot function. In order to count as a member of the crew, a sailor must have a certain minimum number of ranks in Profession (sailor). The crew of a ship has a collective Profession (sailor) skill check bonus, which is used to make checks such as to avoid sinking. The base skill check bonus for the crew is +10 for an optimal crew, +5 for an adequate crew, and +0 for a skeleton crew. Then figure the average ranks in Profession (sailor) of the crew by adding up the total ranks of the crew and dividing by the number of sailors; for each average rank above the minimum necessary to be a crew member, add +1 to the skill check bonus. The pilot of the ship also makes Profession (pilot) checks whenever he makes a maneuver; the base DC of these checks is dependent on the type of ship and the size of its crew, and is modified by situational adjustments as determined by the GM. This base DC is listed in the crew section of each entry. The pilot must also make a Profession (pilot) skill check for each leg of the journey; a failed check means the ship is off course.

Rigging/Sails: Rigging is usually either square rigged or lateen rigged. A square rig provides good propulsion and is relatively easy

CRAFT (WEAVE) (INT)

Looms and spindles require a Craft (weaving) check to use. This check uses the normal Craft skill rules.

Check: To spin yarn or thread, a Craft (weaving) skill check DC 10 or 15 is required.

Special: A spindle is the minimum amount of equipment required to spin yarn or thread with a Craft (weaving) skill check.

Check: To weave fabric, a Craft (weaving) check skill DC 15 is required. This DC goes up to 20 for patterned fabric.

Special: A loom is the minimum amount of equipment needed to make a Craft (weaving) check to weave fabric.

Item	Craft Skill	Craft DC
Spin yarn	Weaving	10
Spin thread	Weaving	15
Weave plain fabric	Weaving	15
Weave patterned fabric	Weaving	20

to handle, while the triangular sail of a lateen rig is usually found on smaller ships and allows better maneuverability. Lateen rigging can sail within 4.5 to 5 points off the wind (heading 45 to 50 degrees from the direction from which the wind is coming), while a square rigged ship can only come to within 6 to 7 points off the wind.

Oars/Oarsmen: A ship can also be propelled by oars, which provide maneuverability and speed without depending on the wind; ships with both use sails for long-term travel and oars for short-term speed.

Speed: Maximum speeds for most sailing ships range from a low end of 4 knots (nautical miles per hour) to 12 knots, though smaller vessels can reach 15 or 20 knots. For ships with oars, there is a statistic given for cruising speed, which can be maintained for 12 hours each day; ships with 50 percent extra rowers can maintain a cruising speed indefinitely by rowing in shifts. A short-term doubling of the cruising speed is referred to as full speed and a tripling as ramming speed. The crew must make a Fortitude save (DC 15) after 10 minutes of rowing at full speed, and another save every minute after that at +1 per minute or rest for 10 minutes before resuming rowing. The crew must make a Fortitude save (DC 20) after 5 minutes of rowing at ramming speed, and every minute after at +1 per minute or rest for 20 minutes before resuming rowing.

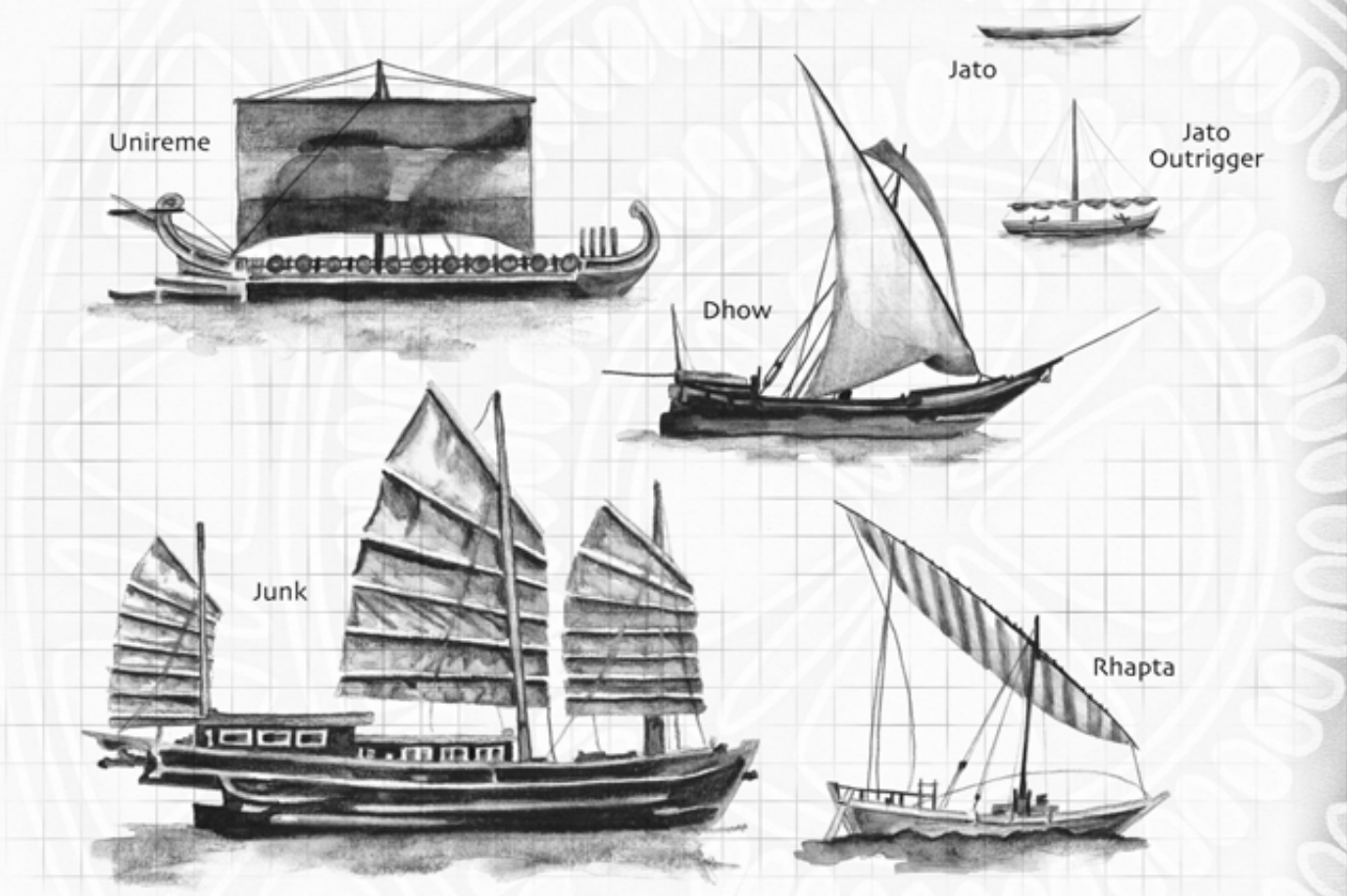
Acceleration/Deceleration: This is the number of knots by which the ship's current speed can be increased or decreased in one minute.

Maneuverability: Maneuverability measures how quickly a ship can turn.

Seaworthiness: This value represents the stability of a ship. Apply this number to the DC of all rolls against weather.

Cargo: This refers to the amount of space available in the ship's hold for cargo, indicated as a number of tons (2000 lbs.). Cargo space cannot be used for passengers unless special modifications are made, requiring 1 ton of cargo space per 5 passengers. Cargo holds are normally filled with ballast such as large rocks if there is no cargo to haul in order to maintain their seaworthiness. For every 5 percent of current cargo weight less than 50 percent of a ship's maximum cargo, the vessel suffers a -1 circumstance penalty to seaworthiness. The crew's food and water is also stored in the cargo hold; 1 ton of cargo space stores 500 rations.

Transport: This figure is the maximum number of Medium creatures (including crew) the ship can accommodate. Double this figure for each size category smaller than Medium, and halve it for each size category larger than Medium. This space can also be used to temporarily hold an additional 1 ton of cargo for each 8 Medium



creatures. A permanent modification allows 1 ton of cargo space for each 5 Medium creatures.

Hull: Hull strength is given as hit points for the total hull, Hardness, and break DC.

Deck: The deck includes all of the structures on top of the deck and inside the hull, excluding the cargo hold which is protected by the hull. A direct hit to the deck is resisted by a Hardness of 5, while hit points are as described in the individual entries.

Armaments: Ships can include a front ram for ramming other ships, towers for defense, or catapults, ballista, and cannon for ranged attacks against other ships. There are also special riggings that can aid in grappling and raiding other ships. The following armaments are used here:

Ballista — Ballista are basically large crossbows made out of strong wood, such as oak, with some iron reinforcements. They have a Hardness of 10, break DC of 35, 40 hit points, and weigh 1/2 ton. A ballista has a range increment of 120 ft., a maximum range of 10 times its range increment, and does 3d6 damage with a critical multiplier of x3. Ballista shots are usually composed of iron-tipped logs. Ballista shots weigh 1/50 ton (40 lbs.) each. A full crew can man one ballista and fire twice per minute. Anyone can fire a ballista, which is done by making a d20 roll (or Profession (siege engineer) check) against the DC determined by the GM; figure this DC by taking 15 + the relative movement modifier* + the size modifier of the target + half the normal modifier due to weather – 2 per range increment.

Boarding Gangway — In order to use a boarding gangway, the two ships must be at rest with respect to each other and adjacent. This can be accomplished with a successful ram or grapple attempt. A grappling attempt can be made each round and requires one crewman for every grapple. One successful grapple must be made for every 25 hull hit points of the enemy ship in order to then board the ship. Grappling requires a Profession (sailor) skill check (DC 10). Boarding takes place on the round after a ship has been successfully grappled. This means that the grappled ship has one round to remove the grapples or else they will be boarded on the next round. Ungrappling requires one sailor per grapple and a skill check (DC 15).

Large Ram — A ram is usually made of iron, brass, or a hard wood like steel-plated oak. A ram has a Hardness of 18 to 24, hit points equal to 1/5 that of the ship, a range increment of zero, and a critical multiplier of x3. The base damage for a ram is given in the ship's entry, and is multiplied by the relative movement modifier* of the ship at impact to determine the total damage inflicted. The pilot must make a Profession (pilot) skill check at the current piloting DC (as given in the Crew section of the ship's entry) to successfully ram another ship. If the target's pilot is aware of the

attempt and is moving at at least 3 knots, he can also make a Profession (pilot) skill check at his own current piloting DC, the result of which is then compared to that of the attacker as an opposed check. The ramming ship takes half the damage dealt to the rammed ship, all to its ram, and then to its hull if the ram is destroyed. When a ram is successful, both ships stop moving and are considered tangled. Crew from both ships can freely board one another. To untangle a ship a number of crewmen equal to the minimum needed to pilot the ship as a skeleton crew must work to untangle the ships for 10 minutes, making a Profession (sailor) skill check (DC 20).

* To determine the relative movement modifier, take the current speed of the attacking ship, and count out that many 100-foot (1/60 of a nautical mile) increments in the direction it's currently heading. Then take the current speed to the target ship, and starting from the attacking ship count that many 100-foot increments in the direction that the target ship is going. The distance between these two positions gives the relative movement of the ships to each other. If a ship is still or the firing weapons are land-based, its gunners receive a –2 modifier to the relative movement modifier. (Note that in one minute, a ship can travel a number of 100-foot increments equal to its speed in knots)

Dhow

Description: The Near Easterners use a number of different ships, including the trading *buum* (BOOM), the scouting *sambuq* (SAHM-book), and the warships known as *batil* (BAH-teel). To the people of Nyambe-tanda, however, these ships are all considered *dhow* (DHOW). Dhow are constructed from hardwood — usually teak — and are assembled with iron nails that have been waterproofed in fish oil and wrapped in cotton cloth. A typical dhow has a high square or tapered stern, a jutting prow, a low, sweeping body, and a nearly triangular sail.

Size: Length 60 ft., Keel 40 ft., Beam 20 ft., Depth 10 ft.

Crew: Optimal: 18 (Piloting DC 17)

Adequate: 13 (Piloting DC 21)

Skeleton: 9 (Piloting DC 25)

Minimum Sailing Ranks: 5

Rigging/Sails: Dhow (lateen) rigged/Main Mast — 1 medium setee (lateen), 30 hit points

Oars/Oarsmen: None/None

Speed: 8 knots (sail)

Acceleration/Deceleration: 2 knots/4 knots (sail)

Maneuverability: 2 30-degree turns per minute

Seaworthiness: 0 (fair)

Cargo: 50 tons

Transport: 30 Medium creatures

Hull: 60 hit points, Hardness 8, break DC 28

Deck: 40 hit points

Armaments: None; Optional — ballista (500 gp), boarding gangway

GALLEY, UNIREME

Description: The unireme galley has been in use in Nyambe since ancient times. Made from reeds or other easily assembled materials and lashed together with plant fibers, the unireme galley has a distinctive curved stem and stern, and a single bank of undecked oars.

Size: Length 80 ft., Keel 70 ft., Beam 10 ft., Depth 5 ft.

Crew: Optimal: 8 (Piloting DC 16)

Adequate: 5 (Piloting DC 20)

Skeleton: 3 (Piloting DC 24)

Minimum Sailing Ranks: 3

Rigging/Sails: Lateen rigged/Main Mast — 1 medium lateen, 20 hit points

Oars/Oarsmen: 50 oars/50 oarsmen

Speed: 2 knots (sail), 4 knots (oars — cruising)

Acceleration/Deceleration: 1 knots/3 knots (sail), 4 knots/4 knots (oars)

Maneuverability: 3 30-degree turns per minute with sails, or 6 30-degree turns per minute at 0 speed with oars

Seaworthiness: -4 (v. poor)

Cargo: 5 tons

Transport: 100 Medium creatures

Hull: 30 hit points, Hardness 5, break DC 23

Deck: 20 hit points

Armaments: Standard — large ram 2d8; Optional — boarding gangway

JATO

Description: Also known as a *pirogue* or a “dugout canoe,” a *jato* (JAH-toh) is a shallow-bottomed boat, often carved out of a single piece of mango wood. These oar-powered vessels are used for fishing and river transport throughout much of Nyambe-tanda.

Size: Length 12 ft., Keel 10 ft., Beam 4 ft., Depth 3 ft.

Crew: Optimal: 4 (Piloting DC 15)

Adequate: 2 (Piloting DC 19)

Skeleton: 1 (Piloting DC 23)

Minimum Sailing Ranks: 2

Rigging/Sails: None/None

Oars/Oarsmen: 4 oars/4 oarsmen

Speed: 2 knots (oars — cruising)

Acceleration/Deceleration: 2 knots/2 knots (oars)

Maneuverability: 3 30-degree turns per minute with sails, or 6 30-degree turns per minute at 0 speed with sails

Seaworthiness: -5 (v. poor)

Cargo: 1/4 ton

Transport: 6 Medium creatures

Hull: 10 hit points, Hardness 5, break DC 25

Deck: 10 hit points

Armaments: None

JATO, OUTRIGGER

Description: Some *jato* are equipped with an outrigger to improve stability. The outrigger also allows it to support a sail, usually made from a weave of coconut leaves.

Size: Length 12 ft., Keel 10 ft., Beam 4 ft., Depth 3 ft.

Crew: Optimal: 6 (Piloting DC 16)

Adequate: 4 (Piloting DC 20)

Skeleton: 2 (Piloting DC 24)

Minimum Sailing Ranks: 3

Rigging/Sails: Lateen/Main Mast — 1 small lateen, 10 hit points

Oars/Oarsmen: 4 oars/4 oarsmen

Speed: 12 knots (sail), 2 knots (oars — cruising)

Acceleration/Deceleration: 2 knots/4 knots (sail), 2 knots/2 knots (oars)

Maneuverability: 2 30-degree turns per minute with sails, or 6 30-degree turns per minute at 0 speed with oars

Seaworthiness: -2 (poor)

Cargo: 1/4 ton

Transport: 6 Medium creatures

Hull: 12 hit points, Hardness 5, break DC 25

Deck: 12 hit points

Armaments: None

JUNK

Description: The trading ships of the Far East, junks are the most advanced watercraft available in the Land of the Overpower. Constructed with multiple bulkheads to protect them from water damage and rigged with several square sails, junks are capable of hauling large amounts of cargo over long ocean voyages.

Size: Length 100 ft., Keel 80 ft., Beam 25 ft., Depth 15 ft.

Crew: Optimal: 42 (Piloting DC 18)

Adequate: 36 (Piloting DC 21)

Skeleton: 24 (Piloting DC 24)

Minimum Sailing Ranks: 4

Rigging/Sails: Junk (square) rigged/Main Mast — 1 large square, 40 hit points; Foremast — 1 medium square, 30 hit points; Mizzenmast — 1 medium lateen, 20 hit points

Oars/Oarsmen: None/None

Speed: 6 knots (sail)

Acceleration/Deceleration: 1 knots/3 knots (sail)

Maneuverability: 1 30-degree turn per minute

Seaworthiness: +4 (good)

Cargo: 200 tons

Transport: 100 Medium creatures

Hull: 300 hit points, Hardness 12, break DC 30

Deck: 200 hit points

Armaments: None

OAR, NYAMBAN

Nyamban oars range between 6 and 12 feet in length, are usually made of teak wood, and typically have iron prongs at the end to help push a craft forward in shallow water. Though not designed for use as a weapon, many sailors find themselves using these oars as improvised longspear. They use standard longspear statistics, but take a -1 attack and damage penalty.

RHAPTA

Description: The *rhapta* (RAHP-tah) is a "sewn boat." It's made of coconut-wood planks lashed together with coir rope and caulked with oiled cotton cloth. Though rhapta are not as seaworthy as vessels constructed with nails, they are flexible and can easily handle rocky bottoms, sandbars, and coral reefs without suffering a hull puncture.

Size: Length 50 ft., Keel 30 ft., Beam 15 ft., Depth 10 ft.

Crew: Optimal: 15 (Piloting DC 19)

Adequate: 12 (Piloting DC 22)

Skeleton: 8 (Piloting DC 26)

Minimum Sailing Ranks: 4

Rigging/Sails: Lateen rigged/Main Mast — 1 Medium Lateen, 20 hit points

Oars/Oarsmen: None/None

Speed: 5 knots (sail)

Acceleration/Deceleration: 1 knots/3 knots (sail)

Maneuverability: 1 30-degree turn per minute

Seaworthiness: -2 (poor)

Cargo: 30 tons

Transport: 25 Medium creatures

Hull: 80 hit points, Hardness 10, break DC 32

Deck: 60 hit points

Armaments: None; Optional — ballista (500 gp), boarding gangway

TRADE GOODS

In addition to the trade goods listed in *Nyambe: African Adventures*, the following items can be found in the Land of the Overpower.

BATIK CLOTH

Batik (BAH-teek) cloth is cotton fabric dyed with complex patterns or pictures using a special wax technique. Wax is applied to the cloth in areas where no dye is desired, and then the cloth is dyed. Applying multiple layers of wax and using different colored dyes can lead to very complex patterns. In addition, as the cloth is handled, the wax slowly cracks and flakes away, allowing some of the dye to seep in to previously covered areas. This creates a very distinctive and colorful "crackled" look.

BOGOLANFINI CLOTH

Bogolanfini (boh-goh-lahn-FEE-nee) is also known as "mud cloth." To make mud cloth, a mud "stencil" is applied over a specially woven cloth. The cloth is then dyed, and the mud washes away, creating a striking "negative space" pattern.

COWHIDE

Tanned cowhides are useful for making leather armor, shields, and a number of other goods. As such, they are common trade items amongst herding societies like the Shombe.

INDIGO CLOTH

In Nyambe-tanda, the terms *indigo cloth* and "tie-dye" are sometimes used interchangeably, as indigo is the most common color for this sort of cloth. To create tie-dyed cloth, also known as *etu* (EH-too) cloth, pieces of white fabric are tied into complex patterns, dipped into indigo dye, and then dried and untied. Common motifs in indigo cloth include stars, crosses, waves, stripes, and splotches.

KENTE CLOTH

Kente (KEHN-teh) cloth is made of pre-dyed raffia-plant fibers woven into complex patterns of red, yellow, black, and green. It is of great symbolic significance, and often depicts spiritual imagery.

SANYAN CLOTH

Sanyan (SAHN-yahn), also known as "ritual cloth," is made from a variety of different threads. These include traditional plant fibers such as raffia fibers, brown silk from the Anaphe moth, and imported Far Eastern silk.

SPECIAL AND SUPERIOR ITEMS

Nyambe is a land where magic is seen as normal interaction with the spirit world, and not something mysterious or unnatural. As a result, even those without spellcasting ability are capable of creating weak magical items through the use of the innate power found in plants, animals, and stones. In other lands such a craft would be known as Alchemy, but in Nyambe-tanda it is called Natural Medicine.

FETISHES

Fetishes are items that increase a character's base attack bonus, but only for the purposes of the *Sanguar* (SAHN-gwar) feat. The *Sanguar* feat was introduced in *Nyambe: African Adventures*, and provides a dodge bonus to AC based on the character's base attack bonus. Foreigners from other lands are not automatically skilled in its use, though it could easily be renamed "Defend" and added to any campaign where armor use is discouraged. Fetishes do not provide any bonuses to those not trained in *Sanguar*.

The appearance of a fetish can vary widely, but it usually appears as a collection of small items such as feathers, stones, iron nails, animal parts, or herbs. These items are bound together with a beaded string or leather cord, and suspended from some conspicuous location on a person's clothing. A character can only gain a bonus from a single fetish; the effects do not stack. If a character suspends the fetishes from a suit of fetish armor (detailed in the *Nyambe: African Adventures* book) then the character can wear two fetishes simultaneously, and the effects stack.

Fetishes can be created through the use of the Natural Medicine skill. The DC to create a fetish is 25, and the cost is given on the table below.

For example, a +5 *fetish* has a cost of 1,562 gp. Creating the fetish requires spending one-third of the market price, or 521 gp, on raw materials. The creator then makes a DC 25 Natural Medicine check to represent one week's work. If the check succeeds, then multiply the DC by the result of the check. This indicates the value of the work accomplished that week in silver pieces. If the item is not completed at the end of the first week, then additional checks are made for each succeeding week, adding the silver piece values together until it equals or exceeds the total value of the item, at which time the item is complete. If any of the weekly checks fail, then no progress is made that week. If a check fails by 5 or more, than half the raw materials are ruined (in this case 260 gp worth), and these materials must be replaced before work can continue.

Once the item is complete, it adds +5 to the user's base attack bonus for the purposes of the *Sanguar* feat only. If the user has a

base attack bonus of +7 (and thus a *Sanguar* dodge bonus of +2 if unarmored), then the fetish raises it to +12 for the purposes of *Sanguar*, but his actual attack rolls remain at +7. According to the *Sanguar* table, a +12 base attack bonus for *Sanguar* increases his unarmored dodge bonus to +3.

Effective BAB Increase	Fetish Cost
+1	62 gp
+2	250 gp
+3	562 gp
+4	1,000 gp
+5	1,562 gp
+6	2,250 gp
+7	3,062 gp
+8	4,000 gp
+9	5,062 gp
+10	6,250 gp
+11	7,562 gp
+12	9,000 gp
+13	10,562 gp
+14	12,250 gp
+15	14,062 gp
+16	16,000 gp
+17	18,062 gp
+18	20,250 gp
+19	22,562 gp
+20	25,000 gp

RULE VARIANT: SANGUAR AND FETISHES

Fetishes can be created without expending XP. This means that, unlike magic items, which must be made by a trained spellcaster willing to expend XP, commoners trained in Natural Medicine can make fetishes. This major change will reduce the demand for spells that increase AC, and allow the cost to return to the normal D20 System standard. If you've already started a Nyambe game, you can easily have the invention of fetishes become an event in your campaign. Your players will need to quickly sell any AC-increasing items they own, or else suffer the consequences as the items become devalued.

In addition, the recent influx of Far Easterners have brought with them new protective spells that do not require costly material components. If you've already started a Nyambe game, you can allow your players to switch to these new spells without any cost or penalty.

RULES RECAP:

SANGUAR FEAT [GENERAL]

All Nyamban core class variants are automatically proficient in *sanguar*, though any native-born Nyamban character can be easily trained in its use.

Prerequisites: Dodge or native-born Nyamban.

Benefit: *Sanguar* provides a dodge bonus to AC, based on the character's base attack bonus.

Characters wearing armor of any sort derive a reduced benefit from *sanguar*. Wearing light armor reduces a character's *sanguar* bonus by 1, wearing medium armor reduces a character's *sanguar* bonus by 2, and wearing heavy armor reduces a character's *sanguar* bonus by 3. A character has a minimum *sanguar* bonus of 0.

For example, a character with a base attack bonus of +7 wearing leather armor gains a +2 armor bonus to AC from the armor, and a +1 dodge bonus to AC from *sanguar* (+2 for BAB, and -1 for wearing light armor).

Special: You can only take this feat once.

Extended Sanguar Table

Base Attack Bonus	Unarmored	Dodge Bonus		
		Light Armor	Medium Armor	Heavy Armor
0	+0	+0	+0	+0
1-5	+1	+0	+0	+0
6-10	+2	+1	+0	+0
11-15	+3	+2	+1	+0
16-20	+4	+3	+2	+1
21-25	+5	+4	+3	+2
26-30	+6	+5	+4	+3
31-35	+7	+6	+5	+4
36-40	+8	+7	+6	+5

RITUAL SCARS

Many Nyamban cultures practice the art of ritual scarring. Among some, such as the Amazons of Nibomay, ritual scarring is intended as self-mutilation. Among other peoples, such as the valorous Shombe people, scarring is instead a form of body art. A character needs the *Natural Medicine* skill to create a scar; if you don't have a copy of *Nyambe: African Adventures*, you can substitute a similar skill such as *Alchemy* (3.0) or *Craft (alchemy)* (3.5). To make the scar, many runes are cut into the subject's skin with a very sharp blade, and specially formulated ashes are rubbed into the wounds. Once the wounds finally heal, the ashes give them a dark, raised look.

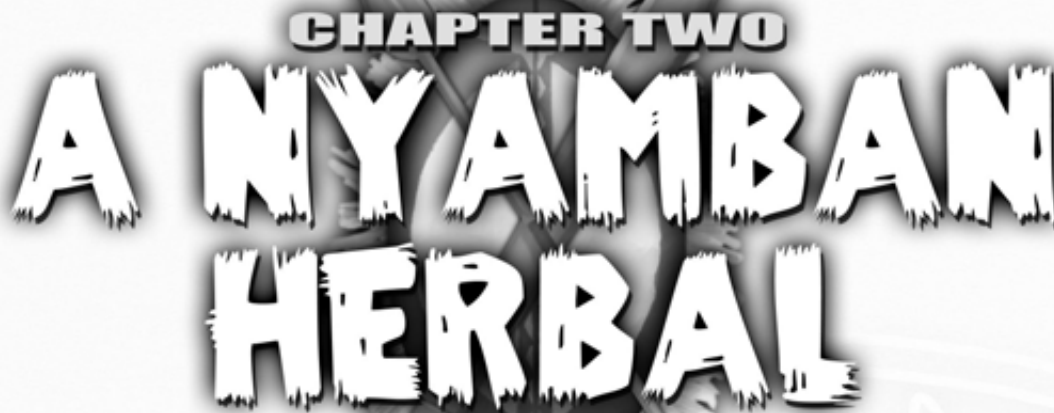

Ritual scars have a creation DC of 25, and have a market price of 1,000 gp. All normal rules for the use of the *Natural Medicine* skill apply to the creation of magical scars.

Each ritual scar provides a minor exceptional power. The available powers include:

- +2 circumstance bonus to a single skill (chosen at the time the scar is made)
- +1 circumstance bonus to attack rolls with a specific weapon (chosen at the time the scar is made)
- +1 circumstance bonus to *Fortitude*, *Reflex*, or *Will* saving throws (chosen at the time the scar is made)

In addition, each application of ritual scarring permanently reduces the character's hit points by 1. These lost hit points cannot be recovered by any magic short of a *regeneration* spell, but such a spell will cause the scar or tattoo to vanish, along with any accrued powers.

There is a limit to how many sets of ritual scars a character can hold, with a maximum of one on the head, two on the torso, one on each arm, and one on each leg, for a total of seven different scar patterns. Ritual scars are subject to all the normal rules that govern stacking bonuses.



CHAPTER TWO

A NYAMBAN HERBAL

This herbal is designed for use with the herbalism rules in *Occult Lore*, from Atlas Games. If you don't have a copy of that book, use the following simplified rules.

NATURAL MEDICINE (INT)

Nyamban natural medicine, known as *muti* (MOO-tee) in the Kordo language, makes use of many different plant and animal materials. Some of the more popular herbs are listed below, but the list is by no means complete.

Identify Trait Check: A plant's traits and trait ratings describe its natural properties; for instance, Rotguard prevents putrefaction and decay in organic matter, while Lungwort relaxes the respiratory passages. Herbalists make concoctions based on the rating a plant has in one or more of these traits. The Natural Medicine skill can be used to identify the traits of unknown substances or plants. The base difficulty for this is DC 15 plus the trait rating; if it's a substance, use the trait rating of the plant from which the substance is derived. GMs are encouraged to use degrees of success when giving players information acquired as the result of a successful die roll.

Mundane Concoction Check: Anyone with the Natural Medicine skill can create mundane herbal concoctions. The base DC to make a mundane concoction is equal to 15 plus the rating for the plant trait you wish utilize, and requires an amount of time in hours equal to the trait rating minus your Natural Medicine skill modifier; a negative result means that the time is equal in minutes to the trait rating. The base cost in gold pieces for making a mundane

concoction is equal to the trait rating multiplied by 3. Half of this amount must be spent on raw materials.

Magical Concoction Check: If you're a spellcaster, you can "awaken" a plant's traits in order to create a potent magical concoction. However, the amount of time required for the process is equal in days to your Natural Medicine skill modifier subtracted from the trait rating, with a minimum of half a day for results that have either zero or negative value. The Natural Medicine check DC is listed for each concoction. The base cost to make a magical concoction is equal to half of the concoction's market value. Half of this amount must be spent on raw materials. You must also invest a small portion of yourself into the concoction, paying an XP cost equal to 1/10 of the base cost.

Retry: No. If you fail to make the concoction then all the materials used are destroyed.

Special: Every herbalist must have the proper tools to make concoctions; the minimum equipment required is a mortar, a pestle, and a couple of home-made chemical solutions.

NEW FEAT: PLANTBIND (ITEM CREATION)

Where plants have traits to describe their natural properties, they also have bindings to describe their affinity for certain types of magic. Knowledgeable spellcasters can capitalize on this by binding a spell to a plant or one of its constituent parts, and so create an impromptu magical item called a "verdex" that stores the spell for release at a later time.

The Plantbind feat lets you attune a spell to an herb by using its own magical affinities, allowing the spell to be released later when specific conditions are met.

Prerequisites: Spellcaster 3+ levels, 6+ ranks in Natural Medicine

Benefit: You can bind a spell to a plant or one of its component parts. Every plant has a binding list that tells you the schools of magic and the associated spell level maximums allowed by the plant. A single plant component, called a verdex, can bind a spell from one of the plant's listed schools of any level up to the spell level maximum for that plant. If a school isn't listed, then no spells from that school share an affinity with the plant and therefore cannot be bound to it. When a spell is bound, you effectively cast it but not in its entirety, though the process of binding it does use up the requisite components. The spell can only be released when a specific condition is met, which you indicate during the ritual. This can be anything from saying a key word, to consuming the plant, to throwing it at your enemies, and so on. Once the condition is met, the spell finishes casting as it normally would, at which time the person using the verdex designates a target and anything else the spell requires that was not covered by the triggering condition. It takes one full round to release a bound spell once the triggering condition has been met.

When binding a spell to a verdex, you must spend an hour for each level of the spell, using the herbalism tools at your disposal to coax the plant's magic affinity to the surface. A bound spell's effective caster level is set at the time of binding. This must be equal to the level required to cast the spell but cannot be higher than your caster level or the spell school's binding rating for the plant being used. The base cost for a verdex is spell level multiplied by effective caster level multiplied by 20 gp. Additionally, you must spend 1/10 of the base price in XP as you invest the plant with some of your own life energy.

A verdex created using the Plantbind feat is viable for a number of days equal to the effective level of the bound spell multiplied by 2. At the end of this time, the spell harmlessly dissipates and the plant falls apart, unusable. A spell released before this time is up also destroys the verdex.

In general, a plant has enough material to create a number of verdexes equal to the sum of its binding ratings divided by the total number of magic schools allowed, rounded up. For example, the anise plant has a total binding rating of 5 (Conjuration 2 + Transmutation 3), which is then divided by 2 (the number of schools), allowing roughly 3 verdexes to be made from this plant.

Spells cannot be bound to herbs awakened as magical concoctions through the Natural Medicine skill, nor can awakened herbs receive spell bindings through the Plantbind feat.

NEW PLANT TRAIT: MBIWA

Contains vitamin C, which keeps the body healthy and free from illnesses resulting in its deficiency (such as scurvy and metabolic disorders). Another term for this *scorbutic*. It has no inverse. Plant traits are described in *Occult Lore*, published by Atlas games. If you don't have a copy of this book, don't worry about this new trait.

BAOBAB TREE

The Marak'ka (mah-rahk-KAH) storytellers and drummers often relate that when the Overpower populated the world, it created the baobab tree first. It plucked three strands of hair from its head, and then twisted them into a tree that possessed a matching crown and roots. The Overpower couldn't decide which end was up and which was down and so stuck it into the earth with nary a second thought. Soon afterwards it forgot about the baobab tree. The peoples of Nyambe-tanda, however, did not. Despite its ugly, awkward appearance, the tree became one of the most honored of the Overpower's creations, for it had sprung from the very essence of the god itself. While not tall, its 25-foot girth is enough to shame the largest elephant matriarch; while not comely, its hairy, oblong *bouye* (boh-OO-yeh) fruits taste absolutely heavenly and provide nutrition fit for a queen; and while it grows in the most inhospitable parts of Nyambe — the deserts and arid plains — the tree ranks among the longest lived at sometimes over 2,000 years.

The tree's fruit is not the only part of the baobab utilized. Elephants feed on its gray bark. Giraffes and their occasional giant *sao* herders forage the long, hand-shaped leaves for use as a food relish, as do the many humanoid nomads with whom they share the land. Nomad women collect baobab flowers for decorative purposes, and to lace together as fetching wreathes for the elusive and shy *chepekwe* in exchange for blessings of good luck and even fertility. As a natural medicine, the tree's parts are used to treat fevers, diarrhea, and illnesses resulting from vitamin C deficiency. In fact, Far Eastern sailors often take crates of *bouye* fruit with them on the long voyage back to their homeland.

Legend has it that the elephants wandering the plains of Nibomay used to feed on the baobab pulp so often that they almost killed off the tree entirely. In retaliation, an angry orisha hardened the tree's bark to make it difficult for the elephants to gain the treasured heartwood. To this day, if given the choice between the bark and the pulp of a baobab tree, an elephant will always choose the pulp first.

The Bashar'ka (BAHSH-ahr-kah) theocracy has outlawed the use of baobab to treat fevers, claiming that it offends the fire orisha to whom all faithful Bashar pay respect and reverence.

Climate/Terrain: Warm desert and plains. In Nyambe, it grows exclusively in the D'okan and Gudu Ji Pingu deserts and the outlying plains of Nibomay.

Availability: Common (18 cp per lb.)

Bindings: Conjunction 9, Evocation 1, Transmutation 4

Traits: Ebbwither 2, Feverthaw (Coldsweat) 17, Mbawa 20

MUNDANE CONCOCTIONS

Ebbwither: The baobab tree's pulp possesses small quantities of an astringent chemical that, when taken internally, helps alleviate diarrhea.

Using the stewed pulp in a foul-smelling but edible medicinal paste gives a character a +2 resistance bonus against the effects of the *black bile* and *water devil* diseases (*Nyambe: African Adventures*, page 160). Similarly, a healer using the paste to treat a character affected by these and similar diseases gains a +2 circumstance bonus to her Heal skill checks.

This trait can be awakened to form a magical paste known as *elephant cud*.

Feverthaw (Coldsweat): The baobab's bark and leaves contain a very strong anti-inflammatory agent. Despite the fact that consuming it, either raw or cooked, induces mild feverless sweating, it can rapidly draw the fire from one's body and restore it to normal temperatures.

Raw or processed baobab bark gives a creature a +8 resistance bonus against any non-magical sickness and disease that exhibits fever as a symptom. This bonus lasts for 24 hours. A healer can use freshly harvested bark (no older than half a day old) to gain a +8 circumstance bonus to his Heal skill check when treating a creature afflicted by such a disease. There is no limit on the number of times per day he can do this. Finally, a spellcaster may ingest the raw bark to gain a +4 resistance bonus to saving throws for 4 hours against the effects of evocation magic of the fire subtype. The bark may only be used in this manner once per day and must be consumed fresh (no older than half a day old).

This trait can be awakened into an inhaled concoction called *Tabu-Taabu gourd*.

Mbawa: *Bouye* fruit contains large quantities of vitamin C. Desert-dwelling peoples use it to treat scorbutic sicknesses, and it is an important part of their diet. It can be used raw, mixed with water to make a tasty beverage, mixed with milk to make a cooking sauce, or used by brewers as a fermenting agent. The seeds are also used to make a vegetable oil substitute.

Eating *bouye* raw or lightly cooked gives a creature a +10 resistance bonus against afflictions that arise from vitamin C loss or deficiency. This lasts for 24 hours after consumption. A healer

using the fruit gains a +15 circumstance bonus when using her Heal skill to treat said afflictions.

A creature that consumes *bouye* fruit as part of its diet has pungent sweat and urine. This gives a predator with the Scent ability a +5 circumstance bonus when tracking it. Washing twice per day negates this side effect, as does not eating the fruit for a minimum of three days.

This trait can be awakened into a concoction called the *glory of Nimbala*.

NEW MAGICAL CONCOCTION: ELEPHANT CUD

Type: Comestible

Trait: Ebbwither DC 17

Cost: 22 gp

This thick, yellow-white paste isn't a salve to be applied topically but rather a bland-tasting food that must be consumed in order to have an effect. Eating it gives a creature a +4 resistance bonus against disease for a duration of 4 days. Moreover, should the creature succumb to a disease despite the protective paste, it only takes half damage from it during that time.

A side effect of *elephant cud* is that the creature using it becomes dehydrated while under the medicine's influence, its skin assuming the appearance of that of an elephant. This gives the affected character a -2 circumstance penalty on Charisma checks and other rolls for social interaction (such as skill checks for Bluff, Diplomacy, and Intimidate, for example).

NEW MAGICAL CONCOCTION: TABU-TAABU GOURD

Type: Inhalant

Trait: Feverthaw (Coldsweat) DC 32

Cost: 3,485 gp

One of the strangest concoctions to ever come from the baobab tree is this misty concoction made of its awakened bark, which must be inhaled to be effective. The dried gourd in which it comes is typically painted with the colorful symbols of mountain, sky, and even dragon orisha. The concoction swirls inside as a thick, heady fog — seemingly a miniature, self-contained winter storm pulled from the top of Mount Tabu-Taabu herself. As soon as a character releases and inhales it, he must make a Fortitude save (DC 32) or transform into living ice. (He can intentionally fail the save.)

A Tabu-Taabu gourd confers upon the inhaler the following traits:

Elemental Type (Ex): Immune to poison, sleep, paralysis, and stunning. He has no clear front or back and is therefore not subject to critical hits or flanking. Unless noted otherwise, he has

Darkvision with a range of 60 feet. No need to eat, sleep, or breathe. Unable to benefit from *raise dead*, *reincarnate*, and *resurrection*.

Cold Subtype (Ex): Cold immunity, and double (3.0) or half again as much (3.5) damage from fire.

Winter Armor: The imbiber gains a +5 natural AC bonus. Moreover, any creature that strikes the character with its body or a handheld weapon deals normal damage but at the same time takes 1d6+8 points of cold damage. If it has Spell Resistance, the creature applies it to this damage. Note that weapons with exceptional reach do not endanger their users in this way.

The duration of this concoction is a number of rounds equal to the imbiber's Constitution modifier x3. A Tabu-Taabu gourd may only be used in this manner up to two times per day. Any more has no beneficial effect on the imbiber, instead doing 10d6 points of cold damage to him.

NEW MAGICAL CONCOCTION: GLORY OF NIMBALA

Type: Potable

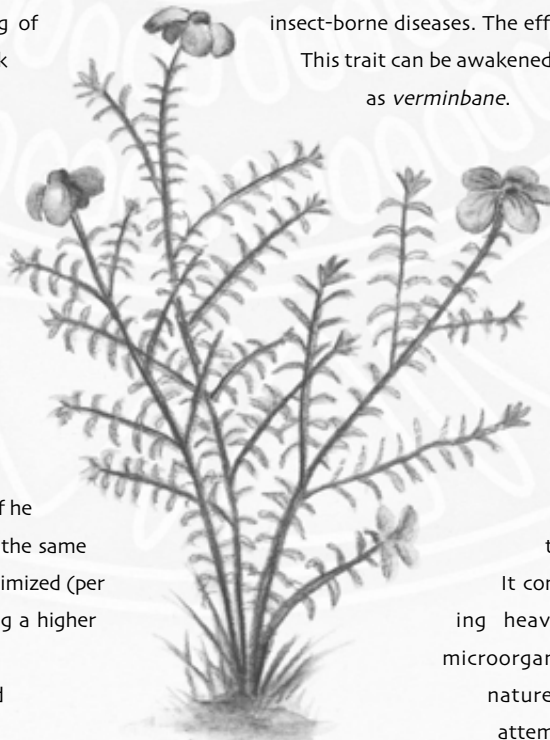
Trait: Mbawa DC 40

Cost: 32,500 gp

An herbalist can distill baobab fruits into this very special magical concoction. It is bright red, almost like the gloaming sun over which Nimbala the Judge rules. It bears the fragrance of the fruit, but is otherwise unexceptional with regard to odor. The taste, however, is another matter entirely. When drunk, the concoction leaves the user with a feeling of euphoria but without the detrimental lack of judgment or distorted perception usually associated with such. Those who drink this concoction find the experience indescribable.

This concoction has the same effect on the imbiber as the spell *remove disease*, with the added benefit of giving him immunity to diseases for a period of 20 days. Additionally, if the imbiber is a n'anga cleric he receives access to the Sun domain, if he doesn't have it, for the next 10 days; if he already has access to it, then he may, for the same period, cast any Sun domain spell as if maximized (per the feat Maximize Spell) but without using a higher level spell slot in the process.

Glory of Nimbala may only be used once per month.



BUCHU

Found only in Nyambe, Buchu is an evergreen shrub with white flowers and oily, wrinkled leaves. It smells strongly of black currant. This plant is used quite often in Nyamban natural medicine, and is cultivated specifically for sale to herbalists.

Climate/Terrain: Warm plain. In Nyambe it is grown extensively in *Taumu-Boha* (TAW-maw BOH-ha) for its use as an insect repellent.

Availability: Rare (260 sp per lb.)

Bindings: Abjuration 9, Conjunction 4

Traits: Blightpurge 16, Repellent 8

MUNDANE CONCOCTIONS

Blightpurge: Buchu leaves can be mixed with alcohol or made into a tea to create a potable capable of warding off urinary or prostate infections. If a healer has a patient drink buchu tea, the healer gains a +6 circumstance bonus to Heal checks to treat that patient for any diseases of the prostate or urinary tract. This bonus lasts 1 hour.

Buchu-brandy, as the alcohol mixture is known, helps rid the body of toxins built up during day-to-day life, providing a +1 enhancement bonus to a character's Constitution score for 1 hour.

This trait can be awakened to create a deadly poison called *buchu-vinegar*.

Repellent: Buchu leaf oil can be applied to the skin to ward off insects, especially biting flies. Using buchu-oil repellent provides a +4 circumstance bonus to Fortitude saves to avoid catching insect-borne diseases. The effect lasts 12 hours.

This trait can be awakened to create a magical ointment known as *verminbane*.

NEW POISON: BUCHU-VINEGAR

Type: Infusion DC 20

Trait: Blightpurge DC 31

Primary Damage: 1d4 Con

Secondary Damage: 1d4 Con

Market Price: 500 gp

Buchu-vinegar is made from the concentrated urine of those who have drunk buchu brandy.

It contains a wide range of toxins including heavy metals, metabolic waste, and microorganisms. Due to the unpredictable nature of *buchu-vinegar*, characters attempting to use the Heal skill on those

poisoned by it suffer a -12 circumstance penalty. Magical treatments, such as *neutralize poison* spells, are still effective.

NEW MAGICAL CONCOCTION: VERMINBANE

Type: Ointment

Trait: Repellent DC 23

Market Price: 600 gp

Verminbane smells like blackcurrant to humanoids, but vermin find the odor absolutely repulsive. Any normal or monstrous vermin within a 30-foot radius of an individual or object treated with *verminbane* must make a DC 15 Fortitude save each round or become nauseated for one round. A nauseated vermin is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention other than taking a single move action per turn. A new saving throw must be made each round until the vermin either moves outside the area of effect, or the oil wears off 4 hours later.

DAGGA

Dagga (DAH-gah), also known as "lion's tail," is a type of mint found only in Nyambe, though it has recently been exported to the Far East. It is a woody green shrub with spiky orange flowers. These flowers are dried and smoked recreationally, usually through a water pipe, producing a mildly addictive euphoric effect similar to that of cannabis. It is also valued for its use in herbalism, especially for treating snakebite and digestive diseases in animals.

Climate/Terrain: Warm plain. In Nyambe, dagga is only grown in the *tUbi* (t-OOB-EE) Grassland.

Availability: Rare (320 sp per lb.)

Bindings: Conjunction 5, Divination 9, Illusion 9

Traits: Bileflow 5, Counterpoison 6, Euphoric 12, Lungwort 4, Readheal 5

MUNDANE CONCOCTIONS

Bileflow: Dagga seedpods are a reliable treatment for diarrhea in animals (especially chickens). This concoction adds a +2 circumstance bonus to Animal Empathy (3.0) or Wild Empathy (3.5), Handle Animal, and Heal checks made to treat digestive orders in

domestic animals for 24 hours. The bonus increases to +4 when treating chickens.

Counterpoison: Extract of dagga leaf is a good treatment for snakebite. Injecting an infusion of dagga into a snakebite wound adds a +6 circumstance bonus to Heal checks made to treat the poison for 2 hours.

This trait can also be awakened to create an anti-serpent powder known as *snakebane*.

Euphoric: Inhaling the smoke from burning dagga flowers produces a sense of euphoria. Breathing dagga smoke causes the user to suffer 1d4+1 points of temporary Intelligence damage, but also provides a 1d4+1 enhancement bonus to Wisdom for 1 hour.

This trait can also be awakened to make the much stronger drug known as *wild dagga*.

Lungwort: Dagga leaf tea is used to treat breathing disorders such as asthma and bronchitis. Drinking dagga tea provides a +4 circumstance bonus to any Heal checks made to treat respiratory disorders for 6 hours.

Readheal: Bathing in water saturated with dagga flowers helps relieve minor aches and pains. Such a bath improves the rate of recovery of subdual damage (3.0) or nonlethal damage (3.5) to twice normal.

NEW MAGICAL CONCOCTION: SNAKEBANE

Type: Powder

Trait: Counterpoison DC 21

Market Price: 700 gp

Snakebane powder is rubbed into the skin, making the user completely immune to all reptilian poisons, not just those from snakes. In addition, any reptilian creatures attacking the user suffer a -2 circumstance penalty to attack rolls due to the distracting odor of the *snakebane* powder. An application of *snakebane* lasts for approximately 8 hours.

NEW MAGICAL CONCOCTION: WILD DAGGA

Type: Inhalant

Trait: Euphoric DC 27

Market Price: 300 gp



Wild dagga is a magical concoction made from dried dagga flowers. It can either be smoked directly, or its smoke can be concentrated through a water pipe for greater effect.

Breathing *wild dagga* smoke causes the user to suffer 1d4+1 points of temporary Intelligence damage, but also provides a 1d4+1 enhancement bonus to both Wisdom and Charisma for 4 hours. If inhaled through a water pipe, the Intelligence damage becomes permanent Intelligence drain, but the Wisdom and Charisma enhancements rise to +6 each, and last for a full 24 hours.

FORMIAN DAISY

The red petals of this minute flower stand out brightly against the savannahs and scrub plains upon which it grows; the little red specks grow in clusters of thousands and look like so many embers in the grass. Each daisy is less than a centimeter in diameter, with between five and ten petals and a bright yellow stamen in the center. These flowers grow in the wake of the passage of formian ants, a result of a chemical in the ants' chitin promoting a reaction in the grass stalks. Formian daisies expire after three days.

Climate/Terrain: Warm plains. In Nyambe, it grows only in Nibomay, Boroko, and Kaya Vua Samaki.

Availability: Very rare (2,200 gp per lb.)

Bindings: Abjuration 9, Conjunction 4, Enchantment 9

Traits: Counterpoison 6, Enchanted 10, Freothan 10

MUNDANE CONCOCTIONS

Counterpoison: Formian daisy stalks contain high concentrations of a chemical that can counter the effects of most mundane toxins. In Kordo, the extracted stalk juice is called *manda apwa* (MAHN-DA ah-pway) and when used in tandem with a Heal check gives the healer a +3 circumstance bonus to his roll. If a character consumes the juice before being poisoned, he receives a +3 resistance bonus for the next 3 hours to resist the effects of any non-magical poison.

This trait can be awakened into the ointment known as *Zamaran freckles*.

Enchanted: The daisy's petals are rife with magic, which seems to be connected directly to the formian ant species responsible for their growth. Unawakened petals radiate magic energy but can



only be used in their mundane form as a component replacement for arcane spellcasting. 6 ounces of dried daisy petals can be used per level of the spell to be cast as a substitute for that spell's material components. After being treated by an herbalist, the dried petals are only good for 1d3 weeks before they lose their potency.

This trait can be awakened into a magical beer called *the Jamlkadi's bitter secret*.

Freothan: Stamens and pollen collected from formian daisies are often used to create protective skin lotions. When turned into a mundane concoction by an herbalist, it grants a +5 resistance bonus to save checks against supernatural abilities, spell-like abilities, and magic spells for a duration of 5d10 minutes. This may only be used once per 24-hour period.

This trait can be awakened into a magical salve called *formian armor*.

NEW MAGICAL CONCOCTION: ZAMARAN FRECKLES

Type: Salve

Trait: Counterpoison DC 21

Cost: 330 gp

The witch-hunters of the Zamara people brew this pasty ointment to ward against poison and disease, especially if the witch who they hunt is known for using such weapons against his enemies. It is named such because a person usually applies the salve to her face, neck, and arms in red daubs, or spots, that resemble freckles. The salve gives a +6 resistance bonus against mundane and magical poisons, and a +3 resistance bonus against magical disease. These effects last for 24 hours from the time of application.

NEW MAGICAL CONCOCTION: THE JAMLKADI'S BITTER SECRET

Type: Potable

Trait: Enchanted DC 25

Cost: 1,300 gp

Awakened formian daisy petals can be dried and then mixed with any mundane beer to create this powerful, bitter-tasting concoction. If up to 3 people share the beer, a *telepathic bond* forms between them, similar to the spell as cast by a 10th-level sorcerer.

Unlike the spell, the beer's effect lasts for 2 hours and the bond works when affected characters are no more than 60 feet from one another.

A side effect of the beer is that the affected characters receive a -2 circumstance penalty to attacks and skill checks, as they are somewhat drunk for the duration.

NEW MAGICAL CONCOCTION: FORMIAN ARMOR

Type: Salve

Trait: Freothan DC 25

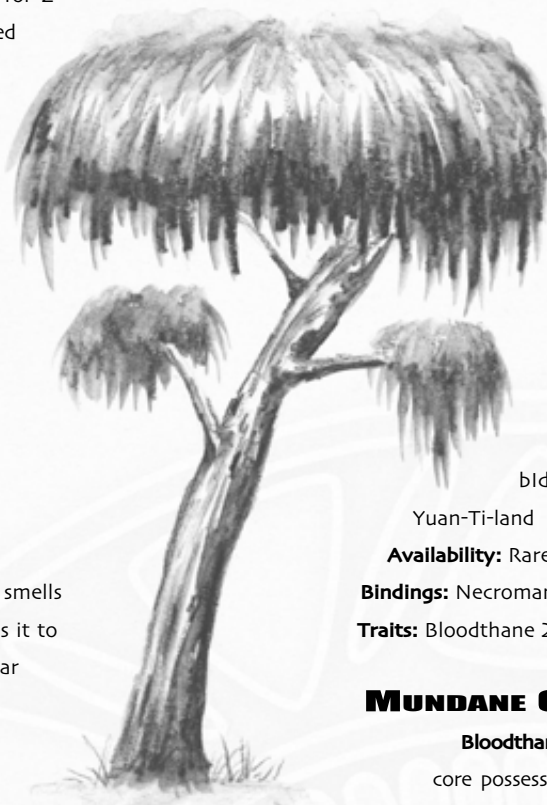
Cost: 1,050 gp

This salve is a burnt amber color and smells heavily of ozone. When a person applies it to his entire body, his skin takes on a similar color and is subsequently affected with *spell immunity* as per the spell cast by 12th-level cleric. This gives the recipient protection from three 4th-level or lower spells. He chooses the spells to which he has immunity. In addition, the character also receives a +5 circumstance modifier to Charisma checks (including Charisma-based skills) against formians. Both effects last for 2 hours.

HEARTWOOD

The heartwood tree grows up to 25 feet in height. It has a thick trunk, papery, reddish-brown bark, and blood-red leaves with crimson veins on the undersides. Cutting the tree releases a reddish sap not dissimilar in appearance to blood. Its core is soft, pulpy, and moist, and resembles muscle tissue.

Thousands of years ago, heartwood trees were common in the jungles of central Nyambe-tanda. Unfortunately, superstition drove the wakyambi elves to institute a pogrom designed to wipe them out. Within a hundred years, most of the trees were gone. Today, they aren't often encountered in the wild. The few that do survive tend to be found in isolated areas infrequently traveled through by the wakyambi. Ngoloko half-orcs living in the blda rainforest revere heartwood trees, as they are favored by the fiendish orisha that they worship. To the *nghoi* humans, however, they are sacred fertility symbols, representing the Overlord's lifeblood that flows through the world.



Among herbalists, the tree is famous for its ability to thin blood, a prized trait useful for stabilizing heart attack victims. Creative herbalists have also tried, countless times in fact, to make pigment from the heartwood's core, but both the fiber and the liquid encasing it are much too feeble to be of practical value.

Climate/Terrain: Warm forests.

In Nyambe, heartwood grows in the blda Rainforest, Wakyambi-land, and Yuan-Ti-land

Availability: Rare (200 sp per lb.)

Bindings: Necromancy 8

Traits: Bloodthane 20

MUNDANE CONCOCTIONS

Bloodthane: Both a heartwood's sap and its inner core possess the ability to rapidly thin a creature's blood to dangerous levels by pumping water from the body's fat deposits into it. Any creature that consumes a minimum of one ounce per Constitution modifier point must make a Fortitude save (DC 30) or take 2d4 points of Constitution damage from the instant onset of anemia. If a careful character uses heartwood sap in conjunction with her Heal skill, she gains a +10 circumstance bonus for treating pulmonary and respiratory conditions, including those inflicted by magic. However, only characters with at least 12 ranks in the Natural Medicine skill may do this, otherwise the character risks killing her patient. If used by a spellcasting healer to treat the same conditions with a *cure* spell, she can heal an additional 2 points of damage per caster level. Only characters with at least 8 ranks in the Natural Medicine skill may do this without risking the patient's life.

Because of its rarity, there aren't any known recipes for heartwood healing concoctions. Herbalists who need bloodthane generally get it from other sources, and so there also isn't any pressing demand for heartwood. However, the ngoloko have a recipe that results in a nasty little piece of ammunition that bores straight for its victim's heart — the *heartwood arrow*.

NEW AMMUNITION: HEARTWOOD ARROW

Type: Special

Trait: Bloodthane DC 35

Cost: 1,040 gp

This crimson arrow is fashioned from the inner core of a heartwood tree. It feels soft, though not overly so, and smells faintly of hot copper. When fired at an enemy, a very fine blood-like mist follows in its wake, splattering whatever it passes over. If it hits, the arrow does 1d4 damage and its victim must make a Fortitude save (DC 27). If she fails, the arrow tip breaks off and burrows into her body for the next 12 rounds, causing 1 point of damage per round. On the 12th round, it reaches her heart, at which time she must make a second Fortitude save (DC 24). If she fails this, she suffers from a heart attack and takes 2d6 points of temporary Constitution damage and 1d4 points of permanent Constitution drain. If she succeeds, she only takes 1d6 points of temporary Constitution damage. Healing magic or a *dispel magic* spell cast on the character will cause the heartwood arrow tip to dissipate in her bloodstream if cast before it reaches her heart.

HONEYBUSH

Honeybush is a plant found only in Nyambe. It is a woody bush that grows high in the mountains, with thin needle-like leaves, and bright yellow flowers that smell strongly of honey. The leaves are harvested and made into herbal tea, which is a very popular beverage and has a honey-peach flavor. In addition, both the leaves and flowers have uses in natural medicine.

Climate/Terrain: Warm mountains. In Nyambe it grows mostly in the *Giko Taaba* (GEE-koh TAH-bah) mountain range, also known as the "Fireplace Mountains."

Availability: Uncommon (84 sp per lb.)

Bindings: Conjuraction 4, Enchantment 7, Illusion 2

Traits: Allheal 3, Lunal 10, Poison 7, Readheal 4, Rotguard 18



MUNDANE CONCOCTIONS

Allheal: Honeybush leaf extract has anti-bacterial properties that can be used in the treatment of certain diseases. If a healer uses honeybush leaf extract on a patient, the healer gets a +2 circumstance bonus to Heal checks made to treat any bacterial disease affecting the patient. The bonus lasts for 8 hours.

Lunal: Women drink tea made from honeybush flowers to help regulate menstrual cycles. This concoction improves a woman's chance of conceiving a child by 10%. The effect lasts 24 hours.

In addition, this trait can be awakened into a magical drink known as *fertility tea*.

Poison: Extract of honeybush flowers can be used as a fungicide, and will kill most hazardous fungi such as yellow mold with just a single application. It has no effect on phantom fungi, shriekers, violet fungi, or any other sort of monstrous fungus. A single dose of this concoction can destroy up to a 100-square-foot patch of hazardous fungi.

Readheal: A poultice made from honeybush leaves and stems can be used to treat injuries. A healer using honeybush poultices gains a +2 competence bonus to Heal checks to provide the patient with long-term care. The bonus lasts 48 hours.

Rotguard: Honeybush is mostly valued for its antioxidant properties. Drinking a tea made from an infusion of honeybush leaves, flowers, and stems can help ward off the effects of aging, both natural and unnatural. After drinking a cup of honeybush tea, the user gains a +8 circumstance bonus to any saving throws made to resist the effects of negative energy, including ability score drain and negative levels. The effects of the tea last 8 hours.

This trait can be awakened to create a magical preservative called *honeybush globs*.

NEW MAGICAL CONCOCTION: FERTILITY TEA

Type: Potable

Trait: Lunal DC 25

Market Price: 150 gp

For 4 hours after drinking *fertility tea*, any adult subject can father children (if male) or become pregnant (if female), regardless of physical condition, old age, or disease. *Fertility tea* will work on any type of creature capable of sexual reproduction be it humanoid, animal, or other. Though the spell makes conception possible, it does not guarantee it. As a side effect, the subject also gains free use of the Endurance feat until the tea wears off.

NEW MAGICAL CONCOCTION: HONEYBUSH GLOBS

Type: Poultice

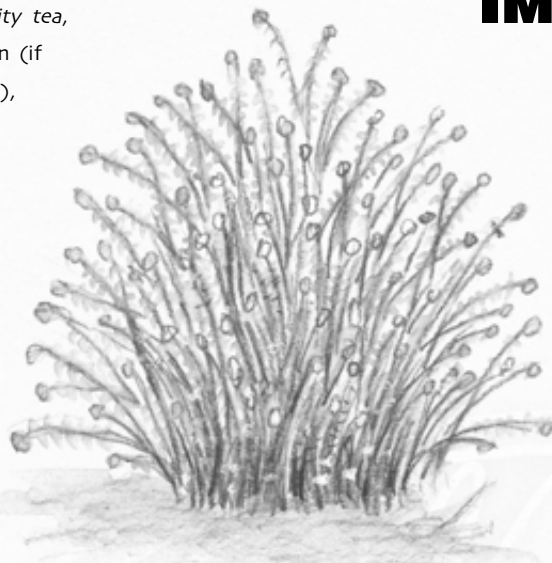
Trait: Rotguard DC 33

Market Price: 50 gp

These globs are made from both the flowers and the leaves of the honeybush plant. They are used to saturate small bundles of cloth, which are then thrown as grenade-like weapons.

The effect of a *honeybush glob* is similar to that of a tanglefoot bag, but much stronger. When the bundle is thrown against a creature as a ranged touch attack with an increment of 10 feet, the bundle comes apart, entangling the target and becoming tough and resilient on exposure to air. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled creature must make a Reflex save (DC 20) or be glued to the floor, unable to move. Even with a successful save, it can only move at half speed.

A creature that is glued to the floor can break free with a successful Strength check (DC 29) or by dealing 30 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature who hit makes a damage roll to see how much of the goo it happens to scrape off. Once free, the creature can move at half speed. A creature capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and crumbles to powder after 20 minutes.



IMPHEPHO

This plant is found only in Nyambe.

Imphepho is an herb with small silvery leaves and tiny yellow flowers. Imphepho incense is often burned as an offering at ancestral altars, as it's said that the aroma is strong enough to pass through the barrier to the spirit world.

Climate/Terrain: Any warm. In Nyambe, imphepho is grown mostly in the empire of *Nibomay* (NEE-boh-may).

Availability: Uncommon (360 sp per lb.)

Bindings: Divination 8, Enchantment 6, Necromancy 7

Traits: Bileflow 1, Enchanted 15, Onsleep 9, Repellent 4, Shivertog 7

MUNDANE CONCOCTIONS

Bileflow: Dried imphepho leaves are chewed to aid in digestion and provide a feeling of calm. Chewing imphepho leaves provides a +2 circumstance bonus to Concentration checks made to ignore distractions for 1 hour. It does not help Concentration checks to ignore pain.

Enchanted: Ancestral spirits and undead of all sorts are soothed by the scent of burning imphepho. An herbalist can mix imphepho leaves with animal fat to produce incense that, when burned, provides a +4 circumstance bonus to any Diplomacy checks made against undead creatures for 10 minutes.

This trait can be awakened to create a magical incense known as *sacrificial smoke*.

Onslep: Imphepho leaves can be mixed with water and smoked in a water pipe. This creates a sedative effect and induces sleep. Smoking imphepho leaves causes a -2 circumstance penalty to Listen, Spot, and Search checks for 4 hours. In addition, the individual must make a DC 5 Fortitude save or fall asleep for 8 hours.

This trait can be awakened to create a sleeping poison known as *imphepho-sleep*.

Repellent: Smoke from burning imphepho oil repels insects, and imphepho leaves are sometimes used as bedding material to keep out lice and other pests. Poisonous vermin within a 30-foot radius of burning imphepho suffer a -1 circumstance penalty to attack rolls and AC. A concoction of imphepho oil will burn for approximately 4 hours.

Shivertog: When boiled in fat, imphepho leaf makes a soothing external ointment. Treating a burn with imphepho leaf ointment heals 1d4 points of damage. It has no effect on damage caused by sources other than fire.

NEW MAGICAL CONCOCTION: SACRIFICIAL SMOKE

Type: Inhalant

Trait: Enchanted DC 30

Market Price: 2,250 gp

This concoction, made from imphepho leaves, takes the form of silvery-white cones that release a sickly yellow smoke when burned. Despite the fact that undead do not need to breathe, they cannot resist inhaling the sweet aroma of *sacrificial smoke*. Even incorporeal undead are known to fall under its power, as its scent penetrates the barriers between this world and the next.

All undead within a 30-foot radius of the source of the *sacrificial smoke* must make a DC 15 Will save or become pacified, behaving as if Rebuked by an evil cleric. The incense lasts for 10 rounds before burning itself out, but additional rounds of exposure do not require additional saving throws.

NEW POISON: IMPHEPHO-SLEEP

Type: Inhalant DC 15

Trait: Onsleep DC 24

Primary Damage: Sleep 1d6 minutes

Secondary Damage: Sleep 1d6 minutes

Market Price: 375 gp

This incense is made from imphepho flowers, and smaller amounts of imphepho leaf. When burned, sticks of yellow *imphepho-sleep* release a silvery-white smoke with a 30-foot radius of effect. All creatures within the radius must make a DC 15 Fortitude save or fall into a deep sleep for 1d6 minutes, regardless of Hit Dice. After 1 minute, a victim must make a second DC 15 Fortitude save or fall asleep for an additional 1d6 minutes. Those who are awakened after initial exposure may still fall prey to the secondary effect. The incense will last for 1 minute before burning itself out, but additional rounds of exposure do not require additional saving throws.

IRONBERRY

Ironberries are common in regions with abnormally high quantities of iron ore, such as the Giko Taaba (GEE-koh TAH-bah) Mountains. They are dense, thick-stemmed bushes that grow up to 4 feet high, with waxy leaves, heavy chains of rust-colored berries, and dirty-white flowers growing intermittently along the branch-

es. The plant flowers and fruits twice a year, once during spring and later at the beginning of autumn. Ironberry fruit flesh is thin and tastes utterly foul, enveloping an incredibly hard stone. As the seasons wear on and the berries fall, the ground around the bushes becomes increasingly more treacherous as the stones, which take years to wither away, accumulate. Many a child has divot-like scars on her arms and legs from taking a spill or three around an ironberry bush. The berry stone is as hard as the iron for which the plant is named and may as well be made of rock except that it is undoubtedly more enduring. The reason for this is that it contains dense concentrations of iron ore, which the plant's roots extract from the soil and use as a nutrient, and organic adamantine, a strange by-product of the plant's iron ore consumption.

The plant's foliage is too wiry and fibrous to be useful even as last-resort kindling. Its flowers are small and unattractive, and its pollen contains potent allergens that can play havoc with a person's eyes and sinuses. Ironberry stones, though, make effective weapons when awakened properly by an herbalist and subsequently forged by a competent blacksmith.

There are tall tales of an *ingogo* villain who filled his mouth with ironberry stones and then spat them out with such force at his enemies that the bullets shot straight through them and kept going until they hit something harder.

Climate/Terrain: Temperate and warm mountains. In Nyambe, ironberry bushes grow in the Giko Taaba Mountains, often cultivated by the *utuchekulu* (oo-too-cheh-KOO-loo) dwarves.

Availability: Uncommon (32 cp per lb.)

Bindings: Abjuration 8, Transmutation 8

Traits: Readfah 8, Enchanted 20

MUNDANE CONCOCTIONS

Readfah: Twice a year, ironberries release their pollen over a period of one month's time. It is a very potent allergen. A character allergic to ironberry pollen becomes bleary-eyed and stuffy-nosed within minutes of inhaling the invisible, tiny spores. A short time later, her breathing becomes labored, her blood pressure rises and her head throbs with pain. To determine if a character that has never been exposed to ironberry pollen before has an allergy to it, make a Constitution check (DC 10). If she fails, then she has the allergy. The next time she comes within 2 miles of a bush in bloom, she must make a Fortitude save (DC 25). If she fails, she suffers from a -2 circumstance penalty to all actions (any 1d20 roll, such as skill checks, saves, attack rolls, etc.) for the next 24 hours. *Cure light wounds* and all other higher-level healing magic cast just one time on the character will obviate this penalty until the next Fortitude check is required.

Enchanted: The ironberry stone is made of metabolize iron ore. A clever character can awaken it with a Natural Medicine skill check (DC 35) to produce something similar to adamantine, but which is magical in nature. An herbalist may awaken one pound of ironberry stones with each skill check. The cost to awaken ironberry stones is 20 gp per lb.

Awakened ironberry stones can be forged into *ironberry adamantine* weapons and armor like the *ironberry scimitar*, and used as *ironberry bullets* for slings.

NEW ARMOR/ WEAPON ABILITY: IRONBERRY ADAMANTINE

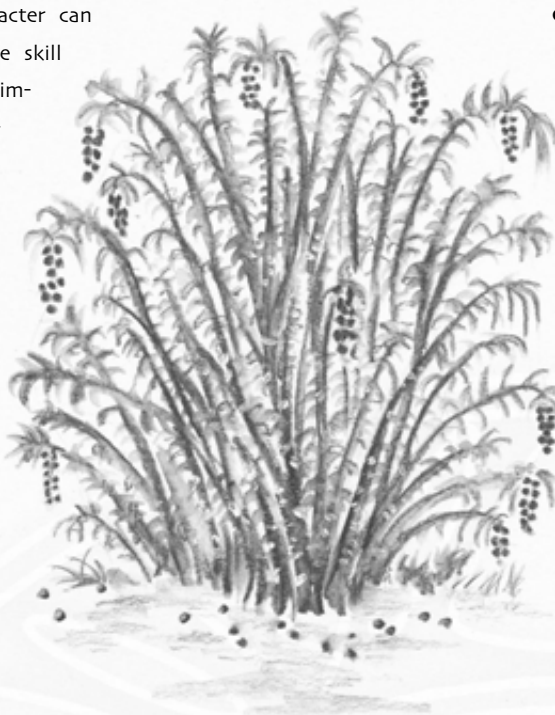
Awakened ironberry stones are identical to adamantine nuggets in feel and quality, and may be forged like true metal as long as there are enough of them. There is a non-cumulative 10% chance per hour of the forging process that the ironberry material loses its enchantment and becomes useless iron slag. Weapons and armor successfully forged with awakened ironberries gain a +1 and a +2 enhancement bonus respectively.

The cost for forging ironberry melee weapons or armor is 1/3 of the mundane equivalent's cost plus 1,000 gp. For ranged weapons, it is 1/3 of the mundane equivalent's cost plus 500 gp. Making either weapons or armor requires a separate Craft (weapon-smithing) or Craft (armorsmithing) skill check independent of the Natural Medicine check for awakening the ironberries. Approximately 6 pounds of ironberry stones are required for each pound of weight the item to be made will eventually possess. Items that are less than 1 pound require just 2 pounds of stones.

Ironberry weapons and armor are considered magical, and they always appear rusty even though they are not.

NEW SPECIFIC WEAPON: IRONBERRY SCIMITAR +1

Type: Slashing
Trait: Enchanted DC 35
Damage: 1d6
Critical: 18-20/x2
Range Increment: —



Weight: 6 (4) lb.

Cost: 1,485 gp

This is superficially a normal Nyamban scimitar, but one forged from ironberry adamantine, giving its wielder a +1 attack bonus. The only thing marking it as different from a normal adamantine weapon is its heavily rusted-looking surface. An ironberry scimitar is considered magical.

NEW AMMUNITION: IRONBERRY BULLET +1

Type: Special

Trait: Enchanted DC 35

Cost: 540 gp

Resembling a rusty steel ball, the *ironberry bullet* is actually an awakened seed from the ironberry plant. It is a magical piece of ammunition that confers a +1 attack bonus when used in tandem with a sling. Otherwise, it does normal sling bullet damage.

KHAT

Khat is a plant found in Nyambe and a few isolated areas in the Near East. It is an evergreen shrub that can grow to the height of a tree, producing reddish-brown leaves that dry to a yellow-green color.

Dried khat leaves are chewed as a stimulant, but their main use is to stave off hunger and sleep.

Climate/Terrain: Warm mountains. In Nyambe, khat is grown at the foot of the *Kuba Taaba* (KOO-bah TAH-bah) or "Copper Mountains," near the Great Mangrove Marsh.

Availability: Rare (260 sp per lb.)

Bindings: Enchantment 6, Evocation 6, Illusion 6, Necromancy 6

Traits: Birr 10, Euphoric 6, Gutlock 12

MUNDANE CONCOCTIONS

Birr: Chewing khat leaves provides energy and fights fatigue. A skilled herbalist can mix the leaves with various plant oils to produce a paste that fights off the effects of subdual damage (3.0) or nonlethal damage (3.5). This concoction heals 1d4+1 points of subdual/nonlethal damage. It also restores exhausted characters to

a merely fatigued state, and returns fatigued characters to a fresh state.

Euphoric: Khat produces a mild euphoric effect, limited by the difficulty of chewing the leaves. A skilled practitioner of natural medicine can prepare a much more effective compound, however. A concoction of powder from ground khat leaves puts the user in a state of heightened awareness, granting a +2 circumstance bonus to Listen, Spot, and Search checks for 4 hours.

This trait can be awakened into a magical ointment known as *cat sight*.

Gutlock: Khat is best known for its ability to fight off hunger pains. Eating a specially prepared concoction made from alcohol and khat leaves provides a character with a +4 circumstance bonus to Constitution checks made to resist taking subdual/non-lethal damage from thirst or starvation for 24 hours.

This trait can be awakened into a magical food known as *eternal rations*.

NEW MAGICAL CONCOCTION: CAT SIGHT

Type: Ointment
Trait: Euphoric DC 21
Market Price: 150 gp

These khat-oil drops are applied to the eyes. *Cat sight* ointment grants the user Darkvision for 1 hour, and Low-Light Vision for 8 hours.

NEW MAGICAL CONCOCTION: ETERNAL RATIONS

Type: Comestible
Trait: Gutlock DC 27
Market Price: 1,000 gp

Eating a serving of this khat leaf and millet-cake concoction makes it possible for a character to go without food or water for a full month. There are no harmful side effects from this substance.



KIJIWE GRASS

Kijiwe, or “stone grass,” grows on hillsides and the slopes of mountains. It does not grow prolifically, requiring several human lifetimes to spread as much as an acre. Mature kijiwe blades stand 6 feet high and are five inches wide. It gets its name from the peculiar rigidity of its blades, which makes them as hard as a stone and decidedly less fragile than ordinary grass. Kijiwe seeds resemble sandstone pebbles.

Few people find stone grass to be of much use, though the mountain inhabitants have been known to use the blades in lieu of wood or real stone when making temporary household repairs. Unfortunately, once the grass has been uprooted it loses its hardness within a few weeks.

Climate/Terrain: Warm mountains and hills. In Nyambe, kijiwe grass grows in the Kuba Taaba Mountains.

Availability: Rare (170 sp per lb.)

Bindings: Abjuration 4, Conjunction 9, Evocation 4

Traits: Bloodthick 8, Ofslaen 7, Shivertog 18

MUNDANE CONCOCTIONS

Bloodthick: The inside of a kijiwe grass blade contains a viscous gel that, when rubbed into an open wound or injected into the bloodstream, has a hemostatic effect on the blood. When rubbed into a wound, it heals 3 points of damage; when used in conjunction with the Heal skill or turned into a mundane concoction by an herbalist and rubbed into a wound, it heals 6 points of damage. This effect only works once per day.

This trait can be awakened into a magical tincture called *the mosquito dance*.

Ofslaen: The seeds from kijiwe grass are known for causing deafness. Any creature unfortunate enough to ingest one must make a Fortitude save (DC 18). A failure results in primary damage equal to 1 temporary Constitution score point, and temporary deafness within 3d6 minutes. There is no secondary poison damage. The deafness wears off after 1d6 days, or can be removed with a *remove blindness/deafness* spell.

This trait can be awakened to create a magical seed called a *deafstone*.

Shivertog: The outer skin of a kijiwe grass blade contains copious amounts of shivertog, a by-product of the chemical responsible for the grass' rigidity. The only way to use the outer skin is to boil the blade in hot water for approximately 12 hours. Afterwards, the blade softens enough to strip away the tough, fibrous skin. Eating it as part of an herbalist-prepared concoction makes a person completely immune to all natural and magical effects that impact movement, Dexterity, and speed (such as the *haste* and *slow* spells) for 1 hour. Because of chemical residue left behind in the person's body, once this effect wears off he may not benefit from it again for at least a full week.

An epileptic who eats a number of ounces of kijiwe skin equal to his Constitution modifier does not exhibit the symptoms of his particular disease for up to 7 days.

This trait can be awakened into a repulsive concoction known as *might of Shonamu*.

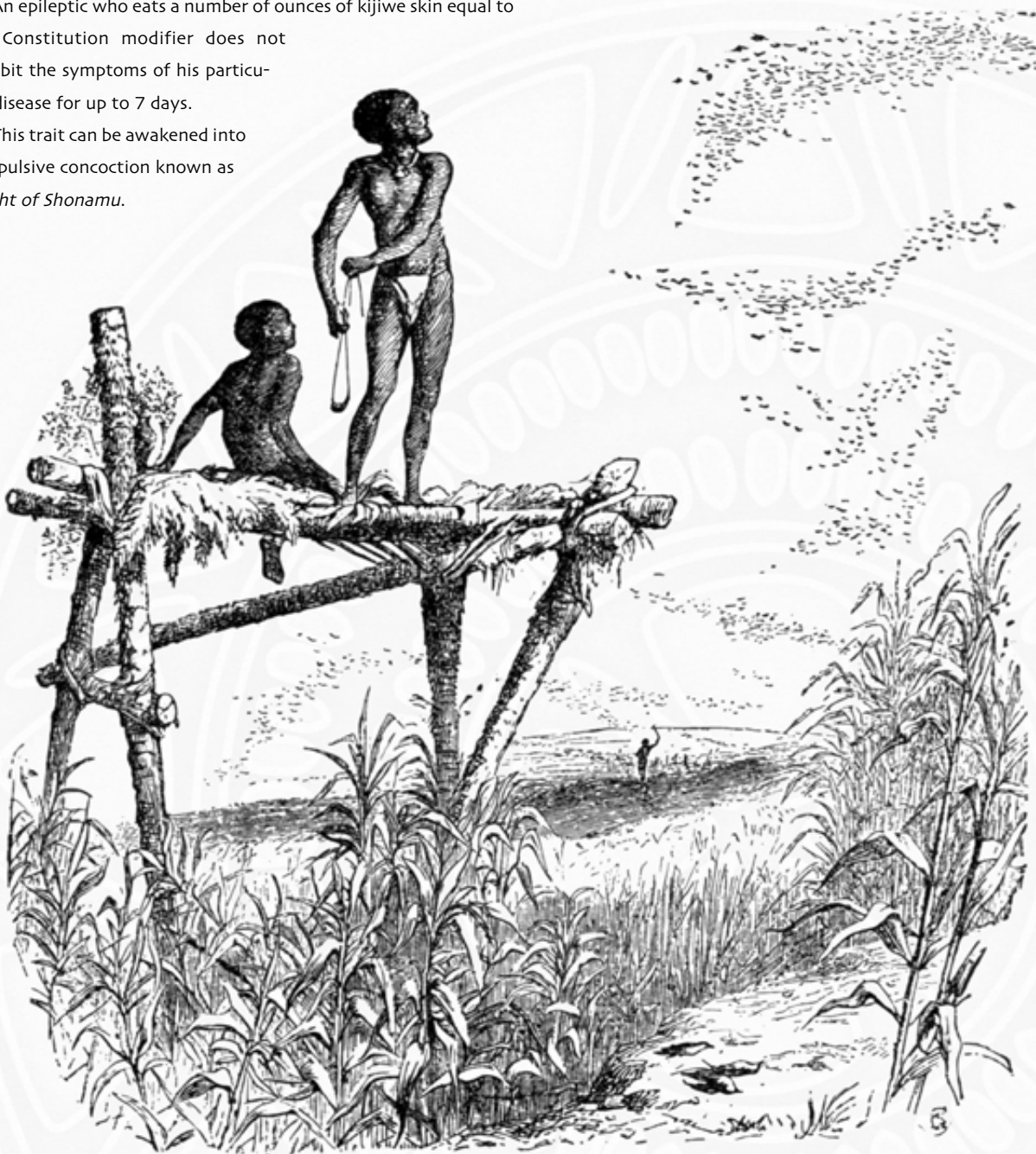
NEW MAGICAL CONCOCTION: THE MOSQUITO DANCE

Type: Tincture

Trait: Bloodthick DC 23

Cost: 840 gp

When a person applies three drops of this spicy-tasting liquid to his tongue, a thick but invisible fog emerges from his mouth for the next 2 rounds, filling the air out to 30 feet in all directions. This effect is similar, but not identical to, the



spell *solid fog*. The fog is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -2 penalty. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into the fog is slowed, so that each 10 feet of vapor that the creature or objects passes through reduces falling damage by 1d6. The fog lasts for 8 minutes.

Nothing natural can disperse the fog, but magic spells work normally against it. It also works underwater, creating a sphere of breathable, but thick, air.

NEW MAGICAL CONCOCTION: DEAFSTONE

Type: Special

Trait: Ofslaen DC 21

Cost: 330 gp

To all appearances, this is an ordinary stone, but in truth it is an awakened kijiwe seed. When placed on the earth for longer than 5 rounds, it "blossoms," creating an area of soundless space 15 feet in diameter. Nothing within the radius of effect can make even the slightest sound. This is the same effect as a *silence* spell cast by a 6th-level cleric, but with a permanent duration for as long as the seed remains in contact with the earth. If the *deafstone* is picked up, the effect terminates.

A *deafstone* may only be used one time before reverting to a normal seed. Once the seed returns to normal, it may not be enchanted again.

NEW MAGICAL CONCOCTION: MIGHT OF SHONAMU

Type: Potable

Trait: Shivertog DC 33

Cost: 4,000 gp

The great mchawi-herbalist Mumo of Kisi created this concoction by accident. He had been trying to create a concoction that would make a person's skin harder than iron, and then some. Instead, he ended up with a dirty, earthy liquid festering with undead earthworms and other unidentifiable bits, all mixed with shivertog taken from kijiwe grass. Drinking this concoction fills the imbiber with the strength of the orisha Shonamu.

For the next 10 rounds he receives the following bonuses and penalties: +20 sacred bonus to his Strength, Damage Reduction 30/+3 (3.0) or 15/adamantine (3.5), a -10 sacred penalty to his Dexterity (to a minimum of 1), and his speed is reduced by half. He is immune to critical hits, electricity, stunning, deafness, blindness, and ability score damage. Acid, fire, poison, and disease attacks do

half damage. The affected character can't be moved against his will, much less knocked down or picked up.

PURPLE LASIJANI

Also known as the "silkleaf orchid," this plant has resplendent, violet-colored leaves that surround a cluster of fat, white stamens. Otherwise, it has no blossom or petals. The lasijani's root typically weighs one or two pounds, is singular in nature, and people and animals alike harvest it as a source of food. Lasijani tubers contain high concentrations of starch, making it a staple, if bland part, of many diets. Seamstresses in Taumau-Boha use the orchid's leaf fibers for weaving fine silk-like clothing (especially head-scarves), while mchawi wizards often use the stamens for their psychotropic effects.

Climate/Terrain: Warm forests, plains, and hills. In Nyambe, purple lasijani grows in Taumau-Boha, Wakyambi-Land, and Mbawe.

Availability: Uncommon (20 cp per lb.)

Bindings: Divination 4, Illusion 4, Transmutation 2

Traits: Dreamstyre 4, Passionfire 4, Weyn 2

MUNDANE CONCOCTIONS

Dreamstyre: Purple lasijani stamens are thicker than those found on other plants of the same type, and loaded with high concentrations of a psychotropic chemical. The hallucinations they induce are always of a morbid nature, giving the imbiber visions of ghouls, spirits, ghosts, and other undead creatures. While under the influence, the imbiber is constantly distracted by the hallucinations and thus receives a -2 to all skill checks and attack rolls. It also fills the imbiber with an euphoric sense of invulnerability, giving her 2 additional temporary hit points. The stamen effects last for two hours.

This trait can be awakened into a magical liquid called the eyes of *Siana*.

Passionfire: While most people use the lasijani's leaves for their textile-like properties, some people eat them raw to enhance their sexual prowess. The leaves taste awful, but if a person consumes at least 4 ounces of them he becomes highly aroused for 2d4 hours. Herbalists often utilize the lasijani passionfire trait to make potent love charms, a practice moral cultures frown upon because it makes the people who eat them highly susceptible to the otherwise normally undesired sexual advances of others. A character receives a -4 circumstance penalty to Bluff, Diplomacy, Intimidate, Sense Motive, and Wisdom checks when he enters a sexually-charged social situation while under the influence of lasijani leaves.

When awakened, this trait results in a magical concoction similar to the *fainne love charm*, the details of which are on page 185 of *Occult Lore*, published by Atlas Games.

Weyn: The plant's tubers are heavy with starch. Consuming a number of ounces equal to 4 times a creature's Constitution modifier increases his blood sugar significantly. This results in a +1 bonus to his Dexterity score for a period of 1 hour. At the end of that time, however, he receives a -2 penalty to his Dexterity score for a period of 2 hours as he comes down off the hyperglycemic high.

This trait can be awakened into a fibrous material known as *mpisimbi ear*.

NEW MAGICAL CONCOCTION: EYES OF SIAMA

Type: Ointment

Trait: Dreamstyre DC 19

Cost: 220 gp

Distilled from purple lasijani stems, this thin indigo liquid smells faintly like fresh mulch. When rubbed on the eyelids, a person's eyes tingle with electricity, her nostrils fill with the odor of ozone (making it impossible for her to track by Scent), and her skin becomes moist, as if exposed to a light rainfall. For a period of 80 minutes, the ointment also confers upon her the supernatural ability to make a Concentration skill check in order to see ethereal, incorporeal, and invisible fey creatures (DC + the creature's HD; if there are a group of creatures, use the least powerful one's HD).

Once such a creature becomes visible to her, she continues to see it as long as it remains in her line of sight. If the creature leaves her line of sight and then later returns, the affected character must make another skill check to see it again.

NEW MAGICAL CONCOCTION: MPISIMBI EAR

Type: Comestible

Trait: Weyn DC 17

Cost: 110 gp

This whitish, wiry bundle of fibers comes from dried lasijani root. It gets its name from a similar-looking food made from mpisimbi ears, a delicacy in Taumau-Boha often eaten with boiled dumplings. When a person consumes this concoction, the

magic contained within fills her with an energy and speed not unlike that of the deadly plains leopard-hyena. For 4 hours, she gains a +2 enhancement bonus to her Dexterity modifier, +10 Speed, and the ability to Pounce. The Pounce ability allows a character who leap on a foe during the first round of combat to make a full attack even if he has already taken a move action (3.0), or to follow a charge with a full attack (3.5). When the effect wears off, the magic dissipates, causing 1 point of temporary Constitution damage in the process.



ROOIBOS

Found only in Nyambe, rooibos is a shrub with smooth branches and bunches of needle-like leaves. Though its use in natural medicine is a discovery only a few generations old, rooibos has already gained a reputation for soothing a wide variety of health problems. Rooibos is usually gathered wild, though enterprising merchants from the *Kaya vua Samaki* (KAH-yah VOO-ah sah-MAH-kee) have recently shown interest in cultivating it for sale to the Far East.

Climate/Terrain: Warm plains. In Nyambe it is grown mostly on the eastern coast, especially near the *Kaya vua Samaki*.

Availability: Common (6 cp per lb.)

Bindings: Conjunction 2, Evocation 2, Transmutation 4

Traits: Achebane 4, Allblight 3, Shivertog 5

MUNDANE CONCOCTIONS

Achebane: Rooibos needles contain anti-spasmodic agents, which can relieve stomach cramps and muscle pain. To release these agents, leaves from the plant must be bruised with hammers, left to ferment, and brewed into a tea. Drinking this specially prepared tea provides a +2 circumstance bonus to Concentration checks to ignore pain and distractions for 1 hour.

Allblight: Rooibos extract is said to help in the treatment of food allergies, hay fever, and other symptoms of an overactive immune system. This concoction adds a +4 circumstance bonus to any Heal checks made to treat allergic reactions. The bonus lasts 4 hours. However, it also makes the subject more vulnerable to infection and toxins, imposing a -1 circumstance penalty on Fortitude saves against diseases and poisons until the effect wears off.

This trait can be awakened into a nefarious substance known as *blight tea*.

Shivertog: Rooibos is best known for its ability to relieve tension and irritability. Drinking rooibos tea brewed from fresh needles bolsters resistance to fear, granting a +2 circumstance bonus to saves against all natural and magical *fear* effects for 4 hours.

This trait can be awakened to create a much stronger brew called *fearless tea*.

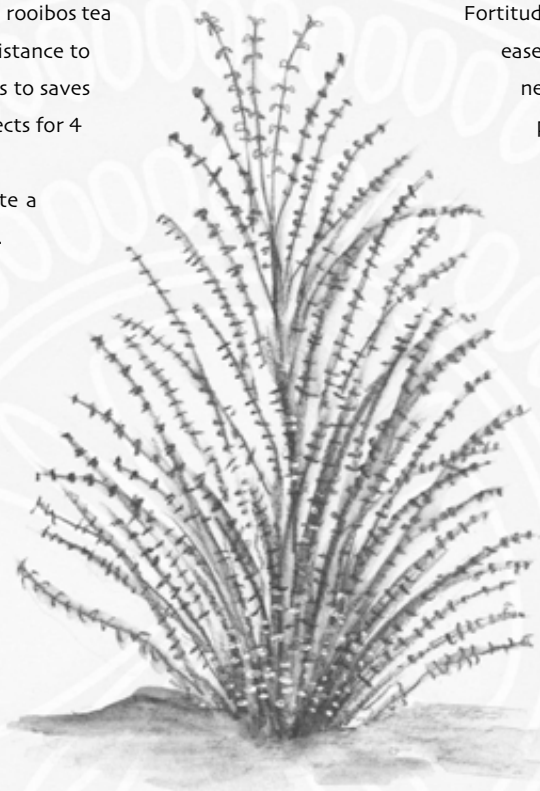
NEW MAGICAL CONCOCTION: BLIGHT TEA

Type: Potable

Trait: Allblight DC 18

Market Price: 25 gp

Made from fresh rooibos needles and extract from plague sores, *blight tea* makes the imbiber more susceptible to diseases and poisons of all sorts.



Unless the drinker can make a successful DC 22 Fortitude save, any Fortitude saves versus disease and poison that she makes over the next 24 hours suffer a -4 circumstance penalty.

NEW MAGICAL CONCOCTION: FEARLESS TEA

Type: Potable

Trait: Shivertog DC 20

Market Price: 25 gp

Made from fermented rooibos needles and marula fruit, *fearless tea* soothes the nerves, making the imbiber totally immune to natural and magical *fear* effects. The effects last for 12 hours.



CHAPTER THREE

MAGIC WEAPONS AND ARMOR



An incredible variety of weapons can be found in Nyambe, and many of these weapons have magical properties. Furthermore, despite the lack of mundane armor use in the hot tropical sun, magic armor is just as common here as it is in other realms, perhaps even more so. This is not surprising; armor is not commonly worn in Nyambe because its drawbacks outweigh its advantages, and magic armor changes that balance.

ANCESTRAL WEAPONS & ARMOR

Ancestral weapons and armor are magic items that begin their existence as simple masterwork items. Through strong charisma and the accomplishment of great deeds, the owner of such an item can bestow magical powers upon it. The powers only function at full strength for the original owner, though any descendants who inherit the item can potentially awaken its latent powers.

Anyone can turn a masterwork weapon, shield, or suit of armor into an ancestral item by empowering it with XP. To invest XP into an item, the character's party must defeat an opponent with a CR at least 2 higher than the average level of the party. The character must be wielding the weapon or shield, or wearing the armor during the encounter, and must make some contribution toward defeating the opponent. The character's entire share of XP from the encounter goes toward powering the item; the character cannot apply part of the XP toward the item and keep the rest for advancement. The amount of XP required to empower an item by one enhancement bonus level is equal to its enhanced market price

divided by 5. If the amount of XP required is greater than the character can earn in a single encounter, then the character can "bank" the XP from several encounters toward empowering the item. For example, turning a masterwork short sword into a *+1 short sword* costs $(2,310 \div 5 =)$ 462 XP. Later, the character could make the *+1 short sword* into a *+2 short sword* by applying an additional $[(8,310 - 2,310) \div 5 =]$ 1,200 XP. In any case, the effective bonus of the item can never be greater than 1/2 the character's level, rounded down.

If used by anyone other than the original owner, an ancestral weapon, shield, or suit of armor acts as nothing more than a simple masterwork item. However, a direct descendant of the original owner can re-activate the item's powers by empowering it with additional XP. The amount of XP needed to re-activate the item is equal to its market price divided by 25. For example, re-activating an *ancestral +1 short sword* costs $(2,310 \div 25 =)$ 93 XP. If the item was originally empowered to be a *+2 short sword*, that additional level of power could be reached by applying an additional $[(8,310 - 2,310) \div 25 =]$ 240 XP. Just like for the original owner, the item cannot be re-activated to a higher bonus than 1/2 the new owner's current level, rounded down.

If an ancestral item is found randomly in a treasure horde, the GM should determine if a character in the party is somehow descended from the original owner. Due to the complexities of family trees, there are no rules for making this determination. If the item was created recently, the GM can simply rule by fiat. If the item is of ancient origin, the GM may instead choose to make a per-

centile roll, and assign some reasonable percentage that the character is descended from the original owner.

NEW ARMOR AND SHIELD ABILITIES

In addition to the armor and shield abilities listed in *Nyambe: African Adventures*, the following new armor and shield abilities can be found in the Land of the Overpower.

BLOOD

This enchantment is only found on suits of armor or shields made from animal skin, such as leather, studded leather, hide armor, or leather shields. If randomly determined for an inappropriate suit of armor or shield, reroll. The "skin" of this armor feels warm to the touch, and can even be injured and healed like a living thing. *Blood* armor and shields have their own hit points. Depending on the power of the item, it can have 5, 10, 15, 20, or even 25 hit points. The armor or shield is subject to healing spells, and heals 1 hit point per day naturally. The armor or shield is not destroyed once the hit points are used up, and can be healed back up normally. It's commonly believed that the ancient kosans developed this enchantment, but there is no evidence to support this theory.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *stoneskin*, *heal*; Price +1 bonus (5 hp), +2 bonus (10 hp), +3 bonus (15 hp), +4 bonus (20 hp), +5 bonus (25 hp)

HEALING

Healing armor and shields sense when the user falls below 0 hp, and immediately administer either a *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, or *cure critical wounds* spell, depending on the strength of the ability. The armor or shield cannot heal the user more than 3 times per day. Items with this ability are usually marked with a stylized balance, which is the symbol of the celestial orisha *Nimbala* (nihm-BAH-lah) the judge.

Typically faint conjuration (healing), but moderate conjuration (healing) for *cure critical wounds*; CL 1st (*cure light wounds*), 3rd (*cure moderate wounds*), 5th (*cure serious wounds*), 7th (*cure critical wounds*); Craft Magic Arms and Armor, *cure light wounds*/*cure moderate wounds*/*cure serious wounds*/*cure critical wounds*; Price +1 bonus (*cure light wounds*), +2 bonus (*cure moderate wounds*), +3 bonus (*cure serious wounds*), +4 bonus (*cure critical wounds*)

IMMOBILE

An enchantment originally created by ngoloko half-orcs, items with the *immobile* ability cause the defender to be treated as one size larger when subject to bull-rush or trip attempts. As a side effect of this enchantment, armor and shields with this ability weigh 10% greater than normal.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *spider climb*; Price +1 bonus

INDESTRUCTIBLE

Indestructible armor and shields have their Hardness and hit points doubled. Kosan items with this ability have their Hardness and hit points tripled, and it is said that this ability was originally of kosan origin. *Indestructible* items always appear to be in perfect condition, free of dust, corrosion, and stains.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *mending*; Price +1 bonus

LIGHTWEIGHT

Lightweight armor has its armor category reduced to the next type, and its weight is reduced by 20%. Heavy armor is treated as if it was medium armor, medium armor is treated as if it was light armor, and light armor is treated as if it was clothing. This does not affect the armor check penalty, maximum Dexterity bonus, or arcane spell failure chance. However, someone with Light Armor Proficiency could wear a suit of +1 *lightweight chainmail* without the standard non-proficiency penalty, and a ranger could make free use of his Two-Weapon Fighting ability while wearing it as well. As a side effect of this enchantment, armor with this ability weighs 10% less than normal. The *lightweight* ability cannot be applied to shields.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *reverse gravity*; Price +2 bonus

PSIONIC SUBDUAL (PSIONIC ABILITY)

The ancient serpent people known as the *samat* (SAH-maht) invented this ability as a psionic enhancement, but it was eventually transformed into the magical *subdual* ability found in the *Nyambe: African Adventures* book. Armor and shields with the *psionic subdual* ability always appear reptilian and scaled. When struck for lethal damage, these items convert 5 or 10 points of the incoming damage into subdual damage (3.0) or nonlethal damage (3.5).

Moderate transmutation; ML 8th; Craft Psionic Arms and Armor, *biofeedback*; Price +2 bonus (5 points), +4 bonus (10 points)

NEW SPECIFIC ARMOR AND SHIELDS

In addition to the specific armor and shields listed in *Nyambe: African Adventures*, the following new specific armor and shields can be found in the Land of the Overpower.

BEEKEEPER'S ARMOR

This *+1 woven cord armor* (use padded armor if you don't have a copy of *Nyambe: African Adventures*) is made of straw, and covers the wearer's entire body from head to toe. In order to keep out bees, even the eyes are covered, though it is possible to see out through the weave of the armor.

An individual wearing *beekeeper's armor* is constantly warded by a *repel vermin* effect, and once per day, can generate a smoke cloud identical to that produced by a *pyrotechnics* spell.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *repel vermin*, *pyrotechnics*; Price 85,162 gp; Cost 42,661 gp + 3,400 XP

BONDED HIDE ARMOR

Upon the utterance of a command word, this *+2 hide armor* melds with the wearer's skin. The bonded armor still provides its normal armor bonus, and is still considered medium armor, but its maximum Dexterity bonus increases to +6, its arcane spell failure decreases to 10%, and its armor check penalty falls to -1. In addition, the wearer only suffers only a -2 penalty to Fortitude saving throws against subdual damage (3.0) or nonlethal damage (3.5) from heat exposure instead of the usual -4. A second command word causes the armor to release, allowing it to be removed normally.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *barkskin*; Price 9,165 gp; Cost 4,665 gp + 360 XP

CHEETAH ARMOR

This *+3 hide armor* is made from the skin of a cheetah. Once per hour, the wearer can choose to sprint. Sprinting allows the wearer to run at 10 times normal speed for 1 round.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *expeditious retreat*; Price 11,165 gp; Cost 5,665gp + 440 XP

COW SHIELD

This *+1 large leather shield* (use stats for a large wooden shield if you don't have a copy of *Nyambe: African Adventures*) is made of black-and-white spotted cowhide. Once per day, if set upon the ground and the command word is spoken, it transforms into a healthy full-grown cow. This cow can be milked, commanded as if a summoned animal, or even slain and eaten. If the hide remains

mostly intact, a second command word will return it to the form of a shield. Any meat, horns, milk, or other animal products that remain after transforming back into a shield rot and decay after 24 hours. Though this item is undoubtedly useful, most people believe the artificer responsible for inventing this shield was at least slightly insane.

Moderate conjuration (summoning); CL 5th; Craft Magic Arms and Armor, *create food and water*, *summon nature's ally III*; Price 6,555 gp; Cost 3,355 gp + 256 XP

CROCODILE ARMOR

This *+4 hide armor*, made from the skin of a crocodile, provides the wearer with a +4 natural armor bonus. This natural armor bonus is in addition to the +4 enhancement bonus, and the +3 armor value of the hide, for a total armor bonus of +11.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *barkskin*; Price 40,165 gp; Cost 20,165gp + 1,600 XP

DANCING SHIELD

This *+1 small basketwork shield* provides its user with the grace of a master dancer, and the following special abilities:

- The user gains a +1 dodge bonus to AC, and a +4 dodge bonus to AC when subject to attacks of opportunity (the +4 bonus supercedes the +1 bonus, and is not in addition to it).
- The user's speed increases by +10 feet, provided she is wearing no armor, light armor, or medium armor, and not carrying a heavy load.
- Whenever subject to an attack that allows half damage on a successful Reflex save, the user takes no damage on a successful save, and only half damage on a failed save.
- The user maintains her Dexterity bonus to AC (if any) when caught flat-footed or struck by an invisible attacker (she still loses her Dexterity bonus to AC if immobilized).
- The user cannot be flanked. This defense denies a nanala rogue the ability to use a flank attack to Sneak Attack the caster. The exception to this defense is that a nanala of at least four levels higher than the caster can flank her, and thus Sneak Attack her.
- Finally, the user gains a +4 bonus to Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

These effects can be used once per day when triggered by a command word, and last 1 minute per caster level (ie. 17 minutes).

Strong divination; CL 17th; Craft Magic Arms and Armor, *weaving dance* (if you do not have a copy of *Nyambe: African Adventures*, substitute the *foresight* spell); Price 56,231 gp; Cost 28,191 gp + 2,243 XP

DIMBA ARMOR

Dimba (DIHM-bah) armor is a suit of +3 *fetish armor* (use normal clothing if you don't have a copy of *Nyambe: African Adventures*) that has the ability to protect arcane spellcasters against the attacks of magic eaters (the magic eater prestige class was introduced in *Nyambe: African Adventures*). Any special attack that causes spellcasters to lose prepared spells or spell slots, including a magic eater's Spell-Eater or Spell-Devourer special abilities, has no effect against anyone wearing a suit of *dimba armor*. The fetishes on *dimba armor* are typically crafted from the body parts of slain magic eaters.

Strong abjuration; CL 12th; Craft Magic Arms and Armor, *antimagic field*; Price 16,175 gp; Cost 8,175 gp + 640 XP

FORCE SHIELD

The bearer of this +1 *small leather shield* (substitute a small wooden shield if you don't have a copy of *Nyambe: African Adventures*) is protected by a continuous *mage armor* spell, providing a +4 (force) armor bonus to the bearer's AC. In addition, a *force shield* automatically absorbs all incoming *magic missile* attacks. The armor provided by a *force shield* does not stack with worn body armor. *Force shields* are always made of black and white spotted cowhide, with large areas of black and small white spots.

Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *mage armor, shield*; Price 21,152 gp; Cost 10,652 gp + 840 XP

GRAFTING SHIELD

This item appears to be a +2 *large leather shield* (if you don't have a copy of *Nyambe: African Adventures*, use a large wooden shield). When the appropriate command word is spoken, it grafts onto the user's arm, allowing her to have a free hand as if it was a buckler. Other properties of the shield, such as maximum Dexterity bonus, armor check penalty, etc., remain unchanged. A second command word causes the shield to release itself from the user's arm.

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *web*; Price 5,155 gp; Cost 2,655 gp + 200 XP

LEOPARD ARMOR

This +2 *leather armor* is made from the tanned skin of a leopard. When worn it provides a +4 circumstance bonus to Hide and Move Silently, and a +8 circumstance bonus to Balance checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Faint illusion, CL 4th; Craft Magic Arms and Armor, *invisibility*; Price 13,760 gp; Cost 6,960 gp + 544 XP



LION ARMOR

This suit of *+5 leather armor* is made from the skin of a lion. With a command word, the wearer's hands and feet transform into lion paws, and the wearer's head changes into that of a lion. The wearer gains the ability to make 2 claw attacks each round for 1d4 points of damage each, and a bite attack for 1d8 points of damage. These attacks obey all the standard rules for natural weaponry. In addition, if both claw attacks hit, the user can make a free grapple attempt without provoking an attack of opportunity. If the grapple succeeds, the wearer can attempt to rake with his hind feet for 1d4 points of damage each.

Strong transmutation; CL 14th; Craft Magic Arms and Armor, *polymorph self* (3.0) or *polymorph* (3.5); Price 49,160 gp; Cost 24,660 gp + 1,960 XP

MONKEY ARMOR

This *+1 leather armor* is sewn together from monkey skins, complete with a tail. When worn, it provides the wearer with a +10 circumstance bonus to Climb checks.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *spider climb*; Price 11,160 gp; Cost 5,660 gp + 440 XP

OSTRICH ARMOR

This suit of *+1 leather armor* is made from ostrich skin, complete with feathers. When worn, *ostrich armor* increases the user's speed to 50 feet (there is no effect if the wearer's speed is already greater than 50 feet), and allows the wearer to deliver a kick attack each round for 1d6 points of damage plus 1 1/2 times the wearer's Strength bonus. The kick attack obeys all the standard rules for natural weaponry, which means it can be used in conjunction with weapon attacks if the wearer accepts a -5 penalty to the kick attack roll.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *expeditious retreat*; Price 9,160 gp; Cost 4,660 gp + 360 XP

SHIELD OF BASKETS

This *+2 basketwork body shield* (see mundane equipment in Chapter 1) was created by the same slightly off-center artificer responsible for the *cow shield*. If set upon the ground and the proper command word is spoken, it can transform into a Nyamban basket, a basketwork stool, or a basketwork table (see *Nyambe: African Adventures* for more information on these items). A second command word will transform the item back into its shield form.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *floating disk*; Price 6,162; Cost 3,162 + 240 XP

SPIRIT SHIELD (PSIONIC)

The bearer of this *+2 large leather shield* (substitute a large wooden shield if you don't have a copy of *Nyambe: African Adventures*) generates a continuous *ectoplasmic armor* effect, providing a +5 (force) armor bonus to the bearer's AC. The armor provided by a *spirit shield* does not stack with worn body armor. Spirit shields are always made of black and white spotted cowhide, with large areas of white and small black spots.

Moderate abjuration; CL 11th; Craft Psionic Arms and Armor, *ectoplasmic armor*; Price 29,155 gp; Cost 14,655 gp + 1,160 XP

NEW WEAPON ABILITIES

In addition to the weapon abilities listed in *Nyambe: African Adventures*, the following new weapon abilities can be found in the Land of the Overpower.

BALANCED

Created by the diminutive *nghoi* (ng-HOHY) humans, *balanced* weapons are treated as if they are one size smaller. For example, a *+1 balanced shortspear* is treated as a Small weapon instead of a Medium weapon. This allows it to be used one-handed by a Small creature, or as a light weapon by a Medium creature. Though it does not weigh any less, a *balanced* weapon feels as light as a feather when wielded. This ability cannot be applied to ranged weapons.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *reduce* (3.0) or *reduce person* (3.5); Price +2 bonus

BELITTLING

On a successful hit, a *belittling* weapon inflicts 1 point of temporary Wisdom score damage. *Belittling* weapons always feel hot in the wielder's hand, and are typically decorated with carvings of warring children. The ancient kosans devised this ability, and to this day only the ngoloko half-orcs know how to create *belittling* weapons.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, creator must have orc blood, *bestow curse*; Price +3 bonus

CONSTRUCT-DESTROYING

Crafted for the purpose of combating iron golems, a *construct-destroying* weapon is capable of damaging the structural weak points in a construct, allowing the wielder to score critical hits against them. Such a weapon is always crafted to resemble a humanoid figure.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus

CRIPPLING

On a successful hit, a *crippling* weapon inflicts 1 point of temporary Dexterity score damage. *Crippling* weapons always shake slightly in the wielder's hand, and are typically decorated with carvings of people or animals falling into pits. The ancient kosans devised this ability, and to this day only the ngoloko half-orcs know how to create *crippling* weapons.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, creator must have orc blood, *bestow curse*; Price +3 bonus

DISARMING

Crafted for use in ritual combat, a *disarming* weapon has its enhancement bonus increased by +4 when used to disarm an opponent. For example, a +2 *disarming shortsword* is treated as a +6 *shortsword* for the purpose of disarming an opponent. Weapons with this enchantment are always balanced toward the hilt or haft. This ability cannot be applied to ranged weapons.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *grease*; Price +2 bonus

ELEMENTAL-DESTROYING

Crafted for battling the servants of the elemental orisha, an *elemental-destroying* weapon is capable of damaging the points of weak cohesion in an elemental, allowing the wielder to score critical hits against them. Such a weapon seems to be enveloped in alternating pulses of earth, air, fire, and water, though these emanations have no game effect.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus

HEART-PIERCING

A *heart-piercing* weapon pierces the heart of an enemy (if it has one) on a critical hit, usually resulting in death. Certain creatures, such as many aberrations, constructs, and all oozes, have no hearts to pierce. Other creatures, such as undead other than vampires, are not affected by the loss of their hearts. The GM may have to make judgment calls in some cases. Only piercing weapons can be enchanted to be *heart-piercing*. If this result is determined randomly for a non-piercing weapon, reroll. The forces of the Zombi Empire originally crafted these weapons, and to this day the *NaBula* (nah-BOO-lah) people refuse to wield them. This ability cannot be applied to ranged weapons.

Strong necromancy; CL 18th; Craft Magic Arms and Armor, *true strike, finger of death*; Price +5 bonus

IRRESISTIBLE

Irresistible weapons are designed to fight the servants of the orisha. For 3.0, an *irresistible* weapon is considered to have an enhancement bonus 2 points higher than actual for the purposes of bypassing Damage Reduction only. For example, a +1 *irresistible club* would be considered a +3 *club* for bypassing Damage Reduction. For 3.5, an *irresistible* weapon is considered to be both cold iron and alchemical silver for bypassing damage reduction. Weapons with this enchantment appear normal, but release a pale flash of light when striking a creature with Damage Reduction.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *greater magic weapon*; Price +1 bonus

OOZE-DESTROYING

An *ooze-destroying* weapon is capable of damaging the organelles in an ooze, allowing the wielder to score critical hits against them. Such a weapon constantly drips a harmless but disgusting protoplasm.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus

PLANT-DESTROYING

Created to battle the servants of the plant orisha, a *plant-destroying* weapon is capable of damaging the structural weak points in a plant, allowing the wielder to score critical hits against them. Every few hours, these weapons spontaneously sprout leaves, which then quickly wither and die.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus

POINTED

This enchantment increases the threat range of a weapon by 2. For instance, if it's placed on a longspear (which has a normal threat range of 20), the *pointed longspear* scores a threat on an 18 to 20. Only piercing weapons can be enchanted to be *pointed*. If you roll this property randomly for an inappropriate weapon, reroll. Weapons with this enchantment come to a fine point that seems to emit a twinkle of light. As might be imagined, this enhancement is quite common in the lands of Nyambe-tanda, where spears see frequent use. This ability cannot be applied to ranged weapons.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *spike growth*; Price +1 bonus

QUICK

A *quick* weapon can be readied as a free action, as if the wielder had the Quick Draw feat. Weapons with this enchantment tend

to vibrate slightly, as if they want to fight of their own accord. The wakyambi elves, who are always in danger while living in their rainforest homes, created this ability to give them a better chance of surviving ambushes from the many deadly monsters within the rainforest. This ability cannot be applied to ranged weapons.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *expeditious retreat*; Price +1 bonus

SCARRING

On a successful hit, a *scarring* weapon inflicts 1 point of temporary Charisma score damage. *Scarring* weapons always feel cold in the wielder's hand, and are typically decorated with carvings of leering faces. The ancient kosans devised this ability, and to this day only the ngoloko half-orcs know how to create *scarring* weapons.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, creator must have orc blood, *bestow curse*; Price +3 bonus

SICKENING

On a successful hit, a *sickening* weapon inflicts 1 point of temporary Constitution score damage. *Sickening* weapons always feel sweaty in the wielder's hand, and are typically decorated with carvings of plague victims. The kosan orcs developed this ability, and to this day only the ngoloko half-orcs know how to create *sickening* weapons.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, creator must have orc blood, *bestow curse*; Price +3 bonus

SKULL-CRUSHING

A *skull-crushing* weapon shatters the skull of an enemy (if it has one) on a critical hit, usually resulting in death. Certain creatures, such as many aberrations, constructs, and all oozes, have no skull to crush. Other creatures, such as undead, have skulls, but are not unduly harmed by the crushing. The GM may have to make judgment calls in some cases. Weapons with this enchantment are always decorated with carvings of skulls. Only bludgeoning weapons can be enchanted to be *skull-crushing*. If this result is randomly determined for a non-bludgeoning weapon, reroll. The forces of the Zombi Empire originally crafted these weapons, and to this day the *agogwe* (ah-GOHG-weh) halflings refuse to wield them. This ability cannot be applied to ranged weapons.

Strong evocation; CL 18th; Craft Magic Arms and Armor, *true strike, crushing hand*; Price +5 bonus

SPIRIT-BANE (PSIONIC ABILITY)

This ability was developed by ancient *Mbanta* (m-BAHN-tah) psions, and it is said that some *Mbanta* still retain the secrets to its creation. *Spirit-bane* weapons have crystalline striking surfaces that seem to have moving shapes within them. These weapons are

designed to be used against the servants of the orisha, and if such a weapon is used against an undead, outsider, elemental, or fey, its enhancement bonus increases by +2, and it inflicts an additional 2d4 points of psionic damage. This ability cannot be applied to ranged weapons.

Strong necromancy; ML 15th; Craft Psionic Arms and Armor, *metaphysical weapon, sever the tie*; Price +3 bonus

STUPEFYING

On a successful hit, a *stupefying* weapon inflicts 1 point of temporary Intelligence score damage. *Stupefying* weapons always appear slightly out-of-focus, and are typically decorated with carvings of dancing monkeys. The ancient kosans devised this ability, and to this day only the ngoloko half-orcs know how to create *stupefying* weapons.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, creator must have orc blood, *bestow curse*; Price +3 bonus

SUNDERING

Originally designed for use in ritual combat, a *sundering* weapon has its enhancement bonus increased by +4 when used to strike an inanimate object. For example, a +1 *sundering dagger* would be treated as a +5 *dagger* when used to break an opponent's weapon. Weapons with this enchantment are either forged with jagged edges or studded with iron spikes. This ability cannot be applied to ranged weapons.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *shatter*; Price +1 bonus

UNDEAD-DESTROYING

Designed for fighting the servants of the ancestor orisha, an *undead-destroying* weapon is capable of damaging the structural weak points in an undead creature, allowing the wielder to score critical hits against them. These weapons always stink like rotting flesh.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus

UNYIELDING

This enchantment increases the threat range of a weapon by 2. For instance, if it's placed on a club (which has a normal threat range of 20), the *unyielding club* scores a threat on an 18 to 20. Only blunt weapons can be enchanted to be *unyielding*. If you roll this property randomly for an inappropriate weapon, reroll. Weapons with this enchantment appear normal, but the weight suddenly shifts to the striking surface of the weapon on a successful hit. As might be imagined, this enhancement is quite prevalent

in the lands of Nyambe-tanda, where clubs are common weapons. This ability cannot be applied to ranged weapons.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *shatter*; Price +1 bonus

WEAKENING

On a successful hit, a *weakening* weapon inflicts 1 point of temporary Strength score damage. *Weakening* weapons always feel heavy in the wielder's hand, weigh 20% more than normal, and are typically decorated with carvings of mutilated bodies. The ancient kosans devised this ability, and to this day only the ngoloko half-orcs know how to create *weakening* weapons.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, creator must have orc blood, *bestow curse*; Price +3 bonus

NEW SPECIFIC WEAPONS

In addition to the specific weapons listed in *Nyambe: African Adventures*, the following new specific weapons can be found in the Land of the Overpower.

BEHEADING SWORD

This weapon is a +3 *executioner's sword* (if you don't have a copy of *Nyambe: African Adventures*, use a greatsword) that carries a minor *vorpal* enchantment. Unlike a true *vorpal* weapon, a critical hit with this sword does not decapitate an opponent. However, if used to make a *coup de grace* attack, the victim is automatically beheaded.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *finger of death*; Price 32,330 gp; Cost 16,330 gp + 1,280 XP

CEPHALIC DAGGER

This dagger is fashioned with a pommel in the shape of a featureless human head. When used against a creature with a dissimilar body type — for example, if a human uses it to attack a dragon — the weapon simply functions as a +2 *dagger*. However, if the wielder stabs a creature of a similar body type — such as a wakyambi elf stabbing a human — the wielder is immediately transformed into the image of the creature struck. This is similar to a *change self* spell (3.0) or *disguise self* spell (3.5), and provides a +10 bonus to Disguise checks made to impersonate the creature, but lasts only until the wielder uses the dagger against another creature. When used in this fashion, the pommel takes on the appearance of the stabbed creature's head, and remains so transformed until it is used against another creature. Though the trans-

formation is permanent, the wielder can always choose to stab himself and return to his normal form.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *change self* (3.0) or *disguise self* (3.5); Price 18,302 gp; Cost 9,302 gp + 720 XP

CRYSTAL SPEAR (PSIONIC ITEM)

A *crystal spear* is a +1 *barbed spear* (use a normal javelin if you don't have a copy of *Nyambe: African Adventures*). If it successfully strikes a target, it shatters, sending shards of crystal and a blast of psionic energy in all directions. The target suffers normal weapon damage, and in addition all creatures within 20 feet of the exploding spear (including the target) suffer 7d4 points of psionic damage, with no saving throw allowed. The spear is destroyed in the explosion.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *mass concussion*; Price 1,744 gp; Cost 1,024 gp + 58 XP

FLYSWATTER OF WHIPPING

This magical giraffe-tail flyswatter functions as a +2 *whip*. Unlike normal whips, it causes physical damage instead of subdual damage (3.0) or nonlethal damage (3.5), and inflicts full damage against heavily armored opponents.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *magic weapon*; Price 10,301 gp; Cost 5,301 gp + 400 XP

FOREST AXE

This weapon appears to be a +1 *greataxe* with a blade made from ironwood instead of normal iron. However, once per day, when struck against a tree, it can cast an *awaken* spell on the tree, granting it movement and sentience.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *awaken*; Price 20,320 gp; Cost 10,320 gp + 800 XP

GUIDED SHANGO

This weapon is a +1 *throwing blade* (use a throwing axe if you don't have a copy of *Nyambe: African Adventures*). When thrown, it can be guided by the thrower's mental commands within a range of 75 feet. The blade can hover in place, round corners, and the thrower can observe the area around the blade at all times, as if a *clairvoyance* spell was centered on it. After either striking or missing its target, it returns to the thrower.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *mage hand*, *clairvoyance*; Price 12,307 gp; Cost 6,307 gp + 480 XP

HUNTING BOW

This *+4 composite longbow* is made from layers of laminated antelope horn, and is designed for hunting rather than for war. It ignores modifiers for concealment, and halves AC modifiers for cover.

Moderate divination; CL 10th; Craft Magic Arms and Armor, *true seeing*; Price 50,375 gp; Cost 25,375 gp + 2,000 XP

NGOLOKO BACKSCRATCHER

The *ngoloko backscratcher* is much more than a simple backscratcher. Speaking a command word transforms it into a *+1* weapon with poison and biting fangs.

A *ngoloko backscratcher* has the following special abilities:

- On a critical hit, the fanged mouth on the backscratcher's palm bites into an opponent, increasing the critical multiplier for its claw attack from x2 to x4.
- Once per day, the wielder can *poison* an opponent on a successful attack roll. This is as per the *poison* spell as cast by an 8th-level sorcerer (DC 18 to resist; see spell description for details.)

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *greater magic fang*, *poison*, caster must be a half-orc; Price 6,302 gp; Cost 3,302 gp + 240 XP

SHIFTING SPEAR

When not being actively wielded, a *shifting spear* appears to be a *+2 halfspear*. However, by speaking the appropriate command word, it can also take the form of a *+2 shortspear* or a *+2 longspear*. If separated from its wielder, the weapon immediately reverts to its halfspear form.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *warp wood*; Price 12,454 gp; Cost 6,454 gp + 480 XP

SPINNING SWORD

This weapon is a *+3 two-bladed sword*. The sword grants the wielder the ability to spin it at incredible speeds as a move-equivalent (3.0) or move (3.5) action, transforming it into a deadly barrier for one round. While the blade is spinning, the wielder can make a single attack with the weapon.

Any creature that strikes the wielder with an unarmed attack, grapple, or natural weapon while the blade is spinning is automatically struck for 2d8+6 points of slashing damage, plus 1 1/2 times the wielder's Strength bonus. Any creature striking the wielder with a melee weapon while the blade is spinning is not struck, but its weapon is subject to the damage instead. Finally, the spinning blade can deflect arrows, allowing the user free use of the Deflect Arrows feat.

The barrier ability of the *spinning sword* can be used an unlimited number of times per day.

Strong abjuration; CL 12th; Craft Magic Arms and Armor, *blade barrier*; Price 68,700 gp; Cost 34,700 gp + 2,720 XP

STUNNING CLUB

A *stunning club* is a *+2 whacking stick* (use statistics for a normal club if you don't have a copy of *Nyambe: African Adventures*). Three times per day, but no more than once per round, the wielder can attempt a stunning attack. This must be declared before the attack roll is made. If the attack hits, in addition to inflicting normal damage, the target must make a DC 14 Fortitude save or be stunned for one round.

Moderate enchantment; CL 12th; Craft Magic Arms and Armor, *hold person*; Price 18,303 gp; Cost 9,303 gp + 720 XP

WAR PIPE

This is a long wooden smoking pipe. It can be used as a *+1 club*, and when filled with the herb dagga and smoked, it releases a cloud of noxious vapors with the effect of a *stinking cloud* spell. The cloud effect can be used once per day maximum.

Moderate conjuration; CL 5th; Craft Magic Arms and Armor, *stinking cloud*; Price 8,300 gp; Cost 4,300 gp + 320 XP

WHITE COCKSPUR ARROW

This *+1 arrow*, made from the foot of a white rooster, has the power to sever the connection between a spellcaster and the Overpower (the source of all magic). Any spellcaster struck by a *white cockspur arrow* must make a DC 23 Fortitude save or lose the ability to cast spells for 1d4+1 minutes.

Strong abjuration; CL 17th; Craft Magic Arms and Armor, *disjunction*; Price 1,006 gp; Cost 506 gp + 40 XP



CHAPTER FOUR

MAGIC ITEMS

Many different magic items can be found in the Land of the Overpower. While some might seem alien to foreigners, the vast majority use enchantments commonly found in other lands; only the form of the item is different.

Certain Nyamban items use different magic item slots than standard items:

- Headdresses take up the same item slot as hats/headbands/helmets.
- Masks take up the same item slot as lenses/goggles.
- Nyamban magic items do not use the gauntlets/gloves slot. Instead, there are two bracer/bracelet slots, allowing characters to wear both a set of bracers and a set of bracelets. Wearing a bracer or bracelet crafted by a Nyamban spellcaster deactivates the gauntlets/gloves slot.
- Nyamban rings can use slots for items other than rings. See the section on Advanced Rings.

ALTERNATE MAGIC ITEM CREATION FEATS

According to the D20 System rules, potions cannot contain spells above 3rd level, wands cannot contain spells above 4th level, and there is virtually no reason to learn the Craft Rod or Forge Ring feat.

The Nyambe setting addresses this by adding rules for advanced potions, non-standard rings, and the ability to combine rings and rods to create intelligent items. These are just patches, however. This section adds an alternate set of magic item creation feats to

replace those in the core D20 rules. If you choose to use these feats in your Nyambe campaign, you will not need the special rules for advanced potions or for combining magic rods and rings — though you can certainly still use them if desired.

CRAFT MINOR CHARGED ITEM [ITEM CREATION]

Prerequisites: Spellcaster level 1+

Benefit: You can create minor charged magic items. These items include scrolls, potions, wands, staves, charged weapons, charged armor, charged shields, charged wondrous items, charged rods, and charged rings.

The spells required in the creation of the item must be 3rd level or less, and the market price of the item cannot be greater than 10,000 gp.

CRAFT MINOR PERMANENT ITEM [ITEM CREATION]

Prerequisites: Spellcaster level 3+

Benefit: You can create minor permanent-effect magic items. These items include weapons, armor, shields, wondrous items, rods, and rings.

The spells required in the creation of the item must be 3rd level or less, and the market price of the item cannot be greater than 10,000 gp.

CRAFT MEDIUM CHARGED ITEM [ITEM CREATION]

Prerequisites: Craft Minor Charged Item, Spellcaster level 5+

Benefit: You can create medium charged magic items. These items include scrolls, potions (your GM may restrict potions with spells above 3rd level), wands (your GM may restrict wands with spells above 4th level), staves, charged weapons, charged armor, charged shields, charged wondrous items, charged rods, and charged rings.

The spells required in the creation of the item must be 6th level or less, and the market price of the item cannot be greater than 50,000 gp.

CRAFT MEDIUM PERMANENT ITEM [ITEM CREATION]

Prerequisites: Craft Minor Permanent Item, Spellcaster level 7+

Benefit: You can create medium permanent-effect magic items. These items include weapons, armor, shields, wondrous items, rods, and rings.

The spells required in the creation of the item must be 6th level or less, and the market price of the item cannot be greater than 50,000 gp.

CRAFT MAJOR CHARGED ITEM [ITEM CREATION]

Prerequisites: Craft Medium Charged Item, Spellcaster level 9+

You can create major charged magic items. These items include potions (your GM may restrict potions with spells above 3rd level), wands (your GM may restrict wands with spells above 4th level), staves, charged weapons, charged armor, charged shields, charged wondrous items, charged rods, and charged rings.

The spells required in the creation of the item must be 9th level or less, and there is no limit to the market price of the item (unless the GM sets one).

CRAFT MAJOR PERMANENT ITEM [ITEM CREATION]

Prerequisites: Craft Medium Permanent Item, Spellcaster level 11+

Benefit: You can create major permanent-effect magic items. These items include weapons, armor, shields, wondrous items, rods, and rings.

The spells required in the creation of the item must be 9th level or less, and there is no limit to the market price of the item (unless the GM sets one).

POTIONS

Due in part to the influence of natural medicine, potions are important magic items in Nyamban cultures. Many Nyamban potions are far more powerful than the minor brews found in other lands, and are very common items of treasure.

RULES RECAP: ADVANCED POTIONS

Nyamban spellcasters can create potions that hold spells above 3rd level, can create potions that have multiple spell effects, and can create potions from spells that do not have a range of touch. To brew such a potion, the creator must have at least 1 rank in the Natural Medicine skill, and be at least 5th level. The GM may assign additional Prerequisites as well, such as knowledge of the Craft Wondrous Item feat. Note that these advanced potions often have limitations or modifications that differ from the spells from which they are derived.

(This is a modified version of a rule that originally appeared in *Nyambe: African Adventures*).

ASH OF PROTECTION FROM LAW

This is a black cosmetic made from sacred ashes. When applied to the body, it provides warding equivalent to a *protection from law* spell for 1 minute.

Faint abjuration; CL 1st; Brew Potion, *protection from law*; Price 50 gp

CLAY OF PROTECTION FROM EVIL

This is a cosmetic made from white clay. When applied to the body, it provides warding equivalent to a *protection from evil* spell for 1 minute.

Faint abjuration; CL 1st; Brew Potion, *protection from evil*; Price 50 gp

EGG OF FERTILITY

This fertilized chicken egg is enchanted. Eating the contents provides the effect of a *fertility charm* spell (see *Nyambe: African Adventures* for details of this spell).

Faint transmutation; CL 3rd; Culinary Ashe (if you do not have access to *Nyambe: African Adventures*, substitute Brew Potion), *fertility charm*; Price 300 gp

OCBRE OF PROTECTION FROM GOOD

This is a reddish cosmetic made from ochre. When applied to the body, it provides warding equivalent to a *protection from good* spell for 1 minute.

Faint abjuration; CL 1st; Brew Potion, *protection from good*; Price 50 gp

OIL OF ASTRAL PROJECTION

Amongst the most powerful of potions, *oil of astral projection* frees the soul from the body, allowing it to soar along the coils of *da* (DAH), also known as the spirit world. Unlike the *astral projection* spell, you cannot bring others with you on your journey.

Strong necromancy; CL 17th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *astral projection*; Price 7,650 gp

POLYMORPH POTION

This potion, brewed from the blood of virtually any creature, provides the imbiber with a limited form of *polymorph self* (3.0) or *polymorph* (3.5). The user can only assume the form of the creature whose blood was used in the preparation of the potion. It otherwise functions as the spell.

Moderate transmutation; CL 7th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *polymorph self* (3.0) or *polymorph* (3.5); Price 1,050 gp

REGENERATION POTION

Brewed from the regenerating ichor of imps and quasits, this potion can mend severed limbs and heal grievous wounds. If severed limbs are present and pressed to the stump, the potion reattaches them in 1 round. Otherwise it requires 2d10 rounds for the severed limbs to grow back. In addition, the potion heals 1d8+13 points of damage. *Regeneration* potions are always stored in airtight containers and sealed with beeswax. The potion must be used or resealed within 10 rounds of opening; otherwise it regenerates into an imp (50% chance) or a quasit (50% chance). The resulting fiend is uncontrolled, and will usually attack the owner of the potion immediately.

Strong conjuration (healing); CL 13th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *regenerate*; Price 4,550 gp

RESTORATION POTION

Restoration potions are said to be the first advanced potions created by Nyamban artificers. The potion is brewed from the colorless tears of celestials and stored in clear crystal vials. Drinking it has an effect identical to that of a receiving a *restoration* spell. It also makes the imbiber smell like celestial tears. For one hour after drinking this potion, the imbiber gets a +2 circumstance bonus to Diplomacy checks with celestials, and a -2 circumstance penalty to Diplomacy checks with fiends.

Moderate conjuration (healing); CL 7th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *restoration*; Price 1,500 gp

SHEA OF PROTECTION FROM CHAOS

This is a tan-colored cosmetic made from oil of the shea tree. When applied to the body it provides warding equivalent to a *protection from chaos* spell for 1 minute.

Faint abjuration; CL 1st; Brew Potion, *protection from chaos*; Price 50 gp

SHIELD OTHER POTION

This potion is usually found as a set of two ostrich egg bottles. One bottle is decorated with images of violence, and is drunk by the protector. The second bottle is decorated with images of shields, and is drunk by the person to be protected. In all other respects, it functions as a *shield other* spell.

Faint abjuration; CL 5th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *shield other*; Price 500 gp

SILWANE-MANZI OIL

This magical substance is made from the oil extracted from the skin of Nyamban sahuagin, also known as *silwane-manzi* (sihl-WHAN-ee MAHN-zee). Though intended to make underwater combat easier, it works almost as well when used on land. The oil has the effect of a *freedom of movement* spell. When used underwater, the oil has twice the normal duration of the spell, but when used on land, the duration is halved.

Moderate abjuration; CL 7th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *freedom of movement*; Price 1,400 gp

SPIRIT FORM POTION

Drinking a *spirit form* potion shifts the imbiber into the shadow world, also known as the ethereal plane. This has the same effect as an *ethereality* spell, except that others cannot come along for the journey. This potion is always found in a stoppered iron flask, and the flask is always cold to the touch.

Moderate transmutation; CL 17th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *ethereality*; Price 7,650 gp

SPIRIT SIGHT CAKE

This item appears to be a small millet cake. Eating a *spirit sight* cake allows the ingester to see into the realm of the dead, mimicking the effects of a *true seeing* spell. Ethereal creatures tend to be favorably disposed toward those under the effect of this cake, and the imbiber gains a +2 circumstance bonus on Diplomacy checks toward those creatures.

Moderate divination; CL 9th; Culinary Ashe (if you do not have access to *Nyambe: African Adventures*, substitute Brew Potion), creator must have at least 1 rank in Natural Medicine and be at least 5th level, *true seeing*; Price 2,250 gp

WALK AMONG CLOUDS SOUP

This enchanted songbird soup allows the imbiber to walk amongst the clouds as if affected with a *wind walk* spell. Unlike the spell, the user cannot bring others along with him. If the soup is not eaten or the container is not resealed within 10 minutes of opening, the liquid evaporates and the substance is ruined.

Moderate transmutation; CL 11th; Culinary Ashe (if you do not have access to *Nyambe: African Adventures*, substitute Brew Potion), creator must have at least 1 rank in Natural Medicine and be at least 5th level, *wind walk*; Price 3,300 gp

WORD OF THE BAT

In ancient times, it is said that the Overpower gave the secret of resurrection to a frog and a bat. The bat grew hungry, ate the frog, and forgot the secret, so Nyamban spellcasters have been trying to re-learn the secrets of raising the dead ever since. This powder, crafted from grave earth, carries an unreliable ability to raise the dead. Though it mimics the effect of a *raise dead* spell, it has a flat 30% failure rate, and can only be used once on any given body. Fortunately, even if the powder fails, later attempts at resurrection through other means are still possible.

Moderate conjuration (healing); CL 9th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *raise dead*; Price 5,075 gp

WORD OF THE FROG

This magical powder is made from ashes taken from sacrificial fires burned in some of the greatest shrines in the land, and carries the power of true resurrection. When sprinkled on the grave of a buried corpse, it returns that person to life with a *true resurrection* effect. Unfortunately, the newly raised individual must either quickly claw his way up out of the grave, be rescued by companions, or else die of suffocation. In Nyambe, using magic to resurrect the dead usually carries a chance of failure, but when using this powder, success is assured. If the GM wants to keep resurrection unreliable in Nyambe, this item can be considered a minor artifact instead of a potion.

Moderate conjuration (healing); CL 19th; Brew Potion, creator must have at least 1 rank in Natural Medicine and be at least 5th level, *true resurrection*; Price 18,550 gp

RINGS

In Nyambe-tanda, rings are associated with female energies and many magic rings are decorated with images of female anatomy. Nyamban magic rings are largely defensive in nature; very few have destructive capabilities.

RULES RECAP: ADVANCED RINGS

The Forge Ring feat can be used to make rings, plugs, or piercings designed for wear on various parts of the body. A character can wear several non-standard rings in addition to two traditional finger rings, but each one takes up a standard magic item slot, canceling the benefits of another magic item in that slot if no open slots are available. The creator usually determines the exact magic item slot lost at the time of its creation, based on the type of ring and its effect. Once the ring is donned the slot remains deactivated for as long as the ring is worn, plus 24 hours. For example, a character wearing a magic nose piercing might lose the ability benefit from a magical cloak until the ring is removed, and an additional 24 hours beyond that. The Random Ring Types table also gives suggestions for the slots different rings usually take up.

Random Ring Types

d20	Ring Type	Magic Item Slot
1–5	Ear ring/plug	Headdress/headband/hat/helmet
6	Eyebrow ring/plug	Mask/eye lens/goggle
7–11	Finger ring	Ring or glove/gauntlet
12	Genital ring/piercing	Belt
13	Lip ring/plug	Mask/eye lens/goggle
14	Navel ring/piercing	Vest/vestment/shirt
15	Nipple ring/piercing	Vest/vestment/shirt
16–19	Nose ring/piercing	Cloak/cape/mantle
20	Toe ring	Boots/sandals/shoes

NOTE: This is an expanded version of the table appearing in *Nyambe: African Adventures*.

GREATER RING OF CHARMING

This golden nipple ring is set with a diamond. It deactivates the vest/vestment/shirt magic item slot. Once per day, the user can generate a *mass charm* (3.0) or *mass charm monster* (3.5) effect, identical to the spell.

Strong enchantment; CL 15th; Forge Ring, *mass charm* (3.0) or *mass charm monster* (3.5); Price 48,000 gp

GREATER RING OF DOMINATION

This carved ivory genital ring depicts scenes of slavery. When worn it deactivates the belt magic item slot. Once per day, the user can generate a *dominate monster* effect, identical to the spell.

Strong enchantment; CL 17th; Forge Ring, *dominate monster*; Price 55,080 gp

GREATER RING OF INVISIBILITY

This thin golden finger ring was obviously meant for use by an assassin or thief. It does not occupy a ring slot, but instead takes up a gloves/gauntlet slot. It makes the wearer constantly invisible while worn, with an effect equivalent to the spell *improved invisibility* (3.0) or *greater invisibility* (3.5).

Moderate illusion; CL 7th; Forge Ring, *improved invisibility* (3.0) or *greater invisibility* (3.5); Price 112,000 gp

LESSER RING OF CHARMING

This silver nipple ring is set with a garnet. It deactivates the vest/vestment/shirt magic item slot. Once per day, the user can generate a *charm person* effect, identical to the spell.

Faint enchantment; CL 1st; Forge Ring, *charm person*; Price 2,000 gp

LESSER RING OF DOMINATION

This carved wooden genital ring depicts scenes of slavery. When worn it deactivates the belt magic item slot. Once per day, the user can generate a *dominate person* effect, identical to the spell.

Moderate enchantment; CL 11th; Forge Ring, *dominate person*; Price 19,800 gp

LIP-PLUG OF DIPLOMACY

Made from polished granite and baobab wood, this magic lip-plug lets the wearer speak with a silvered tongue and honeyed words. As a result, he receives a +6 competence bonus to all Diplomacy, Gather Information, and Sense Motive skill checks. If used by one of the Mbanta nomads, this bonus increases to +8. A *lip-plug of diplomacy* deactivates the mask/eye lens/goggles slot.

Faint enchantment; CL 3rd; Forge Ring, *charm person*; Price 8,910

PRECOCIOUS RING

This enchanted obsidian finger ring is carved with a reptilian scale pattern, but has no obvious powers. However, when placed on a rod, it gains a random medium ring power, and when the item becomes sentient, it gains a +10% bonus to the roll on the stan-

dard D20 System Item Intelligence, Wisdom, Charisma, and Capabilities table.

Moderate illusion; CL 9th; Forge Ring, *magic aura*; Price 25,000 gp

RING OF ANCESTOR SPEECH

The wearer of this bone lip ring gains the ability to speak with corpses. It deactivates the mask/eye lens/goggle magic item slot. Upon activating the lip ring with a command word, the character can speak with a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse must at least have a mouth in order to speak. The character cannot actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember the conversation. Any corpse that has been turned into an undead creature can't be spoken with. Unlike the *speak with dead* spell, a *ring of ancestor speech* does not compel the corpse to answer questions.

Faint necromancy; CL 5th; Forge Ring, *speak with dead*; Price 27,000 gp

RING OF ANIMAL SPEECH

This bone nose ring allows the wearer to speak with animals (but not magical beasts or vermin). When worn it deactivates the cloak/cape/mantle magic item slot.

Faint divination; CL 1st; Forge Ring, *speak with animals*; Price 4,000 gp

RING OF INTIMIDATION

This rusted iron eyebrow ring makes the wearer seem more physically imposing, and adds a +15 bonus to Intimidate checks. When worn it deactivates the mask/eye lens/goggle magic item slot.

Strong enchantment; CL 13th; Forge Ring, *cause fear*; Price 22,500 gp

RING OF MASKS

When activated with a command word, the awesomely powerful *ring of masks* allows the wearer to assume different forms as well as if using a *shapechange* spell. Unlike the spell, changing forms with this ring does not heal the wearer. As befits its nature, the form and appearance of this ring changes every 24 hours.

Strong transmutation; CL 17th; Forge Ring, *shapechange*; Price 250,000 gp

RING OF PLANT SPEECH

This enchanted finger ring is set with an amber stone, and when activated with a command word allows the wearer to speak with plants of all sorts.

Faint divination; CL 5th; Forge Ring, *Speak with plants*; Price 27,000 gp

TRACKLESS RING

This stone toe ring deactivates the boots/sandals/shoes slot. When worn, it transforms the user into an expert tracker, giving him free use of the Track feat, and providing a +10 circumstance bonus to Wilderness Lore checks (3.0) or Survival checks (3.5). Trackless rings are common only amongst the *Tuslan* (TOOS-lahn) people of Nibomay.

Faint divination; CL 5th; Forge Ring, *Detect snares and pits*; Price 12,500 gp

RODS

Rods are important magic items in Nyambe-tanda, being the male counterpart of rings. As might be expected, enchanted rods are associated with male energies, and are usually decorated with phallic imagery. When paired with a ring, Nyamban rods have powers beyond those of rods in other lands.

RULES RECAP: ADVANCED RODS

Just as men and women join together to create children, so can rods and rings join together to create magical life. An enchanted ring can be slipped onto a rod, magically re-sizing itself so it fits perfectly.

Once in place, the wielder of the rod gains all the benefits of the ring, as well as those of the rod, and more importantly, either the rod or the ring (randomly determined) becomes an intelligent item. Removing the ring will strip the newly intelligent item of sentience. The exact abilities and personality of the resulting intelligent item apply only to that particular coupled ring and rod; pairing the two items will always produce the same result. If a different ring is used on the same rod, or the same ring is used on a different rod, the resulting item will have a different personality and powers.

Only Nyamban rods and rings display this remarkable ability. Rods and rings from other lands seem to have no special properties when used in this fashion.

CHIEF'S ROD

This golden rod decorated with faces is also known as an *ipawo ase* (ee-PAH-woh AH-seh) or "hand-held staff of authority." It pro-

vides a +4 enhancement bonus to Charisma when carried, and allows the wielder to use *mass charm* (3.0) or *mass charm monster* (3.5) once per day.

Strong enchantment; CL 15th; Craft Rod, *divine favor*, *mass charm* (3.0) or *mass charm monster* (3.5); Price 75,200 gp

DIVINING ROD

This rod is a forked section of wood. When activated with a command word it grants the wielder a +10 circumstance bonus to Scry and Wilderness Lore checks (3.0), or to Survival checks (3.5), and when held in both hands, it allows the user to use *locate object* at will.

Faint divination; CL 5th; Craft Rod, *locate object*, *scrying*; Price 34,500 gp

ELDER'S ROD

This rod is a dehydrated bull's penis, nearly three feet in length. Such rods are sometimes carried by clan elders to represent power and virility, despite an advanced age. Anyone holding an *elder's rod* is immune to the effects of aging. These effects return as soon as the rod is released from the wielder's grip. Note that the rod does not increase lifespan, but simply cancels the ability score penalties due to age.

Moderate transmutation; CL 10th; Craft Rod, *bull's strength*, *endurance* (3.0) or *bear's endurance* (3.5); Price 40,500 gp

PRODIGY ROD

This enchanted obsidian rod is carved with a reptilian scale pattern, but has no obvious powers. However, when combined with a ring, it gains a random medium rod power, and when the item becomes sentient, it gains a +10% bonus to the roll on the standard D20 System Item Intelligence, Wisdom, Charisma, and Capabilities table.

Moderate illusion; CL 9th; Craft Rod, *magic aura*; Price 35,000 gp

ROD OF CHAINS

This item is an iron rod, with two spiked iron chains dangling from its end. Once per round maximum, upon speaking a command word, the chains lash out at a targeted opponent. The chains have a range of 20 feet and have a grapple attack with a +15 attack bonus (including +4 for being Large and +6 for a 22 Strength score). A creature grappled by a chain suffers 1d10 points of bludgeoning damage each round in addition to the other effects of being grappled.

The chains cannot be broken by sheer strength, but they have an AC of 24, 16 hit points, and Hardness of 15. Damage repairs

itself at a rate of 1 hit point per round, but if a chain is broken or loses all of its hit points, it is destroyed.

Strong transmutation; CL 15th; Craft Rod, *entangle*, *animate rope*, *animate objects*; Price 52,500 gp

ROD OF THE DOG

Amongst the Xon'mo people, one of the greatest insults is to say that someone "eats with the dogs." The reason this is so insulting is that food is often scarce in the land of Bashar'ka, and as a result, dogs are occasionally fed human excrement instead of table scraps. This rod, intended to humiliate rather than kill, is fashioned from the thigh bone of a dog, and carved with images of begging dogs. Anyone struck by a touch attack from a *rod of the dog* must immediately make a DC 18 Fortitude save or be transformed into a dog, as if by the *polymorph other* (3.0) or *baleful polymorph* (3.5) spell.

Moderate transmutation; CL 9th; Craft Rod, *polymorph other* (3.0) or *baleful polymorph* (3.5); Price 45,000 gp

ROD OF LIGHTNING

This amber rod is dedicated to Siama, orisha of lightning and the dead. It causes 1d6 points of electrical damage with a successful touch attack, and an additional 1d10 points of electrical damage with a critical hit. In addition, once per day it can fire a bolt of electricity as a ranged touch attack that inflicts 10d6 points of electrical damage. No saving throw is allowed against either effect.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *shocking grasp*, *lightning bolt*; Price 20,800 gp

ROD OF RAINMAKING

Rods of rainmaking are made from human bone, and tightly wrapped in a patchwork of sewn human skin. Despite this, they are not evil items. The first *rod of rainmaking* was made from the body of *Modjadji* (moh-DJAH-djee), a Tisambe noblewoman who lived nearly four hundred years ago. As a young woman training to become an amazon warrior, she suffered a moment of terrible indiscretion and became pregnant by her half-brother. Her enraged mother turned her in to the authorities, and she was sentenced to death for breaking the incest taboo. Fortunately, her father helped her escape, and she fled into the lands of Mademba. There she dedicated her life to honoring the spirits, and eventually mastered the art of rainmaking. Her daughter attempted to follow in her path, but could never master the advanced magic needed to control the weather. As old age approached Modjadji, she told her daughter to fashion her skin and bones into a magical rod. Modjadji then committed suicide by drinking poison, and her

daughter did as she was commanded. Modjadji's spirit entered the rod, and suddenly her daughter could create rain. To this day, all *rods of rainmaking* are made from the corpses of N'anga clerics.

A *rod of rainmaking* allows the wielder to use *call lightning*, *control weather*, and *control winds*, once per day each.

Strong transmutation; CL 13th; Craft Rod, *call lightning*, *control weather*, *control winds*; Price 57,330 gp

ROD OF SAND

When its user speaks a command word, this sandstone rod can create a sandstorm once per day. The sandstorm has a 60-foot radius centered on the wielder, lasts 10 rounds, and can be dismissed by the wielder at any time.

The sandstorm 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 wielder) to suffer 1d4 points of subdual damage (3.0) or nonlethal damage (3.5) 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.

Faint transmutation; CL 5th; Craft Rod, *control weather*; Price 27,000 gp

ROD OF THE WALKING DEAD

This heavily carved rod is crafted from a human femur. Any dead body touched by this rod is immediately animated as if by an *animate dead* spell. The *rod of the walking dead* does not have charges, and can be used as often as desired, but undead animated by the rod count toward the caster's normal limit of controlled undead (2 HD x caster level).

Moderate necromancy; CL 7th; Craft Rod, *animate dead*; Price 50,400 gp

SCROLLS AND GRIS-GRIS

Gris-gris, also called *wanga* (WAHN-gah), are small cloth bags used to symbolically encode the formulas for magical spells. They are magically empowered, and allow a trained spellcaster to release the energy contained within without actually knowing or preparing the spell. In this respect, they function exactly like magical scrolls. The recent introduction of Far Eastern prayer beads has also allowed Nyambans to create "strings" of gris-gris.

Standard spell scrolls do exist in Nyambe, but they are very rare, and either remnants of the ancient Kosa Empire, or imported from other lands.

Nyamban spellcasters can use any gris-gris or scroll appearing on their spell lists, be it arcane or divine in origin.

MUNDANE PRAYER BEADS

When the Far Easterners first landed on Nyambe-tanda's shores, they brought with them many peculiar things, not the least of which was their religion. Their priests wear long necklaces made from chains of ornately carved beads that represent the tenets of their faith. The laity wears similar jewelry, usually in the form of bracelets. In times of stress, a Far Easterner uses the beads mnemonically, with each bead in the chain cueing the memory of a specific chant or benediction. Nyambans living on the east coast of the continent have picked up this custom, though the prayers they recite are more often than not dedicated to their ancestral orisha.

A chain of mundane prayer beads can be used like a scroll or gris-gris, allowing a spellcaster to store any spell he knows in them, as per the rules of the Scribe Scroll feat. Doing this requires 2 beads per level of the spell. Multiple spells can be encoded into a single necklace, depending on its size: a medium necklace has 18 beads; a large necklace has 24 beads; and a bracelet has 9 beads. Note that wearing a spell-storing chain of prayer beads takes up a magic item slot as usual.

NEW SCROLLS AND GRIS-GRIS

In addition to those described in *Nyambe: African Adventures*, the following new scrolls and gris-gris can be found in the Land of the Overpower. These spells are variants of existing spells, including *lesser planar ally*, *planar ally*, *greater planar ally*, *lesser planar binding*, *planar binding*, and *greater planar binding*. At your discretion, these new variants can replace those spells.

Ancestral Ally [Nan 5 (Clr 5)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of undead. Access to this spell is limited to those who honor ancestral orisha.

Ancestral Binding [Mcw/Mga/Sei 5 (Sor/Wiz 5)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of undead.

Animal Ally [Bng 4 (Drd 4)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of animals. Access to this spell is limited to those who honor animal orisha.

Animal Binding [Mcw/Mga/Sei 4 (Sor/Wiz 4)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of animals.

Celestial Ally [Nan 5 (Clr 5)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of celestials. Access to this spell is limited to those who honor celestial orisha.

Celestial Binding [Mcw/Mga/Sei 5 (Sor/Wiz 5)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of celestials.

Elemental Ally [Bng 5 (Drd 5)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of elementals. Access to this spell is limited to those who honor elemental orisha.

Elemental Binding [Mcw/Mga/Sei 5 (Sor/Wiz 5)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of elementals.

Fiendish Ally [Nan 5 (Clr 5)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of fiends. Access to this spell is limited to those who honor fiendish orisha.

Fiendish Binding [Mcw/Mga/Sei 5 (Sor/Wiz 5)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of fiends.

Geographic Ally [Bng 5 (Drd 5)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of fey. Access to this spell is limited to those who honor geographic orisha.

Geographic Binding [Mcw/Mga/Sei 5 (Sor/Wiz 5)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of fey.

Greater Ancestral Ally [Nan 7 (Clr 7)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth of undead. Access to this spell is limited to those who honor ancestral orisha.

Greater Ancestral Binding [Mcw/Mga/Sei 7 (Sor/Wiz 7)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of undead.

Greater Animal Ally [Bng 6 (Drd 6)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth of animals. Access to this spell is limited to those who honor animal orisha.

Greater Animal Binding [Mcw/Mga/Sei 6 (Sor/Wiz 6)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of animals.

Greater Celestial Ally [Nan 7 (Clr 7)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth of celestials. Access to this spell is limited to those who honor celestial orisha.

Greater Celestial Binding [Mcw/Mga/Sei 7 (Sor/Wiz 7)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of celestials.

Greater Elemental Ally [Bng 7 (Drd 7)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth

of elementals. Access to this spell is limited to those who honor elemental orisha.

Greater Elemental Binding [Mcw/Mga/Sei 7 (Sor/Wiz 7)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of elementals.

Greater Fiendish Ally [Nan 7 (Clr 7)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth of fiends. Access to this spell is limited to those who honor fiendish orisha.

Greater Fiendish Binding [Mcw/Mga/Sei 7 (Sor/Wiz 7)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of fiends.

Greater Geographic Ally [Bng 7 (Drd 7)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth of fey. Access to this spell is limited to those who honor geographic orisha.

Greater Geographic Binding [Mcw/Mga/Sei 7 (Sor/Wiz 7)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of fey.

Greater Plant Ally [Bng 6 (Drd 6)]: This spell functions like *greater planar ally*, except that it can summon up to 24 HD worth of plants. Access to this spell is limited to those who honor plant orisha.

Greater Plant Binding [Mcw/Mga/Sei 6 (Sor/Wiz 6)]: This spell functions like *greater planar binding*, except that it can summon up to 24 HD worth of plants.

Infertility Charm [Nan/Bng 3 (Clr/Drd 3) Mcw/Mga/Sei 4 (Sor/Wiz 4)]: This spell is a variant of *bestow curse* that causes the target to become infertile.

Lesser Ancestral Ally [Nan 3 (Clr 3)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of undead. Access to this spell is limited to those who honor ancestral orisha.

Lesser Ancestral Binding [Mcw/Mga/Sei 3 (Sor/Wiz 3)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of undead.

Lesser Animal Ally [Bng 2 (Drd 2)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of animals. Access to this spell is limited to those who honor animal orisha.

Lesser Animal Binding [Mcw/Mga/Sei 2 (Sor/Wiz 2)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of animals.

Lesser Celestial Ally [Nan 3 (Clr 3)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of celestials. Access to this spell is limited to those who honor celestial orisha.

Lesser Celestial Binding [Mcw/Mga/Sei 3 (Sor/Wiz 3)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of celestials.

Lesser Elemental Ally [Bng 3 (Drd 3)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of elementals. Access to this spell is limited to those who honor elemental orisha.

Lesser Elemental Binding [Mcw/Mga/Sei 3 (Sor/Wiz 3)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of elementals.

Lesser Fiendish Ally [Nan 3 (Clr 3)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of fiends. Access to this spell is limited to those who honor fiendish orisha.

Lesser Fiendish Binding [Mcw/Mga/Sei 3 (Sor/Wiz 3)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of fiends.

Lesser Geographic Ally [Nan 3 (Drd 3)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of fey. Access to this spell is limited to those who honor geographic orisha.

Lesser Geographic Binding [Mcw/Mga/Sei 3 (Sor/Wiz 3)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of fey.

Lesser Plant Ally [Bng 2 (Drd 2)]: This spell functions like *lesser planar ally*, except that it can summon up to 8 HD worth of plants. Access to this spell is limited to those who honor plant orisha.

Lesser Plant Binding [Mcw/Mga/Sei 2 (Sor/Wiz 2)]: This spell functions like *lesser planar binding*, except that it can summon up to 8 HD worth of plants.

Plant Ally [Bng 4 (Drd 4)]: This spell functions like *planar ally*, except that it can summon up to 16 HD worth of plants. Access to this spell is limited to those who honor plant orisha.

Plant Binding [Mcw/Mga/Sei 4 (Sor/Wiz 4)]: This spell functions like *planar binding*, except that it can summon up to 16 HD worth of plants.

Repel Ancestors [Dem 4 (Rng 4), Ngm 6 (Brd 6), Mcw/Mga/Sei 5 (Sor/Wiz 5), Nan 5 (Clr 5), (Pal 4)]: As *repel vermin*, except it is effective against undead.

Repel Animals [Dem 3 (Rng 3), Ngm 5 (Brd 5), Mcw/Mga/Sei 4 (Sor/Wiz 4), Nan 4 (Clr 4), (Pal 3)]: As *repel vermin*, except it is effective against animals.

Repel Celestials [Dem 4 (Rng 4), Ngm 6 (Brd 6), Mcw/Mga/Sei 5 (Sor/Wiz 5), Nan 5 (Clr 5), (Pal 4)]: As *repel vermin*, except it is effective against celestials.

Repel Elementals [Dem 4 (Rng 4), Ngm 6 (Brd 6), Mcw/Mga/Sei 5 (Sor/Wiz 5), Nan 5 (Clr 5), (Pal 4)]: As *repel vermin*, except it is effective against elementals.

CLASS ABBREVIATIONS

Abbreviation	Nyamban Class
Bng	Bangu (druidic path of n'anga cleric)
Dem	Dembe ranger
Iny//Msk/Nan	Inyanga yensimbi iron worker, mask maker, and clerical path of n'anga cleric
Mcw//Mga/Sei	Mchawi wizard, mganga witchdoctor, and sei sorcerer
Ngm	Ngoma bard
Zom	Zombi cultist

Repel Fiends [Dem 4 (Rng 4), Ngm 6 (Brd 6), Mcw/Mga/Sei 5 (Sor/Wiz 5), Nan 5 (Clr 5), (Pal 4)]: As *repel vermin*, except it is effective against fiends.

Repel Geographic Spirits [Dem 4 (Rng 4), Ngm 6 (Brd 6), Mcw/Mga/Sei 5 (Sor/Wiz 5), Nan 5 (Clr 5), (Pal 4)]: As *repel vermin*, except it is effective against fey.

Repel Plants [Dem 3 (Rng 3), Ngm 5 (Brd 5), Mcw/Mga/Sei 4 (Sor/Wiz 4), Nan 4 (Clr 4), (Pal 3)]: As *repel vermin*, except it is effective against plants.

STAFFS

Staffs are symbols of rank and authority amongst Nyamban spellcasters. Many staffs are keyed to those with certain occupations, or to n'anga clerics who follow particular orisha.

ADEPT'S STAFF

This staff is carved from a piece of driftwood, decorated with feathers, and inscribed with the Daka-kosa words for "Fear the accursed change!" The staff can cast the following spells:

- *cause fear* (1 charge)
- *bestow curse* (2 charges)
- *polymorph other* (3.0) or *baleful polymorph* (3.5) (2 charges)

Strong necromancy; CL 15th; Craft Staff, *cause fear*, *bestow curse*, *polymorph other* (3.0) or *baleful polymorph* (3.5); Price 46,406 gp

DIPLOMAT'S STAFF

This staff is made of soapstone, and feels warm and comforting to the touch. Most are carved with imagery that represents its country of origin. It is typically carried by those on diplomatic missions, and allows the user to cast the following spells:

- *charm person* (1 charge)
- *detect thoughts* (1 charge)
- *suggestion* (2 charges)

Faint enchantment; CL 5th; Craft Staff, *charm person*, *detect thoughts*, *suggestion*; Price 13,125 gp

GRIOT'S STAFF

A *griot* (GREE-oh) is a keeper of history and lore. This staff is designed to aid a griot in the presentation of lore. It appears as a wooden staff, bound with bands of gold, and can cast the following spells:

- *message* (1 charge)
- *silent image* (1 charge)
- *ventriloquism* (1 charge)

Faint illusion; CL 1st; Craft Staff, *message*, *silent image*, *ventriloquism*; Price 1,500 gp

HERDER'S STAFF

Magically inclined and wealthy cattle herders use staffs like these to help them tend to their herds. A *herder's staff* is a plain staff of gnarled acacia wood. It can cast the following spells:

- *calm animals* (1 charge)
- *animal messenger* (2 charges)
- *charm person or animal* (2 charges) (3.0) or *charm animal* (1 charge) (3.5)

Faint enchantment; CL 3rd; Craft Magic Arms and Armor, *calm animals*, *animal messenger*, *charm person or animal* (3.0) or *charm animal* (3.5); Price 5,063 gp

MVWALA STAFF

An *mvwala* (m-VWAH-lah) staff is usually carried by a clan elder, and is used to breach the barriers between the living and the dead. Such a staff is made of hardwood, and usually capped with a statuette depicting a mother with a newborn child. It can cast the following spells:

- *invisibility to undead* (3.0) or *hide from undead* (3.5) (1 charge)
- *gentle repose* (1 charge)
- *speak with dead* (2 charges)

Faint necromancy; CL 5th; Craft Staff, *invisibility to undead* (3.0) or *hide from undead* (3.5), *gentle repose*, *speak with dead*; Price 13,125 gp

RUGA'S STAFF

These staffs are often used by spellcasters in the employ of *ruga* (ROO-gah), the notorious bandits that prowl the edges of civilized areas. A *ruga's staff* is designed for waylaying victims, and is usual-

ly capped with a stylized image of a bandit. It can cast the following spells:

- *command* (1 charge)
- *sleep* (1 charge)
- *hold person* (2 charges)

Faint enchantment; CL 5th; Craft Staff, *command*, *sleep*, *hold person*; Price 10,313 gp

SOROKA'S STAFF

This staff is used by *soroka* (soh-ROH-kah), also known as "poison oracles." Soroka divine the future by poisoning small animals and analyzing their death-throes. This staff is made from Nyamban wormwood, and can cast the following spells:

- *delay poison* (1 charge)
- *poison* (2 charges)
- *neutralize poison* (2 charges)

Faint necromancy; CL 5th; Craft Staff, *slow poison*, *poison*, *neutralize poison*; Price 12,581 gp

TRANSLATOR'S STAFF

These staffs are symbols of rank among translators and linguists of all sorts. They are usually made of hardwood and capped on one end by a golden statuette. The figure typically gives some indication of the owner's allegiances: for example, a Mabwan linguist's staff might be capped with a golden mabwe bird, while a linguist from Nibomay might feature a statuette of a chimera instead. A *translator's staff* is capable of casting the following spells:

- *comprehend languages* (1 charge)
- *read magic* (1 charge)
- *tongues* (2 charges)

Faint divination; CL 5th; Craft Staff, *comprehend languages*, *read magic*, *tongues*; Price 9,375 gp

WARRIOR'S STAFF

This plain wood staff is bound with iron bands, and intended for use by warrior-priests. It functions as a *+1 quarterstaff*, and is capable of casting the following spells:

- *bull's strength* (1 charge)
- *cure moderate wounds* (1 charge)
- *endurance* (3.0) or *bear's endurance* (3.5) (1 charge)

Even when all of its charges are expended, the staff still retains its enhancement bonus.

Faint transmutation; CL 3rd; Craft Staff, *bull's strength*, *cure moderate wounds*, *endurance* (3.0) or *bear's endurance* (3.5); Price 12,425 gp

WANDS

Unlike staffs, wands are not considered symbols of rank, and are common among Nyamban spellcasters. Oftentimes, these items take the shape of rattles, pompons, and other ritual instruments, rather than the traditional "magic wand." Social constraints sometimes prevent spellcasters from preparing offensive spells, as people often associate combat magic with the ancient orcish Kosa Empire. Many spellcasters succumb to such social pressures, and cast all combat magic with wands, preparing only defensive or utilitarian spells.

Until recently, there were no magic wands unique to Nyambe. However, due to the recent increase in war and social upheaval, new types of wands have appeared. In addition to the standard D20 System wands, the following new wands can be found in the Land of the Overpower.

WAND OF BABBLE

This wand appears to be a hair pick, and is decorated with a carving of a screaming face. It allows the user to cast the *babble* spell, as described in *Nyambe: African Adventures*.

Faint enchantment; CL 5th; Craft Wand, *babble*; Price 11,250 gp

WAND OF EXTENDED BLESS

This wand is a short piece of wood with a giraffe-tail flyswatter attached to its end. It allows the user to cast an Extended *bless* spell.

Faint enchantment; CL 3rd; Craft Wand, Extend Spell, *bless*; Price 4,500 gp

WAND OF FERTILITY CHARM

This soapstone wand is carved to resemble the body of a pregnant woman. It allows the user to cast the *fertility charm* spell, as described in *Nyambe: African Adventures*.

Faint transmutation; CL 3rd; Craft Wand, *fertility charm*; Price 4,500 gp

WAND OF LESSER WATER BREATHING

This coral wand is carved to resemble a fish. It allows the user to cast the *lesser water breathing* spell, as described in *Nyambe: African Adventures*.

Faint transmutation; CL 3rd; Craft Wand, *lesser water breathing*; Price 4,500 gp

WAND OF LOCKJAW

This wand is made of woven straw. It allows the user to cast the *lockjaw* spell, as described in *Nyambe: African Adventures*.

Faint necromancy; CL 3rd; Craft Wand, *lockjaw*; Price 4,500 gp



WAND OF SILENCED DOOM

This wand appears to be nothing more than a simple stick. It allows the user to cast a Silenced *doom* spell with nothing but a gesture.

Faint enchantment; CL 3rd; Craft Wand, Silent Spell, *doom*;
Price 4,500 gp

WAND OF ENLARGED COMMAND

This thin wand of rusted iron is typically topped with the skull of a small animal. It allows the user to cast an Enlarged *command* spell.

Faint enchantment; CL 3rd; Craft Wand, Enlarge Spell, *command*;
Price 4,500 gp

WAND OF INFLICT LIGHT WOUNDS

This wand takes the form of a gourd rattle filled with small pieces of volcanic rock. It allows the user to cast *inflict light wounds* for 1d8+1 points of negative energy damage. Unlike the normal version of the spell (which has a range of Touch), this wand fires a black ray out to a distance of 25 feet.

Faint necromancy; CL 3rd; Craft Wand, *inflict light wounds*;
Price 4,500 gp

WAND OF INFLICT MODERATE WOUNDS

This wand takes the form of a gourd rattle filled with small pieces of volcanic rock. The rattle is painted with imagery of death and torture. It allows the user to cast *inflict moderate wounds* for 2d8+3 points of negative energy damage.

Unlike the normal version of the spell (which has a range of Touch), this wand fires a black ray out to a distance of 30 feet.

Faint necromancy; CL 5th; Craft Wand, *inflict moderate wounds*;
Price 11,250 gp

WAND OF INFLICT SERIOUS WOUNDS

This wand takes the form of a gourd rattle filled with small pieces of volcanic rock. The rattle is painted with imagery of death and torture, and its handle is crafted from bone. It allows the user to cast *inflict serious wounds* for 3d8+5 points of negative energy damage.

Unlike the normal version of the spell (which has a range of Touch), this wand fires a black ray out to a distance of 35 feet.

Moderate necromancy; CL 7th; Craft Wand, *inflict serious wounds*;
Price 21,000 gp

CHAPTER FIVE

WONDROUS AND CURSED ITEMS

An amazing diversity of wondrous and cursed magic items can be found in the land of the Overpower. A sampling of them is presented in this chapter.

WONDROUS ITEMS

Many of the wondrous items in Nyambe are similar to those from other parts of the world, differing in form but not in function. In addition, many Nyamban wondrous items have ritual or symbolic significance as well as a practical use. Characters would do well to remember that Nyamban magic items are manifestations of the will of the orisha, and thus sacred.

ALL-SEEING EYE

This item is a false eye made of polished obsidian, and replaces the natural eye traditionally removed by a kosan priest to prove devotion to the fiendish orisha. The eye restores the orc's normal sight, and allows her to see through illusions and deceptions.

An *all-seeing eye* can be used by anyone, but it must be placed in an empty eye socket to function. The eye negates the effects of blindness while in place, and allows the user to see as if under the effect of a *true seeing* spell.

Strong divination; CL 19th; Craft Wondrous Item, creator must have orc blood, *heal*, *true seeing*; Price 80,000 gp

ANKLET OF IRON FEET

It's said that the first *mwanamutapa* (mwah-nah-moo-TAH-pah) of Taumau-Boha required that his soldiers drill barefoot on a field of thorny vines to help build their toughness. Several of his higher-ranking warriors objected and had these anklets made to ease their drills.

This ordinary-looking beaded anklet transforms the wearer's feet into living iron. This has several important effects. First, the wearer's feet gain Damage Reduction 50/+3 (3.0) or 15/adamantine (3.5), and are immune to critical hits, ability score damage, electricity, and poison. They also take half damage from acid and fire. However, the feet do become vulnerable to all special attacks that affect iron golems. Admittedly, few attacks are directed at the feet, but this does provide excellent protection from many types of traps.

Second, the wearer can make lethal kick attacks; Small characters do 1d4 bludgeoning damage, while Medium characters do 1d6 bludgeoning damage.

Finally, the iron feet allow the user to travel overland through trackless terrain as if on a road.

Strong transmutation; CL 15th; Craft Wondrous Item, *iron body*; Price 9,600 gp; Weight 5 lb.

AQUAMANILE LEOPARD

This small bronze leopard statuette is hollow and intended for holding water. Water is poured in through a hole in the top of its head, and when tilted, the water flows out through its nostrils.

Once per day, when water is poured from the *aquamanile leopard* into a pond, lake, stream, river, or other natural body of water, it magically forms a whirlpool 32 feet in depth (or less if the water is less than 32 feet deep). Creatures of size Large or smaller might take damage when caught in the vortex and may be swept up by it, though the possessor of the *aquamanile leopard* is unharmed.

An affected creature must succeed at a DC 25 Reflex save when it comes into contact with the vortex or take 2d8 points of bludgeoning damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. A creature that can swim is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud has a diameter of 16 feet. The cloud obscures all vision, including Darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment (20% miss chance), while those farther away have total concealment (50% miss chance). Those caught in the cloud must succeed at a DC 25 Concentration check to cast a spell. The whirlpool lasts as long as the creator concentrates on it plus 10 rounds.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon elemental VII* (substitute *summon monster VII* if you don't have a copy of *Nyambe: African Adventures*); Price 18,000 gp; Weight 5 lb.

BEADS, GENERAL MAGIC

Unlike other magic items, magic beads can be strung together into necklaces, bracelets, or just about anything imaginable, and the wearer is able to benefit from all of them simultaneously while sacrificing only a single item slot — the specific item slot lost depends on what form the beads take. For example, if the beads are fashioned into a bracelet, the beads take up a bracelet slot, but if they're turned into a belt, they take up a belt slot. Beads are such popular magic items that special female artificers known as *sangoma* (sahn-GOH-mah) make and sell magic beads exclusively.

Putting together a set of magic beads so that they function simultaneously requires a Craft (beadworking) check with a DC of 15 + the number of magic beads included in the creation. The check otherwise follows all the normal rules for the use of the Craft

skill. The market price of such a creation is 300 gp plus the market price of the magic beads. The total market price of all the magic beads used in the item cannot exceed 50,000 gp

Bead of Ability

This bone bead is decorated with a pattern of flowing lines. It provides a +1, +2, +3, +4, or even a +5 enhancement bonus to Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. Normally, magic items do not provide odd-numbered bonuses to ability scores, but magic beads are an exception to the rule.

Faint transmutation (+1), faint transmutation (+2), moderate transmutation (+3), moderate transmutation (+4), moderate transmutation (+5); CL 3rd (+1), 4th (+2), 6th (+3), 8th (+4), or 10th (+5); Craft Wondrous Item, *bull's strength (bead of Strength)*, *cat's grace (bead of Dexterity)*, *endurance (3.0) or bear's endurance (3.5) (bead of Constitution)*, *commune or legend lore (bead of Intelligence, bead of Wisdom)*, *charm monster (bead of Charisma)*; Price 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5)

Bead of Attack

This wooden bead is decorated with pictures of weapons. It provides a +1, +2, +3, +4, or even a +5 enhancement bonus to attacks.

Faint transmutation (+1), faint transmutation (+2), moderate transmutation (+3), moderate transmutation (+4), moderate transmutation (+5); CL 3rd (+1), 4th (+2), 6th (+3), 8th (+4), or 10th (+5); Craft Wondrous Item, *magic weapon (+1/+2) or greater magic weapon (+3/+4/+5)*; Price 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5)

Bead of Damage

This iron bead is decorated with pictures of weapons. It provides a +1, +2, +3, +4, or even a +5 enhancement bonus to damage.

Faint transmutation (+1), faint transmutation (+2), moderate transmutation (+3), moderate transmutation (+4), moderate transmutation (+5); CL 3rd (+1), 4th (+2), 6th (+3), 8th (+4), or 10th (+5); Craft Wondrous Item, *magic weapon (+1/+2) or greater magic weapon (+3/+4/+5)*; Price 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5)

Bead of Damage Reduction

This imported glass bead provides 5/+1, 5/+2, 5/+3, 5/+4, or 5/+5 Damage Reduction or 1/magic, 2/magic, 5/magic, 10/magic, or 15/magic Damage Reduction (3.5)

Faint abjuration (+1 or 1/magic), faint abjuration (+2 or 2/magic), moderate abjuration (+3 or 5/magic), moderate abjuration (+4 or 10/magic), moderate abjuration (+5 or 15/magic); CL 3rd (+1 or 1/magic), 4th (+2 or 2/magic), 6th (+3 or 5/magic), 8th (+4 or 10/magic), or 10th (+5 or 15/magic); Craft Wondrous Item, *stoneskin*; Price 1,250 gp (+1 or 1/magic), 4,250 gp (+2 or 2/magic), 9,250 gp (+3 or 5/magic), 16,250 gp (+4 or 5/magic), 25,250 gp (+5 or 15/magic)

Bead of Defense

This bone bead provides a +1, +2, +3, +4, or even a +5 deflection bonus to AC.

Faint abjuration (+1), faint abjuration (+2), moderate abjuration (+3), moderate abjuration (+4), moderate abjuration (+5); CL 3rd (+1), 4th (+2), 6th (+3), 8th (+4), or 10th (+5); Craft Wondrous Item, *shield* or *magic vestment*; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Bead of Energy Resistance

This lead bead provides 5, 15, or 30 points of resistance to one of the following: acid, cold, fire, electricity, or sonic attacks.

Faint abjuration (5 points), moderate abjuration (15 points), moderate abjuration (30 points); CL 3rd (5 points), 5th (15 points), 7th (30 points); Craft Wondrous Item, *protection from elements* (3.0) or *protection from energy* (3.5); Price 6,000 gp (5 points), 24,000 gp (15 points), 36,000 (30 points)

Bead of Resistance

This ceramic bead is decorated with geometric patterns. It provides a +1, +2, +3, +4, or even a +5 resistance bonus to saving throws.

Faint abjuration (+1), faint abjuration (+2), moderate abjuration (+3), moderate abjuration (+4), moderate abjuration (+5); CL 3rd (+1), 4th (+2), 6th (+3), 8th (+4), or 10th (+5); Craft Wondrous Item, *resistance*; Price 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5)

Bead of Skill

This cowry-shell bead provides a +4, +8, +12, +16, or +20 bonus to a single skill (chosen by the creator of the item).

Faint transmutation (+4), faint transmutation (+8), moderate transmutation (+12), moderate transmutation (+16), moderate transmutation (+20); CL 3rd (+4), 4th (+8), 6th (+12), 8th (+16), or 10th (+20); Craft Wondrous Item, *guidance*; Price 1,600 gp (+4), 6,400 gp (+8), 14,400 gp (+12), 25,600 gp (+16), 40,000 gp (+20)

Bead of Spellcasting

A *bead of spellcasting* allows the wearer to cast a single spell, even if he's a non-spellcaster. To use the bead, it must be torn off of the item to which it is attached as a standard action. Once the bead is removed, its power is released immediately, and it becomes nonmagical.

Aura varies; CL varies; Craft Wondrous Item, spell to be cast by bead; Price as scroll x3

BOWL OF BLOOD-CATCHING

Originally crafted by the extinct *Boha-Boha* (BOH-hah-BOH-hah) people, this bronze bowl was designed for use in human sacrifices. The bowl is carved with stylized art of humans being impaled upon spears. A sacrifice would be impaled on a spear, and his blood would be allowed to drip down into the bowl as a sacrifice to satisfy the hunger of the fiendish orisha.

If the *bowl of blood-catching* is filled with humanoid blood, it improves the effectiveness of *ally* and *binding* spells; this includes *lesser planar binding*, *planar binding*, and *greater planar binding* spells, as well as all of the new *ally* and *binding* spells introduced in this book. The target creature suffers a -4 circumstance penalty to its Will save, a -4 circumstance penalty to its Spell Resistance check, and is the subject of a *dimensional anchor* spell cast by the bowl (the bowl can only cast one *dimensional anchor* per day). If the creature is bound by the spell, the caster gets a +4 circumstance bonus to his own Charisma check to force a service from the creature.

Strong conjuration; CL 20th; Craft Wondrous Item, *greater planar binding*, *dimensional anchor*; Price 37,120 gp; Weight 7 lb.

CEREMONIAL STOOL

Also known as *lesser adamu dwa* (ah-DAH-moo DWAH), these are ritual chairs only sat upon by chiefs when performing a ceremony of great importance. The *greater adamu dwa*, sometimes called "the" *adamu dwa*, is the property of the Empress of Nibomay.

Anyone sitting on a *ceremonial stool* gains Spell Resistance 20. In addition, the *ceremonial stool* boosts its user's effective caster level by 2. This does not grant new spell access or improve spells per day, but it does increase all level-based variables in a spell. Finally, a *ceremonial stool* provides a +3 deflection bonus to Armor Class.

Anyone sitting on a *ceremonial stool* must remain seated to gain its benefits, and is considered flat-footed.

Moderate abjuration; CL 9th; Craft Wondrous Item, *mnemonic enhancer*, *shield*, *spell resistance*; Price 30,000 gp; Weight 15 lb.

CHIEF'S HEADDRESS

Also called a *misango mapende* (mee-SAHN-goh mah-PEHN-deh), this beaded and horned headdress is decorated with a pattern of black and white triangles. This kind of headdress is traditionally worn by the chiefs of the agogwe halflings. Upon speaking a command word, up to five of the beads shoot out of the headdress, unerringly striking up to five targets of the wearer's choice within 200 feet, no two of which can be more than 15 feet apart. Each bead inflicts 1d4+1 points of force damage. The headdress magically regenerates the beads as soon as they are released, effectively providing it with an unlimited amount of ammunition.

Moderate evocation; CL 10th; Craft Wondrous Item, *magic missile*; Price 18,000 gp; Weight 15 lb.

DRUNKARD'S CUP

This is a carved wooden cup depicting scenes of wild revelry. If water is placed into the cup, it's instantly transformed into an alcoholic beverage of the holder's choosing. In addition, its magic is such that if an already-alcoholic drink is poured into the cup, its strength is magnified a hundred fold.

Anyone who drinks the super-strong brew from a *drunkard's cup* is effectively poisoned. Primary damage is 3d6 temporary Wisdom damage, and secondary damage is 3d6 temporary Dexterity damage. Both Fortitude saves have a DC of 20. If the poisoned brew is removed from the *drunkard's cup*, its magic fades.

Moderate necromancy; CL 7th; Brew Potion, *create water, poison*; Price 11,200 gp; Weight 1 lb.

ELOKO NECKLACE

This is a golden bell on a leather cord, presumably patterned after the type carried by the carnivorous fey known as the *eloko* (eh-LOH-koh). If worn as a necklace, and the wearer rings the bell, all hearing creatures within a 30-foot radius are subject to a *charm person* spell (DC 14 Will save to resist). This power only functions once per day.

Strong enchantment; CL 15th; Craft Wondrous Item, *mass charm* (3.0) or *mass charm monster* (3.5); Price 12,000 gp; Weight 3 lb.

ENVENOMED QUIVER

This woven quiver magically poisons any arrow drawn from it. If the arrow is not fired within one round, the venom evaporates. An envenomed quiver only produces one kind of poison (injury types only), and the creator determines the exact type when the quiver is made.

Strong necromancy; CL 15th; Craft Wondrous Item, *poison*; Price poison cost x 100 gp; Weight 3 lb.

ETU OF SHADOWS

This tie-died indigo cloth is mostly solid blue with only occasional white splotches that resemble stars. These splotches exactly match the pattern of stars in the night sky, and even move across the cloth with the passing of the seasons.

The *etu of shadows* is actually a doorway to the shadow world. If held upright, a person's spirit can jump into the cloth, entering the shadow world while his body remains behind in the physical world. This functions exactly like the *astral projection* spell.

Strong necromancy; CL 17th; Craft Wondrous Item, *astral projection*; Price 306,000 gp; Weight 3 lb.

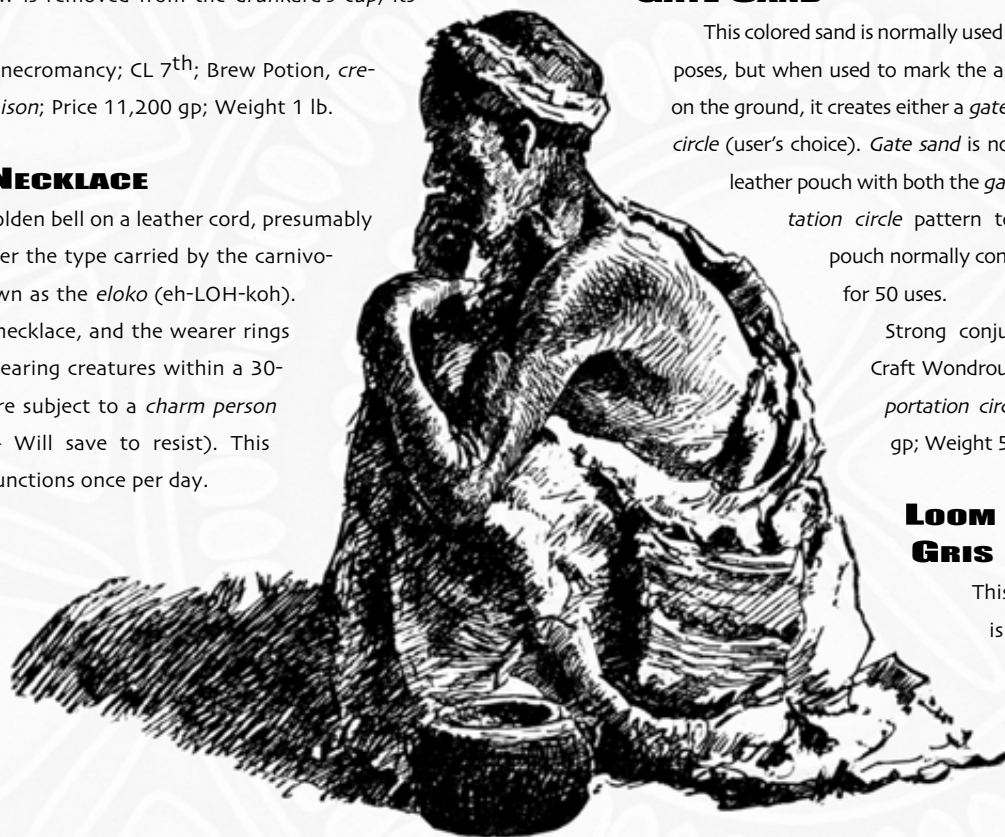
GATE SAND

This colored sand is normally used for divinatory purposes, but when used to mark the appropriate pattern on the ground, it creates either a *gate* or a *teleportation circle* (user's choice). *Gate sand* is normally found in a leather pouch with both the *gate* and the *teleportation circle* pattern tooled upon it. A pouch normally contains enough sand for 50 uses.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate, teleportation circle*; Price 137,700 gp; Weight 5 lb.

LOOM OF GRIS-GRIS

This enchanted loom is capable of weav-



ing patterned cloth that holds magical spells. When the cloth is woven, the creator must spend gp and XP as if creating a scroll, and must also make a Craft (weaving) check with a DC of 15 plus the level of the spell. If the check fails, a day of work is wasted, and another check must be made the next day. If a check fails by more than 5, then half the raw materials are wasted, and must be replaced before work can continue. The user can weave any spell known to her, and weaving a spell uses up a spell slot as if the spell had been cast that day. A finished cloth has an area of 1 square yard, and weighs approximately 1 pound. Unlike a scroll, anyone who knows the command word can cast a spell woven by a *loom of gris-gris*.

Strong transmutation; CL 20th;
Craft Wondrous Item, Create Gris-
Gris (use Scribe Scroll if you don't

have a copy of *Nyambe: African Adventures*); Price 25,000 gp; Weight 20 lb.

OSANMASINMI

This item is a clay sculpture of a human head with ram's horns, known as an *osanmasinmi* (oh-sahn-mah-SIHN-mee). To use an *osanmasinmi*, it must be placed upon the altar of a shrine (see the section on shrines later in this chapter), and smashed as a sacrifice when activating the shrine's power. If this is done, it releases a burst of spiritual energy that greatly pleases the orisha, and the destroyed item is considered to be twice its actual gp value for the purpose of bargaining with the orisha.

Moderate evocation; CL 9th; Craft Wondrous Item, *hallow* or *unhallow*; Price 5,000 gp; Weight 1 lb.

OPON OF AUGURY

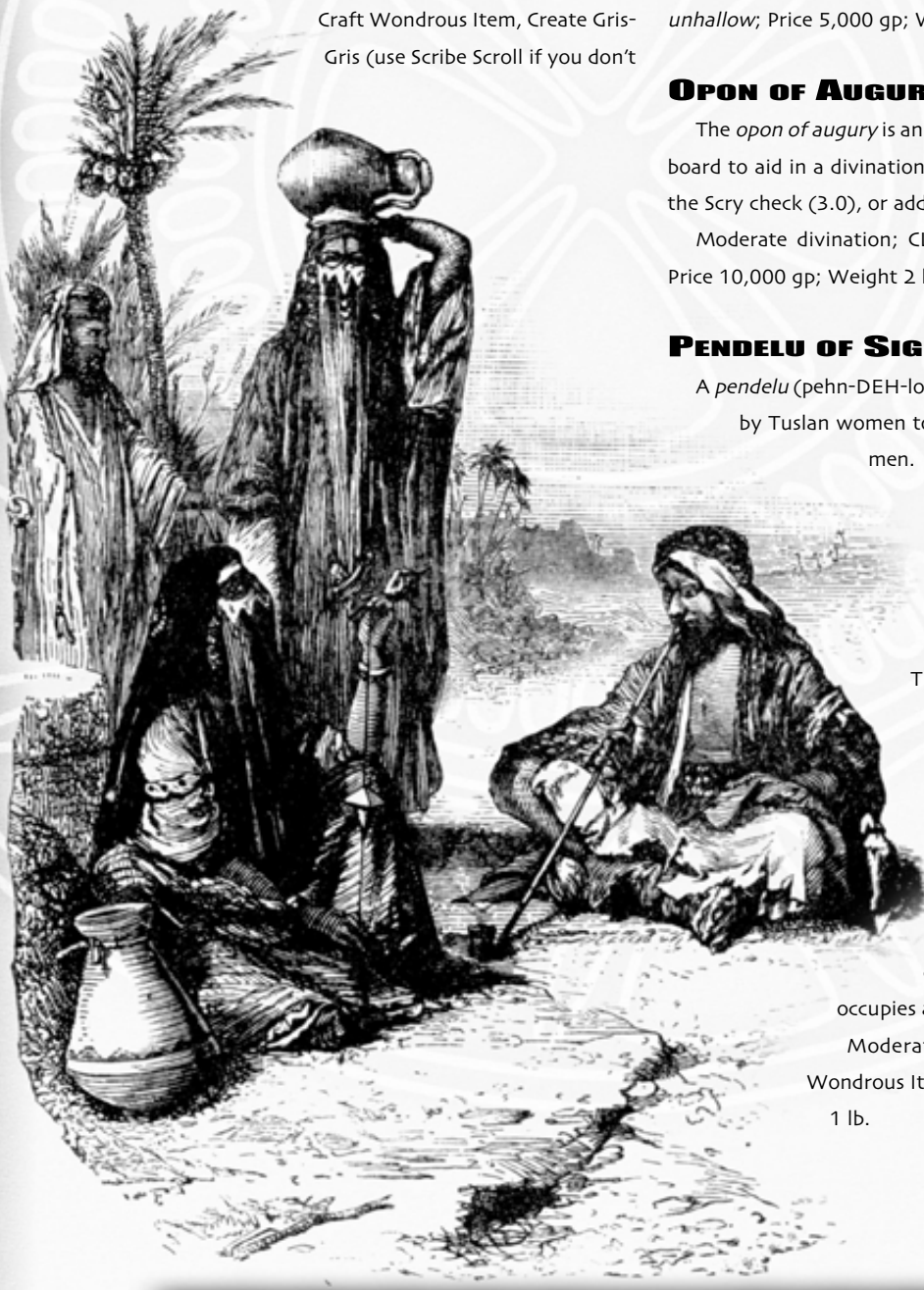
The *opon of augury* is an enchanted divination board. Using this board to aid in a divination confers a +10 circumstance bonus to the Scry check (3.0), or adds +10 to the Will save DC (3.5).

Moderate divination; CL 7th; Craft Wondrous Item, *scrying*; Price 10,000 gp; Weight 2 lb.

PENDELU OF SIGNALING

A *pendelu* (pehn-DEH-loo) is a small white square of cloth worn by Tuslan women to communicate feelings of intimacy to men. A magical *pendelu* can communicate much more information than a simple desire for physical contact. As a free action, the wearer can mentally command the *pendelu* to change to any color imaginable. This adds a +10 circumstance bonus to Innuendo checks (3.0), or to Bluff checks to deliver a secret message and Sense Motive checks to discern a secret message (3.5), provided the person sending the message and the person receiving it have arranged the color codes beforehand. A *pendelu* occupies a cloak/cape/mantle magic item slot.

Moderate transmutation; CL 7th; Craft Wondrous Item, *message*; Price 10,000 gp; Weight 1 lb.



PHASE DOOR

This heavy wooden door is carved with court scenes. When placed against a wall, it transforms into a *phase door*. Unlike the spell, only the person who placed the door can pass through it, and there is no limit to the number of uses. The person who placed the door can remove it from the wall at any time.

Strong conjuration; CL 13th; Craft Wondrous Item, *phase door*; Price 131,040 gp; Weight 100 lb.

POISON PIPE

Some Nyambans have been known to smoke a sedative weed known as dagga. This item is a finely made water pipe for smoking dagga, but if the proper command word is spoken while using it, a vile green vapor pours forth, equivalent in effect to a *cloudkill* spell. The poison does not affect the user of the pipe, and it can only be used in this manner once per day.

Moderate conjuration; CL 9th; Craft Wondrous Item, *cloudkill*; Price 18,000 gp; Weight 3 lb.

SANDALS OF RUNNING

These sturdy leather sandals provide the wearer with free use of the Endurance and Run feats.

Faint transmutation; CL 3rd; Craft Wondrous Item, *expeditious retreat*; Price 8,000 gp; Weight 1 lb.

SHRINE, GENERAL

Enchanted shrines have all the properties of mundane shrines (described in Chapter One), and in addition, can summon one or more servants of the orisha using the various *ally* spells presented in the section on scrolls and gris-gris. The exact appearance of each shrine varies depending on the type of orisha to which it has been dedicated.

Minor shrines occupy a 5-foot by 5-foot space, have a Hardness of 5, 60 hit points, and a break DC of 20.

Medium shrines occupy a 10-foot by 10-foot space, have a Hardness of 8, 90 hit points, and a break DC of 35.

Major shrines occupy a 20-foot by 20-foot space, have a Hardness of 10, 180 hit points, and a break DC of 45.

Shrine, Major Ancestral

Major ancestral shrines can vary in appearance. Typically they feature several carved wooden statues in the images of departed ancestors, as well as a small altar, items valued by the departed ancestors, and receptacles for holding sacrifices such as food or alcohol.

A *major ancestral shrine* can be used once per day to cast *greater ancestral ally*.

Strong conjuration; CL 13th; Craft Wondrous Item, *greater ancestral ally* (new spell, see section on gris-gris); Price 32,760 gp; Weight 20,000 lb.

Shrine, Major Animal

Major animal shrines can vary in appearance. Typically they feature several carved wooden statues in the images of animals, as well as a small altar, body parts from the animal to which the shrine is dedicated, and food items preferred by the animal.

A *major animal shrine* can be used once per day to cast *greater animal ally*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *greater animal ally* (new spell, see section on gris-gris); Price 27,720 gp; Weight 20,000 lb.

Shrine, Major Celestial

Major celestial shrines can vary in appearance. Typically they feature several carved wooden statues of celestials, as well as a small altar, items valued by the celestials, and receptacles for holding sacrifices such as money or minor magic items.

A *major celestial shrine* can be used once per day to cast *greater celestial ally*.

Strong conjuration; CL 13th; Craft Wondrous Item, *greater celestial ally* (new spell, see section on gris-gris); Price 32,760 gp; Weight 20,000 lb.

Shrine, Major Elemental

Major elemental shrines can vary in appearance. Typically they feature bonfires, pools of water, blocks of granite, or raised scaffolding, as well as a small altar.

A *major elemental shrine* can be used once per day to cast *greater elemental ally*.

Strong conjuration; CL 13th; Craft Wondrous Item, *greater elemental ally* (new spell, see section on gris-gris); Price 32,760 gp; Weight 20,000 lb.

Shrine, Major Fiendish

Major fiendish shrines can vary in appearance. Typically they feature a large altar, torture implements, and vessels for sacrificial materials such as blood and vital organs.

A *major fiendish shrine* can be used once per day to cast *greater fiendish ally*.

Strong conjuration; CL 13th; Craft Wondrous Item, *greater fiendish ally* (new spell, see section on gris-gris); Price 32,760 gp; Weight 20,000 lb.

Shrine, Major Geographic

Major geographic shrines can vary in appearance. Typically they are built into the natural features they venerate, and include a small altar, meditation space, and storage vessels to house sacred items.

A *major geographic shrine* can be used once per day to cast *greater geographic ally*.

Strong conjuration; CL 13th; Craft Wondrous Item, *greater geographic ally* (new spell, see section on gris-gris); Price 32,760 gp; Weight 20,000 lb.

Shrine, Major Plant

Major plant shrines can vary in appearance. Typically they're crafted from the plants they venerate, and include a small altar, meditation space, and storage vessels to house sacrificial items such as fresh water and fertilizer.

A *major plant shrine* can be used once per day to cast *greater plant ally*.

Moderate conjuration; CL 11th; Craft Wondrous Item, *greater plant ally* (new spell, see section on gris-gris); Price 27,720 gp; Weight 20,000 lb.

Shrine, Medium Ancestral

This is identical to a *major ancestral shrine*, except that it's smaller and can cast *ancestral ally* instead of *greater ancestral ally*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *ancestral ally* (new spell, see section on gris-gris); Price 16,200 gp; Weight 2,000 lb.

Shrine, Medium Animal

This is identical to a *major animal shrine*, except that it's smaller and can cast *animal ally* instead of *greater animal ally*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *animal ally* (new spell, see section on gris-gris); Price 10,080 gp; Weight 2,000 lb.

Shrine, Medium Celestial

This is identical to a *major celestial shrine*, except that it's smaller and can cast *celestial ally* instead of *greater celestial ally*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *celestial ally* (new spell, see section on gris-gris); Price 16,200 gp; Weight 2,000 lb.

Shrine, Medium Elemental

This is identical to a *major elemental shrine*, except that it's smaller and can cast *elemental ally* instead of *greater elemental ally*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *elemental ally* (new spell, see section on gris-gris); Price 16,200 gp; Weight 2,000 lb.

Shrine, Medium Fiendish

This is identical to a *major fiendish shrine*, except that it's smaller and can cast *fiendish ally* instead of *greater fiendish ally*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *fiendish ally* (new spell, see section on gris-gris); Price 16,200 gp; Weight 2,000 lb.

Shrine, Medium Geographic

This is identical to a *major geographic shrine*, except that it's smaller and can cast *geographic ally* instead of *greater geographic ally*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *geographic ally* (new spell, see section on gris-gris); Price 16,200 gp; Weight 2,000 lb.

Shrine, Medium Plant

This is identical to a *major plant shrine*, except that it's smaller and can cast *plant ally* instead of *greater plant ally*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *plant ally* (new spell, see section on gris-gris); Price 10,080 gp; Weight 2,000 lb.

Shrine, Minor Ancestral

This is identical to a *major ancestral shrine*, except that it's much smaller and can cast *lesser ancestral ally* instead of *greater ancestral ally*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser ancestral ally* (new spell, see section on gris-gris); Price 5,400 gp; Weight 200 lb.

Shrine, Minor Animal

This is identical to a *major animal shrine*, except that it's much smaller and can cast *lesser animal ally* instead of *greater animal ally*.

Faint conjuration; CL 3rd; Craft Wondrous Item, *lesser animal ally* (new spell, see section on gris-gris); Price 2,160 gp; Weight 200 lb.

Shrine, Minor Celestial

This is identical to a *major celestial shrine*, except that it's much smaller and can cast *lesser celestial ally* instead of *greater celestial ally*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser celestial ally* (new spell, see section on gris-gris); Price 5,400 gp; Weight 200 lb.

Shrine, Minor Elemental

This is identical to a *major elemental shrine*, except that it's much smaller and can cast *lesser elemental ally* instead of *greater elemental ally*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser elemental ally* (new spell, see section on gris-gris); Price 5,400 gp; Weight 200 lb.

Shrine, Minor Fiendish

This is identical to a *major fiendish shrine*, except that it's much smaller and can cast *lesser fiendish ally* instead of *greater fiendish ally*.

Faint conjuration; CL 5th;
Craft Wondrous Item,

lesser fiendish ally (new spell, see section on gris-gris); Price 5,400 gp; Weight 200 lb.

Shrine, Minor Geographic

This is identical to a *major geographic shrine*, except that it's much smaller and can cast *lesser geographic ally* instead of *greater geographic ally*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser geographic ally* (new spell, see section on gris-gris); Price 5,400 gp; Weight 200 lb.

Shrine, Minor Plant

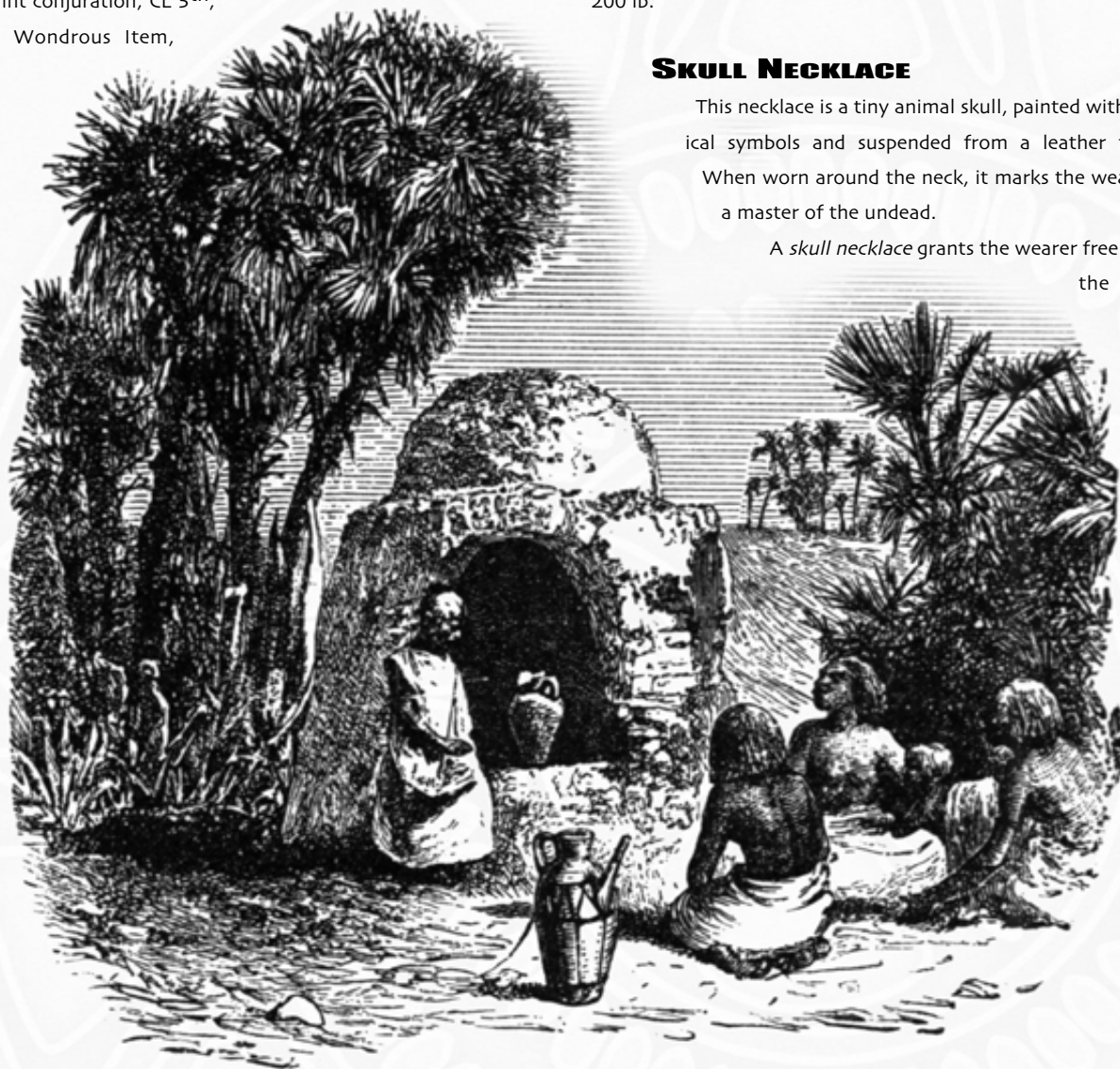
This is identical to a *major plant shrine*, except that it's much smaller and can cast *lesser plant ally* instead of *greater plant ally*.

Faint conjuration; CL 3rd; Craft Wondrous Item, *lesser plant ally* (new spell, see section on gris-gris); Price 2,160 gp; Weight 200 lb.

SKULL NECKLACE

This necklace is a tiny animal skull, painted with magical symbols and suspended from a leather thong. When worn around the neck, it marks the wearer as a master of the undead.

A *skull necklace* grants the wearer free use of the Extra



Turning feat, but only for the purpose of Rebuking, Commanding, or Bolstering undead. Those unable to channel negative energy cannot make use of a *skull necklace*.

Faint necromancy; CL 3rd; Craft Wondrous Item, *animate dead*; Price 4,000 gp; Weight 2 lb.

SPIDERWEB OF VANISHING

It's said that in the ancient past the Overpower ascended into the heavens by climbing a spider's web. This 50-foot-long spiderweb is so thick that at first glance it appears to be a woven silk rope. When thrown into the air the web hangs as if suspended, creating an effect identical to that of the *rope trick* spell.

Faint transmutation; CL 3rd; Craft Wondrous Item, *rope trick*; Price 12,000 gp; Weight 1 lb.

SPIRIT JAR, GENERAL

Spirit jars are containers that allow a character to capture various servants of the orisha, and extract services from them. This functions like the various *binding* spells described in the section on gris-gris.

Spirit jars are generally nonfunctional when found. To empower the item, an object of ritual significance must be placed in it. The jar remains empowered until used, at which point it becomes nonfunctional again.

Spirit Jar, Major Ancestral

A *major ancestral spirit jar* is a small ceramic container with a tight-fitting iron stopper. To empower the jar, it must be filled with some body part of one of the user's ancestors. A knucklebone, a lock of hair, or a few drops of dried blood are all sufficient.

Once empowered, the jar can be used once per day to cast *greater ancestral binding*.

Strong conjuration; CL 13th; Craft Wondrous Item, *greater ancestral binding* (new spell, see section on gris-gris); Price 65,520 gp; Weight 1 lb.

Spirit Jar, Major Animal

A *major animal spirit jar* is a small ostrich-egg bottle with a tight-fitting iron stopper. To empower the jar, it must be filled with some body part of the animal to which it is dedicated. A small bone, a bit of fur, or a few drops of dried blood are all sufficient. Decorative paintings on the side of the jar usually indicate the animal to which the jar is dedicated.

Once empowered, the jar can be used once per day to cast *greater animal binding*.

Moderate conjuration; CL 11th; Craft Wondrous Item, *greater animal binding* (new spell, see section on gris-gris); Price 47,520 gp; Weight 1 lb.

Spirit Jar, Major Celestial

A *major celestial spirit jar* is a small bronze container with a tight-fitting iron stopper. To empower the jar, it must be filled with some body part or possession of a celestial. A tear, a lock of hair, or scrap of clothing are all sufficient.

Once empowered, the jar can be used once per day to cast *greater celestial binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *greater celestial binding* (new spell, see section on gris-gris); Price 65,520 gp; Weight 1 lb.

Spirit Jar, Major Elemental

A *major elemental spirit jar* is a small stone container with a tight-fitting iron stopper. To empower the jar, it must be filled with elemental material from the four elements, such as a bit of ash, some water, dirt, and a puff of air.

Once empowered, the jar can be used once per day to cast *greater elemental binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *greater elemental binding* (new spell, see section on gris-gris); Price 65,520 gp; Weight 1 lb.

Spirit Jar, Major Fiendish

A *major fiendish spirit jar* is a small iron container with a tight-fitting iron stopper. To empower the jar, it must be filled with some body part or possession of a fiend. A bit of flesh, a claw, or a piece of a weapon are all sufficient.

Once empowered, the jar can be used once per day to cast *greater fiendish binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *greater fiendish binding* (new spell, see section on gris-gris); Price 65,520 gp; Weight 1 lb.

Spirit Jar, Major Geographic

A *major geographic spirit jar* is a small wooden container with a tight-fitting iron stopper. To empower the jar, it must be filled with some part of the geographic feature it represents. A rock, a few drops of water, or some earth are all sufficient.

Once empowered, the jar can be used once per day to cast *greater geographic binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *greater geographic binding* (new spell, see section on gris-gris); Price 65,520 gp; Weight 1 lb.

Spirit Jar, Major Plant

A *major plant spirit jar* is a small gourd with a tight-fitting iron stopper. To empower the jar, it must be filled with some plant material. Leaves, sticks, or roots are all sufficient.

Once empowered, the jar can be used once per day to cast *greater plant binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *greater plant binding* (new spell, see section on gris-gris); Price 47,520 gp; Weight 1 lb.

Spirit Jar, Medium Ancestral

This item is identical to a *major ancestral spirit jar*, except that it casts *ancestral binding* instead of *greater ancestral binding*.

Moderate conjuration; CL 9th; Craft Wondrous Item, *ancestral binding* (new spell, see section on gris-gris); Price 32,400 gp; Weight 1 lb.

Spirit Jar, Medium Animal

This item is identical to a *major animal spirit jar*, except that it casts *animal binding* instead of *greater animal binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *animal binding* (new spell, see section on gris-gris); Price 20,160 gp; Weight 1 lb.

Spirit Jar, Medium Celestial

This item is identical to a *major celestial spirit jar*, except that it casts *celestial binding* instead of *greater celestial binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *celestial binding* (new spell, see section on gris-gris); Price 32,400 gp; Weight 1 lb.

Spirit Jar, Medium Elemental

This item is identical to a *major elemental spirit jar*, except that it casts *elemental binding* instead of *greater elemental binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *elemental binding* (new spell, see section on gris-gris); Price 32,400 gp; Weight 1 lb.

Spirit Jar, Medium Fiendish

This item is identical to a *major fiendish spirit jar*, except that it casts *fiendish binding* instead of *greater fiendish binding*.



Moderate conjuration; CL 7th; Craft Wondrous Item, *fiendish binding* (new spell, see section on gris-gris); Price 32,400 gp; Weight 1 lb.

Spirit Jar, Medium Geographic

This item is identical to a *major geographic spirit jar*, except that it casts *geographic binding* instead of *greater geographic binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *geographic binding* (new spell, see section on gris-gris); Price 32,400 gp; Weight 1 lb.

Spirit Jar, Medium Plant

This item is identical to a *major plant spirit jar*, except that it casts *plant binding* instead of *greater plant binding*.

Moderate conjuration; CL 7th; Craft Wondrous Item, *plant binding* (new spell, see section on gris-gris); Price 20,160 gp; Weight 1 lb.

Spirit Jar, Minor Ancestral

This item is identical to a *major ancestral spirit jar*, except that it casts *lesser ancestral binding* instead of *greater ancestral binding*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser ancestral binding* (new spell, see section on gris-gris); Price 10,800 gp; Weight 1 lb.

Spirit Jar, Minor Animal

This item is identical to a *major animal spirit jar*, except that it casts *lesser animal binding* instead of *greater animal binding*.

Faint conjuration; CL 3rd; Craft Wondrous Item, *lesser animal binding* (new spell, see section on gris-gris); Price 4,320 gp; Weight 1 lb.

Spirit Jar, Minor Celestial

This item is identical to a *major celestial spirit jar*, except that it casts *lesser celestial binding* instead of *greater celestial binding*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser celestial binding* (new spell, see section on gris-gris); Price 10,800 gp; Weight 1 lb.

Spirit Jar, Minor Elemental

This item is identical to a *major elemental spirit jar*, except that it casts *lesser elemental binding* instead of *greater elemental binding*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser elemental binding* (new spell, see section on gris-gris); Price 10,800 gp; Weight 1 lb.

Spirit Jar, Minor Fiendish

This item is identical to a *major fiendish spirit jar*, except that it casts *lesser fiendish binding* instead of *greater fiendish binding*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser fiendish binding* (new spell, see section on gris-gris); Price 10,800 gp; Weight 1 lb.

Spirit Jar, Minor Geographic

This item is identical to a *major geographic spirit jar*, except that it casts *lesser geographic binding* instead of *greater geographic binding*.

Faint conjuration; CL 5th; Craft Wondrous Item, *lesser geographic binding* (new spell, see section on gris-gris); Price 10,800 gp; Weight 1 lb.

Spirit Jar, Minor Plant

This item is identical to a *major plant spirit jar*, except that it casts *lesser plant binding* instead of *greater plant binding*.

Faint conjuration; CL 3rd; Craft Wondrous Item, *lesser plant binding* (new spell, see section on gris-gris); Price 4,320 gp; Weight 1 lb.

STATUES, GENERAL

Magical statues are similar to nkisi nail figures (described in *Nyambe: African Adventures*), but are much larger. These items provide protection against the various servants of the orisha to which they are attuned.

Statue of Ancestor Defense

This carved statue is made of wood and bone, and fashioned in the image of a deceased ancestor. Once per day, this statue casts a *repel ancestors* spell upon whomever touches it and speaks the command word.

Strong abjuration; CL 20th; Craft Wondrous Item, *repel ancestors* (new spell, see section on gris-gris); Price 36,000 gp; Weight 50 lb.

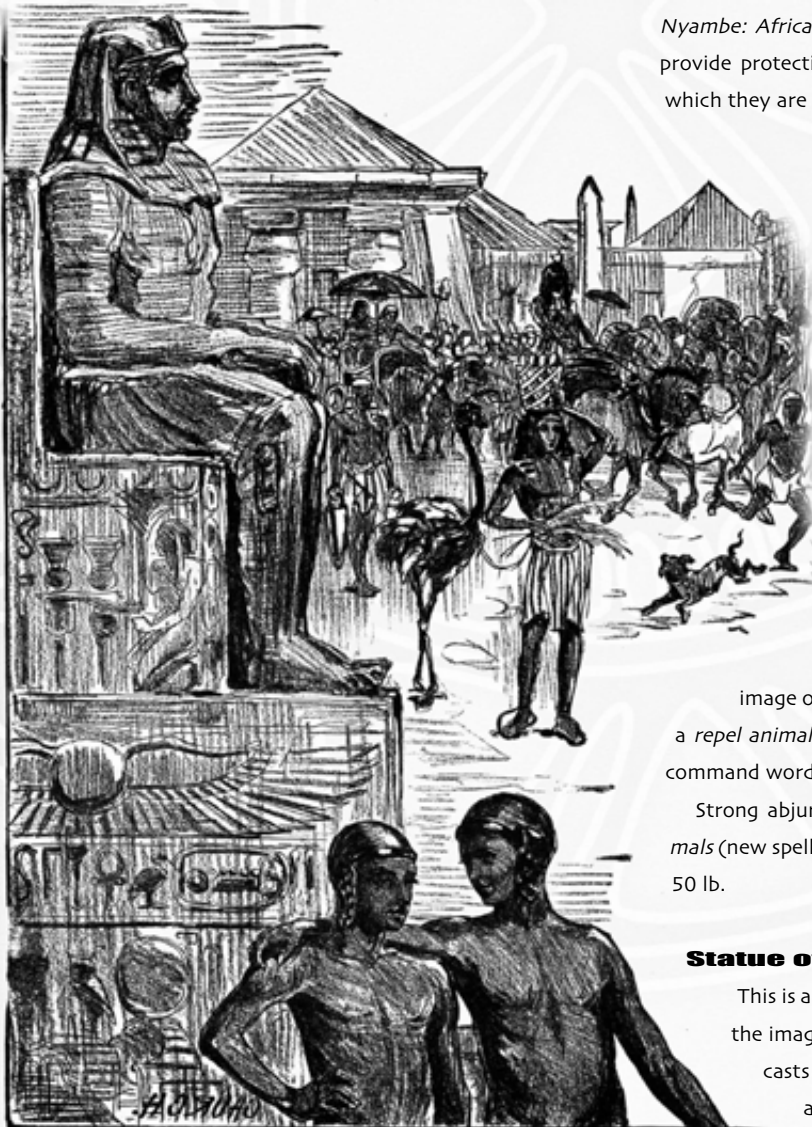
Statue of Animal Defense

This carved wooden statue is fashioned in the image of a bristling animal. Once per day, this statue casts a *repel animals* spell upon whomever touches it and speaks the command word.

Strong abjuration; CL 20th; Craft Wondrous Item, *repel animals* (new spell, see section on gris-gris); Price 28,800 gp; Weight 50 lb.

Statue of Celestial Defense

This is a metal statue, often made of iron, and fashioned in the image of a vengeful celestial. Once per day, this statue casts a *repel celestials* spell upon whomever touches it and speaks the command word.



Strong abjuration; CL 20th; Craft Wondrous Item, *repel celestials* (new spell, see section on gris-gris); Price 36,000 gp; Weight 50 lb.

Statue of Elemental Defense

This clay statue is fashioned to resemble a rough, featureless, vaguely humanoid-shaped elemental. Once per day, this statue casts a *repel elementals* spell upon whomever touches it and speaks the command word.

Strong abjuration; CL 20th; Craft Wondrous Item, *repel elementals* (new spell, see section on gris-gris); Price 36,000 gp; Weight 50 lb.

Statue of Fey Defense

This stone statue is fashioned into the form of a squat, ugly fey creature. Once per day, this statue casts a *repel fey* spell upon whomever touches it and speaks the command word.

Strong abjuration; CL 20th; Craft Wondrous Item, *repel fey* (new spell, see section on gris-gris); Price 36,000 gp; Weight 50 lb.

Statue of Fiend Defense

This statue is made of clay, and usually fashioned in the form of a horrid demon. Once per day, this statue casts a *repel fiends* spell upon whomever touches it and speaks the command word.

Strong abjuration; CL 20th; Craft Wondrous Item, *repel fiends* (new spell, see section on gris-gris); Price 36,000 gp; Weight 50 lb.

Statue of Plant Defense

This carved wooden statue is made to resemble some sort of fearsome, vaguely humanoid-shaped plant creature. Once per day, this statue casts a *repel plants* spell upon whomever touches it and speaks the command word.

Strong abjuration; CL 20th; Craft Wondrous Item, *repel plants* (new spell, see section on gris-gris); Price 28,800 gp; Weight 50 lb.

TRINKETS, GENERAL

Trinkets are low-powered magic items designed to entertain or make life easier. Since weak magic is relatively common in Nyambe-tanda, trinkets are popular magic items among those who can afford them.

Trinkets do not have game statistics. They cannot modify dice rolls or character statistics, nor can they affect opponents in any way. Trinkets are considered wondrous items.

Faint transmutation; CL 1st; Craft Wondrous Item, *prestidigitation*; Price 25 gp

Trinket, Beauty Charms

The Tuslan people consider themselves the most beautiful people in the entire world. They craft magical charms from beads, cloth, bones, and other materials to protect their beauty from various maladies. These beauty charms are fastened onto clothing, and are continuously active while worn.

Ward Against Acne — This charm protects the user from developing blackheads or pimples.

Ward Against Bad Breath — This charm keeps the user from developing bad breath, no matter what she eats, or how often she cleans her teeth.

Ward Against Body Odor — This charm keeps the user from developing body odor, no matter how much he sweats.

Ward Against Greasy Hair — This charm prevents the user's hair from becoming dirty or greasy.

Ward Against Rotten Teeth — This charm protects the user's teeth from cavities and gum disease. Unfortunately, it cannot straighten crooked teeth.

Trinket, Mbanta Cutlery

Cooks among the nomadic Mbanta people use these magical knives to help craft their famous gourmet dishes. Each type of knife has a specific magical power. Some of the more common ones are listed below:

Clean Knife — Nothing sticks to this knife, not even food-borne bacteria like salmonella, and it never needs cleaning.

Eversharp Knife — This knife is kept magically sharp, and always makes perfectly clean cuts without any ragged edges

Knife of Flavor — Each knife of this type has a specific flavor, such as coconut, lemon-vinegar, or fenugreek. When used to dice up food, the food takes on some of the knife's flavor.

Trinket, Neck-Ring

Worn primarily by Azzazza (ah-ZAH-zah) women, neck-rings are copper, silver, or gold trinkets similar to necklaces. They differ in that they tightly hug a person's neck, and that wearing enough of them can actually elongate it. A neck-ring is both a sign of beauty and an overt display of a person's rank, especially among aristocrats. The more rings a person wears, the higher her rank must undoubtedly be. In fact, it's not unusual to see a wealthy individual sporting as many as 20 rings and a neck that has become so elongated that it cannot physically support her own head if the rings are removed.

Many neck-rings bear minor enchantments. No single ring has more than one, and no more than 5 such enchanted neck-rings can be worn at any given time. Wearing enchanted neck-rings counts

as wearing a magic item in the amulet slot, and the rings are continuously active while worn.

Some common enchantments are:

Cool Breeze — Magically generates a thin bubble of cool, refreshing winds around the wearer.

Fly-Bane — Wards against common, mundane insect pests such as mosquitoes, horse flies, blood flies, and cattle flies.

Perfect Balance — The wearer can carry a heavy weight upon her head without the risk of it falling off in any given mundane situation.

Perfect Beauty — Keeps the wearer's skin naturally moisturized and free from sunburn, calluses, and ash.

Perfect Hair — The wearer can change her hairstyle on whim, rotating between three preset styles with a simple command word. The neck-ring is magically imprinted with the "memory" of one hairstyle each time it's nicked with a blade. If three hairstyles are already imprinted and it's nicked again, it "forgets" the oldest style and retains the newest one. This neck-ring can only be imprinted 25 times.

Perfume — When rubbed with a flower petal, flower essence, or anything else that has a natural odor, the neck-ring retains the scent and thereafter maintains a faint cloud of perfume based on it. The metal can be imprinted with new scents an unlimited number of times.

Trinket, Magic Toys

The dragon-blooded unthlatu are not known for their parenting skills, and tend to let their young fend for themselves. Despite this, they enjoy using their sorcerous powers to craft magical toys for their children. Some of the more common magical toys include:

Croaking Frogs — This toy frog is carved from mango wood, and emits a realistic-sounding croak when a command word is spoken. A second command word causes it to stop its croaking.

Diving Frogs — These toy frogs are carved from mango wood, and when the user places the frog in water and speaks a command word, the frog dives underwater. A second command word causes it to resurface.

Dragon Egg — This polished stone is not really a dragon egg, but upon speaking a command word, it emits a tiny roar, as if there was a baby dragon trapped inside.

Pet Water Elemental — This is a Fine water elemental in a wooden bowl. It's capable of obeying commands given to it in Aquan, but is incapable of moving outside the confines of the bowl.

Walking Cup — This wooden cup is carved into the image of an unthlatu, with a depression in the head for holding liquids. At

a command word, the cup animates and can walk about, moving to whatever location is pointed out by the speaker.

TROPHIES, GENERAL

After a hunt, it's a common practice for a Shombe warrior to cut off some part of his prey as a symbol of his victory. These body parts are often used to decorate weapons, shields, headdresses, or other equipment. If the kill was especially difficult, the hunter may even pay to have the animal part turned into a magic item. These enchanted animal trophies bestow magical powers upon the items they decorate.

Not all animal parts are suitable for a magical trophy. First, the animal must be advanced beyond its base HD. Second, the body used cannot be more than a day old unless it has been magically preserved. Third, a character must make a Natural Medicine check with a DC of 20 and a base time of 10 minutes to extract a useful body part. On a failed roll, the part is unusable (this means taking 20 is not an option). Only if all these criteria are met can a part sustain the necessary spells. Components for animal trophies can be sold for 10 gp per HD of the animal. Only certain creatures are used for animal trophies; characters will generally not be able to sell parts from creatures other than the ones listed below, unless the GM rules otherwise.

All animal trophies provide luck bonuses, and are continuously active while attached to an item. The maximum bonus of the trophy is usually one-third the animal's Hit Dice, rounded up, though there are some exceptions; for example, *boar's tusks* only provide a luck bonus to Strength checks, so the maximum bonus is six times normal since not all ability scores get the bonus. The base cost of the item is the bonus squared times 2,750 gp. Items with multiple bonuses use the normal price for the first bonus, and 110% the normal price for additional bonuses. The creation cost is equal to one-half the base cost. The XP cost is 1/25 of the base cost minus 1 XP per HD of the animal. This also increases the market price of the item by 10 gp per XP point saved. The cost can vary, however, depending on the specific properties of the item; for example, *dire lion's claws* only provide a bonus to Will saves, so are 1/3 the normal cost.

Once ensorcelled, the trophy must be affixed to a masterwork or magical item of the appropriate type in order to gain the luck bonuses. Once affixed, the trophy magically bonds to the item, and can only be removed by making a Natural Medicine check with a DC of 25 and a base time of 1 hour. On a failed roll, the trophy is destroyed (again, taking 20 is not an option).

Trophy, Anath's Hair (Psionic Item)

An *anath* (AHN-ath) is a Nyamban medusa. The snake-like hair from these creatures can be added as fringe onto a shield, protecting the wearer from gaze attacks.

When attached to a shield, *anath's hair* allows the user to manifest the psionic power *steadfast gaze* (self only) three times per day.

Moderate transmutation; CL 8th; Craft Universal Item, *steadfast gaze*, hair from an anath with 1 character class level; Price 8,720 gp; Cost 4,320 gp + 338 XP; Weight 5 lb.

Trophy, Ape's Toes

The toes of an ape can be attached to leather straps, and hung like tassels from a belt. They allow the user to climb with the skill of an ape.

Ape's toes, when attached to a belt, provide a +12 luck bonus to Climb checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*, toes from a 5-HD ape; Price 11,050 gp; Cost 5,500 gp + 435 XP; Weight 5 lb.

Trophy, Baboon's Fur

The magically enhanced fur of a baboon can be used to decorate robes or leather armor. The fur makes the user faster, stronger, and tougher.

When used to decorate leather armor or robes, *baboon's fur* provides the user with a +2 luck bonus to Strength checks, Constitution checks, and Dexterity checks. The trophy does not affect skill checks or skill checks that default to an ability check, only true ability checks.

Faint evocation; CL 3rd; Craft Wondrous Item, *divine favor*, fur from a 3-HD baboon; Price 5,530 gp; Cost 2,750 gp + 217 XP; Weight 2 lb.

Trophy, Boar's Tusks

These sharpened and carved *boar's tusks* are often fitted onto armor, allowing the user to perform great feats of strength.

When added to any armor, *boar's tusks* function as armor spikes, and provide a +12 luck bonus to Strength checks. The trophy does not affect skill checks or skill checks that default to an ability check, only true ability checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*, tusks from a 5-HD boar; Price 11,050 gp; Cost 5,500 gp + 435 XP; Weight 6 lb.

Trophy, Constrictor Snake's Skin

The skin of a constrictor snake can be added to a belt, providing the wearer with the ability to perform great feats of strength and agility.

When added to any belt, *constrict snake's skin* provides a +12 luck bonus to Strength and Dexterity checks. The trophy does not affect skill checks or skill checks that default to an ability check, only true ability checks.

Moderate conjuration and enchantment; CL 10th; Craft Wondrous Item, *divine favor*, *prayer*, skin from a 10-HD constrictor snake; Price 23,200 gp; Cost 11,550 gp + 914 XP

Trophy, Crocodile's Scales

Crocodile's scales can be added to a shield. They make the user resistant to many forms of attack.

When attached to a shield of any sort, *crocodile's scales* provide the user with a +1 luck bonus to AC and all saving throws.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*, scales from a 5-HD crocodile; Price 5,825 gp; Cost 2,913 gp + 228 XP

Trophy, Dire Ape's Hands

The magically enhanced hands of a dire ape can be dangled from a leather strap, and attached to the haft of a heavy mace, greatclub, or great hammer. The hands guide the user's strikes, and add their power to successful hits.

Dire ape's hands can be added to a heavy mace, greatclub, or great hammer. They provide a +2 luck bonus to attack rolls, and a +3 luck bonus to damage rolls.

Strong conjuration and enchantment; CL 13th; Craft Wondrous Item, *divine favor*, *prayer*, hands from a 13-HD dire ape; Price 38,355 gp; Cost 19,112 gp + 1,516 XP

Trophy, Dire Lion's Claws

These enchanted claws can be affixed to any necklace or amulet. They provide the wearer with the steely will of a lion.

Dire lion's claws, when attached to an amulet, provide a +5 luck bonus to Will saves.

Strong conjuration and enchantment; CL 15th; Craft Wondrous Item, *divine favor*, *prayer*, claws from a 15-HD dire lion; Price 23,066 gp; Cost 11,458 gp + 901 XP

Trophy, Eagle's Feathers

When added to a mask or headdress, *eagle's feathers* provide the user with an exceptionally commanding presence.

Eagle's feathers provide the wearer of a mask or headdress with a +2 luck bonus to Charisma checks and all Charisma-based skill checks.

Faint evocation; CL 3rd; Craft Wondrous Item, *divine favor*, feathers from a 3-HD eagle; Price 1,863 gp; Cost 916 gp + 70 XP

Trophy, Elephant's Tusks

These heavily carved, magical ivory tusk points can be fitted onto a wooden shield. Not only can they be used as shield spikes, but they also improve the user's stamina.

Elephant's tusks, when attached to a wooden shield, not only function as shield spikes, but provide the user with a +4 luck bonus to Fortitude saves.

Strong conjuration and enchantment; CL 12th; Craft Wondrous Item, *divine favor*, *prayer*, tusks from a 12-HD elephant; Price 14,786 gp; Cost 7,333 gp + 574 XP

Trophy, Hyena's Ears

These ensorcelled hyena ears can be affixed to any mask or headdress. They provide the wearer with an enhanced awareness of her surroundings.

Hyena's ears, when attached to a mask or headdress, provide a +15 luck bonus to Listen checks.

Faint evocation; CL 4th; Craft Wondrous Item, *divine favor*, ears from a 4-HD hyena; Price 11,040 gp; Cost 5,500 gp + 436 XP

Trophy, Leopard's Skin

A *leopard's skin* can be affixed to any cloak or cape. The skin improves the wearer's skills.

A *leopard's skin*, when attached to a cloak or cape, provides the wearer with a +2 luck bonus to all skill checks.

Faint evocation; CL 4th; Craft Wondrous Item, *divine favor*, skin from a 4-HD leopard; Price 11,040 gp; Cost 5,500 gp + 436 XP

Trophy, Lion's Tail

An enchanted *lion's tail* can be attached to any spear. When the spear is used in melee combat, the power of the lion allows it to inflict more damage.

A *lion's tail* provides a spear used in melee combat with a +3 luck bonus to damage rolls.

Moderate conjuration; CL 8th; Craft Wondrous Item, *divine favor*, *prayer*, skin from an 8-HD lion; Price 24,830 gp; Cost 12,375 gp + 982 XP

Trophy, Mardkhora's Tail

The tail of a *mardkhora* (mard-KHO-rah), or Nyamban mantico-re, can be attached to the end of a thrown javelin or spear. When hurled, the tail trails behind the weapon like a streamer, releasing a deadly barrage of spikes when it strikes its target.

A *mardkhora's tail* must be attached to a thrown javelin or spear. Once per day, on a successful ranged attack, all 24 spikes shoot out of the tail, and regrow over the course of a day. The hail of spikes inflicts 9d6 points of piercing damage to all targets within a 20-foot radius, with a Reflex save vs. DC 20 for half damage.

Moderate transmutation and enchantment; CL 9th; Create Wondrous Item, *spike stones*, tail from a 9-HD mardkhora; Price 10,890 gp; Cost 5,400 gp + 423 XP

Trophy, Monkey's Skull

A *monkey's skull* can be attached to any hat, helmet, or headband. It allows the user to deftly avoid dangerous situations.

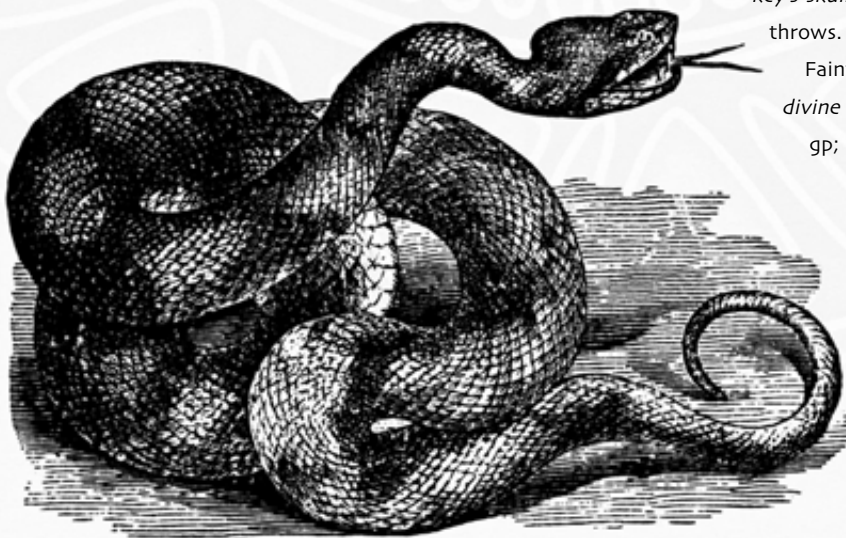
When attached to a hat, helmet, or headband, a *monkey's skull* provides a +1 luck bonus to Reflex saving throws.

Faint evocation; CL 3rd; Craft Wondrous Item, *divine favor*, skull from a 3-HD monkey; Price 946 gp; Cost 458 gp + 33 XP

Trophy, Rhino's Horn

One of the most valued of animal trophies, a *rhino's horn* can be added to any mask or helmet. It provides the wearer with good fortune at virtually any endeavor.

A *rhino's horn*, when attached to a mask or helmet, provides a +1

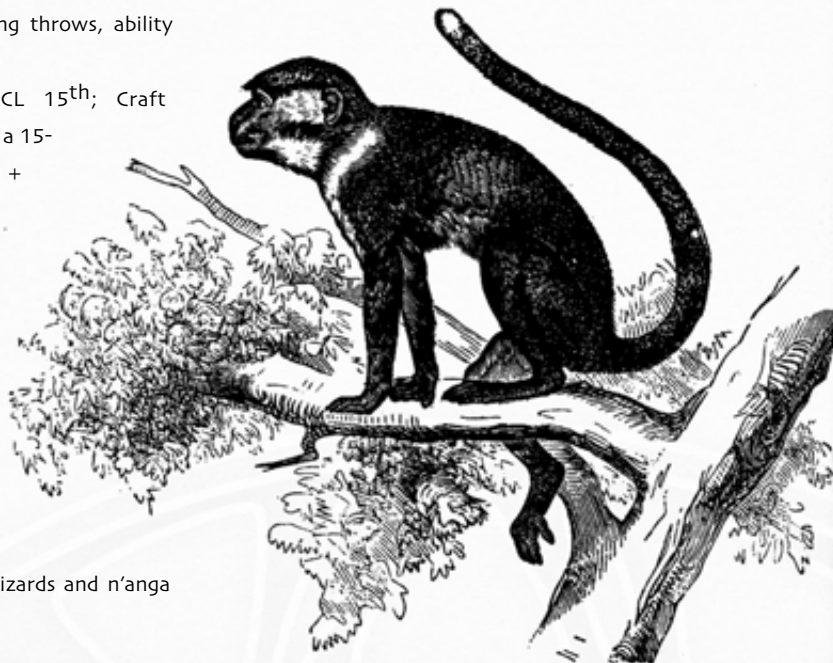


luck bonus to armor class, damage rolls, saving throws, ability checks, and skill checks.

Strong conjuration and enchantment; CL 15th; Craft Wondrous Item, *divine favor*, *prayer*, horn from a 15-HD rhinoceros; Price 15,000 gp; Cost 7,425 gp + 579 XP

CURSED ITEMS

Since evil magic features prominently in an *African Adventures* game, the inclusion of cursed items in campaigns set in Nyambe-tanda is recommended. Cursed items can come from several sources, the most common being mchawi wizards and n'anga clerics who honor the fiendish orisha.



BOW STAND OF SHATTERING

This item appears to be a *bow stand of victory* (if you don't have a copy of *Nyambe: African Adventures*, this is a bow stand that makes any bow placed within into a +1 weapon for 8 hours). However, the first time a bow placed in it is used in combat, the bow shatters with a thunderous crack. Any non-magical bow is automatically broken. Magical bows must make a Fortitude save with a DC of 25, using the wielder's save bonus, or also suffer breakage. Artifact bows are not affected. A shattering bow inflicts 6d6 points of piercing damage upon the wielder and all creatures within a 10-foot radius. The wielder does not get a save against the damage, but others may make a DC 15 Reflex save for half damage.

Moderate evocation; CL 6th; Craft Magic Weapons and Armor, *shatter*; Price 7,200 gp; Weight 2 lb.

EXECUTIONER'S FOLLY

This +1 *vorpal executioner's sword* functions normally until the wielder rolls a natural 1 on an attack. At that time, the wielder automatically threatens himself with a critical and must make an attack roll against himself to confirm the critical. On a confirmed critical hit, he decapitates himself.

Strong necromancy; CL 12th; Craft Magic Arms and Armor, *keen edge*, *circle of death*; Price 72,330 gp; Cost 36,330 gp + 2,880 XP

HEADREST OF RESTLESS SLUMBER

This item appears to be a *headrest of blissful slumber* (if you don't have a copy of *Nyambe: African Adventures*, it's a headrest

that allows a spellcaster to interrupt her sleep by up to 10 minutes, and still recover spells normally). However, anyone who gets a full night's sleep on the headrest suffers 1d4 points of permanent Intelligence score drain. Furthermore, unless the victim receives a *remove curse* spell, she does not notice the Intelligence drain and refuses to stop sleeping on the headrest. Sleeping on the headrest for multiple nights causes additional Intelligence drain.

Moderate necromancy; CL 7th; Craft Wondrous Item, *bestow curse*; Price 11,200 gp; Weight 3 lbs.

KOSAN GOLD (MINOR ARTIFACT)

These blood-red gold coins are no longer used because they are such terrible icons of the Kosa Empire's past depredations. At its height, minters used fiendish magic to bond the blood of the empire's slain enemies into the coins, as a reminder to the subjugated races that their lives were bought with the lives of their fallen comrades. Nowadays, people regard such money with deep-seated superstition and even fear. They say each coin is haunted by the soul of the one whose blood it contains. While not truly haunted, some kosan gold coins do indeed exhibit strange, almost fiendish behavior, and it's a wise person who refuses to accept them as payment.

A coin's effect lasts for as long as it's in the owner's possession, and for three additional days thereafter. Simply touching the coin is an act of possession, for game purposes. The effects of possessing multiple coins stack.

Some kosan gold coins and their effects are:

Doom — The owner suffers from a –1 luck penalty to all saving throws, skill checks, and ability checks.

Hate — Everyone the owner encounters has an initial attitude of hostile (see the Influencing NPC Attitudes table in the D20 System rules for more.)

Fell — The owner loses 1 hit point per character level from his hit point total.

Spite — Any creature that attacks the owner receives a +1 luck bonus to strike him.

Fog — The owner becomes androgynous in the eyes of others, and is subsequently treated as being of the opposite gender.

Dire — Weapons used to attack the owner have their critical hit ranges doubled.

Overpowering necromancy; CL 20th

KOSAN SHACKLES (MINOR ARTIFACT)

During the height of the Kosa Empire, each great lord possessed a harem as large as the modern Amazon army of Nibomay, it is said. These concubines came from every race, including that of the kosans themselves. Their masters fed them fine foods, watered them with rare wines, and clothed them in exquisite silks; there was nothing tainted kosan gold could not purchase for them. Yet at the end of the day, the concubines were just slaves and little else. To remind them of their place, they wore “shackles” such as these — beautiful gold ankle bracelets as yellow as the sun and adorned with precious green diamonds.

This particular variety of the jewelry is cursed. Wearing both anklets gives a character a +2 bonus to both her Constitution and Charisma ability scores, but she must immediately adopt another person as her “master,” from whose presence she is never allowed to move more than 30 feet. Moreover, she is forbidden from causing him harm and must do everything in her power to keep harm from him. If she moves out of range or consciously harms her master, then she suffers from the negative effects of the *geas/quest* spell.

This curse is permanent for as long as the anklets are worn; they can only be removed by a *limited wish*, *remove curse*, *miracle*, or *wish* spell. *Dispel magic* has no effect on them. Once a master has been selected, the wearer can't change to another until he dies.

Overpowering enchantment; CL 20th

OPON OF FALSE AUGURY

This carved wooden plank appears to be an *opon of augury*, and seems to function as normal. However, whenever it's used, the results returned by the divination that it enhances are always false.

Moderate divination; CL 9th; Craft Wondrous Item, *legend lore*, *magic aura*; Price 1,000 gp; Weight 5 lb.

STOOL OF INFERTILITY

This item appears to be a *ceremonial stool*. However, anyone that sits upon it is immediately stricken by an *infertility charm* spell, as described in the section on gris-gris.

Moderate necromancy; CL 3rd; Craft Wondrous Item, *infertility charm*; Price 6,000 gp; Weight 5 lb.

TERKOW SKIN

This armor appears to be *bonded hide armor*, but carries a dangerous curse. When donned, the armor begins draining the wearer's blood, causing 1d4 points of permanent Constitution drain every round. The only way to stop the drain is to slay the armor. Any attack on the armor causes half damage to the wearer, and half damage to the armor. The armor has a Hardness of 5, 15 hit points, and is immune to cold, electricity, and sonic attacks. If the *terkow skin* slays its victim, it releases its grip, and awaits a new owner.

Strong necromancy; CL 19th; Craft Magic Arms and Armor, *barkskin*, *vampiric touch*; Price 9,165 gp; Cost 4,665 gp + 360 XP

THORNY SANDALS

These items appear to be *sandals of running*, but when donned thorny vines spring out, digging into the wearer's feet. Moving while wearing *thorny sandals* causes 1d4 subdual damage (3.0) or nonlethal damage (3.5) to the wearer each round if moving at half speed or less, or 1d4 piercing damage each round if moving at greater than half speed. *Thorny sandals* cannot be removed except by a *remove curse* spell.

Moderate transmutation; CL 9th; Craft Wondrous Item, *spike growth*; Price 10,800 gp

UNCONTROLLED SHRINE

This item can appear to be any of the various *minor shrines*, *medium shrines*, or *major shrines*. It seems to function normally, but any creatures summoned by the shrine are uncontrolled and immediately attack the user.

Aura as shrine; CL as shrine; prerequisites as shrine; Price 1/2 market price of shrine

UNCONTROLLED SPIRIT JAR

This item can appear to be any of the various *minor spirit jars*, *medium spirit jars*, or *major spirit jars*. It seems to function normally, but any creatures that should be bound by the jar become uncontrolled and immediately attack the user.

Aura as spirit jar; CL as spirit jar; prerequisites as spirit jar; Price 1/2 market price of spirit jar



CHAPTER SIX

ARTIFACTS

These artifacts are items of various power levels. Some were crafted using knowledge that has since been lost to the world, while others are gifts from the orisha themselves. In either case, creating items such as these is beyond the power of modern spellcasters. These items should only enter a campaign through a deliberate choice on the GM's part, so a random generation table has not been provided. None of the standard D20 System major artifacts are appropriate in an *African Adventures* game unless the GM decides otherwise.

KOSAN ITEMS

Virtually any of the magic items in this book can exist as a kosan variant, in which case the item is treated as a minor artifact. Items created by the kosan orcs of the past were superior to modern magic items, but were made to function only for orcs, ngoloko half-orcs, and other creatures of orc blood. In addition, these items also had dangerous curses built into them. These protections were originally put in place to prevent the slave races from gaining access to kosan magic, but in the end the other peoples developed their own magic, leaving the magic of the kosans to molder in ancient ruins. The powers that set a kosan item apart from a more common magic item are:

Durability: A kosan item has twice the Hardness and hit points of an equivalent standard magic item.

Empowered: All kosan items have a caster level 2 higher than normal. For example, an *amulet of health* normally has a caster level of 8. A kosan *amulet of health* would have a caster level of 10.

Racial Restrictions: Kosan items are powerless when used by any creature without orc blood.

Curses: All kosan items carry a dangerous curse that activates when the item is used by a creature without orc blood. The most common curse is that of blood loss; the creature attempting to use the item begins to bleed profusely, losing 1 hit point per round until dead. Heal checks and *cure* spells will do nothing to prevent the bleeding. The only way to stop the blood loss is through prompt application of a *remove curse* spell. The GM should feel free to devise other curses that reflect kosan magical "themes," as explained below.

Kosan mchawi wizards preferred to work with substances that conjured up images of decay or death; rusted or pitted iron, petrified wood, and humanoid bone were among their favorite materials. This is not to say that the items were of poor quality, but rather they appeared old and battle-hardened, even if new.

Many items were also carved with vile phrases. Usually these phrases were in the Daka-kosa language so as to intimidate other kosans, but some were written in the languages of the slave races, to frighten those few slaves who retained the ability to read. Some common vile phrases included: "I shall feast upon your heart," "You will die childless and alone," and "You shall be my slave." When an item's surface did not allow sufficient space for a vile phrase, it was frequently decorated with an unblinking eye motif in honor of the

fiendish orisha *N!ok* (N-[click]-AWK), or some other sort of foul imagery. In addition to vile phrases, a kosan wizard would mark a magical wand or staff with a hatch mark every time he used the item to slay a foe.

Magic items were also ornamented with various materials, including strips of cloth, feathers, locks of hair, or small animal skulls dangling from leather thongs. In larger kosan communities, ornamentation was used as a mark of ownership. For example, a kosan who wore a yellow-green cloak might have tied strips of yellow-green cloth to his magical sandals.

In addition, all kosan magic items had proper names, and the names given to such items were usually poetic metaphors. For example, an enchanted suit of armor might have been called "Axe Wall," a magical spear might have been known as "Blood Taster," and a wand of *deeper darkness* might have gone by the name "Night Bringer."

If a kosan magic item has a command word, that word is always the item's name. Items with multiple command words will also have multiple names. For example, an enchanted staff might be known as "Sky Fire" when invoking a *lightning bolt*, and "Plague Rat" when casting *contagion*.

Finally, most kosan magic items were constructed around "themes" reflecting orc sensibilities. The most common themes were:

Blood and Gore — The kosans were quite fond of magic items that produced bloody or gory results. While a sword that generates a death attack might be useful, a *vorpal sword* is much messier, and so from an orc's standpoint, better.

Diseases and Curses — The kosans got a perverse pleasure from incapacitating their foes with diseases or curses before killing them. Torturing prisoners was an obsession among them, and their widespread use of debilitating magic seems to directly relate to this sadistic fixation.

Domination and Fear — The orcs loved to bully and control those weaker than themselves. Many kosan magical items created *fear* or *domination* effects.

Evil and Chaos — Being both chaotic and evil creatures, chaos and evil are natural themes for orc magic items.

Iron — Since their mastery of iron was what originally allowed the kosans to dominate the other races, magic items that control or manipulate iron were very common among the kosans.

Necromancy — While most kosans never fully trusted the undead, they were well aware that mastery over the undead helped them maintain their dominion over the slave races.

CAPE OF THE HYENA (MINOR ARTIFACT)

Legend claims that thousands of years ago a powerful warrior tribe relied on enchanted hyena capes to shapeshift back and forth between hyena and human forms. They were renowned for their crusade to wipe out the wicked practice of cannibalism, but this offended *Na/inga* (nah-[tsk]-EEN-gah) the Warrior Queen, a powerful fiendish orisha for whom cannibalism is a sacred pleasure. So she cursed them, dooming them to forever wear their prized hyena skins on their backs. The warriors continued their crusade, in spite of the orisha's curse, but people shunned them wherever they went, afraid of their terrifying half-hyena, half-human bodies, and called them *mbUi* (mb-OO-ee), or hyena, in derision. It was not long before these "hyena-folk" resorted to scavenging in order to survive, eventually succumbing to that which they once hated so fervently: cannibalism.

The *cape of the hyena* is an enchanted skin taken from the highest-ranking female of a hyena pack. Wearing it modifies a person as per the werehyena lycanthrope template (see *Nyambe: African Adventures*, pages 241–245 for details). He also gains a +10 bonus to his Charisma modifier when interacting with *mbUi*, hyenas, or true werehyenas. Unfortunately, for every (cumulative) 5 days that he wears the cloak, the affected character must consume 5 pounds of humanoid flesh. If he does not, he suffers from the negative effects of the *geas/quest* spell until he does (or until he is cured of the curse).

Because of their sordid history, hyena-skin capes are widely regarded as symbols of *Na/inga*. Those who wear them are persecuted as her minions. Fortunately, few capes exist anymore.

Overpowering necromancy; CL 18th; Weight 1 lb.

CIRCUMCISION KNIFE (MINOR ARTIFACT)

These knives are sometimes used to circumcise Xon'mo males, usually in their early teens. The *circumcision knife* appears to be a blunted iron spear tip etched with prayers honoring the fire orisha.

Though the knife is useless as a weapon, it is a powerful magic item when used for its intended purpose. The wound created by the knife is extremely painful, and it's said that a man who does not flinch or cry out when cut by it is destined to accomplish great deeds. Conversely, those who are unable to handle the pain are subject to a life of sickness and humiliation.

When ritually cut by a *circumcision knife*, the injured man must make a DC 20 Fortitude save to avoid flinching. If the man does not flinch, he gains a permanent +1 inherent bonus to his Constitution score. On a natural roll of 1, he suffers 1 point of permanent Constitution drain instead. Next, the man must make a DC

20 Will save to avoid crying out. If he does not cry out, he gains a permanent +1 inherent bonus to his Wisdom score. On a natural roll of 1, he suffers 1 point of permanent Wisdom drain, instead.

In any case, the wound reduces the man to 1 hit point, and the wound cannot be healed magically. A man can only be subject to a single use of a *circumcision knife*, even if his genitals are restored to their original condition through use of *regenerate* or similar magics.

Overpowering necromancy; CL 20th; Weight 1 lb.

DRAGON ARTIFACTS, GENERAL

It's common knowledge among the peoples of Nyambe that there are five basic types of orisha: ancestor, celestial, elemental, fiendish, and natural. However, there is a sixth sort of orisha, honored only by the *tulda* (too-EE-dah). The *tulda* are Nyamban dragons, and these so-called "dragon orisha" are most likely the creatures' ancestors. These dragon orisha do not grant spells to either mortal or dragon. The only way to interact with them is through the use of magic items, known as *dragon artifacts*.

Dragon Artifact,

Dragon Masks (Minor Artifact)

Sometimes given to the allies of the *tulda*, *dragon masks* allow the wearer to use a breath weapon similar to that of a dragon.

Black Dragon — The creature can expel a line of acid as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Reflex save to halve the damage or suffer the full acid damage. The breath from a *minor black dragon mask* inflicts 8d4 acid damage, with a DC 18 Reflex save for half damage. The breath from a *medium black dragon mask* inflicts 16d4 acid damage, with a DC 27 Reflex save for half damage. The breath from a *major black dragon mask* inflicts 24d4 acid damage, with a DC 36 Reflex save for half damage.

Blue Dragon — The creature can expel a line of lightning as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Reflex save to halve the damage or suffer the full lightning damage. The breath from a *minor blue dragon mask* inflicts 8d8 electricity damage, with a DC 20 Reflex save for half damage. The breath from a *medium blue dragon mask* inflicts 16d8 electricity damage, with a DC 29 Reflex save for half damage. The breath from a *major blue dragon mask* inflicts 24d8 electricity damage, with a DC 37 Reflex save for half damage.

Brass Dragon — The creature can expel a cone of *sleep* gas as a standard action every 1d4 hours. No attack roll is necessary;

the breath simply fills a 30-foot area, and any character caught in the area must make a Will save or suffer the full effects of the gas. The breath from a *minor brass dragon mask* requires a DC 18 Will save to avoid falling asleep (regardless of HD) for 1d6+4 rounds. The breath from a *medium brass dragon mask* requires a DC 27 Will save to avoid falling asleep (regardless of HD) for 1d6+8 rounds. The breath from a *major brass dragon mask* requires a DC 36 Will save to avoid falling asleep (regardless of HD) for 1d6+12 rounds.

Bronze Dragon — The creature can expel a cone of *repulsion* gas as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Will save or suffer the full effects of the gas. The breath from a *minor bronze dragon mask* requires a DC 20 Will save to avoid being compelled to do nothing but move away from the mask for 1d6+4 rounds. The breath from a *medium bronze dragon mask* requires a DC 29 Will save to avoid being compelled to do nothing but move away from the mask for 1d6+8 rounds. The breath from a *major bronze dragon mask* requires a DC 37 Will save to avoid being compelled to do nothing but move away from the mask for 1d6+12 rounds.

Copper Dragon — The creature can expel a cone of *slow* gas as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Fortitude save or suffer the full effects of the gas. The breath from a *minor copper dragon mask* requires a DC 19 Fortitude save to avoid being *slowed* for 1d6+4 rounds. The breath from a *medium copper dragon mask* requires a DC 28 Fortitude save to avoid being *slowed* for 1d6+8 rounds. The breath from a *major copper dragon mask* requires a DC 37 Fortitude save to avoid being *slowed* for 1d6+12 rounds.

Gold Dragon — The creature can expel a cone of *weakening* gas as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Fortitude save or suffer the full effects of the gas. The breath from a *minor gold dragon mask* requires a DC 22 Fortitude save to avoid taking 4 points of temporary Strength damage. The breath from a *medium gold dragon mask* requires a DC 31 Fortitude save to avoid taking 8 points of temporary Strength damage. The breath from a *major gold dragon mask* requires a DC 41 Fortitude save to avoid taking 12 points of temporary Strength damage.

Green Dragon — The creature can expel a cone of acid as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in

the area must make a Reflex save to halve the damage or suffer the full acid damage. The breath from a *minor green dragon mask* inflicts 8d6 acid damage, with a DC 20 Reflex save for half damage. The breath from a *medium green dragon mask* inflicts 16d6 acid damage, with a DC 29 Reflex save for half damage. The breath from a *major green dragon mask* inflicts 24d6 acid damage, with a DC 37 Reflex save for half damage.

Red Dragon — The creature can expel a cone of fire as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Reflex save to halve the damage or suffer the full fire damage. The breath from a *minor red dragon mask* inflicts 8d10 fire damage, with a DC 22 Reflex save for half damage. The breath from a *medium red dragon mask* inflicts 16d10 fire damage, with a DC 31 Reflex save for half damage. The breath from a *major red dragon mask* inflicts 24d10 fire damage, with a DC 40 Reflex save for half damage.

Silver Dragon — The creature can expel a cone of paralysis gas as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Fortitude save or suffer the full effects of the gas. The breath from a *minor silver dragon mask* requires a DC 21 Fortitude save to avoid being paralyzed for 1d6+4 rounds. The breath from a *medium silver dragon mask* requires a DC 30 Fortitude save to avoid being paralyzed for 1d6+8 rounds. The breath from a *major silver dragon mask* requires a DC 40 Fortitude save to avoid being paralyzed for 1d6+12 rounds.

White Dragon — The creature can expel a cone of cold as a standard action every 1d4 hours. No attack roll is necessary; the breath simply fills a 30-foot area, and any character caught in the area must make a Reflex save to halve the damage or suffer the full cold damage. The breath from a *minor white dragon mask* inflicts 4d6 cold damage, with a DC 18 Reflex save for half damage. The breath from a *medium white dragon mask* inflicts 8d6 cold damage, with a DC 27 Reflex save for half damage. The breath from a *major white dragon mask* inflicts 12d6 cold damage, with a DC 36 Reflex save for half damage.

Overpowering evocation; CL 20th; Weight 3 lb. (minor mask), 4 lb. (medium mask), 5 lb. (major mask)

Dragon Artifact

Dragon Nkisi (Minor Artifact)

Nkisi (n-KEE-see), also known as “nail figures,” are small statues with minor spirits trapped within. Dragon nkisi always appear as images of dragons, with more powerful nkisi represented by

larger dragon statues. To activate the magic of nkisi, a nail, blade, or other sharp iron object must be driven into it, angering the spirit within and invoking its power. In the case of *dragon nkisi*, they can generate an instantaneous *fear* effect once per day, and provide anyone holding or carrying the item with Resistance or Immunity to a form of energy as long as the nkisi is held or carried.

A *minor dragon nkisi* generates a *fear* effect with a 150-foot radius, a *medium dragon nkisi* generates a *fear* effect with a 240-foot radius, and a *major dragon nkisi* generates a *fear* effect with a 360-foot radius.

Those who fail their save against the fear effect are panicked (if 4 HD or less) or shaken (if 5 HD or greater) for 4d6 rounds.

Black Dragon — A *minor black dragon nkisi* requires a DC 19 Will save and grants 15 points of Acid Resistance. A *medium black dragon nkisi* requires a DC 24 Will save and grants 30 points of Acid Resistance. A *major black dragon nkisi* requires a DC 33 Will save, and makes the user Immune to Acid.

Blue Dragon — A *minor blue dragon nkisi* requires a DC 21 Will save and grants 15 points of Electricity Resistance. A *medium blue dragon nkisi* requires a DC 29 Will save and grants 30 points of Electricity Resistance. A *major blue dragon nkisi* requires a DC 35 Will save and makes the user Immune to Electricity.

Brass Dragon — A *minor brass dragon nkisi* requires a DC 20 Will save and grants 15 points of Fire Resistance. A *medium brass dragon nkisi* requires a DC 27 Will save and grants 30 points of Fire Resistance. A *major brass dragon nkisi* requires a DC 33 Will save and makes the user Immune to Fire and *Sleep* effects.

Bronze Dragon — A *minor bronze dragon nkisi* requires a DC 23 Will save and grants 15 points of Electricity Resistance. A *medium bronze dragon nkisi* requires a DC 29 Will save and grants 30 points of Electricity Resistance. A *major bronze dragon nkisi* requires a DC 37 Will save and makes the user Immune to Electricity and *Repulsion* effects.

Copper Dragon — A *minor copper dragon nkisi* requires a DC 21 Will save and grants 15 points of Acid Resistance. A *medium copper dragon nkisi* requires a DC 27 Will save and grants 30 points of Acid Resistance. A *major copper dragon nkisi* requires a DC 35 Will save and makes the user Immune to Acid and *Slow* effects.

Gold Dragon — A *minor gold dragon nkisi* requires a DC 24 Will save and grants 15 points of Fire Resistance. A *medium gold dragon nkisi* requires a DC 31 Will save and grants 30 points of Fire Resistance. A *major gold dragon nkisi* requires a DC 41 Will save and makes the user Immune to Fire and *Weakness* effects.

Green Dragon — A *minor green dragon nkisi* requires a DC 20 Will save and grants 15 points of Acid Resistance. A *medium green dragon nkisi* requires a DC 27 Will save and grants 30 points of Acid Resistance. A *major green dragon nkisi* requires a DC 37 Will save and makes the user Immune to Acid.

Red Dragon — A *minor red dragon nkisi* requires a DC 21 Will save and grants 15 points of Fire Resistance. A *medium red dragon nkisi* requires a DC 29 Will save and grants 30 points of Fire Resistance. A *major red dragon nkisi* requires a DC 38 Will save and makes the user Immune to Fire.

Silver Dragon — A *minor silver dragon nkisi* requires a DC 23 Will save and grants 15 points of Cold Resistance. A *medium silver dragon nkisi* requires a DC 30 Will save and grants 30 points of Cold Resistance. A *major silver dragon nkisi* requires a DC 40 Will save and makes the user Immune to Cold and Paralysis.

White Dragon — A *minor white dragon nkisi* requires a DC 16 Will save and grants 15 points of Cold Resistance. A *medium white dragon nkisi* requires a DC 23 Will save and grants 30 points of Cold Resistance. A *major white dragon nkisi* requires a DC 32 Will save and makes the user Immune to Cold.

Overpowering necromancy; CL 20th; Weight 3 lb. (minor nkisi), 4 lb. (medium nkisi), 5 lb. (major nkisi)

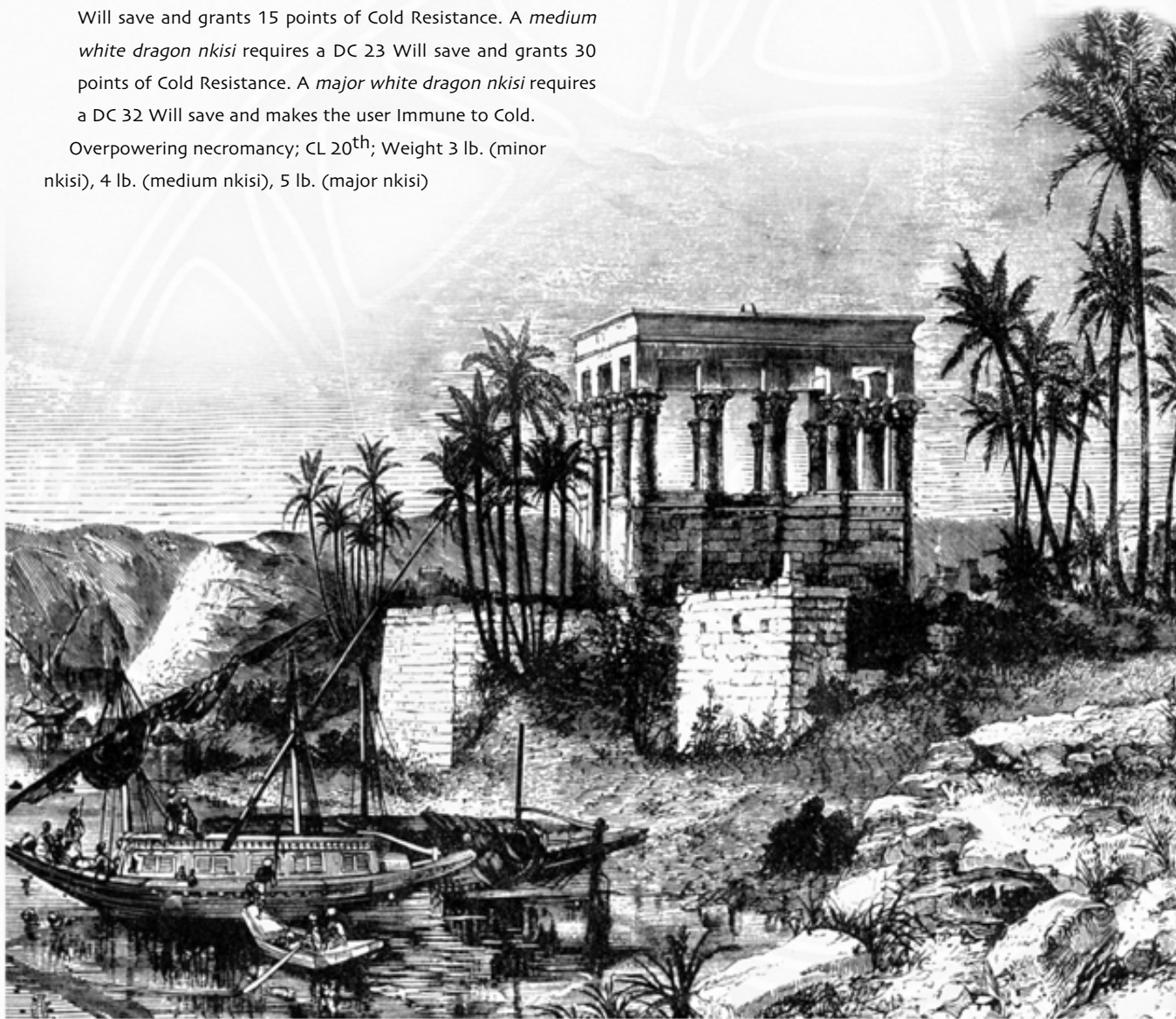
Dragon Artifact.

Dragon Shrine, Major (Minor Artifact)

A *major dragon shrine* can be used once per day to summon dragons. This functions like the spell *greater ancestral ally*, except it can summon one or more dragons with a total of 32 HD. Some shrines are keyed to a particular dragon type, and can only summon dragons of that color.

The shrine occupies at least a 40-foot by 40-foot space, and cannot be moved without destroying its magic. It has a Hardness of 20, 360 hit points, a break DC of 47, and takes half damage from any creature other than a dragon.

Overpowering conjuration; CL 20th; Weight 20,000 lbs. (immobile)



**Dragon Artifact,
Dragon Shrine, Medium (Minor Artifact)**

A *medium dragon shrine* can be used once per day to summon dragons. This functions like the spell *ancestral ally*, except it can summon one or more dragons with a total of 24 HD. Some shrines are keyed to a particular dragon type, and can only summon dragons of that color.

The shrine occupies at least a 20-foot by 20-foot space, and cannot be moved without destroying its magic. It has a Hardness of 16, 180 hit points, a break DC of 37, and takes half damage from any creature other than a dragon.

Overpowering conjuration; CL 20th; Weight 10,000 lbs. (immobile)

Dragon Artifact, Dragon Shrine, Minor (Minor Artifact)

A *minor dragon shrine* can be used once per day to summon dragons. This functions like the spell *lesser ancestral ally*, except it can summon one or more dragons with a total of 16 HD. Some shrines are keyed to a particular dragon type, and can only summon dragons of that color.

The shrine occupies at least a 10-foot by 10-foot space, and cannot be moved without destroying its magic. It has a Hardness of 10, 120 hit points, a break DC of 22, and takes half damage from any creature other than a dragon.

Overpowering conjuration; CL 20th; Weight 5,000 lbs. (immobile)

Dragon Artifact, Dragon Spirit Jar, Minor (Minor Artifact)

A *minor dragon spirit jar* can be used once per day to imprison a dragon. This functions like the spell *minor ancestral binding*, except it can bind a dragon with up to 16 HD. Some jars are keyed to a particular dragon type, and can only bind dragons of that color.

Overpowering conjuration; CL 20th; Weight 1 lb.

Dragon Artifact, Dragon Spirit Jar, Medium (Minor Artifact)

A *medium dragon spirit jar* can be used once per day to imprison a dragon. This functions like the spell *ancestral binding*, except it can bind a dragon with up to 24 HD. Some jars are keyed to a particular dragon type, and can only bind dragons of that color.

Overpowering conjuration; CL 20th; Weight 1 lb.

Dragon Artifact, Dragon Spirit Jar, Major (Minor Artifact)

A *major dragon spirit* can be used once per day to imprison a dragon. This functions like the spell *greater ancestral binding*, except it can bind a dragon with up to 32 HD. Some jars are keyed to a particular dragon type, and can only bind dragons of that color.

Overpowering conjuration; CL 20th; Weight 1 lb.

Dragon Artifact, Statue of Dragon Defense (Minor Artifact)

Once per day, this statue generates a field that repels dragons. This works exactly like the spell *repel ancestors*, except that it functions on dragons, and the protection lasts for a full 24 hours.

Overpowering abjuration; CL 20th; Weight 50 lb.

NYANGO DA (MINOR ARTIFACT)

This teleportation and planar travel device was discovered on the Isle of the Overpower by the valourous Shombe explorer and sorceress *dImba* (d-EEM-bah) nearly 200 years ago. Its true origins are unknown, though *dImba* supposed it was created by the Overpower itself. After discerning its true function, she had the ring transported back to her home in the tUbi Grassland, and placed in a Shombe seasonal village known as a kraal. Normally, the semi-nomadic Shombe live in a kraal for several months until their cattle have used up most of the grasses surrounding the village, then they move to another kraal. *dImba* planned to build a network of these devices linking her clan's kraals, allowing them to instantly travel between villages, and eliminating the need for her people to travel through the territory of the lion-folk known as the entare. Despite her best efforts, she was never able to craft a duplicate ring, and eventually the entare killed her and wiped out her entire clan. In this way the ring fell into the hands of the lion-folk, who eventually built a shrine around it, and now use it as a place of initiation for their n'anga clerics. The entare do not know how the ring functions, but they clearly understand it is an object of power.

The *NyangoDa* (nye-AHN-goh-DAH) is a large ring made of a strange metal, nearly twenty feet in diameter, with pictographs from an unknown language carved into its surface. Roughly translated from Daka-kara, its name means "doorway to the spirit world." When the proper ritual is performed, the ring invokes a variant of the *teleportation circle* spell, allowing teleportation to any similar ring. Slight variations in the ritual allow the user to select a specific destination ring.

How many of these rings exist, and where they lead is up to the GM. At the GMs discretion, new ritual variants could be discovered

through trial and error, though most have been lost for centuries, and will need to be found by examining pictograms carved upon the walls of ancient tombs and ruins.

Overpowering conjuration; CL 20th; Weight 4,000 lb.

THRONE OF THE OVERPOWER (MAJOR ARTIFACT)

One of the most powerful of all artifacts, the *Throne of the Overpower* appears to be a massive ceremonial stool, almost 20 feet in height. The area around the throne is littered with skeletons, some of which are thousands of years old and crumbled to powder.

Anyone who sits upon the throne gains direct contact with the Overpower. This produces an effect similar to the *legend lore* spell, but with several important differences. First, unlike the spell, there is no limit to the number of different questions that may be asked; the character may inquire about as many persons, places, or things as desired. Second, the subjects of inquiry do not have to be legendary in nature. Third, there is no casting time; all the information rushes into the character's mind over the space of a single round.

However, once the user is finished communing with the Overpower, he is immediately struck dead. Fortunately, spells like *raise dead* and *resurrection* will restore life to the character normally.

Destruction: The *Throne of the Overpower* can only be destroyed by the Overpower itself.

Overpowering divination; CL 20th; Weight 20,000 lb. (immobile)

KILLER OF THE FIRST BORN (MAJOR ARTIFACT)

In ancient times, the wakyambi elves were the favored slaves of the kosan orcs. When the elves joined the Great Rebellion the kosans felt betrayed, and forged several powerful weapons with the express purpose of slaying wakyambi. *Killer of the First Born* is one such weapon.

Killer of the First Born is a massive greataxe with a blade crafted of rusted iron. Upon one side of the blade is the curse "The kosans shall fall upon the first-born, and so they shall be destroyed," and upon the other "The first-born shall fall before the might of the kosans." The haft of *Killer of the First Born* is carved from the leg bone of a gold dragon, and is so heavily crosshatched

with death-markings that the actual number of marks upon it cannot be counted. Oddly, though the haft is soft and easy to scratch, the weapon seems invulnerable to other forms of damage.

Anyone without orc blood who attempts to wield *Killer of the First Born* is immediately struck dead with no saving throw, but can be restored to life through the usual means.

Killer of the First Born is a +5 elf-bane mighty-cleaving unholy keen greataxe. In addition, the axe is intelligent (Int 12, Wis 12, Cha 8, Ego 21) and chaotic evil. It speaks Daka-kosa and Elven, and anyone using it gains free use of the Power Attack feat, and of the Sunder (3.0) or Improved Sunder (3.5) feat. In addition, it can cast *bull's strength* once per day.

Killer of the First Born has a special purpose to destroy wakyambi elves. If its wielder is killed while fighting an elf, the axe will cast *true resurrection* upon him (once per owner maximum).

Destruction: *Killer of the First Born* will shatter if it successfully strikes a fiendish orisha.

Overpowering necromancy; CL 20th; Weight 25 lb.

STICKS OF CHAOS (MINOR ARTIFACT)

This is a set of enchanted divination sticks, infused with the essence of chaos. It's said that an ancient kosan orc wizard fashioned this item from the bones of slain celestials.

To use the sticks, the user must simply shake them in his hands and throw them upon a flat surface. No mortal magic can influence the rolling or effect of the sticks, not even something as powerful as a *wish* or *miracle*. The sticks can be thrown a maximum of once per day.

Total	Result
2	Thrower loses level x 150 XP
3-4	Thrower suffers 1d4+1 points of temporary Int, Wis, and Cha damage (roll separately for each)
5-6	Thrower suffers 1d4 points of damage per character level
7	No effect
8-9	Thrower healed 1d4 points of damage per character level
10-11	Thrower gains 1d4+1 points of bonus Str and Con (roll separately for each) for the next 24 hours
12	Thrower gains level x 100 XP

Overpowering conjuration; CL 20th



CHAPTER SEVEN

MAGICAL GAMES

A magical game is a form of ritual, non-lethal combat practiced by spellcasters. The characters sit down and play a board game against each other, trading magical energies with each move. To play a magical game, a character needs an opponent, a game board, an arsenal of spells, and hopefully a few ranks in Knowledge (games). To represent this situation, the GM and the player should actually bring out a game board and play against each other.

Only two spellcasters can participate in a magical game, and they must both sacrifice XP to do so. The combatants agree on the amount of XP wagered beforehand, but a character cannot sacrifice so much XP that it would cause him to lose a level. The winner gains back all the XP he wagered, as well as all of the XP sacrificed by the loser.

Playing a magical game is much like playing a mundane game, except when it comes to capturing pieces. When a player attempts to capture a piece, both the attacker and the defender can sacrifice a prepared spell or spell slot to determine the outcome.

Compare the effective levels of the spells sacrificed. If the attacker sacrifices a higher-level spell slot, he captures the piece. If the defender sacrifices a higher-level spell slot, the capture fails and the attacker's move immediately ends. If a character chooses not to sacrifice a spell, then the player that does sacrifice a spell automatically wins. If both characters have sacrificed the same level spell, resolve the tie with an opposed Knowledge (games) check. If the opposed check results in a tie, the defender wins.

In games where multiple pieces can be captured in a single move, such as checkers, only the first capture involves sacrificing

spell slots; additional captures are made according to the normal rules of the game.

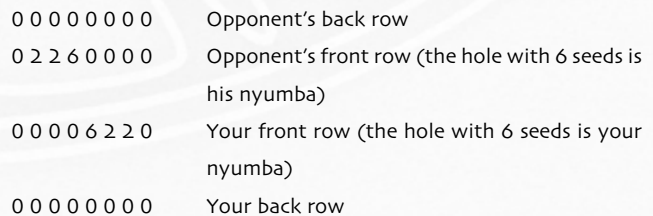
A magical game ends when a player runs out of prepared spells or when the normal victory conditions of the game are met.

The rules for two popular Nyamban games, bao (BAHW) and shahmatq (SHA-[gutteral]-mahtss), are provided below, but just about any game that features capturing pieces can be transformed into a magical duel.

BAO

Despite its seeming simplicity, bao is a complex game, and the rules presented here are but a quick summary.

While bao can be played with nothing more than holes poked in the dirt, most players use a wooden board known as a *bao* or "plank." This board has 30 small depressions carved into it, and two deep holes known as *nyumba* (neye-YOOM-bah) or "houses." Each player begins with 32 mkomwe tree seeds, also known as *kete* (KEH-teh). Ten start play on the board, as shown in the diagram below, and the remaining 22 are kept in reserve.



You make a move by taking a seed from your reserve and placing or "seeding" it in one of your holes that already contains one or



more seeds. If the opponent's hole directly opposite yours also contains seeds, you capture those seeds. If you can make a capturing move, you must do so. If you fail a capture and still have seeds to play, return the seeds to your reserve and end your turn.

If you did not capture any seeds or do not have any seeds in reserve, then pick up the seeds in the hole you dropped the seed in (if you have seeds in reserve), or any hole of your choosing (if you have no seeds in reserve), and begin returning them to play. If your nyumba is the only hole left in play and you have more than six seeds in it, then this rule does not apply. Instead, take two seeds from your nyumba and place one in the hole to its left, and the other in the hole to its right.

Seeds are brought back into play one at a time, by dropping them in the holes to the left or the right of the starting hole. You may choose which direction to move in, but cannot change direction during your turn unless you later make a capture. If you get to the end of the front row, then move on to the back row. This process is known as "sowing" your seeds. If the last seed falls into a hole that would allow you to make a capture, you must make that capture (if you started your move unable to make a capture, you are not allowed to make a capture now). If the last seed falls into one of your non-capturing holes that already contains seeds, then you must pick up the seeds in that hole, and begin sowing them anew. The only exception to this rule is if the last seed falls into your nyumba, in which case you may choose to end your turn. Once you have sown the seeds from your nyumba, this exception no longer applies. If your last seed falls into an empty hole, then your turn ends.

If you have captured seeds, they are brought into play, and you place the first one in either the far right or far left hole of your front row. If you capture seeds from your opponent's two rightmost or two leftmost holes, then you must bring your seeds into play from the same side from which you captured. If you capture seeds from the four center holes, then you can choose which side to begin on. In either case, you begin sowing the seeds, as described above.

To win, you must empty your opponent's front row. If you cannot make any legal moves on your turn, then you lose and your opponent wins by default.

SHAHMATQ

This summary assumes you already know how to play chess. If not, you should consider reading an introductory chess book before attempting to play a shahmatq game in your campaign.

Shahmatq is played on an 8-square by 8-square board. This board is not checkered.

Each player starts the game with the following pieces, arranged as in a standard chess game:

- Eight *baidak* (bah-EE-dahk) or warriors (use a modern pawn to represent this piece)
- Two *faras* (FAH-rahs) or horses (use a modern knight to represent this piece)
- Two *alfil* (AHL-feel) or elephants (use a modern bishop to represent this piece)
- Two *rukhs* (ROOK) or chariots (use a modern rook to represent this piece)
- One *firz* (FEERZ) or counselor (use a modern queen to represent this piece)
- One *shah* (SHH-ahh) or chief (use a modern king to represent this piece)

The baidak move like pawns in standard chess, but they do not have the option to make a 2-square opening move, and they cannot capture *en passant*. If a baidak reaches the other side of the board, it is automatically promoted to a firz (and only a firz).

The faras moves like the knight in standard chess.

The alfil can only move 2 squares along the diagonal, as compared to the unlimited movement of the standard bishop. It always skips the first square, and can jump over intervening pieces much as does a knight.

The rukh moves like the rook in standard chess, but cannot use the castling option.

The firz is much more limited than a standard queen, and can move only 1 square along a diagonal.

The shah moves like the king in standard chess. Forcing a shah into a stalemate is considered a win. A bare shah is considered a win, provided that the opponent cannot bare your shah on the following move. Two bare shah are considered a draw.

All other rules are as in standard chess. If you fail a capture, your turn is forfeited and your piece does not move.

APPENDICES

APPENDIX A: MAGIC ITEM CHARTS

These magic item charts include all the items from *Nyambe: African Adventures* and all the new items found in this book. The abbreviations for an item's source are as follows: AA (African Adventures), AV (Ancestral Vault)

SPECIFIC MAGIC ARMORS

d%	Result
01–60	Use standard D20 System magic armor charts
61–100	Use the table below

Medium	Major	Specific Armor	Market Price	Source
01–20	—	<i>Ostrich armor</i>	9,160 gp	AV
21–40	—	<i>Bonded hide armor</i>	9,165 gp	AV
41–60	—	<i>Monkey armor</i>	11,160 gp	AV
61–80	01–10	<i>Cheetah armor</i>	11,165 gp	AV
81–90	11–20	<i>Leopard armor</i>	13,760 gp	AV
91–100	21–30	<i>Dimba armor</i>	16,175 gp	AV
—	31–40	<i>Crocodile armor</i>	40,165 gp	AV
—	41–60	<i>Mantle of the iron body</i>	44,500 gp	AA
—	61–80	<i>Lion armor</i>	49,160 gp	AV
—	81–90	<i>Beekeeper's armor</i>	85,162 gp	AV
—	91–100	<i>Armor of cowries</i>	100,175 gp	AA

SPECIFIC MAGIC SHIELDS

d%	Result
01–60	Use standard D20 System magic shield charts
61–100	Use the table below

Medium	Major	Specific Armor	Market Price	Source
01–30	01–10	<i>Grafting shield</i>	5,155 gp	AV
31–60	11–20	<i>Shield of baskets</i>	6,162 gp	AV
61–90	21–30	<i>Cow shield</i>	6,555 gp	AV
91–100	31–51	<i>Shield of arcane warding</i>	11,040 gp	AA
—	52–68	<i>Spirit shield</i>	29,155 gp	AV
—	69–84	<i>Force shield</i>	21,152 gp	AV
—	85–95	<i>Shield of deflection</i>	44,952 gp	AA
—	96–100	<i>Dancing shield</i>	56,231 gp	AV

ARMOR/SHIELDS SPECIAL ABILITIES

d%	Result
01–50	Use standard D20 System magic armor/shield charts
51–100	Use the appropriate table below

ARMOR

Minor	Medium	Major	Special Ability	Market Price Modifier*	Source
01–10	01–07	01–05	<i>Sun resistance</i>	+1 bonus	AA
11–20	08–14	06–10	<i>Blood (5 hp)</i>	+1 bonus	AV
21–30	15–21	11–15	<i>Healing (cure light)</i>	+1 bonus	AV
31–40	22–28	16–20	<i>Immobile</i>	+1 bonus	AV
41–50	29–35	21–25	<i>Indestructible</i>	+1 bonus	AV
51–60	36–41	26–30	<i>Ritual combat</i>	+2 bonus	AA
61–70	42–47	31–35	<i>Psionic subdual (5 points)</i>	+2 bonus	AV
71–80	48–53	36–40	<i>Blood (10 hp)</i>	+2 bonus	AV
81–90	54–59	41–45	<i>Healing (cure moderate)</i>	+2 bonus	AV
91–99	60–65	46–50	<i>Lightweight</i>	+2 bonus	AV
—	66–71	51–54	<i>Blood (15 hp)</i>	+3 bonus	AV
—	72–77	55–58	<i>Healing (cure serious)</i>	+3 bonus	AV
—	78–83	59–62	<i>Psionic subdual (10 points)</i>	+4 bonus	AV
—	84–89	63–66	<i>Blood (20 hp)</i>	+4 bonus	AV
—	90–95	67–70	<i>Healing (cure critical)</i>	+4 bonus	AV
—	—	71–74	<i>Blood (25 hp)</i>	+5 bonus	AV
100	96–100	75–100	Roll twice again**	—	—

SHIELDS

Minor	Medium	Major	Special Ability	Market Price Modifier*	Source
01–13	01–07	01–06	<i>Blood (5 hp)</i>	+1 bonus	AV
14–26	08–14	07–12	<i>Healing (cure light)</i>	+1 bonus	AV
27–38	15–21	13–18	<i>Immobile</i>	+1 bonus	AV
39–50	22–28	19–24	<i>Indestructible</i>	+1 bonus	AV
51–62	29–35	25–30	<i>Ritual Combat</i>	+2 bonus	AA
63–74	36–42	31–36	<i>Psionic subdual (5 points)</i>	+2 bonus	AV
75–86	43–49	37–42	<i>Blood (10 hp)</i>	+2 bonus	AV
87–98	50–56	43–48	<i>Healing (cure moderate)</i>	+2 bonus	AV
—	57–63	49–54	<i>Blood (15 hp)</i>	+3 bonus	AV
—	64–70	55–60	<i>Healing (cure serious)</i>	+3 bonus	AV
—	71–77	61–66	<i>Psionic subdual (10 points)</i>	+4 bonus	AV
—	78–84	67–72	<i>Blood (20 hp)</i>	+4 bonus	AV
—	85–91	73–77	<i>Healing (cure critical)</i>	+4 bonus	AV
—	—	78–82	<i>Blood (25 hp)</i>	+5 bonus	AV
99–100	92–100	83–100	Roll twice again**	—	—

*Add to enhancement bonus on the Armor and Shields table to determine total market price.

**If a special ability is rolled twice, only one counts. If two versions of the same special ability are rolled, use the better.

WEAPON SPECIAL ABILITIES

- d%** **Result**
- 01–60 Use standard D20 System magic armor/shield charts
- 61–100 Use the appropriate table below

MELEE WEAPONS

Minor	Medium	Major	Special Ability	Market Price Modifier *	Notes	Source
01–09	01–05	01–04	<i>Impaling</i>	+1 bonus	Piercing only	AA
10–18	06–10	05–08	<i>Subduing</i>	+1 bonus		AA
19–27	11–15	09–12	<i>Irresistible</i>	+1 bonus		AV
28–35	16–20	13–16	<i>Construct-destroying</i>	+1 bonus		AV
36–43	21–25	17–20	<i>Elemental-destroying</i>	+1 bonus		AV
44–51	26–30	21–24	<i>Ooze-destroying</i>	+1 bonus		AV
52–59	31–35	25–28	<i>Plant-destroying</i>	+1 bonus		AV
60–67	36–40	29–32	<i>Pointed</i>	+1 bonus	Piercing only	AV
68–75	41–45	33–36	<i>Quick</i>	+1 bonus		AV
76–83	46–50	37–40	<i>Sundering</i>	+1 bonus		AV
84–91	51–55	41–43	<i>Undead-destroying</i>	+1 bonus		AV
92–99	56–60	44–46	<i>Unyielding</i>	+1 bonus	Bludgeoning only	AV
—	61–65	47–49	<i>Balanced</i>	+2 bonus		AV
—	66–70	50–52	<i>Disarming</i>	+2 bonus		AV
—	71–74	53–55	<i>Belittling</i>	+3 bonus		AV
—	75–78	56–58	<i>Crippling</i>	+3 bonus		AV
—	79–82	59–61	<i>Scarring</i>	+3 bonus		AV
—	83–86	62–64	<i>Sickening</i>	+3 bonus		AV
—	87–90	65–67	<i>Stupefying</i>	+3 bonus		AV
—	91–94	68–70	<i>Weakening</i>	+3 bonus		AV
—	95–98	71–73	<i>Spirit-bane</i>	+3 bonus		AV
—	—	74–76	<i>Heart-piercing</i>	+5 bonus	Piercing only	AV
—	—	77–79	<i>Skull-crushing</i>	+5 bonus	Bludgeoning only	AV
100	99–100	80–100	Roll again twice**			

* Add to enhancement bonus on the standard D20 System Weapons table (Table 8–10) to determine total market price.

** Reroll if a duplicate special ability comes up, an ability incompatible with an ability that has already been rolled, or if the extra ability puts the weapon over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

WEAPON SPECIAL ABILITIES (Continued)

d% Result

01-60 Use standard D20 System magic weapon charts

61-100 Use the table below

RANGED WEAPONS

Minor	Medium	Major	Special Ability	Market Price Modifier*	Source
01-15	01-08	01-08	<i>Subduing</i>	+1 bonus	AA
16-29	09-16	09-16	<i>Irresistible</i>	+1 bonus	AV
30-33	17-24	17-24	<i>Construct-destroying</i>	+1 bonus	AV
34-57	25-32	25-32	<i>Elemental-destroying</i>	+1 bonus	AV
58-71	33-40	33-40	<i>Ooze-destroying</i>	+1 bonus	AV
72-85	41-48	41-48	<i>Plant-destroying</i>	+1 bonus	AV
86-99	49-56	49-55	<i>Undead-destroying</i>	+1 bonus	AV
—	57-63	56-62	<i>Belittling</i>	+3 bonus	AV
—	64-70	63-69	<i>Crippling</i>	+3 bonus	AV
—	71-77	70-76	<i>Scarring</i>	+3 bonus	AV
—	78-84	77-83	<i>Sickening</i>	+3 bonus	AV
—	85-91	84-90	<i>Stupefying</i>	+3 bonus	AV
—	92-98	91-97	<i>Weakening</i>	+3 bonus	AV
100	99-100	98-100	Roll again twice**	—	

* Add to enhancement bonus on the standard D20 System Weapons table (Table 8-10) to determine total market price.

** Reroll if a duplicate special ability comes up, an ability incompatible with an ability that has already been rolled, or if the extra ability puts the weapon over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

SPECIFIC MAGIC WEAPONS

d% Result

01-90 Use standard D20 System magic weapon charts

91-100 Use the table below

Medium	Major	Specific Weapon	Market Price	Source	d%	Result	Market Price	Source
01-10	01-05	<i>White cockspur arrow</i>	1,006 gp	AV	46-50	26-30	<i>Guided shango</i>	12,307 gp AV
11-20	06-10	<i>Crystal spear</i>	1,744 gp	AV	51-60	31-40	<i>Shifting spear</i>	12,454 gp AV
21-30	11-15	<i>Ngoloko backscratcher</i>	6,302 gp	AV	61-70	41-50	<i>Cephalic dagger</i>	18,302 gp AV
31-40	16-20	<i>War pipe</i>	8,300 gp	AV	71-80	51-60	<i>Stunning club</i>	18,303 gp AV
41-45	21-25	<i>Flyswatter of whipping</i>	10,301 gp	AV	81-90	61-70	<i>Death cult dagger</i>	18,305 gp AA
					91-100	71-80	<i>Forest axe</i>	20,320 gp AV
					—	81-85	<i>Beheading sword</i>	32,330 gp AV
					—	86-90	<i>Hunting bow</i>	50,375 gp AV
					—	91-95	<i>Spinning sword</i>	68,700 gp AV
					—	96-100	<i>Spear of heart-piercing</i>	72,307 gp AA

POTIONS

d%	Result
01–70	Use standard D20 System magic potion charts
71–100	Use the table below

Minor	Medium	Major	Potion	Market Price	Source
01–20	—	—	<i>Ash of protection from law</i>	50 gp	AV
21–40	—	—	<i>Clay of protection from evil</i>	50 gp	AV
41–60	—	—	<i>Ochre of protection from good</i>	50 gp	AV
61–80	—	—	<i>Shea of protection from chaos</i>	50 gp	AV
81–90	01–25	—	<i>Egg of fertility</i>	300 gp	AV
91–95	26–50	01–05	<i>Shield other potion</i>	500 gp	AV
96–100	51–75	06–10	<i>Zombi powder, lesser</i>	800 gp	AA
—	76–100	11–15	<i>Potion of bloody teeth</i>	900 gp	AA
—	—	16–25	<i>Plague powder</i>	1,000 gp	AA
—	—	26–35	<i>Polymorph potion</i>	1,050 gp	AV
—	—	36–45	<i>Silwane-manzi oil</i>	1,400 gp	AV
—	—	46–50	<i>Restoration potion</i>	1,500 gp	AV
—	—	51–60	<i>Spirit sight cake</i>	2,250 gp	AV
—	—	61–70	<i>Zombi powder, greater</i>	3,088 gp	AA
—	—	71–75	<i>Walk among clouds soup</i>	3,300 gp	AV
—	—	76–80	<i>Regeneration potion</i>	4,550 gp	AV
—	—	81–85	<i>Word of the bat</i>	5,075 gp	AV
—	—	86–90	<i>Oil of astral projection</i>	7,650 gp	AV
—	—	91–95	<i>Spirit form potion</i>	7,650 gp	AV
—	—	96–100	<i>Word of the frog</i>	18,550 gp	AV

RODS

d%	Result	Market Price	Source
01–80	Use standard D20 System magic rod charts		
81–100	Use the table below		

Medium	Major	Rod	Market Price	Source
01–10	01–10	<i>Rod of lightning</i>	20,800 gp	AV
11–20	11–15	<i>Rod of sand</i>	27,000 gp	AV
21–30	16–25	<i>Divining rod</i>	34,500 gp	AV
31–40	26–35	<i>Prodigy rod</i>	35,000 gp	AV
41–50	36–45	<i>Rod of darts</i>	37,800 gp	AA
51–60	46–55	<i>Elder's rod</i>	40,500 gp	AV
61–70	56–65	<i>Rod of the dog</i>	45,000 gp	AV
71–80	66–75	<i>Rod of the walking dead</i>	50,400 gp	AV
81–90	76–80	<i>Rod of chains</i>	52,500 gp	AV
91–100	81–90	<i>Rod of rainmaking</i>	57,330 gp	AV
—	91–95	<i>Rod of rust</i>	58,000 gp	AA
—	96–100	<i>Chief's rod</i>	75,200 gp	AV

RINGS

d%	Result
01–60	Use standard D20 system magic ring charts
61–100	Use the table below

Minor	Medium	Major	Ring	Market Price	Source
01–12	—	—	<i>Ring of listening</i>	2,000 gp	AA
13–23	—	—	<i>Lesser ring of charming</i>	2,000 gp	AV
24–34	01–10	—	<i>Ring of scent</i>	4,000 gp	AA
35–45	11–20	—	<i>Ring of animal speech</i>	4,000 gp	AV
46–56	21–30	01–12	<i>Lip-plug of diplomacy</i>	8,910 gp	AV
57–67	31–40	13–23	<i>Ring of fertility</i>	12,000 gp	AA
68–78	41–50	—	<i>Trackless ring</i>	12,500 gp	AV
79–89	51–55	24–34	<i>Lesser ring of domination</i>	19,800 gp	AV
90–100	56–60	35–45	<i>Ring of intimidation</i>	22,500 gp	AV
—	61–65	46–50	<i>Precocious ring</i>	25,000 gp	AV
—	66–73	51–56	<i>Ring of ancestor speech</i>	27,000 gp	AV
—	74–82	57–67	<i>Ring of plant speech</i>	27,000 gp	AV
—	83–91	68–78	<i>Greater ring of charming</i>	48,000 gp	AV
—	92–100	79–90	<i>Greater ring of domination</i>	55,080 gp	AV
—	—	91–95	<i>Greater ring of invisibility</i>	112,000 gp	AV
—	—	96–100	<i>Ring of masks</i>	250,000 gp	AV

SCROLLS AND GRIS-GRIS

d%	Result
01–80	Use standard D20 System magic scroll charts
81–100	Use the table below

Divine 1

Roll	Result	Market Price	Source
01–25	<i>Incantation of the Broken Limb</i>	25 gp	AA
26–50	<i>Lockjaw</i>	25 gp	AA
51–75	<i>Summon Dragon I</i>	25 gp	AA
76–100	<i>Summon Elemental I</i>	25 gp	AA

Divine 2

Roll	Result	Market Price	Source
01–10	<i>Lesser Animal Ally</i>	150 gp	AV
11–20	<i>Lesser Plant Ally</i>	150 gp	AV
21–40	<i>Fertility Charm</i>	150 gp	AA
41–60	<i>Lesser Water Breathing</i>	150 gp	AA
61–80	<i>Summon Dragon II</i>	150 gp	AA
81–100	<i>Summon Elemental II</i>	150 gp	AA

Divine 3

Roll	Result	Market Price	Source
01–10	<i>Babble</i>	375 gp	AA
11–20	<i>Infertility Charm</i>	375 gp	AV
21–30	<i>Lesser Ancestral Ally</i>	375 gp	AV
31–40	<i>Lesser Celestial Ally</i>	375 gp	AV
41–50	<i>Lesser Elemental Ally</i>	375 gp	AV
51–60	<i>Lesser Fiendish Ally</i>	375 gp	AV
61–70	<i>Lesser Geographic Ally</i>	375 gp	AV
71–80	<i>Lobir</i>	375 gp	AA
81–90	<i>Summon Dragon III</i>	375 gp	AA
91–100	<i>Summon Elemental III</i>	375 gp	AA

Divine 4

Roll	Result	Market Price	Source
01–10	<i>Animal Ally</i>	700 gp	AV
11–20	<i>Plant Ally</i>	700 gp	AV
21–35	<i>Repel Animals</i>	700 gp	AV
36–50	<i>Repel Plants</i>	700 gp	AV
51–60	<i>Phase Arrow</i>	700 gp	AA
61–75	<i>Summon Dragon IV</i>	700 gp	AA
76–100	<i>Summon Elemental IV</i>	700 gp	AA

Divine 5

Roll	Result	Market Price	Source
01–10	<i>Ancestral Ally</i>	1,125 gp	AV
11–20	<i>Celestial Ally</i>	1,125 gp	AV
21–25	<i>Drums of Panic</i>	1,125 gp	AA
26–30	<i>Elemental Ally</i>	1,125 gp	AV
31–35	<i>Fiendish Ally</i>	1,125 gp	AV
36–40	<i>Geographic Ally</i>	1,125 gp	AV
41–45	<i>Lightning Strike</i>	1,125 gp	AA
46–50	<i>Repel Ancestors</i>	1,125 gp	AV
51–55	<i>Repel Celestials</i>	1,125 gp	AV
56–60	<i>Repel Elementals</i>	1,125 gp	AV
61–65	<i>Repel Fiends</i>	1,125 gp	AV
66–70	<i>Repel Geographic Spirits</i>	1,125 gp	AV
71–80	<i>Summon Dragon V</i>	1,125 gp	AA
81–90	<i>Summon Elemental V</i>	1,125 gp	AA
91–95	<i>Tear the Open Wound</i>	1,125 gp	AA
96–100	<i>Wings</i>	1,125 gp	AA

Divine 6

Roll	Result	Market Price	Source
01–20	<i>Greater Animal Ally</i>	1,650 gp	AV
21–40	<i>Greater Plant Ally</i>	1,650 gp	AV
41–50	<i>Solid Darkness</i>	1,650 gp	AA
51–60	<i>Sticks to Serpents</i>	1,650 gp	AA
61–80	<i>Summon Dragon VI</i>	1,650 gp	AA
81–100	<i>Summon Elemental VI</i>	1,650 gp	AA

Divine 7

Roll	Result	Market Price	Source
01–10	<i>Greater Ancestral Ally</i>	2,275 gp	AV
11–20	<i>Greater Celestial Ally</i>	2,275 gp	AV
21–30	<i>Greater Elemental Ally</i>	2,275 gp	AV
31–40	<i>Greater Fiendish Ally</i>	2,275 gp	AV
41–50	<i>Greater Geographic Ally</i>	2,275 gp	AV
51–60	<i>Lover's Curse</i>	2,275 gp	AA
61–70	<i>Snake Staff</i>	2,275 gp	AA
71–85	<i>Summon Dragon VII</i>	2,275 gp	AA
86–90	<i>Summon Elemental VII</i>	2,275 gp	AA

Divine 8

Roll	Result	Market Price	Source
01–25	<i>Convocation of Eagles</i>	3,000 gp	AA
26–50	<i>Lightning Storm</i>	3,000 gp	AA
51–75	<i>Summon Dragon VIII</i>	3,000 gp	AA
76–100	<i>Summon Elemental VIII</i>	3,000 gp	AA

Divine 9

Roll	Result	Market Price	Source
01–10	<i>Bite of the Plague Rat</i>	4,825 gp	AA
11–20	<i>Iron Golem</i>	3,825 gp	AA
21–40	<i>Summon Dragon IX</i>	3,825 gp	AA
41–60	<i>Summon Elemental IX</i>	3,825 gp	AA
61–80	<i>True Love</i>	3,925 gp	AA
81–100	<i>Weaving Dance</i>	3,825 gp	AA

Arcane 1

Roll	Result	Market Price	Source
01–100	<i>Summon Dragon I</i>	25 gp	AA

Arcane 2

Roll	Result	Market Price	Source
01–20	<i>Lesser Animal Binding</i>	150 gp	AV
21–40	<i>Lesser Plant Binding</i>	150 gp	AV
41–60	<i>Incantation of the Broken Limb</i>	150 gp	AA
61–80	<i>Lockjaw</i>	150 gp	AA
81–100	<i>Summon Dragon II</i>	150 gp	AA

Arcane 3

Roll	Result	Market Price	Source
01–15	<i>Lesser Ancestral Binding</i>	375 gp	AV
16–30	<i>Lesser Celestial Binding</i>	375 gp	AV
31–45	<i>Lesser Elemental Binding</i>	375 gp	AV
46–60	<i>Lesser Fiendish Binding</i>	375 gp	AV
61–75	<i>Lesser Geographic Binding</i>	375 gp	AV
76–100	<i>Summon Dragon III</i>	375 gp	AA

Arcane 4

Roll	Result	Market Price	Source
01–15	<i>Animal Binding</i>	700 gp	AV
16–30	<i>Infertility Charm</i>	700 gp	AV
31–45	<i>Plant Binding</i>	700 gp	AV
46–60	<i>Repel Animals</i>	700 gp	AV
61–75	<i>Repel Plants</i>	700 gp	AV
76–100	<i>Summon Dragon IV</i>	700 gp	AA

Arcane 5

Roll	Result	Market Price	Source
01–10	<i>Ancestral Binding</i>	1,125 gp	AV
11–20	<i>Celestial Binding</i>	1,125 gp	AV
21–30	<i>Elemental Binding</i>	1,125 gp	AV
31–40	<i>Fiendish Binding</i>	1,125 gp	AV
41–50	<i>Geographic Binding</i>	1,125 gp	AV
51–60	<i>Lobir</i>	1,125 gp	AA
61–65	<i>Repel Ancestors</i>	1,125 gp	AV
66–70	<i>Repel Celestials</i>	1,125 gp	AV
71–75	<i>Repel Elementals</i>	1,125 gp	AV
76–80	<i>Repel Fiends</i>	1,125 gp	AV
81–85	<i>Repel Geographic Spirits</i>	1,125 gp	AV
86–100	<i>Summon Dragon V</i>	1,125 gp	AA

Arcane 6

Roll	Result	Market Price	Source
01–25	<i>Greater Animal Binding</i>	1,650 gp	AV
26–50	<i>Greater Plant Binding</i>	1,650 gp	AV
51–75	<i>Summon Dragon VI</i>	1,650 gp	AA
76–100	<i>Tear the Open Wound</i>	1,650 gp	AA

Arcane 7

Roll	Result	Market Price	Source
01–15	<i>Greater Ancestral Binding</i>	2,275 gp	AV
16–30	<i>Greater Celestial Binding</i>	2,275 gp	AV
31–45	<i>Greater Elemental Binding</i>	2,275 gp	AV
46–60	<i>Greater Fiendish Binding</i>	2,275 gp	AV
61–75	<i>Greater Geographic Binding</i>	2,275 gp	AV
76–100	<i>Summon Dragon VII</i>	2,275 gp	AA

Arcane 8

Roll	Result	Market Price	Source
01–50	<i>Solid Darkness</i>	2,275 gp	AA
51–100	<i>Summon Dragon VIII</i>	2,275 gp	AA

Arcane 9

Roll	Result	Market Price	Source
01–25	<i>Bite of the Plague Rat</i>	4,825 gp	AA
26–50	<i>Iron Golem</i>	3,825 gp	AA
51–100	<i>Summon Dragon IX</i>	3,825 gp	AA

STAFFS

d%	Result
01–50	Use standard D20 System magic staff charts
51–100	Use the table below

Medium	Major	Staff	Market Price	Source
01–10	—	<i>Griot's staff</i>	1,500 gp	AV
11–20	—	<i>Herder's staff</i>	5,063 gp	AV
21–30	—	<i>Translator's staff</i>	9,375 gp	AV
31–45	—	<i>Ruga's staff</i>	10,313 gp	AV
46–55	01–15	<i>Warrior's staff</i>	12,425 gp	AV
56–65	16–30	<i>Soroka's staff</i>	12,581 gp	AV
66–75	31–45	<i>Mvwala Staff</i>	13,125 gp	AV
76–85	46–60	<i>Diplomat's Staff</i>	13,125 gp	AV
86–90	61–80	<i>Lesser domain staff</i>	33,750 gp	AA
91–95	81–90	<i>Adept's staff</i>	46,406 gp	AV
96–100	91–100	<i>Greater domain staff</i>	160,650 gp	AA

WANDS

d%	Result
01–90	Use standard D20 System magic wand charts
91–100	Use the table below

Minor	Medium	Major	Wand	Market Price	Source
1–20	—	—	<i>Wand of inflict light wounds</i> (ranged touch)	4,500 gp	AV
21–40	01–20	—	<i>Wand of enlarged command</i>	4,500 gp	AV
41–60	21–30	—	<i>Wand of extended bless</i>	4,500 gp	AV
61–70	31–40	—	<i>Wand of fertility charm</i>	4,500 gp	AV
71–80	41–50	—	<i>Wand of silenced doom</i>	4,500 gp	AV
81–90	51–60	—	<i>Wand of lesser water breathing</i>	4,500 gp	AV
91–100	61–70	—	<i>Wand of lockjaw</i>	4,500 gp	AV
—	71–80	01–50	<i>Wand of inflict moderate wounds</i> (ranged touch)	11,250 gp	AV
—	81–90	51–75	<i>Wand of babble</i>	11,250 gp	AV
—	91–100	76–100	<i>Wand of inflict serious wounds</i> (ranged touch)	21,000 gp	AV

MINOR WONDROUS ITEMS

d%	Result
01–50	Use standard D20 System wondrous item charts
51–100	Use the table below

d%	Item	Market Price	Source
01	<i>Trinket, beauty charms</i>	25 gp	AV
02	<i>Trinket, Mbanta cutlery</i>	25 gp	AV
03	<i>Trinket, neck-ring</i>	25 gp	AV
04	<i>Trinket, magical toy</i>	25 gp	AV
05	<i>Trinket, other</i>	25 gp	AA
06–07	<i>Fertility doll</i>	300 gp	AA
08–09	<i>Bow stand of victory</i>	500 gp	AA
10–11	<i>Trophy, monkey's skull</i>	946 gp	AV
12–13	<i>Bead of defense</i> (+1)	1,000 gp	AV
14–15	<i>Bead of damage reduction</i> (+1)	1,250 gp	AV
16–17	<i>Bead of ability</i> (+1)	1,500 gp	AV
18–19	<i>Bead of attack</i> (+1)	1,500 gp	AV
20–21	<i>Bead of damage</i> (+1)	1,500 gp	AV
22–23	<i>Bead of resistance</i> (+1)	1,500 gp	AV
24–25	<i>Bead of skill</i> (+4)	1,600 gp	AV
26–27	<i>Minor fiendish mask</i>	1,800 gp	AA
28–29	<i>Trophy, eagle's feathers</i>	1,836 gp	AV
30–31	<i>Shrine, minor animal</i>	2,160 gp	AV
32–33	<i>Shrine, minor plant</i>	2,160 gp	AV
34–35	<i>Minor fiendish nkisi</i>	3,600 gp	AA
36–37	<i>Minor natural mask</i>	4,000 gp	AA
38–39	<i>Bead of defense</i> (+2)	4,000 gp	AV
40–41	<i>Skull necklace</i>	4,000 gp	AV
42–43	<i>Minor celestial mask</i>	4,200 gp	AA
44–45	<i>Bead of damage reduction</i> (+2)	4,250 gp	AV
46–47	<i>Spirit jar, minor animal</i>	4,320 gp	AV
48–49	<i>Spirit jar, minor plant</i>	4,320 gp	AV
50–51	<i>Opon of augury</i>	10,000 gp	AV
52–53	<i>Osanmasinmi</i>	5,000 gp	AV
54–55	<i>Minor ancestral mask</i>	5,000 gp	AA
56–57	<i>Shrine, minor ancestral</i>	5,400 gp	AV
58–59	<i>Shrine, minor celestial</i>	5,400 gp	AV
60–61	<i>Shrine, minor elemental</i>	5,400 gp	AV
62–63	<i>Shrine, minor fiendish</i>	5,400 gp	AV
64–65	<i>Shrine, minor geographic</i>	5,400 gp	AV
66–67	<i>Trophy, baboon's fur</i>	5,530 gp	AV
68–69	<i>Trophy, crocodile's scales</i>	5,825 gp	AV
70–71	<i>Headrest of blissful slumber</i>	6,000 gp	AA
72–73	<i>Headrest of security</i>	6,000 gp	AA
74–75	<i>Minor elemental mask</i>	6,000 gp	AA
76–77	<i>Bead of ability</i> (+2)	6,000 gp	AV
78	<i>Bead of attack</i> (+2)	6,000 gp	AV
79	<i>Bead of damage</i> (+2)	6,000 gp	AV

80	<i>Bead of resistance (+2)</i>	6,000 gp	AV	39–40	<i>Bead of defense (+4)</i>	16,000 gp	AV
81	<i>Bead of skill (+8)</i>	6,400 gp	AV	41–42	<i>Medium natural mask</i>	16,000 gp	AA
82	<i>Minor geographic mask</i>	8,000 gp	AA	43	<i>Shrine, medium ancestral</i>	16,200 gp	AV
83	<i>Minor natural nkisi</i>	8,000 gp	AA	44	<i>Shrine, medium celestial</i>	16,200 gp	AV
84	<i>Sandals of running</i>	8,000 gp	AV	45–46	<i>Shrine, medium elemental</i>	16,200 gp	AV
85	<i>Minor celestial nkisi</i>	8,400 gp	AA	47–48	<i>Shrine, medium fiendish</i>	16,200 gp	AV
86	<i>Trophy, anath's hair</i>	8,720 gp	AV	49–50	<i>Shrine, medium geographic</i>	16,200 gp	AV
87	<i>Bead of defense (+3)</i>	9,000 gp	AV	51–52	<i>Bead of damage reduction (+4)</i>	16,250 gp	AV
88	<i>Bead of damage reduction (+3)</i>	9,250 gp	AV	53–54	<i>Medium celestial mask</i>	16,300 gp	AA
89	<i>Anklet of iron feet</i>	9,600 gp	AV	55–56	<i>Chief's Headdress</i>	18,000 gp	AV
90	<i>Minor ancestral nkisi</i>	10,000 gp	AA	57–58	<i>Aquamanile leopard</i>	18,000 gp	AV
91	<i>Pendelu of signaling</i>	10,000 gp	AV	59–60	<i>Medium geographic mask</i>	18,000 gp	AA
92	<i>Spirit jar, minor ancestral</i>	10,800 gp	AV	61–62	<i>Poison pipe</i>	18,000 gp	AV
93	<i>Spirit jar, minor celestial</i>	10,800 gp	AV	63	<i>Medium fiendish nkisi</i>	19,400 gp	AA
94	<i>Spirit jar, minor elemental</i>	10,800 gp	AV	64	<i>Medium ancestral mask</i>	20,000 gp	AA
95	<i>Spirit jar, minor fiendish</i>	10,800 gp	AV	65	<i>Spirit jar, medium animal</i>	20,160 gp	AV
96	<i>Spirit jar, minor geographic</i>	10,800 gp	AV	66	<i>Spirit jar, medium plant</i>	20,160 gp	AV
97	<i>Trophy, mardkhora's tail</i>	10,890 gp	AV	67	<i>Trophy, dire lion's claws</i>	23,066 gp	AV
98	<i>Minor elemental nkisi</i>	12,000 gp	AA	68	<i>Trophy, constrictor snake's skin</i>	23,200 gp	AV
99	<i>Bead of skill (+12)</i>	14,400 gp	AV	69	<i>Bead of ability (+4)</i>	24,000 gp	AV
100	<i>Minor geographic nkisi</i>	16,000 gp	AA	70	<i>Bead of attack (+4)</i>	24,000 gp	AV

MEDIUM WONDROUS ITEMS

d% Result

- 01–50 Use standard D20 System wondrous item charts
 51–100 Use the table below

d%	Item	Market Price	Source
01–02	<i>Bead of spellcasting</i>	varies	AV
03–04	<i>Bead of energy resistance (5 points)</i>	6,000 gp	AV
05–06	<i>Medium fiendish mask</i>	9,720 gp	AA
07–08	<i>Shrine, medium animal</i>	10,080 gp	AV
09–10	<i>Shrine, medium plant</i>	10,080 gp	AV
11–12	<i>Trophy, hyena's ears</i>	11,040 gp	AV
13–14	<i>Trophy, leopard's skin</i>	11,040 gp	AV
15–16	<i>Trophy, ape's toes</i>	11,050 gp	AV
17–18	<i>Trophy, boar's tusks</i>	11,050 gp	AV
19–20	<i>Drunkard's cup</i>	11,200 gp	AV
21–22	<i>Eloko necklace</i>	12,000 gp	AV
23–24	<i>Medium elemental mask</i>	12,000 gp	AA
25–26	<i>Spiderweb of vanishing</i>	12,000 gp	AV
27–28	<i>Bead of ability (+3)</i>	13,500 gp	AV
29–30	<i>Bead of attack (+3)</i>	13,500 gp	AV
31–32	<i>Bead of damage (+3)</i>	13,500 gp	AV
33–34	<i>Bead of resistance (+3)</i>	13,500 gp	AV
35–36	<i>Trophy, elephant's tusks</i>	14,786 gp	AV
37–38	<i>Trophy, rhino's horn</i>	15,000 gp	AV
71	<i>Bead of damage (+4)</i>	24,000 gp	AV
72	<i>Bead of energy resistance (15 points)</i>	24,000 gp	AV
73	<i>Bead of resistance (+4)</i>	24,000 gp	AV
74	<i>Medium elemental nkisi</i>	24,000 gp	AA
75	<i>Trophy, lion's tail</i>	24,830 gp	AV
76	<i>Bead of defense (+5)</i>	25,000 gp	AV
77	<i>Loom of gris-gris</i>	25,000 gp	AV
78	<i>Bead of damage reduction (+5)</i>	25,250 gp	AV
79	<i>Bead of skill (+16)</i>	25,600 gp	AV
80	<i>Statue of animal defense</i>	28,800 gp	AV
81	<i>Statue of plant defense</i>	28,800 gp	AV
82	<i>Ceremonial stool</i>	30,000 gp	AV
83	<i>Medium natural nkisi</i>	32,000 gp	AA
84	<i>Spirit jar, medium ancestral</i>	32,400 gp	AV
85	<i>Spirit jar, medium celestial</i>	32,400 gp	AV
86	<i>Spirit jar, medium elemental</i>	32,400 gp	AV
87	<i>Spirit jar, medium fiendish</i>	32,400 gp	AV
88	<i>Spirit jar, medium geographic</i>	32,400 gp	AV
89	<i>Medium celestial nkisi</i>	32,600 gp	AA
90	<i>Bead of energy resistance (30 points)</i>	36,000 gp	AV
91	<i>Medium geographic nkisi</i>	36,000 gp	AA
92	<i>Statue of ancestor defense</i>	36,000 gp	AV
93	<i>Statue of celestial defense</i>	36,000 gp	AV
94	<i>Statue of elemental defense</i>	36,000 gp	AV
95	<i>Statue of fey defense</i>	36,000 gp	AV
96	<i>Statue of fiend defense</i>	36,000 gp	AV

97	<i>Bowl of blood-catching</i>	37,120 gp	AV
98	<i>Trophy, dire ape's hands</i>	38,355 gp	AV
99	<i>Bead of skill (+20)</i>	40,000 gp	AV
100	<i>Medium ancestral nkisi</i>	40,000 gp	AA

MAJOR WONDROUS ITEMS

d%	Result
01–50	Use standard D20 System wondrous item charts
51–100	Use the table below

d%	Item	Market Price	Source
01–03	<i>Envenomed quiver</i>	varies	AV
04–06	<i>Major fiendish mask</i>	23,760 gp	AA
07–09	<i>Major elemental mask</i>	24,000 gp	AA
10–12	<i>Shrine, major animal</i>	27,720 gp	AV
13–14	<i>Shrine, major plant</i>	27,720 gp	AV
15	<i>Magic fang file</i>	30,000 gp	AA
16–18	<i>Major geographic mask</i>	32,000 gp	AA
19–21	<i>Shrine, major ancestral</i>	32,760 gp	AV
22–24	<i>Shrine, major celestial</i>	32,760 gp	AV
25–27	<i>Shrine, major elemental</i>	32,760 gp	AV
28–30	<i>Shrine, major fiendish</i>	32,760 gp	AV
31–33	<i>Shrine, major geographic</i>	32,760 gp	AV
34–36	<i>Major natural mask</i>	36,000 gp	AA
37–39	<i>Bead of ability (+5)</i>	37,500 gp	AV
40–42	<i>Bead of attack (+5)</i>	37,500 gp	AV
43–45	<i>Bead of damage (+5)</i>	37,500 gp	AV
46–48	<i>Bead of resistance (+5)</i>	37,500 gp	AV
49–51	<i>Major celestial mask</i>	37,800 gp	AA
52–54	<i>Major ancestral mask</i>	45,000 gp	AA
55–57	<i>Major fiendish nkisi</i>	47,520 gp	AA
58–60	<i>Spirit jar, major animal</i>	47,520 gp	AV
61–63	<i>Spirit jar, major plant</i>	47,520 gp	AV
64–66	<i>Major elemental nkisi</i>	48,000 gp	AA
67–69	<i>Major geographic nkisi</i>	64,000 gp	AA
70–72	<i>Spirit jar, major ancestral</i>	65,520 gp	AV
73–75	<i>Spirit jar, major celestial</i>	65,520 gp	AV
76–78	<i>Spirit jar, major elemental</i>	65,520 gp	AV
79–81	<i>Spirit jar, major fiendish</i>	65,520 gp	AV
82–84	<i>Spirit jar, major geographic</i>	65,520 gp	AV
85–87	<i>Major natural nkisi</i>	72,000 gp	AA
88–90	<i>Major celestial nkisi</i>	75,600 gp	AA
91–93	<i>All-seeing eye</i>	80,000 gp	AV
94–96	<i>Major ancestral nkisi</i>	90,000 gp	AA
97–98	<i>Gate sand</i>	137,700 gp	AV
99	<i>Phase door</i>	131,040 gp	AV
100	<i>Etu of shadows</i>	306,000 gp	AV

SPECIFIC CURSED ITEMS

d%	Result
01–80	Use standard D20 System cursed item charts
81–100	Use the table below

d%	Item	Market Price	Source
01–10	<i>Kosan gold</i>	—	AV
11–15	<i>Opon of false augury</i>	1,000 gp	AV
16–20	<i>Stool of infertility</i>	6,000 gp	AV
21–30	<i>Bow stand of shattering</i>	7,200 gp	AV
31–40	<i>Terkow skin</i>	9,165 gp	AV
41–50	<i>Thorny sandals</i>	10,800 gp	AV
51–60	<i>Headrest of restless slumber</i>	11,200 gp	AV
61–70	<i>Death mask</i>	28,000 gp	AA
71–80	<i>Vodou nkisi</i>	40,950 gp	AA
81–85	<i>Executioner's folly</i>	72,330 gp	AV
86–90	<i>Uncontrolled shrine</i>	Varies	AV
91–95	<i>Uncontrolled spirit jar</i>	Varies	AV
96–100	<i>Kosan shackles</i>	—	AV

HERBAL CONCOCTIONS (OPTIONAL)

Minor	Medium	Major	Concoction	Market Price
01–05	—	—	Elephant cud	22 gp
06–15	—	—	Blight tea	25 gp
16–20	—	—	Fearless tea	25 gp
21–30	—	—	Honeybush globs	50 gp
31–40	01–10	—	Mpisimbi ear	110 gp
41–45	11–20	—	Fertility tea	150 gp
46–50	21–30	—	Cat sight	150 gp
51–55	31–40	—	Eyes of Siama	220 gp
56–60	41–50	01–05	Wild dagga	300 gp
61–65	51–55	06–10	Zamran freckles	330 gp
66–75	56–60	11–20	Deafstone	330 gp
76–85	61–65	21–30	Imphepho-sleep	375 gp
86–95	66–70	31–40	Buchu-vinegar	500 gp
96–100	71–75	41–50	Verminbane	600 gp
—	76–80	51–55	Snakebane	700 gp
—	81–90	56–65	The mosquito dance	840 gp
—	91–94	66–70	Eternal rations	1,000 gp
—	95–97	71–75	Formian armor	1,050 gp
—	98–100	76–80	The Jamkadi's bitter secret	1,300 gp
—	—	81–85	Sacrificial smoke	2,250 gp
—	—	86–90	Tabu-Taabu gourd	3,485 gp
—	—	91–95	Might of Shonamu	4,000 gp
—	—	96–100	Glory of Nimbala	32,500 gp

APPENDIX B: ERRATA

The following is errata for *Nyambe: African Adventures*.

Page 14: This page states that most adventurers are under the age of thirty. It also explains that most people enter the “adventurer” stage of life around the age of twelve, and that most people become full adults around the age of twenty. These statements are not contradictory; the typical adventurer remains in the adventurer stage of life long after other people move on to being full adults.

Page 19: Despite having some supernatural abilities, Amazonia was not a sorceress.

Page 39: Under the section on art, it should be stated that kitunusi only have two forms of art, not one. The first is their peculiar sunken architecture, and the second is their elaborate kaniki tabards.

Page 45: Native Nyamban characters who begin play as a member of a foreign class are not subject to the restrictions listed on page 45. They can choose either a Nyamban language or a foreign language as their native tongue (not both), automatically get either the Sanguar feat or the full armor proficiencies of the foreign class (not both), and can choose to use either Nyamban weapon proficiencies or foreign weapon proficiencies (not both).

Page 47: Some people feel the Gamba fighter is too powerful. If this is the case in your campaign, remove the gamba’s ability to take the Weapon Specialization feat. This is not an official change, just a campaign option.

Page 52: Remove *tear the open wound* from the n’anga spell list.

Page 54: Some feel that n’anga of ancestral orisha are weak compared to the other types of n’anga, especially at low levels. As a campaign option, the GM can increase their bonus feats to every three levels instead of every four. Thus they would get bonus feats at 1st, 3rd, 6th, 9th, 12th, 15th, and 18th levels.

Page 57: For a gold dragon sei, enchanting a *good luck gem* is a full-round action.

Page 64: The spells per day for a 5th-level inyanga yensimbi should be 6/4/4/3/3/2.

Page 66: The magic eater class gets Skill Focus as a bonus feat 5 times, but can only apply it toward 3 skills. Since you can only apply Skill Focus once toward a given skill, add Gather Information and Sense Motive to the list of skills eligible for Skill Focus.

Page 80: Under the list of languages, all references to orisha should also include the words “and their servants.”

Page 82: Some people think the waiting period for the unthlatu breath weapon is too long. If this is the case in your campaign, allow a character to take the feat multiple times to grant extra uses of the ability, rather than reducing the waiting time. All uses of the

ability recharge after 8 hours. This is not an official change, just a campaign option.

Page 91: The starting money table was inadvertently left out. Use the table below:

STARTING GOLD

Class	Starting Gold
Gamba Fighter	6d4 x 10 gp
Nanala Rogue	5d4 x 10 gp
N’anga Cleric	5d4 x 10 gp
Mchawi Wizard	3d4 x 10 gp
Sei Sorcerer	3d4 x 10 gp

Page 93: The heavy spear and longspear show (d) after their names, which would make them double weapons. They should show (x), which means they do x2 damage to a charging attacker on a readied action.

Page 97: The leaf spear is overly powerful as written. Remove its ability to be thrown.

Page 126: *Weaving dance* is too weak as written. Increase the duration to 1 minute/caster level, and change the range from “personal” to “touch.” Change all references to “the caster” to “the target.” This is an official change.

Page 182: The medium and major wondrous items table left out references to the standard magic item tables. They should read as below:

MEDIUM WONDROUS ITEMS

D%	Item	Market Price
01–50	Use standard D20 System Wondrous Items table*	
51–60	<i>Medium fiendish mask</i>	9,720 gp
61–65	<i>Medium elemental mask</i>	12,000 gp
66–70	<i>Medium natural mask</i>	16,000 gp
71–75	<i>Medium celestial mask</i>	16,300 gp
76–80	<i>Medium geographic mask</i>	18,000 gp
81–85	<i>Medium fiendish nkisi</i>	19,400 gp
86–90	<i>Medium ancestral mask</i>	20,000 gp
91–92	<i>Medium elemental nkisi</i>	24,000 gp
93–94	<i>Medium natural nkisi</i>	32,000 gp
95–96	<i>Medium celestial nkisi</i>	32,600 gp
97–98	<i>Medium geographic nkisi</i>	36,000 gp
99–100	<i>Medium ancestral nkisi</i>	40,000 gp

* Some standard D20 System wondrous items require modifications for the Nyambe setting; these are discussed on page 186 of *Nyambe: African Adventures*.

MAJOR WONDROUS ITEMS

D%	Item	Market Price
01–50	Use standard D20 System Wondrous Items table*	
51–55	<i>Major fiendish mask</i>	23,760 gp
56–60	<i>Major elemental mask</i>	24,000 gp
61–65	<i>Magic fang file</i>	30,000 gp
66–70	<i>Major geographic mask</i>	32,000 gp
71–75	<i>Major celestial mask</i>	36,000 gp
76–80	<i>Major ancestral mask</i>	37,800 gp
81–85	<i>Major fiendish nkisi</i>	45,000 gp
86–90	<i>Major elemental nkisi</i>	47,520 gp
91–93	<i>Major geographic nkisi</i>	48,000 gp
94–95	<i>Major natural nkisi</i>	64,000 gp
96–97	<i>Major celestial nkisi</i>	72,000 gp
98–100	<i>Major ancestral nkisi</i>	90,000 gp

*Some standard D20 System wondrous items require modifications for the Nyambe setting; these are discussed on page 186 of *Nyambe: African Adventures*.

Note: If you choose to use the random magic item tables from *Ancestral Vault*, they supercede these tables.

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Ceremonial Stool	54	Spirit Jar, Medium Fiendish	61
Chief's Headdress	55	Spirit Jar, Medium Geographic	61
Drunkard's Cup	55	Spirit Jar, Medium Plant	61
Eloko Necklace	55	Spirit Jar, Minor Ancestral	61
Envenomed Quiver	55	Spirit Jar, Minor Animal	61
Etu of Shadows	55	Spirit Jar, Minor Celestial	61
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Loom of Gris-Gris	55	Spirit Jar, Minor Fiendish	62
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Trinket, Beauty Charm, Ward Against Bad Breath	63	Trophy, Ape's Toes	65
Trinket, Beauty Charm, Ward Against Body Odor	63	Trophy, Baboon's Fur	65
Trinket, Beauty Charm, Ward Against Greasy Hair	63	Trophy, Boar's Tusks	65
Trinket, Beauty Charm, Ward Against Rotten Teeth	63	Trophy, Constrictor Snake's Skin	65
Trinket, Mbanta Cutlery, Clean Knife	63	Trophy, Crocodile's Scales	65
Trinket, Mbanta Cutlery, Eversharp Knife	63	Trophy, Dire Ape's Hands	65
Trinket, Mbanta Cutlery, Knife of Flavor	63	Trophy, Dire Lion's Claws	65
Trinket, Neck-Ring, Cool Breeze	64	Trophy, Eagle's Feathers	65
Trinket, Neck-Ring, Fly-Bane	64	Trophy, Elephant's Tusks	66
Trinket, Neck-Ring, Perfect Balance	64	Trophy, Hyena's Ears	66
Trinket, Neck-Ring, Perfect Beauty	64	Trophy, Leopard's Skin	66
Trinket, Neck-Ring, Perfect Hair	64	Trophy, Lion's Tail	66
Trinket, Neck-Ring, Perfume	64	Trophy, Mardkhora's Tail	66
Trinket, Magic Toy, Croaking Frogs	64	Trophy, Monkey's Skull	66
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