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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.



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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.

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.

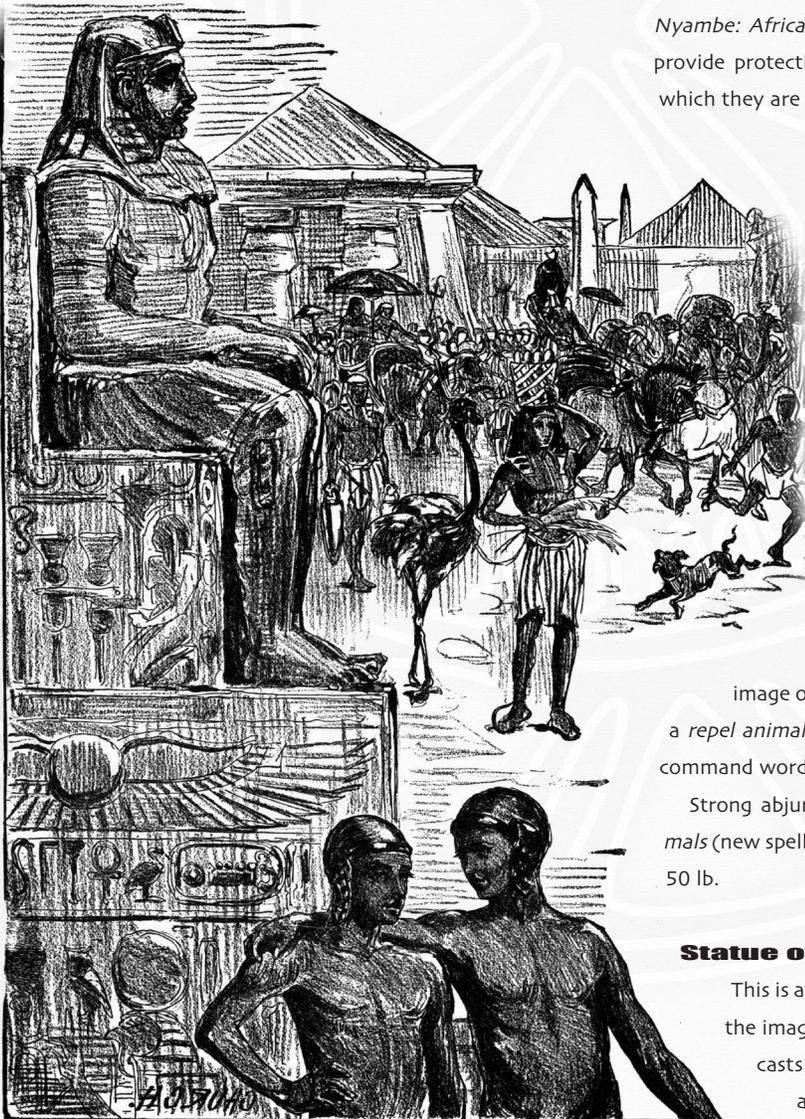
Statue of Animal Defense

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.



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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