

NYAMBE

REWARDS OF THE HUNT

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After a hunt, it is a common practice for a Nyamban 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 items. 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.

Creating an Animal Trophy

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.

All animal trophies provide luck bonuses. 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 (this means taking 20 is not an option).

Standard Animal Trophies

The items listed below are the standard animal trophies available in a *Nyambe: African Adventures* game. Enterprising GMs can design additional trophies along these lines.

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 +15 luck bonus to Climb checks.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, *divine favor*, toes from a 5 HD ape

Market Price: 11,050 gp; *Cost to create:* 5,500 gp + 435 XP

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 blood provides the user with a +2 luck bonus to Strength checks, Constitution checks, and Dexterity checks.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *divine favor*, fur from a 3 HD baboon.

Market Price: 5,530 gp; *Cost to create:* 2,750 gp + 217 XP

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.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *divine favor*, tusks from a 5 HD boar.

Market Price: 11,050 gp; *Cost to create:* 5,500 gp + 435 XP

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.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *divine favor*, *prayer*, skin from a 10 HD constrictor snake.

Market Price: 23,200 gp; *Cost to create:* 11,550 gp + 914 XP

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.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *divine favor*, scales from a 5 HD crocodile

Market Price: 5,825 gp; *Cost to create:* 2,913 gp + 228 XP

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.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *divine favor*, *prayer*, hands from a 13 HD dire ape.

Market Price: 38,355 gp; *Cost to create:* 19,112 gp + 1,516 XP

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.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *divine favor*, *prayer*, claws from a 15 HD dire lion.

Market Price: 23,066 gp; *Cost to create:* 11,458 gp + 901 XP

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.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *divine favor*, feathers from a 3HD eagle.

Market Price: 1,863 gp; *Cost to create:* 916 gp + 70 XP

Elephant's Tusks

These heavily carved, magical ivory tusk points can be fitted onto a wooden shield. Not only can they be used as 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.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *divine favor*, *prayer*, tusks from a 12 HD elephant.

Market Price: 14,786 gp; *Cost to create:* 7,333 gp + 574 XP

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.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, *divine favor*, ears from a 4 HD hyena

Market Price: 11,040 gp; *Cost to create:* 5,500 gp + 436 XP

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.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, *divine favor*, skin from a 4 HD leopard

Market Price: 11,040 gp; *Cost to create:* 5,500 gp + 436 XP

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.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *divine favor*, *prayer*, skin from an 8 HD lion.

Market Price: 24,830 gp; *Cost to create:* 12,375 gp + 982 XP

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.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *divine favor*, skull from a 3HD monkey.

Market Price: 946 gp; *Cost to create:* 458 gp + 33 XP

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.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *divine favor*, *prayer*, horn from a 15 HD rhinoceros.

Market Price: 15,000 gp; *Cost to create:* 7,425 gp + 579 XP

Exotic Trophies

Traditionally, Nyamban warriors have only used normal, non-magical animal parts in the creation of enchanted trophies. With the increased danger to the land as of late, some artificers have attempted to fashion trophies from the parts of more exotic and magical creatures. So far success has been limited, but with additional experimentation, such trophies will undoubtedly become more common in the near future.

Creating an Exotic Trophy

Although most magical trophies are taken from animals, there is nothing that prevents an enterprising GM or player from creating trophies based on vermin, beasts, magical beasts, or even aberrations. These more unusual trophies would provide more exotic effects than mere luck bonuses. Some possible suggestions include bonus feats, ability score bonuses, or even the ability to use spell-like abilities.

The rules for collecting the parts needed for an exotic trophy are the same as those for a standard animal trophy. The cost of creation can vary widely, since they do not provide straightforward luck bonuses. However, the body parts used in the item still reduce the XP cost by 1 per HD of the creature, and add 10 gp per HD to the market price. When affixed to an item, an exotic trophy is even more difficult to remove, raising the DC for the Natural Medicine check to 30.

Sample Exotic Trophies

The following are ideas for a few possible exotic trophies. The wide variety of monsters available makes an exhaustive list almost impossible.

Anath's Hair

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.

Caster Level: 8th; *Prerequisites:* Craft Universal Item, *steadfast gaze*, hair from an anath with 1 character class level.

Market Price: 8,720 gp; *Cost to create:* 4,320 gp + 338 XP

Mardkhora's Tail

The tail of a *mardkhora* (mard-KHO-rah), or Nyamban manticore, 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 1/2 damage.

Caster Level: 9th; *Prerequisites:* Create Wondrous Item, *spike stones*, tail from a 9 HD mardkhora

Market Price: 10,890 gp; *Cost to create:* 5,400 gp + 423 XP

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