

NIYAMBE

DEEDS OF THE ANCESTORS

by Christopher W. Dolunt

The history of Nyambe-tanda has been blessed with the deeds of many great heroes. Three of those heroes, Amazonia, Kwo, and Bashar, are presented below.

Amazonia

Amazonia began her life as a slave in the outlying kosan city of Arabo. Along with many other Tisamban women, she was instructed in the arts of grooming. As part of her instruction, she was given access to magically-sharp straight razors used for shaving thick orcish hair. By stealing these razors and mounting them on a curved piece of wood, she was able to improvise a deadly weapon. She practiced with her makeshift sword for years, and even took on students, instructing them her self-taught fighting style. Eventually, Amazonia and her followers (known as Amazons) rose up against their orcish captors, first liberating themselves, then the entire city of Arabo, and eventually all of Nyambe-tanda.

Amazonia

Female Human (Tisambe) 5th-level Gamba Fighter/10th-Level Nibomay Amazon

CR 15; SZ M (humanoid); HD 5d12+10d8+30; hp 127; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 26 (+3 Dex, +2 dodge, +7 armor, +4 deflection); Atk +21/+16/+11 melee (1d10+3/crit 18-20/x2, +3 *orc-bane razor sword*), or +21/+16/+11 ranged (1d10+3/crit 20/x3, +2 *orc-bane greatbow*/+1 *distance razor arrows*); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Fast movement, unit tactics, war cry, pounce, true strike, keen edge, vorpal strike, heart pierce; SQ Ritual scarring, fighting spirit, weapon bonding; AL NG; SV Fort +13, Ref +7, Will +6; Str 11, Dex 16, Con 14, Int 12, Wis 15, Cha 13

Skills: Balance +10 (+9 with armor check penalty), Bluff +2, Climb +3 (+2 with armor check penalty), Craft (weaponsmithing) +8, Diplomacy +2, Heal +3, Hide +4 (+3 with armor check penalty), Intimidate +9, Intuit Direction +4, Jump +3 (+2 with armor check penalty), Listen



+12, Move Silently +4 (+3 with armor check penalty), Profession (barber) +4, Search +5, Sense Motive +7, Spot +12, Swim +3, Tumble +8 (+7 with armor check penalty), Wilderness Lore +6

Feats: Combat Reflexes, Exotic Weapon Proficiency (razor sword), Exotic Weapon Proficiency (greatbow), Improved Initiative, Orc-Slayer, Quickdraw, Sanguar, Single-Minded, Weapon Finesse (razor sword)

Languages: Kordo, Daka-kara

Amazonia is presented here as she was immediately before the fall of the Kosa Empire, before she received the *Adamu Dwa* from the orisha.

Fast Movement (Ex): Amazonia has a speed faster than the norm for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

Unit Tactics (Ex): Whenever Amazonia uses the Aid Another action in combat, she provides allies with a +4 circumstance bonus to AC or attack rolls rather than the usual +2 bonus.

War Cry (Ex): Amazonia can use a war cry three times per day. Any opponent that hears an Amazon war cry must immediately make a Will save vs. a DC of 16 or become shaken, suffering a –2 morale penalty to all attack rolls, saves, and checks for 1d6 rounds. Fear effects are cumulative, so an opponent that is shaken by two war cries in a row instead becomes frightened, and an enemy that is shaken while already frightened becomes panicked.

Pounce (Ex): Amazonia can take a full move action and still attack on the first round of combat only.

Ritual Scarring (Su): Amazonia can ritually scar herself before going into battle. These ritual scars take the form of temporary Charisma damage. The ritual requires 1 minute of time per point of temporary Charisma damage suffered, and can inflict a maximum of 10 points of temporary damage. For each point inflicted, Amazonia gains a +1 enhancement bonus to Strength, Dexterity, or Constitution (Amazonia's choice, but the entire bonus must be applied to a single ability). The enhancement bonus lasts for 10 hours, but the temporary Charisma damage returns at the normal rate. If Amazonia has the Charisma damage healed magically, the enhancement bonuses vanish immediately.

Fighting Spirit (Ex): Amazonia the ability to function normally when reduced to zero or fewer hit points. This does not automatically stabilize her, however; she can still lose hit points from blood loss, and dies at –10 hit points normally.

Weapon Bonding (Su): Amazonia's weapons are magically bonded to her. They cannot be broken or disarmed. If she is separated from her bonded weapons, she can sense their general location (within 100 feet) as long as the weapons and Amazonia are on the same plane of existence. Amazonia can break her bond with a weapon at any time as a free action.

True Strike (Sp): Amazonia can use *true strike* up to 3 times per day, as the spell, as a 20th-level caster.

Keen Edge (Sp): Amazonia can use *keen edge* up to 3 times per day, as the spell, as a 20th-level caster.



Vorpal strike (Ex): Once per day, after scoring a critical hit with a razor sword, Amazonia can declare the attack a vorpal strike, and sever the head of her opponent as if she was using a *vorpal* sword.

Heart Pierce (Ex): Once per day, after scoring a critical hit with a greatbow, Amazonia can declare her attack a heart-piercing strike, and pierce the heart of her opponent as if she was using a *spear of heart-piercing*.

Possessions: +3 *orc-bane razor sword* (50,345 gp), +5 *beaded armor* (25,175 gp), +2 *orc-bane greatbow* (32,450 gp), +4 *ring of protection* (40,000 gp), fifty +1 *distance razor arrows* (8,305 gp), two *nondetection* potions (1,500 gp), eight *cure serious wounds* potions (6,000 gp), twelve 1,000 gp green diamonds (12,000 gp), adventuring gear (woven backpack, bottle calabash filled with palm wine, perfume, 50 ft. of silk rope, fire bow, 6 torches, whetstone), 100 gp.

Bashar

Bashar began life as a troubled child amongst the desert-dwelling Marak'ka people. The ngoma elders worried that he would desert the clan, so he was separated from his parents and given into the care of an elderly fire priest. The n'anga taught Bashar the ways of magic, but he could never get rid of Bashar's rebellious streak. When the powerful blue dragon "Scourge of the Desert" began its domination of the Marak'ka, Bashar could not sit idly by while his clan's elders did nothing. He killed the dragon by tricking it into eating a poisoned goat, and became a hero amongst his people. Disgusted by the complacency of his own people, he rounded up a group of loyal followers, known as the Xon'mo, or "fire eaters," and led them out of the desert to find a new home. Eventually he founded the nation of Bashar'ka.

Bashar

Male Human (Xon'mo) 8th-level N'anga Cleric (Fire Orisha)/4th-level Nanala Rogue

CR 12; SZ M (humanoid); HD 8d8+4d6+15; hp 77; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +2 dodge, +2 natural); Atk +11/+6 melee (1d4+2 and 1d6 fire/crit 20/x2, +2 *flaming burst whacking stick*), or +13/+8 ranged (1d4+2/crit 20/x2, +2 *sling*); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Sneak attack, domain powers, spells; SQ shapechange; AL CG; SV Fort +8, Ref +8, Will +10; Str 10, Dex 15, Con 12, Int 15, Wis 16, Cha 13

Skills: Bluff +8, Concentration +6, Disguise +6, Escape Artist +7, Heal +8, Hide +9, Intimidate +2, Knowledge (arcane) +7, Knowledge (religion) +7, Innuendo +3, Listen +8, Move Silently +9, Natural Medicine +9, Pick Pocket +11, Read Lips +7, Search +7, Sense Motive +8, Spellcraft +8, Spot +7, Tumble +7

Feats: Dodge, Dragonslayer, Evasion, Fire Blood, Improved Initiative, Leadership, Mobility, Run, Sanguar, Toughness

Languages: Daka-alif, Daka-kara, Draconic, Ignan

Bashar is presented here as he was immediately after his defeat of the dragon "Scourge of the Desert," before was proclaimed Ghana and led his followers into the tUbi Grassland.

Sneak Attack (Ex): Any time Bashar's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks the target, his attack deals an extra +2d6 damage.

Shapechange (Su): Bashar has the spell-like ability to *shapechange* into a Small air, earth, or fire elemental and back again three times per day. Unlike the standard use of the spell, however, Bashar may only adopt one form. Upon making the transformation, Bashar regains hit points as if he had rested for a day. Bashar does not risk being disoriented while in the new form. Bashar gains all of the elemental's special abilities.

Domain Powers (Su): Bashar can turn or destroy air creatures as a good cleric turns undead. He can also rebuke or command earth creatures as an evil cleric rebukes undead. Bashar can use these abilities a total of 4 times per day. Bashar can turn or destroy water creatures as a good cleric turns undead. He can also rebuke or command fire creatures as an evil cleric rebukes undead. Bashar can use these abilities a total of 4 times per day.

Spells (Sp): (6/5 + 1/4 + 1/4 + 1/2 + 1) Bashar casts divine spells as an 8th-level n'anga with access to the domains of Fire and Earth. The save DC, where applicable, is 13 + spell level. Bashar typically prepares the following spells:

0 Level — *cure minor wounds* (x2), *guidance*, *know direction*, *light*, *virtue*

1st Level — *cure light wounds* (x3), *faerie fire*, *pass without trace*, *magic stone* (domain)

2nd Level — *charm person or animal*, *heat metal*, *flaming sphere*, *summon swarm*, *produce flame* (domain)

3rd Level — *call lightning*, *snare*, *spike growth*, *summon elemental III*, *resist elements* (domain)

4th Level — *cure serious wounds*, *flame strike*, *wall of fire* (domain)

Possessions: +2 *flaming burst whacking stick* (32,303 gp), +2 *amulet of natural armor* (22,500 gp), +2 *sling* (8,300 gp), minor fire elemental mask (6,000 gp), wand of *cure light wounds* (50 charges, 750 gp), adventuring gear (explorer's outfit, sack, disguise kit, spell component pouch), 147 gp

Kwo, the Hungering Lion

Kwo, better known as the Hungering Lion, is unquestionably the most famous of all Nyamban heroes. Kwo was born in the village of Dagamar during the time of the Zombi Empire. When Kwo was still a child, zombi cultists killed everyone in his village and animated them into undead slaves. Kwo alone was spared, because his physical handicap would have

made him an inferior zombi. Kwo fled the carnage, and was adopted by an agogwe clan. The halflings eventually purchased a horse-like pack animal called an *engargiya*, and Kwo not only learned to ride the animal, but also became a masterful warrior in the process. Eventually, he rallied the agogwe clans around him and led them against the Zombi Empire. Kwo personally defeated Emperor Zulo, and restored peace to all of eastern Nyambe-tanda.

Kwo, the Hungering Lion

Male Human (NaBula) 8th level Gamba Fighter/10th-level Dembe

CR 18; SZ M (humanoid); HD 8d12+10d8+54; hp 173; Init +3 (Dex); Spd 20 ft.; AC 27 (+3 Dex, +4 dodge, +7 armor, +3 luck); Atk +27/+22/+17/+12 melee (1d10+10/crit 19-20/x3, +5 *thundering leaf spear*), or +24/+19/+14/+9 ranged (1d8+5/crit 20/x3, +3 *returning throwing spear*); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Fast movement, favored enemy, spells; SQ Handicapped, favored terrain; AL LG; SV Fort +19, Ref +15, Will +10; Str 16, Dex 16, Con 17, Int 10, Wis 15, Cha 14

Skills: Animal Empathy +12, Handle Animal +14, Heal +7, Intuit Direction +6, Knowledge (nature) +5, Listen +7, Ride +20, Search +5, Spot +7, Wilderness Lore +12

Feats: Expert Tracker, Fated, Fearless, Improved Critical (*leaf spear*), Mounted Combat, Ride-By-Attack, Sanguar, Spirited Charge, Track, Trample, Weapon Focus (*leaf spear*), Weapon Specialization (*leaf spear*)

Languages: Daka-alif, Daka-kara

Kwo is presented here as he was immediately before his battle with the lich zombi cultist Zulo.

Handicapped (Ex): Kwo suffers from a congenital (and magically incurable) condition impairing his ability to walk. His base speed is reduced by 20 ft. per round.

Fast Movement (Ex): Kwo has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load).

Favored Enemy (Ex): Kwo's favored enemies are undead (+5), zombi cultists (+4), monstrous humanoids (+3), magical beasts (+2), and beasts (+1). Due to his extensive study of his foes and training in the proper techniques for combating them, Kwo gains the bonus indicated in parenthesis to Hide, Listen, Move Silently, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the indicated bonus to attack rolls against creatures of this type.

Favored Terrain (Ex): Kwo's favored terrains are underground (+5), mountain (+4), rainforest (+3), savannah (+2), and hill (+1). Due to a deep understanding of his favored terrains, Kwo gains the bonus indicated in parenthesis to Hide, Listen, Search, Move Silently, Spot, and Wilderness Lore checks when using these skills in his favored terrains.



Spells: (2/2/2/1) Kwo casts divine spells as a 5th-level caster. The save DC, where applicable, is 12 + spell level. Kwo typically prepares the following spells:

1st Level — *pass without trace*, *speak with animals*

2nd Level — *animal messenger*, *protection from elements*

3rd Level — *greater magic fang* (x2)

4th Level — *cure serious wounds*

Possessions: *Headdress of brilliance* (fully charged, 157,000 gp), +5 *thundering leaf spear* (98,315 gp), *major ancestral nkisi of protection* (90,000 gp), +3 *returning throwing spear* (32,302 gp), four *cure serious wounds* potions (3,000 gp), *Kwo's Shield* (major artifact), *engargiya* (animal companion, advanced to 5 HD, large military saddle, large saddle bags, 3 days feed), adventuring gear (traveler's outfit, woven backpack, ostrich egg bottle filled with water, fire bow, sack, seating pillow, spell component pouch, 5 days trail rations)

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