

# **Warriors of the Katimaya**

**A One Round Living Jungle Tournament for Low and  
Mid-level heroes**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

## The Living Jungle Campaign

Players bring their own characters to Living Jungle events, and are responsible for keeping records of the characters experience, wealth, and possessions. Look over the characters that are brought to your table, both to familiarize yourself with them and to check for unusual magic items or discrepancies. Magic in the Living Jungle is very rare, with permanent magic items being very, very rare. Most Living Jungle possessions will be ornamental, symbolic, or items carried for barter. If a player has an unusual item or items, question them where they got it. If you are not satisfied with their answer, you may disallow the item for the round.

During the course of the adventure, the heroes will earn experience points based upon their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasure. This is summarized at the end of the adventure. All characters that contributed to the success of an encounter receive the listed experience points. For example, if an encounter lists an experience point value of 100, then each participating character receives 100 points. All points

will be awarded at the end of the adventure. Do not award experience points after each encounter.

This module is designed for characters from 1st to 6th level. As such, the opponents encountered in the module, their number and capabilities, will stay the same regardless of the total number of levels.

## At Death's Door

Living adventures use a version of the Death's Door rule for the duration of the tournament. If a hero is reduced to zero or less hit points, he/she does not die immediately. Instead, the hero continues to lose one hit point at the end of each round until aided by another hero or Nhero. Heroes who go unaided die when they reach -11 hit points.

A hero who is saved "At Death's Door" will have one hit point and will be unable to perform any physical action greater than walking unless magically healed. Spellcasters who fall into the negative hit points lose their spells in memory.

## DM's Background

"The servants of Tiger now walk in the Jungle of Lost Tribes, infesting the land like a wound that will not heal. Tiger is soon to follow."

So proclaims Syanya, the Simbara shaman, in the players' introduction to this adventure; all the good peoples of Malatra know it is true. The taboo area in the south of Malatra, long a legendary land of darkness, leopard katanga, and the ruins of an Ancient civilization, has become the stronghold of the Ancient Enemy. The servants of Tiger hide within its deep, dark shadows and make their preparations for the coming of the Tamara, the people of the Tiger.

The Council Of Elders, of which Syanya is a member, has sought out the heroes to help prepare the good peoples of Malatra. Most good tribes have moved north to the relative safety of the River Of Laughing Idols' northern bank.

Yet one people, the Katimaya, refuse to be moved. The Katimayans are korobokuru (dwarves), and are known for their reluctance to take anything very seriously. It is possible that they do not understand the danger, but the entire Katimaya people are at risk.

Syanya and the Council of Elders want the heroes to travel to Katiman, the largest of the Katimayan villages. There they will try to convince the Korobokuru's to move north across the River Of Laughing Idols.

If they refuse, then the heroes should at least try to convince them to prepare for the inevitable attack of Tiger, and act as scouts for all the peoples of Malatra. This would be a very dangerous, but very honorable, service to all the Living Jungle. The Katimayans could

become the only eyes into the Jungle Of Lost Tribes that Malatra has. Whatever their decisions, the rest of the Katimayan villages will follow Katimans lead.

When the Heroes reach Katiman, they will encounter several obstacles to their objectives. First, all of Katimayan land lies south of the River Of Laughing Idols. Though the Koshiva to the north have offered the Katimayan people sanctuary until Tiger is defeated, the Katimayans will not easily abandon their homeland. In the Living Jungle, a people without a homeland is cut off from the spirits of their ancestors and the spirits of their native jungle, at least until a new homeland is established. Though this doesn't translate into any kind of penalty or special condition in terms of game mechanics, it does profoundly affect role-playing. Displaced persons quickly lose a sense of cohesive identity. A people without a homeland are not a true people at all.

Second, the Katimaya actually revere the Tiger as a sacred animal. Please note, the Katimaya do not revere the Tamara. They understand that the Tamara are destructive and, possibly even evil. The Katimayans believe that since they share a totem animal with the Tamara, the Tamara will leave them in peace.

Third, the tribal shaman of Katiman, Kural, is hoping to ally himself with the servants of Tiger. Kural plays upon the ego of the Tribal Chief, Yrbom, and tells him that as a mighty warrior and faithful leader, the Katimaya have nothing to fear. Kural is an arrogant, petty Korobokuru, who feels he should be leader of the council of elders. The fact that he was not even asked to sit on the council because of his pettiness and selfishness only enrages him more.

## DM's NOTE

The Council Of Elders is not all that it once was. Several moons ago (in the module "The Necromancer's Stone"), several members of the council were killed or severely injured by the last surviving Ancient, the Forgotten Father. This Ancient was driven mad by his long imprisonment and did much damage with the artifact called the Necromancer's Stone before he was subdued and sent to another realm. The Necromancer's Stone was destroyed, though the adamantium necklace holding the artifact disappeared and is rumored to have magical properties of its own.

The Council is currently rebuilding and selecting new members.

## Player Introduction

*"Welcome, warriors," says Syanya, shaman of the Simbara, "and thank you for coming so quickly to this place."*

*You stand on the south shore of the River of Laughing Idols. While traveling thru the nearby jungle you heard the jungle drums of the Koshiva, asking for heroes to come to this place of meeting. Without hesitation you made your way here, ready to aid any of the good peoples of Malatra.*

*"I can see that many of you know me, as I recognize some of you. This," Syanya says as he introduces a short, reptilian flyer, "is Chitter of the lacerials, swift of wing and brave of spirit. Declare yourselves and your deeds, warriors of Malatra."*

Syanya pauses for player introductions. All the heroes know that Syanya is shaman of the Simbara, a member of the council of elders, and speaker of the legends of the ancient enemy, the Tamara. Though old and grey, Syanya is energetic; his mind is sharp and focused.

Chitter, Syanya can explain, is one of the flyers (Pteradactyl-like reptile, 3' tall) that the lacerials have used to maintain communications between villages. As such, Chitter is fairly fluent in Malatra Common, though he tends to reverse his verbs and nouns. Like all flyers, Chitter is excitable and curious, and wants to know about everything.

*"Well met, warriors," Syanya says. "And now, I would tell you why I need your help."*

*"As you well know, the servants of Tiger now inhabit the Jungle Of Lost Tribes. Why they chose that place to cross from their world to ours I do not know. Perhaps because of the ruins of the Ancients. Whatever the reason, they work their dark magics to prepare the way for the Tamara, the people of the Tiger."*

*"The council has declared that all good tribes living south of the River Of Laughing Idols should move their villages to the north bank. Using the river as a natural barrier should provide at least some protection against Tiger's servants. Most of the tribes have agreed and have already moved to safety. One peoples, the Katimayans, have refused. Not a single Katimayan village has been moved."*

*"I would like you, good heroes, to travel to their largest village, Katiman. Chitter will show you the way. Try to convince their elders to make the move; the Koshiva have offered to make room for the Katimayans."*

*"If Katiman makes the move, then all the villages of Katimaya will move. Failing that, try to get them to at least organize a defense and prepare for Tiger's"*

*coming. The Katimayans are often frivolous and seldom take anything seriously. You must convince them to think otherwise."*

The Katimayans are all korobokuru (dwarves), and are indeed known for their frivolity. The only thing they take serious is their boasting and their ritualistic, non-violent raids on the Koshiva. This may be the sole reason for their refusal to move, or it could be simple pride. It could also be some dark influence, though Syanya has seen no indication of this.

The heroes need to travel to Katiman, discover the reasons the villagers have for ignoring the councils suggestions, and try to convince the Katimayans to either move or to prepare a defense.

**Syanya, Shaman of the Simbara hm P8:** AL LG; AC 8; MV 12"; hp 46; THAC0 16; #AT 1; Dmg 1d6 (walking staff); SA Spells; SD nil; Str 9, Dex 10, Con 14, Int 14, Wis 18, Cha 14; MR nil; SZ M; ML 18

Spells - *bless, cure light wounds x 3, sanctuary, barkskin, charm mammal, hold person, slow poison, warp wood, cure disease, hold animal, summon insects, tree, cloak of bravery, divination, spell immunity.*

**Chitter, Lacerial Flyer, Lm T4:** AL CG; AC 6; MV 24" (C); hp 18; THAC0 19; #AT 1 or 3; Dmg 1d6 (Javelin; Double Damage in dives) or 1d2/1d2/1d2 (claw/claw/bite); SA nil; SD nil; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 9; MR nil; SZ M; ML 14.

Special Ability: Infravision,

Thief Skills: PP 45%, OL 37%, FT 35%, MS 53%, HS 45%, DN 50%, CW 88%.

While Syanya will cast spells for the heroes, he has nothing material to offer them. If the heroes ask about reward, Syanya will look genuinely surprised. "The safety of an entire people is at stake. Saving them is reward enough...for the wise."

Finally Syanya will say, "Come to the tribe of Chief Bagoomba when you have finished and tell the Council Of Elders what has happened. May the spirits of your ancestors watch over you."

## Encounter One - Warriors.

Chitter will lead the heroes southwest to Katiman, talking all the way. If the players are so inclined, this will be a good time to roleplay with Chitter and learn all he knows from his contact with the village of Katiman. They may learn other things from him as well.

1. "Katiman to fly you could wish. Time take 3 hours only does. Longer walk time you take, half day me say. Why no you have flyers in funny nubari way?"
2. "Katiman like saru you not at all. Methinks would love you to hurt. Saru scarey korobokuru children eat they say. You korobokuru children eat why?"
3. "Pottery raid koshiva village soon the Katimans I think. Much after boasting they say. Funny, funny you korobokuru, Chitter say. They mad, talk big voice and tell Chitter much. No sense it make but very happy."
4. "Not see leopard katanga fly me when, but walky, walky maybe....."
5. "Afraid good peoples be. Not afraid lacerials be. Sadness so much for lacerials, more of same is Tamara."
6. "From far away come Lacerials, many many gods and worlds different. Know much Malatra doesn't, now have no way of using. Go home soon Lacerials, I think, or all people may loneliness die."
7. "Jungle Of Lost Tribes fly over not. Scarey green apes, trees walk, flying grub things, all bad. Hear many bad, bad things long sleeping in jungle awake soon, welcome Tiger."
8. "Fly over once great castle, to you like many rocks stack one on another, like ancients, maybe. Back over fly, all gone, all gone. Lake Kovo near, I think."

After a while the heroes will hear the sounds of combat up ahead. Going forward they will see a battle between leopard katanga and korobokuru.

**Leopard Katanga (4):** Int 12; AL N; AC 8/6; MV 12"/12"; HD 4; hp 20; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6 (biped), 1d4, 1d4, 1d8 (claw, claw, bite); SA nil; SD nil; MR nil; SZ M; ML 12.

Special Abilities: Shape Change, 120' Infravision.

**Korobokuru Warriors (3):** Int 9; AL CG; AC 8 (dex); MV 6"; HD 4; hp 12; THAC0 19; #AT 1; Dmg 1d6 (club); SA nil; SD +1 save vs rods and spells; MR nil; SZ S; ML 13.

Special Abilities: 120' Infravision

The leopard katanga were patrolling in Katimayan lands (they do not recognize non-katanga territorial claims) and happened across the korobokuru warriors. These leopard katanga are not evil, but they are opportunists, and the korobokuru looked like an easy meal to them.

The heroes should run to the aid of the korobokuru. If they do not, the leopard katanga (in leopard form) will kill them. A Hero Point award is possible here.

Chitter does not, and will never, engage in combat unless he has no other choice. He will come to the aid

of a fallen comrade even if it puts him in jeopardy, but he is no warrior himself.

The leopard katanga will flee as soon as they fail morale. If the heroes try to talk to the katanga, the katanga will be belligerent but cooperative. They will tell the heroes that they have seen the green-furred apes digging throughout the ruins of the Ancients, as if they were looking for something. So far, the katanga will assert, the servants of Tiger seem to be sticking close to the ruins and have not yet threatened the dark jungles of the leopard katanga.

The three korobokurus are from Katiman and can take the heroes directly there. They recognize Chitter immediately. Their names are Naity, Thorlul, and Irgatht. If asked about moving to the north side of the river they will just shrug and say, "How can we leave our homes?" or "That is the decision of our elders." For more description, read encounters two and three.

## Encounter Two - Katiman.

*Naity, Thorlul, and Irgatht lead you to Katiman. At first, your arrival creates quite a stir as Katiman warriors approach you with clubs, spears, and blowguns. Quickly your new friends explain, "These brave heroes saved us from the black leopard people!" With that there is much shouting of joy.*

*You are led to the center of the village, where you are met by Chief Yrbom. "Brave heroes, we thank you for saving our brothers. What brings you to our village, the greatest village in all Malatra?"*

When the heroes explain their mission, Yrbom will look troubled and the rest of the villagers fall strangely silent - this subject has already been the source of much debate within the village.

"The council oversteps themselves, I think. Yet it is time a final decision be reached." Chief Yrbom then calls to one of the korobokuru children nearby. "Kat'i, come up here please."

Chief Yrbom then addresses the heroes. "The council is not well thought of here as they seem to want to run all our lives. Yet we receive you as honored guests. Tonight we will take meat and drink and boast of our deeds. Then, maybe, we will talk of the council. This is my daughter, Kat'i. She will show you to your hut and introduce you to our grand village."

At this point the chief dismisses the heroes and will not talk with them again until evening.

If there is a saru in the party, this will cause great concern to the villagers. According to Katimaya legend, saru's eat young korobokuru. A random villager will call out to Yrbom, "What of the monster? Shall we kill it before it eats us?" Only if one of the heroes vouches

for the saru hero will chief Yrbom allow it to roam freely.

Kat'i is a charming, outgoing young girl, equivalent to a ten year old nubari. She will amicably show the heroes all the sights of Katiman. Being a true korobokuru, she will do it in true boastful fashion:

1. The tribe's wondrous spring of ever clear, rejuvenating water (actually looks more like a muddy puddle).
2. Her father's wondrously magnificent hut (significant because it's the only hut in the village that doesn't lean to one side).
3. The beautiful golden symbol that adorns her fathers hut. This is actually a beaten mask of a tiger, made of solid gold. The tiger is the Katimayans totem animal.
4. The heroes' hut is a squalid little mud and thatch structure, but as nice as anything else in Katiman. Inside is clean water and juice, berries, and nuts.

### If the Heroes wish to trade

Korobokuru are skilled crafters of spears, clubs, and daggers. They are also known for their art and jewelry, made of amber, jade, obsidian, turquoise and ceramics. Most of the jewelry will be representations of jungle animals. Katiman is also known for its beer, which is strong, red, and flat. Barter skill for the Katimayans is a 15.

### If the Heroes ask about moving the villages of the Katimaya

Refer to the next encounter as to the specific reasons why the Katimayans are reluctant to move. Otherwise, the villagers are generally willing to trust in their elders.

### If the Heroes ask about the Leopard Katanga

Kat'i will reply cheerfully that the leopard katanga claim all the dark jungles and can be very dangerous if one walks the jungle alone. They never attack large forces and rarely attack openly, preferring to take by surprise. They are not dangerous so long as one is careful.

## Encounter Three - Discussion, Boasting.

At nightfall, the entire village gathers around a fire in the center of the village. A feast is laid out and the heroes are given a place of honor. The elders of the

village are introduced by Chitter very respectfully, but quietly he tells the heroes what he really thinks of each.

**Chief Yrbom Korobokuru m F7/T7:** AL N; AC 3 (hide armor, Dex); MV 6"; hp 43; THAC0 14; #AT 1; Dmg 1d3+1 (knife); SA nil; SD nil; Str 16, Dex 17, Con 12, Int 11, Wis 13, Cha 17; MR nil; SZ M; ML 16

A consummate boaster, Yrbom spends almost every evening telling all who would hear of his great deeds. His favorite boast is that once all leopards were striped. But he, the great Yrbom, stole into the great leopard spirits sacred place and stole his spots. Since that day, all the leopards have been black. It is, admittedly, a good boast.

**Kural the Shaman Korobokuru m P5:** AL NE; AC 10; MV 6"; hp 17; THAC0 18; #AT 1; Dmg 1d6 (club); SA nil; SD nil; Str 12, Dex 11, Con 14, Int 13, Wis 15, Cha 9; MR nil; SZ M; ML 12.

Spells: *command, entangle, fear, barkskin, charm person, trip, paralyze*. Fetish: *feign death*.

Kural particularly hates saru and will insult any saru he meets. If the saru becomes violent, Kural will use that excuse to have him bound and gagged.

Kural is a squinty little korobokuru whose face seems drawn into a perpetual sneer. Further, he hates the council of elders because they refused to let him join. Kural is known by Bengoukee and others as selfish, greedy, and untrustworthy. Also, Kural preys upon Yrbom's ego, telling him that any strong and true chief doesn't need the council telling him how to care for his people.

**Itzapam the Hunter Korobokuru m F5/T5:** AL NG; AC 4; MV 6"; hp 36; THAC0 15; #AT 1; Dmg 1d6 (club); SA nil; SD nil; Str 14, Dex 16, Con 16, Int 10, Wis 11, Cha 13; MR nil; SZ M; ML 16.

Itzapam may boast that he traveled to a place he calls the "Temple Of Laughing Idols" and stood before its terrifying gaze while his companions fainted from the sight. Before he left, Itzapam picked one of the rare, purple flowers, what he calls an idolflower, from the temple which was later used to cure a disease that had struck the village. Itzapam is brave and generous, and fears that Chief Yrbom may be leading his people into danger by refusing to move the villages of the Katimaya.

During the feast the heroes will be invited to boast of their feats of courage. If the players need some encouragement, a korobokuru by the name of Makalra, a known boaster of great renown, will offer a new boast he has been working on:

*"As you know, long we were plagued by the earthquakes that damaged our homes and threatened our village. After many weeks of this I became angered, and decided to question the creatures of the earth. Long I searched the dark jungle alone, risking death at the hands of the leopard people.*

*"Finally I found a great hole in the ground and, lighting a stick from my fire, went into the ground. Long I traveled down and down.*

*"Finally I came to a great underground chamber and saw three giants grabbing the pillars of the earth and shaking them violently. I reached out and hit them on their toes, and ordered the giants never to shake the pillars or face my wrath. As you know, we have had no earthquakes for several moons now."*

None of this is true, but the truth never stopped Makalra before. Makalra will point to the fact that the earthquakes have stopped as his proof.

After the huge feast, Chief Yrbom will invite the heroes to say their peace on behalf of the council. This should lead into a discussion of why the Korobokuru should or should not leave.

While the heroes will be arguing that the villages should be moved, Yrbom (with help from Kural) shall argue the opposite. Itzapam will remain mostly silent. Yrbom's and Kurals arguments are as follows:

1. This is their home. None of the Katimaya lands lie north of the River Of Laughing Idols. This would mean completely abandoning Katimayan lands. Even with the Koshiva's generous offer, Yrbom will argue that it is still not "home", and a people without a homeland is no people. They have no identity and will lose their way. "Anyone not willing to defend their homes do not deserve those homes. The leader of such a people does not deserve to lead."
2. The Council Of Elders are outsiders. Korobokuru are a bit isolationist. Their only regular contact is with the Koshiva, whom they regularly and ritualistically raid every month for pottery. This ritual arose many years ago as an alternative to warfare. In the meantime, the korobokuru a fiercely independent and don't like to take orders from outsiders.
3. The Tiger is the totem animal of the Katimaya. While they recognize that the Tamara and their servants may be dangerous, even evil, the Katimayans are not ready to accept that someone who worships the same spirit animal they do is a danger to them.

After considerable debate, it will become clear that Kural will not wish to move the village and Yrbom is uncertain. Itzapam will make the following suggestion:

***“Elders, perhaps we should travel to the ruins of the ancients and see these creatures for ourselves. Perhaps then we will know more.”***

Both Yrbom and Kural will agree to this if the heroes agree to go with them. If the heroes refuse, the Yrbom will summarily refuse to either move the village or prepare for war.

This is, of course, a bit of a quandary for the heroes as well. The ruins of the ancients is in the middle of the Jungle Of Lost Tribes, and is therefore forbidden by the elders. If the heroes agree to go, they know they will probably be punished by the council.

***“We will leave in the morning,” Yrbom says. “Rest well, warriors.”***

## Encounter Four - Theft By Kural.

Through the night a hero will be awakened by a noise outside their hut. Katiman gets very quiet at night and the korobokuru post relatively few guards.

During the night Kural, who has already had contact with some of Tigers servants, will steal the golden tiger mask from Yrbom’s hut. The mask often goes missing, but Yrbom has an uncanny ability of finding the mask and stealing it back. In fact, it’s kind of a game within the tribe to see if anyone can hide the mask from Yrbom the longest. This time, however, he won’t have a clue. This won’t concern him, though - Yrbom is anxious to see what awaits him in the Jungle Of Lost Tribes and won’t take the time to investigate.

The hero will hear a “flapping noise” as several Akathasa, a kind of winged grub that the Tamara use as spies, will fly in and help Kural steal the mask. While Kural will be hidden nearby watching, the heroes will only have a chance of spotting the Akathasa. If the heroes act quickly enough, they may have a chance to attack several of the Akathasa, but they cannot prevent the theft of the mask. Indeed, they may not even realize that the creatures are stealing it unless they investigate thoroughly.

If attacked, six of the Akathasa will use their Belch attack while the other six fly off with the mask. Once the mask is gone, the remaining six will escape as soon as possible.

**Akathasa (Servants of the Tamara) (12):** Int Animal; AL LE; AC 6; MV 1, FL 18(C); HD 1-1; hp 2;

THAC0 20; #AT 1; Dmg 1hp (bite); SA *stinking cloud* belch, single target, twice daily, telepathic link and sense warm-blooded creature 60'; SD Hide in Shadows 75%; MR Nil; SZ S; ML 7.

The Akathasa cannot see well at night, but are being guided telepathically by other servants of the Tamara who are nearby.

## Encounter Five - The Jungle’s Curse

In the morning Yrbom, Itzapam, and three Korobokuru warriors will gather to begin the journey to The Jungle Of Lost Tribes. Kural will appear to see the heroes off and give the blessing of the tiger spirit.

### The Jungle’s Curse

The Jungle Of Lost Tribes is known to have a curse of madness for any who enter it. Before the heroes leave, Kural must adorn the flesh, feathers, or hide of each of them with runes made from a foul-smelling paste. These runes will protect the heroes from the curse of madness while they are in the Jungle Of Lost Tribes - but only so long as the water-soluble paste does not wash off.

Unfortunately, Kural has betrayed the heroes and Yrbom. Kural has watered down the paste so that it will begin to run off with the sweat of the heroes exertions. By mid-afternoon, the runes will be gone.

### The Madness

The curse of madness said to lie on this jungle is actually the effects of an insect bite (of which the Kretch and the Akathasa are immune). This bite causes temporary, though sometimes fatal, forms of insanity.

The type of insanity depends on the Constitution of the victim. Anyone not wearing the painted runes given by Kural will be bitten, save vs poison applies.

- CON 17 +: *Schizoid* - hero will lose all sense of his own personality and copy the personality of others.
- CON 14 to 16: *Melancholia* - Black moods, fits of brooding, and feelings of hopelessness. 50% of ignoring any given situation.
- Con 11 to 13: *Delusional* - hero believes they are some great and powerful figure. Failure of others to recognize this will result in hostility, even aggression.
- CON 9 to 10: *Paranoia* - hero will think everyone is out to get them. Simple things such as conversation and laughter will be considered a plot against their lives.

The victim will refuse to eat or drink, thinking those items are poisoned.

CON 8 or less: *Suicidal Mania* - This causes heroes to charge blindly into certain-death situations with no concern for themselves or their companions. Heroes will forgo the use of spells, weapons, or other abilities in an effort to rip their victims to shreds.

These afflictions will last the remainder of the module and can only be cured by one of the Nhero Council Of Elders.

### **What the Heroes might try**

Any hero with herbalism must make a skill check at half to correctly identify the ingredients and create the paste needed to ward off the insect bites. A second herbalism check (no penalties) is needed to find enough of the ingredients to make it.

Each check means that enough ingredients are found to treat 3 individuals. Manufacture of the paste takes 6 hours. A spellcraft roll will allow a hero to remember the particular runes used, though this fact is deceptive. You see, it is the paste itself, not the runes, that ward off the insects. Since the heroes don't know, however, that it is the insects causing the madness, the DM should play up the fears that, without the exact runes, the paste may not work.

Traveling to The Jungle Of Lost Tribes will take two days of hard travel even by following the animal trails that criss-cross the jungle. It will take three days if the party stops to create the protective paste and apply the runes. Unprotected heroes must make a save every evening. The travel there is largely uneventful.

## **Encounter Six - Enemy Activity.**

*On the morning of your third day you come to the stone taboo statues that mark the beginning of The Jungle Of Lost Tribes. From here the going gets slower. Few animal trails cross the jungle here, and those that do are unknown to any of you. After consultation with his warriors, chief Yrbom decides to continue heading directly south.*

*The jungle is rich, with lush, dense vegetation. It is also strangely silent, except for the buzzing of thousands of insects that perpetually swarm about you. As you travel throughout the rest of the day, you detect no sign of animal life whatsoever. It is as if they have all fled.....or are in hiding.*

Those heroes who have been here before know that this part of the jungle is as resplendent with animal life as any other. The silence and lack of spoor is not normal.

By nightfall, the heroes reach the ruins of the Ancients. While rumors in Malatra say that the city is teeming with the servants of Tiger, the party does not yet see them. Only by moving toward the center of the ruins will the party discover them. If the heroes balk at entering the ruins at night, Chief Yrbom will scoff at their caution. "If Tigers servants are here, we have better cover at night." Yrbom will encourage them to go on.

**DM Note:** At no time will Yrbom be overly zealous or over confident. Yrbom would like to believe that the servants of the Tiger would not harm him or his people, but he is no fool. Yrbom understands that the world is often surprisingly complicated, and is wise enough to accept the possibility that these servants may be hostile even to the Katimayans. That is why he has decided to come and see for himself what these "Servants Of The Tamara" are doing.

As the party moves forward, they will become aware of a great deal of activity. The Kretch, who look so much like large, green saru (an irony not at all lost on Yrbom), are busy tearing the ruins apart stone by stone and hauling the pieces toward the cities central plaza. There are literally hundreds of kretch at work here. While there is no way for the heroes to know exactly what is being built here, they can ascertain the following:

*As you watch the Kretch at work, you see they are constructing something in the center of the ruins of the ancients. It is a wide, open, flat dias. Once completed, it may even be perfectly circular and will be hundreds of feet across. Around the edges are structures that may be huts or cages of some kind, but these are not yet finished. These huts are elevated 10' above the dias and have channels running from their base to the center of the dias.*

*At the center is another structure. Its overall shape is square, but it is clearly far from finished as perhaps fifty Kretch continue to hammer and polish and add to its stonework.*

Pause for hero reaction. A successful spellcraft check will remind the hero that the structures the Kretch are building vaguely resemble, in layout and shape, the kind of place a shaman might choose in the jungle for the summoning of spirits. Or of sacrifice.

The Kretch are in fact preparing for the ritual summoning of their masters, the Tamara. Though far from complete, these structures will provide a place to hold and sacrifice dozens of victims for the summoning. The entire construct is on a sufficiently

large scale to summon an entire army. The DM is free to convey this information to heroes who make successful spellcraft rolls and make an attempt to study and understand what they are seeing.

After observing the Kretch for a while Yrbom will say, *"I have seen enough. No good creature can stand by while these hideous creatures work their evil. It is time to return home."*

The heroes, of course, may have other ideas. The DM should try to move them onto the next encounter, but if the heroes insist on approaching the Kretch or in some way interfering with their construction efforts, hundreds of Kretch will arrive and capture the entire party. The Kretch will then place the party into one of the cages they've constructed for their summoning and await the arrival of Kural from the next encounter.

## Encounter Seven - Betrayal!

If the heroes decide to leave immediately and return to Katiman, then they run into Kural at the edge of the ruins. If the heroes are captured, Kural will arrive at their prison cell and gloat. Eventually the leopard katanga, mentioned below, will arrive at an opportune time and give the heroes a chance to fight their way back to Katimaya lands.

*Suddenly there appears before you a dozen green-furred Kretch, the tallest at 7'. It (opens the door to your cage and says) (comes forward and says) "We were expecting you." Its voice is deep and calm, almost pleasant. But its eyes are wild with malice. "It is as you say, Honored. Yrbom is with them."*

*Behind the Kretch you see a korobokuru wearing the golden tiger mask that so recently sat upon Yrbom's hut. "Of course," the figure says. "Did I not tell you I was wise as well as powerful?"*

Pause for role-playing. The figure is, of course, Kural. He will reveal himself to the party but always keep the Kretch between himself and the heroes.

Yrbom screams in rage and attacks, heading straight for Kural. His daughter and two Kretch will get in his way.

*Kural continues. "I told the Council Of Elders that I was worthy to lead it. Yet Bengoukee and those fools wouldn't even let me in as a member. Now they will pay. I go to strike at their very heart."*

*"You have always been a pompous fool, Yrbom. Now I will return to Katiman and proclaim that the spirit of Tiger wills we help these Tamara and their servants. In the end, all Katimayans will fight alongside the Tamara - and we shall burn the jungle to the ground."*

*"I go now to destroy Bengoukee himself. Before the Kretch take you to be drained of your strength by the Yaksha, I leave you, Yrbom, with a final demonstration of my power. You see, I have in my possession the very necklace that held the Necromancer's Stone! Let me show you what I can do with it."*

Kural calls to the jungle nearby. From it emerges a korobokuru child. It moves stiffly toward you, a dead rictus smile gruesomely set over the jagged wound across its throat. With horror you realize it is Kat'i, Yrbom's daughter! Though clearly dead, she lurches past the Kretch straight toward Yrbom, hate filling her eyes.

## The Enemy

**Kural the Shaman Korobokuru m P5:** AL NE; AC 10; MV 6"; hp 17; THAC0 18; #AT 1; Dmg 1d6 (club); SA nil; SD nil; Str 12, Dex 11, Con 14, Int 13, Wis 15, Cha 9; MR nil; SZ M; ML 12.

Spells: *command, entangle, fear, barkskin, charm person, trip, paralyze.* Fetish: *feign death.*

**Kretch (12):** Int Animal; AL LE; AC 4; MV 12; HD 5; hp 25; THAC0 13; #AT 2/1/1; Dmg 1d6+7 x2 (bite), 1d4 (bite) 1d8 (horn gore); SA None; SD Immune to poison, 270 degree field of vision, only surprised on a '1', polymorph object three times daily; MR 1%; SZ L; ML 20.

**Kat'i Ju-Ju Zombie (Malatran Ju-Ju):** Int Non; AL XXX; AC 6; MV 6"; HD 3+12; hp 24; THAC0 15; #AT 1; Dmg 3d4; SA nil; SD Immune to blunt weapons, electricity or mind-affecting spells, half damage from fire, hit by normal weapons; MR blunt and piercing weapons do half damage, immune to mind affecting spells, immune to electricity, fire does half damage; SZ M; ML 20.

Kural will flee immediately, having business elsewhere. Unless extraordinary measures are taken, he cannot be captured or killed.

## The Allies

**Chief Yrbom Korobokuru m F7/T7:** AL N; AC 3 (hide armor, Dex); MV 6"; hp 43; THAC0 14; #AT 1; Dmg 1d3+1 (knife); SA nil; SD nil; Str 16, Dex 17, Con 12, Int 11, Wis 13, Cha 17; MR nil; SZ M; ML 16.

**Itzapam the Hunter Korobokuru m F5/T5:** AL NG; AC 4 (hide armor, Dex); MV 6"; hp 36; THAC0 15; #AT 1; Dmg 1d6 (club); SA nil; SD nil; Str 14, Dex 16, Con 16, Int 10, Wis 11, Cha 13; MR nil; SZ M; ML 16.

**Korobokuru Warriors (F3/T3) (3):** Int 9; AL NG; AC 8; MV 6"; HD 3; hp 30; THAC0 17; #AT 1; Dmg 1d6 (Club); SA nil; SD nil; MR nil; SZ M; ML 13.

**Leopard Katanga (4):** Int 12; AL N; AC 8/6; MV 12"/12"; HD 4; hp 20; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6 (biped), 1d4/1d4/1d8 (claw, claw, bite); SA nil; SD nil; MR nil; SZ M; ML 12.

Special Abilities: Shape Change, 120' Infravision.

The leopard katanga will appear if the party seems to need help, which is likely to happen if the party is low-level. After the fight, they will explain that while they have no love for any non-leopard katanga, the Kretch have violated katanga territory like no other people or race ever has. As such, they have vowed to kill the Kretch at every opportunity, though this does not mean they have allied themselves with the good peoples of Malatra.

What Kural has done is considered the most profound sacrilege by any good Malatran. Blurring the line between life and death is a profound sin in the Living Jungle, a perversion of the natural order of things. Yrbom and the other korobokuru will not hesitate to destroy the ju-ju zombie that Kat'i has become. In his rage, however, Yrbom will attack recklessly and the Kretch consider Yrbom's death a priority. They will attack him to the last. A Hero Point may be awarded here.

Once the battle is finished, the heroes have a chance to flee. There are no other servants of Tiger nearby.

## Encounter Eight - Decision

The heroes may now return to Katiman. Once they get there they will here the news: Bengoukee was attacked by Kural and a number of Kretch and now lies near death! A greater tragedy for Malatra could hardly be imagined. With many of the council already dead, Bengoukee is the most powerful shaman in the land. The surviving council members have sent out a call for any and all help to save him.

Several decisions must now be made, and the heroes have a chance to help make them.

1. If Yrbom survives, he will declare that the Katimayans will stay and prepare for the battle with the Tamara. "They will find us ready and fearsome foes when they come." If this happens and the heroes stay and help, refer to conclusion A. If the heroes do not stay, go to conclusion C.
2. If Yrbom dies but Itzapam survives, he will move the entire korobokuru people north of the River of

Laughing Idols. If this happens, refer to conclusion B.

3. If neither Yrbom or Itzapam survive, the tribe will look to the heroes to make the decision for them. Whatever the decision, the heroes are honor-bound to stay and help. If this happens, go to conclusion D. If the heroes refuse to stay and help, even though honor demands it, go to conclusion E.

## Conclusions

### Conclusion A

Yrbom lives, village stays and prepares with heroes' help. The heroes earn a boon from the village and, after spending a full game month doing nothing else but helping the tribe (i.e., no other adventuring), gain a skill. DM: Hand out a Boon and a Skill certificate to player. Please email results to [jungle\\_tails@hotmail.com](mailto:jungle_tails@hotmail.com)

### Conclusion B

Yrbom dies but Itzapam survives, the village relocates with the heroes' help. The heroes earn a boon from the village and receive a special blessing. DM: Hand out a Boon and a Blessing certificate to player. Please email results to [jungle\\_tails@hotmail.com](mailto:jungle_tails@hotmail.com)

### Conclusion C

Yrbom lives and the village stays, but the heroes leave. DM: Hand out a Boon certificate. Please email results to [jungle\\_tails@hotmail.com](mailto:jungle_tails@hotmail.com)

### Conclusion D

The heroes single-handedly prepare the village, whether the village stays or goes. The spirits are very pleased. Boon, Skill, and Blessing certificates. Please email results to [jungle\\_tails@hotmail.com](mailto:jungle_tails@hotmail.com)

### Conclusion E

Heroes abandon village in time of greatest need. The ancestors are angered. Loss of a hero point. If no hero points, hero suffers -2 reaction with all good creatures until the hero point is earned to make up for it. All healing spells cast or received will heal -2 hit points.

## Experience Point Summary

Add up the values for what the characters accomplished. Then, award discretionary (ranged) amounts based on how well you think the heroes did at the stated task. Award this total to each character; it has already been divided by six.

**Encounter One**

|                          |              |
|--------------------------|--------------|
| Interact with Chitter -  | 50 to 200 xp |
| Defeat Leopard Katanga - | 250 xp       |
| Question Katanga -       | 100 xp       |

**Encounter Two**

|                       |       |
|-----------------------|-------|
| Interact with Kat'i - | 50 xp |
|-----------------------|-------|

**Encounter Three**

|                                                   |              |
|---------------------------------------------------|--------------|
| Good Boasts -                                     | 50 to 150 xp |
| Make Persuasive Arguments For Change In Village - | 50 to 250 xp |

**Encounter Four**

|                              |        |
|------------------------------|--------|
| Discover Theft In Progress - | 50 xp  |
| Kill Akathasa -              | 50 xp  |
| Capture Akathasa -           | 100 xp |

**Encounter Five**

|                          |        |
|--------------------------|--------|
| Afflicted With Madness - | 200 xp |
|--------------------------|--------|

**Encounter Six**

|                              |        |
|------------------------------|--------|
| Spend Time Studying Kretch - | 100 xp |
|------------------------------|--------|

**Encounter Seven**

|                 |        |
|-----------------|--------|
| Defeat Kretch - | 750 xp |
| Save Yrbom -    | 250 xp |
| Destroy Ju-Ju - | 200 xp |

**Encounter Eight**

|                                            |        |
|--------------------------------------------|--------|
| Aid Katiman in Preparations Or With Move - | 300 xp |
|--------------------------------------------|--------|

**Maximum Experience Possible: 3,000 xp**

## Treasure Summary

Boon Certificate (6) Hero will be welcome to any non-magical or non-sacred item they desire from Katimayan tribe members during any time of need.

Skill Certificate (6) Check One. All skills max 20. Acquire or add +1 to Boasting, Brewing, Weaponsmithing, or Bartering.

Blessing Certificate (6) +2 or +10% to any skill or roll of any kind, once. Certificate must be used before roll.

Anger Of The Ancestors Certificate (6) Hero abandoned those in need, and loses a hero point. If no hero points, hero suffers -2 reaction with all good creatures until the hero point is earned to make up for it. All healing spells cast or received will heal -2 hit points. A hero point certificate must be attached to this one to neutralize the anger of the ancestors.