

# Babysitting

By Ryan Conrad

For home play and convention use only, not for retail

## **The Malatra Campaign**

A continuation of the setting, storylines, and characters from the RPGA's Living Jungle Campaign, Malatra adventures are intended for use with the 3e Jungle Book of Malatra rules, available online, though the adventure uses the 3.5 rules set. Minor discrepancies may abound, and it is up to the DM to adjudicate these. Players can create or bring their own characters. Characters from the old Living Jungle Campaign are allowed if they still conform to the rules. Unlike the old Living Jungle game, certs are not needed for unique or special items. Though the principle: magical and other unique items are scarce in the setting, remains.

## **Dungeon Master's Introduction**

Two months earlier the Thri-Kreen Windrunner pack had their eggs stolen by Lizardfolk. Although most were recovered, one group of three eggs was not seen again. The Lizardman who took the eggs had no intention of taking them to his mysterious master, and instead hoped to sell them to a group of wicked nubari that he had heard about from some of his brothers. Thankfully, he never made it that far. Crossing the Rayanna Savanah on foot, the Lizardman found himself being stalked by a pride of lions. Although he could outrun the creatures, they were cunning enough to lay a trap for him, and he blundered into it. He escaped but was critically wounded and died the next day.

The eggs lay in the dust for a fortnight, forgotten by the rest of the world and overlooked by scavengers. Quite by chance, a pair of nubari hunters from the Kokinga tribe found them. Not recognizing the strange eggs, but thinking they were possibly tasty, they took them back to their village. The village shaman, Zulka, could not identify them either though the spirits told him that the eggs were important. He immediately sent runners to the Simbara and three days later, the shaman Tigra arrived. When she saw the eggs, she immediately knew what they were and realized that they belonged

with their own kind. Unfortunately, due to a promise made to Spirit of Lion earlier in the year, the Thri-Kreen had begun to look for new territory in which to hunt. Someone would be needed to find the Thri-Kreen and return their eggs to them. She thus decided to call for some heroes, and so the Jungle Drums beat.

## **Player's Introduction**

**The Jungle Drums have summoned you once again. From your various tribes and villages, you make your way over the course of a few days to the medium sized village of the Kokinga. Once you arrive, you are greeted by an odd sight: it is not the Kokinga hetman J'mil who comes to greet you, but aged old Tigra, the Shaman of the Simbara tribe to the south.**

**"Greetings my friends," Tigra says. "I have asked for assistance in dealing with a delicate and urgent matter. Not long ago, some of our bug-men allies found their newly laid eggs under attack by wicked Lizardfolk. During the battle, some of the eggs were captured, and not all were recovered...that is until now. One of the hunters of the noble Kokinga discovered three of them half buried, alone, and unguarded not far from this village.**

**"The bug people, called Thri-Kreen I am told, have migrated to a different part of Malatra at the request of my chief the new Spirit of Lion. Now the Rainy Season is soon upon us, and the eggs are close to hatching, none here knows the methods to raise such young as will hatch from the eggs. We therefore need someone to take the eggs and find the Thri-Kreen. I would go myself, but my chief's new wife is soon to give birth to their first child, and I must be present. Unfortunately, I know not where the bug-men have gone--only that they were seen heading to the tribal lands of the Wise Ones. Will you undertake the task of finding them and delivering the eggs?"**

At this point heroes are able to decline, but such

a response will earn scowl from Tigra, who quickly orders the village drummer to again call for heroes, but that this time he should specify that they be brave ones. If they agree though, Tigra ushers them in to see Zulka shaman of the tribe and leaves immediately.

## Part One: The Kokinga

**A light rain begins to fall as you step into the hut of Zulka, the village shaman and witch doctor.**

**She is an elderly woman, who has seen at least thirty-five rainy seasons and it shows on her face. Her hut is adorned in typical shaman style with various items of unknown origin and use; but set apart from all of her oddities is what appears to be a small pile of eggs about the size of a Shu's head sitting atop some elegantly woven pillows.**

**"Greetings Heroes," she says. "It is good that you have come in time. With the rainy season having begun the village is, as usual, in danger of flashfloods and mudslides. As you can see, the eggs are quite large and awkward to carry. Though not heavy they are very fragile. I have directed one of my hunters to create a litter for you to carry both the eggs and the pillows they sit atop in order to better protect them as you travel. May the Great Spirit of the Jungle be with you!" With those words she leaves the tent.**

The litter she mentioned is nothing more than a makeshift stretcher consisting of two long poles bent toward each other to create a void between them where a blanket has been tied down. The ends of the poles are spaced nicely so that one person each could easily carry an end. The center indentation, when padded with pillows, will not only provide support but some measure of protection for the eggs. There is a catch; however, the two heroes chosen to carry the litter will have a -5 penalty on any Reflex saves while traveling and they must spend a full action to place the litter down somewhere if they wish to participate in any combat or otherwise need to use their hands. Failure to

place the litter gently down will result in both the eggs needing to make a group Fortitude save (DC 15) or at least one (1d3) will be damaged for 1d2 damage. A roll of a natural 1 on the save means that the damage is doubled. The eggs have a Fortitude bonus of +2 and 10 HP. If they are ever specifically targeted, they have a hardness of 5. The litter will become much heavier after rainfall and for at least 8 hours afterward, as the blanket and pillows will be water-logged. Anyone carrying the litter for more than an hour when it is water-logged will become fatigued the next day if they are not allowed to sleep the entire 8 hours that night.

Please note spells such as Telekinesis or Floating Disk, while able to move the eggs will not be able to be maintained for long enough to be useful for safe travel with them. Likewise, magics that shape change, teleport, or utilize extra dimensional spaces could harm the embryo. (Any shaman can reveal this with a DC 10 Medicine.) Flying characters such as aarakocra, flyer lacerials, or characters with a fly spell will also be unable to carry them via flight safely by any means and attempts to do so will inflict a 1 point of damage for each egg carried for each hour traveled due to the jostling of flight.

The heroes are expected to gather the eggs and leave immediately. If they wish to barter or trade before leaving, keep it short. The Kokinga are anxious to have the eggs out of their village so they can worry about the potential flashfloods that sometimes besets their crops.

Note: If one of the eggs is broken, the rest of the adventure plays out normally, if two are broken, skip Part Seven. If all three are broken, the heroes have failed, and they can return to the Kokinka in shame.

Count this as Day 1 on the Egg hatching tracker.

## Part Two: The Wise Ones and Not-So-Wise Ones

After a great deal of wet traveling, the rain finally lets up as you near the village of the Wise Ones around sunset. As you approach, you immediately note that something is wrong. The trumpeting of Tontor and the sound of signal drums alert you to not only some sort of threat in the area, but also some sort of great joy or cause for celebration. also happening.

Anyone who makes a DC 10 Signaling (Drums) roll will be aware that an enemy is nearby a DC 12 will know that Tontor is about to give birth, a great honor for the tribe, but that for some reason the mother does not feel safe, like she should.

**As you approach the village, you see what is causing the commotion. Nearly three dozen warriors, outcasts by the looks of them, have surrounded the central Tontor pen, their bows drawn and prepared to fire. Within the pen, almost a dozen Wise Ones warriors stand weapons equally drawn and aimed at the intruders. Meanwhile, an equal number of shamans, witch doctors, and Tontor handlers try to calm the lone large Tontor currently in the pen as she prepares to give birth. Between the two groups, Chieftainess Teil'a seems to be arguing with a bald tattooed nubari man.**

Anyone using the Listen Skill (DC 20), or if any rush ahead of those carrying the eggs will be able to hear the following:

**“You cannot keep this one. I have been promised by the Spirits that the child will belong to me.” Says the man. But when he tries to approach, he is thrown back on to his rear suddenly as if bouncing off a wall! “Whatever dark spirits you have made a deal with, is no concern of mine, U-Tong-tong. You have been banished from this tribe, along with your followers. Now take them and leave us! You do not wish to**

**challenge the tribe.” Replies Teil’a threateningly.**

**With those words, the man stands and scowls. All the heroes have now made it close enough to witness as the man speaking with Teil’a motions for his men to retreat, and petulantly says “Very well, but do not think this matter over. It shall be ours soon enough.” With that the man and his warriors fall back to the edge of the village and begin to retreat into the savannah.**

Heroes of course might want to stop the group, but there are more than three dozen warriors and they have a witch doctor and shaman hiding nearby as well. Any concerted attempts to stop or accost them, should be responded to with spell or two coming from an unknown location. Good examples of these might be a wall of fire, which endangers not only the heroes trying to pursue, but also the villagers or village huts; or a Giant Vermin spell to give the heroes something more to think about. Insistent heroes will get what they deserve, and as many as half the warriors (all 6<sup>th</sup> level) along with the (9<sup>th</sup> level) witch doctor and (9<sup>th</sup> level) shaman will remain behind in order to let their leader, U-Tong-tong, escape.

At any time following their departure, heroes are able to track them with a successful survival roll (DC 18) but they seemingly lead in a great circle and back exactly where they started. (U-Tong-tong uses one of his creations to obscure the path he and his group takes).

When things have settled down, the heroes are able to approach the Wise Ones tribesmen.

**“Welcome, heroes.” Says the Teil’a the middle-aged woman who has been the chieftainess of the Wise Ones for several years. “Welcome to the Inyora, who are called the Wise Ones by most tribes. I know of your quest, as word has reached me via messenger sent from Zulka. About the Thri-Kreen...there was some trouble with them**

**earlier. I sent them to lavish lands near the Kukalatu so they could hunt there in peace. I take it the eggs you carry are in there?” She asks indicating the travel bundle. “May I see them?”**

It does not hurt for her to inspect the eggs; in fact, they may learn something. But if they opt not to show her, that is fine. Upon inspecting them she can roll a Knowledge (Nature) against a DC 17. She has a +5 bonus. If she succeeds, she can tell the heroes that one of the eggs has developed more quickly than the other two, perhaps it was laid first. She suspects it will be ready to hatch in only a few days-time (See Scene Two).

The heroes are likely to ask about what they had just witnessed. Teil’a will tell them the following:

-The man who just fled is a shaman named U-Tong-tong. He was a proud member of the Wise Ones, and a disciple of Arkari the late leader and witch doctor of the tribe.

-During the war, he started attracting followers, other exiled tribesmen looking for a cause. He gave them one.

-He was even likely to replace her as chief of the tribe but was banished when he was discovered studying techniques of the Allumseri—that society of head-hunters, headshrinkers, and wicked jungle priests.

-Arkari’s spell of banishment is still strong enough to prevent him from approaching the heart of the tribe (the Tontor, who act as totems to the Inyora). (In truth, the spell cast was a powerful and permanent Protection from Evil on the area. U-Tong-tong is strongly evil and has been unable to dispel all of it.)

-He apparently believes that he is the true chief of the Inyora.

-She does not know where he has been for so long or why he has returned, only that he claimed a promise from ‘the spirits’ that the custodianship of the soon-to-be-delivered baby Tontor would be his.

-Many of the village defenders, shamans, and witch doctors have headed toward the village of

the Kuamu, where a great convocation is set to occur in just a few weeks. Meanwhile, most of the other Tontors and their handlers are out for a feeding many miles from the village.

-Teil’a does not believe U-Tong-tong’s bluster. He has been a nuisance in the past, but he has never harmed anyone, she doubts he would suddenly start now.

-Marakella, the Tontor is about to have her second calf. Teil’a will not let any non-Inyora, and non-shaman anywhere near the Tontor until she gives birth.

Teil’a asks the heroes to wait for a few hours while she helps with the birth. She orders a villager to make them comfortable in a hut, and to bring them food, drink, and anything else they might require before she assures them that the birth will not take long. The heroes can use this opportunity to rest and get dry.

**A few hours after being ushered to a hut, Teil’a joins you again. “I am sorry things took so long, the birthing was easy going once we were able to get Marakella to settle down a bit, though it was complicated with the return of the rest of the Tontor. But something remarkable has happened! Marakella’s new calf is a pure white female! White Tontor are not unheard of, but they are extremely rare, and all in the past have been males. They are supposed to be an omen of good luck and prosperity, symbols of peace and great progress. Come and meet the new calf, Marakella says her name is Manaras, an old Inyoran word which means ‘Well-Behaved-One.’”**

A Knowledge (Tribes) or Knowledge (History) check DC 12 will allow the heroes to know that the Inyora insist that the Tontor all choose their own names, which is usually conveyed to the tribe through their mother.

If the heroes go to see the adorable baby elephant, take note of who keeps the eggs with them or what is done with them otherwise. If the hero responsible for the eggs does not go to

meet Manaras, or if the eggs are irresponsibly left behind, then nothing occurs. The Tontor is cute and sweet, and all the tribe dote upon him in spite of the late hour at night. Proceed immediately to Part Three.

If, however, one or more of the heroes brings the eggs with them to the meeting. Marakella trumpets loudly in alarm, and three rampaging male Tontors come charging at the heroes! Read the following to the player with the eggs:

**You are just getting a good look, when suddenly a loud blaring sound erupts from Marakella. She quickly stands in front of her new calf, and three of the larger bull Tontor begin stamping at the ground agitated. The sound is so loud that even the giant beetle, Longhorn, long kept as a pet and mascot to the tribe quickly retreats from his burrow of elephant dung and scurries toward the relative safety of a nearby hut. Suddenly, the largest Tontor charges directly at you! One of the nearby Wise Ones sees you as they duck into their hut and screams at you to run.**

The hero or heroes with the eggs have one round to run, not just back away, but all out flee from the stampede. They can easily duck inside one of the nearby open earth lodge huts or flee at a right angle from the angry stampede and get safely away provided they get at least 30 feet. Fleeing directly away from the Tontor will only award one additional round before the beasts catch up to the heroes. If the stampede catches up to any hero carrying the eggs, they will automatically trample the heroes resulting in 2d8+15 damage to each hero, with a Reflex Savings Throw DC 20 for half damage. The eggs will also have to make a savings throw if the hero fails their reflex, though their save is a Fortitude Save DC 14 or take the 2d6 +5 damage from a stamp. Any attack against a Tontor will be met with anger and hostility from the Wise Ones against the entire group of heroes for the duration of their stay. If the heroes somehow end up killing a Tontor, such

as through use of powerful magic, most members of the Wise Ones tribe will shout for their heads. Chief Teil'a will only be able to quiet the calls with an immediate sentence of permanent banishment for all the heroes. In this case the heroes have 1 hour to leave the Wise Ones lands on pain of death. (Note: there is only one rampaging tontor, if the eggs have been spread out to more than a single hero, only one will be targeted.) If somehow all eggs are destroyed, Teil'a apologizes for the bull's behavior, and tells the heroes they are not to blame for this failure since it was the instinctual reaction the scent of a predator that set off the male. Of course, the heroes *should* be blaming themselves.

#### Tontor

Size/Type: Huge Animal; Hit Dice: 11d8+55 (104 hp); Initiative:+0 (Dex); Speed: 40 ft.; AC:15 (-2 size, +7 natural); Attacks: Slam +16 melee, 2 stamps +11 melee; or gore +16 melee; Damage: Slam 2d6+10, stamp 2d6+5; gore 2d8+15; Face/Reach:10 ft. by 20 ft./10 ft.; Special Attacks: Trample 2d8+15; Special Qualities: Scent; Saves: Fort +12, Ref +7, Will +4; Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7; Skills: Listen +6, Spot +6; CR: 8 AI: N

#### Combat

Trample (Ex): An elephant can trample Medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 20) to halve the damage.

Once the Tontor has made its initial stampede, handlers will be able to get control of them again. Chief Teil'a will come to speak directly to the heroes.

**“I am sorry.” Chief Teil'a says. “Please forgive the Tontor, they were most likely on edge due to the situation with U-Tong-Tong already. When you approached, they must have caught the scent of the Thri-Kreen**

**predators who have been hunting the savanna. Their reaction was instinctual. I am afraid that Marakella will not likely let any who have handled the eggs in the past few days meet her baby.”**

Any hero who has not touched the eggs since the adventure began and did not take a turn carrying them in the litter will be allowed to meet the baby elephant. Anyone who has, will be chased away by handlers when Marakella begins to trumpet again. Feel free to roleplay this enough to get the point across to the heroes; but continue to convey how cute the new calf is. Any hero who is NOT currently a member of the Wise Ones (Inyora) Tribe, who interacts with the Tontor will be offered honorary membership in the tribe. This confers the following benefits: 1) Food and Shelter provided automatically while in the area. 2) Better luck on any rolls to barter or trade with tribesmen (Treat as +2 bonus to any rolls). 3) And ability to choose the Discipline feat when choosing feats.

When all the fun with the Tontor is finally over, Teil’a tells the heroes that the Thri-Kreen moved on to the north, they think possibly to the Kukalaturi lands. Teil’a suggests that the heroes set out before it gets too late in the day. Heroes should take the hint and move on.

## **Part Three: The Dohi-ri Excavation.**

**You travel mostly northward, keeping the distant peak of Fire Mountain on your left and skirting the territory between the lands of the Dohi-ri and those claimed by the Oscray. This was a deliberate decision, as you know the friendly Oscray might be inclined to host you but would likely take it as an insult to leave without spending at least a few days there to trade goods and swap stories. Meanwhile, the Dohi-ri lands are a jumble of twisting paths through dense jungle and treacherous terrain closer to Fire**

**Mountain, which makes traveling near their village during the rainy season a slow endeavor. You find travel near the edge of the savanna and the jungle to be far faster and more efficient for the time being.**

**You were just about to turn westward and approach the lands of the reclusive and still somewhat mysterious Kukalaturi, when you see a dozen nubari near the edge of the jungle to the southeast standing around. They appear to be looking at something on the ground. One of them seems to notice you and shouts in alarm. Suddenly, all the nubari, who you now recognize as Dohi-ri have weapons in hand and move swiftly to encircle you! Before you can avoid it, they have you completely surrounded. One warrior approaches you: “Reveal yourselves and your purpose here!” he commands.**

Give the heroes a round or two to reply, but any attempts at deflection, obfuscation, or redirection are met with scorn and cynicism. The warrior leader, named Bong-ho, will give the heroes three chances to answer honestly (he will warn them of this after the second failed attempt). If they have not answered honestly by then, he will assume they are the despoilers he has been sent to find and will order his men to attack. (They will gain a bonus of +4 initiative on the first round, but afterwards will have a normal initiative roll.) Any combat, of course, not only endangers the eggs, but also could be dangerous to the heroes. Most likely though, these young and inexperienced warriors would get slaughtered by the heroes...a most unheroic deed. Once the warriors are reassured that the heroes are not there as enemies, they reveal why they are on edge.

**“Our sacred dig has been disrupted again. We toiled all day yesterday to unearth the Grand Design, but when we returned to continue the work this morning, much of our work had been undone. We assumed it must have been the Not-Katanga. The strange**

people were seen skulking around here recently.”

If the heroes have no curiosity, they will be dismissed by the Dohi-ri soon after this. They can continue on their journey and not lose any time travelling. Otherwise, they will lose about a half-a day. The heroes will likely want to know what the “Great Design” is, and who the “Not-Katanga” are. When asked the latter question, Bong-ho reveals the following: **“The Not-Katanga have always been in these parts, they permanently look like hybrid forms of Tiger Katanga, or perhaps Black Leopard Katanga...but subtly different. They are strange in many ways, though never overtly hostile. There were a few raids between their tribe and ours many years back, but usually they leave us alone.”**

When asked about the “The Grand Design” Bong-ho will say, **“It is easier if I just show you, follow me.”** After a two-minute walk into the undergrowth, you arrive at a sandy plane, where a long horizontal, two-inch deep continuous ceramic object is imbedded in the ground. It might be some sort of bar or pole but looks to go at least 18 nubari in length before it becomes buried within the earth on either end again. **“Originally, this was found by one of our hunters.... he tried to remove it but could not find any break in the ceramic. The location where you found us,”** Bong-ho says as he gestures back the way you came, **“also has some of the beam, though there it was buried nearly half a nubari deep into the earth. We were doing our best to unearth everything from the beam that we could. We believe it is a creation of the Ancients, and possibly the edge of some great artistic work that has become buried within the ground over time.”**

**No sooner has the Dohi-ri finished explaining the structure to you, than one of the warriors comes running up to him. “Hunt-Master, one of the scouts has found something you need to see!” the man says**

**and begins running toward the undergrowth. Bong-ho looks to you all, “You may come if you desire, or you are free to leave.” He says, as he follows the man.**

Assuming the heroes follow Bong-ho: **About two hundred paces into dense jungle, you begin to hear sounds of hooting and hollering. As you approach, you notice several Dohi-ri men standing in a semicircle facing away from you. When you get closer, you realize that they are standing on the edge of a small patch of quicksand. Barely afloat, nearly three nubari lengths away from any of the edges and half buried within the quicksand is a strange cat-like humanoid. It is obviously one of the “Not-Katanga, sometimes called “Jaguar-Men”, by the various tribes or called “Tabaxi” by the Oscray. Although obviously in distress, as she struggles to stay afloat in the muck, none of the gathered Nubari appear to be trying to help.**

The heroes should act like heroes here, letting someone die in the quicksand without trying to help is very un-heroic. In order to save the Tabaxi, she needs to be tossed something like the end of a rope, vine, or other long object that can be used to pull her to shore through the quicksand. This will require a strength DC 15, though the heroes must hurry. After 3 rounds of not being helped, the Tabaxi will slip beneath the sand. After three rounds of being submerged, she will die of suffocation. A hero can only successfully rescue her using a weighted lasso by passing a Use Rope DC 15 or Vine Swinging DC 15 with a successful grab (AC 12). Magic might conceivably also be used, but no other method will be successful: making a path would take too long, no branch or other item will reach, and jumping or tumbling will not get the leverage and also have a 1 in 3 chance of getting the would-be rescuer stuck themselves.

If the Tabaxi is not freed, the Dohi-ri will converse with each other while the heroes are

allowed to continue on their way. If the heroes are able to free the Tabaxi, read the following:

**The strange ‘Not-Katanga’ looks at you with a mixture of trepidation and resignation. “Well, meat,” she says. “You have saved me, now what are you going to do with me?” she asks.**

Her name is Ki-ra, and although initially reluctant to share too much she will eventually decide the heroes have earned some trust. She will answer most questions the heroes put to her freely and honestly, except when it could endanger the safety of her people. If they, rather unheroically, decide to kill her she will fight them to the best of her ability. If they turn her over to the Dohi-ri she will escape them within an hour. If treated with respect and permitted to leave, she will become a fierce advocate in her tribe for friendly relations with other races.

Information she knows: Ancients brought just under 1000 Tabaxi to the land to be used as slaves, but they freed themselves in an event they call ‘The Mutiny’. Roughly 600 survived and have been living mostly in isolation ever since. Their descendants number now just over 200, it would have been higher, but many died fighting a terrible enemy a few years back (the Kretch). They are aware of the nearby Nubari tribe of the Dohi-ri and have in the past harassed them on their Festival of Masks, though this may not have been unprovoked. They have also encountered the races of the Butu (who they occasionally trade with), Monkey Katanga (whom they hunted), Saru, (whom they befriended), Black Leopard Katanga, Yuan-ti, and Lizardfolk, (whom they fear); but they have maintained their tradition of self-reliance and independent isolation. She will explain that her people discovered the excavation a few days earlier. To them the ‘Grand Design’ is an Ancient Taboo, that they feel must never be uncovered. No amount of discussion will get her to reveal more about this, and nothing can dissuade her. But she will

promise to get her people to leave the Dohi-ri excavations alone and let them ‘curse themselves’ if they wish it.

Whenever the final disposition of Ki-ra is decided, or if the heroes decided to skip that part of the encounter altogether, continue with the following:

**You are just planning to set out again, when you hear a cracking sound come from the eggs. In a panic, you inspect them only to see one of them beginning to hatch!**

The heroes need not do anything. The egg, and only this egg, will hatch on its own. The larval Thri-Kreen that emerges is about a foot long, and half as tall. It will immediately scan the area and imprint enough on the heroes that it will not consider them food. But it WILL be hungry, very hungry. Thankfully most of its skills are intuitive to it, including and especially its hunter’s instinct. If not given food within 1 round of it first noticing the heroes, it will hop away and within minutes bring back a small dead bird. The Thri-Kreen will stay with the heroes, breaking away to hunt whenever it becomes hungry or bored such as when they sleep). It will ALWAYS catch up to them though, since it has their scent and can track them very effectively. It has a slightly slower movement rate than the heroes, but it does not weigh more than three pounds (yet) and is willing to ride on shoulders. Since it doesn’t need to sleep, it will catch up if ever left behind, even intentionally.

## **Part Four: Cannibal Diplomacy**

Normal Travel Time: 2 Days.

Check for Weather

**After you leave the Dohi-ri territory, you are making your way through a particularly dense area of the jungle, when you come across a clearing. There you see a gathering of Kukalaturi (called Kukulatu) tribespeople. They seem to be in the midst of**

negotiations with another tribe who are also present. With a start, you recognized the other tribe as the Kukapaturi, who were known to be cannibals who sided with Tiger in the war. The Kukalatu, are reformed cannibals themselves, having split off from the Kukapaturi some decades earlier. As you approach the group, you can hear their conversation. The Kukalatu leader, a young Nubari named Kavuja Pisu, says, "We understand your tribe has abandoned the old ways as we once did and we would welcome you as brothers. We hope that we can merge our tribes and work together to create a better future for all of our people."

The Kukapaturi chief, a tall, grizzled and muscular man with a stern expression, replies, "We are grateful for your offer, but we must first discuss the terms of this merger. We have concerns about how our people will be treated within your tribe."

The old Kavuja nods supportively. "We understand your concerns. We long ago reformed our ways and are willing to help you through this change. There will be no judgement for those who do not stray from your rehabilitation."

The Kukapaturi leader replies to this, "We appreciate your candor, but we need to ensure that our tribe's best interests are being considered. Over the past few generations, we have developed our own culture, and do not wish to lose it. Our young need to be taught our ways."

Kavuja shakes his head, "We find this idea unacceptable, although we have heard of your tribe's recent reformation, we must witness proof of this change in order to fully trust you. The issue is that your ways, until very recently included headhunting." He sighs, as he tries a different tact. "What if we were to have a trial period, where members of both tribes can work together and form bonds of trust before the

merger is finalized."

The Kukapaturi leader considers this for a moment before nodding in agreement. "Perhaps, though I again would fear for my people's safety. We must also consider how the resources of both tribes will be shared. We don't want our people to go hungry because of this."

"And so, we return to the issue of where the tribe shall live." Kavuja sighs. Just then, the two tribes both finally seem to notice your arrival and turn to you. The Kavuja approaches you as the Kukapaturi cloister themselves in a private discussion. "Greetings, heroes. We are in the midst of negotiating a merger with the Kukapaturi tribe. But we may have come across a few points of contention. If you have any thoughts or suggestions, we welcome your input."

The heroes can ignore their entreaty and proceed to Part Five. But, if the heroes agree to hear their concerns, convey the following information:

The two tribes both desperately need the merger. Months of raids against each other during the war, and their losses during the war itself have left both tribes nearing dissolution.

The Kukapaturi lost most of their leadership and most of their hunters and warriors during and after the war. The new acting chief, Sujata, declared an end to the practice of headhunting, or cannibalism as it is sometimes known rather than risk being destroyed by the victorious tribes. After which, the remaining witch doctors and shamans, all of whom ardently supported Tiger, abandoned the tribe in the night. These changes would have been tough enough, but recently the pond which the tribe relied on as a supplementary and more recently alternative primary food source began to dry up. The Kukapaturi desire for a merger is a desperation move. However, they do not desire

to have non-Kukapaturi teach their young, Sujata is not eager to give up all of his authority, nor are any of the tribesmen wanting to move from their village.

The Kukalaturi, on the other hand, are having different problems. Thanks, in part, to the help of heroes during the war a greater percentage of the tribes' warriors and hunters survive.

Unfortunately, the past few years have not been conducive to having children. They are in danger of dying out within a generation. In addition, they are suffering from a shortage of crafted items such as tools, weapons, or even huts and they do not have enough skilled workers to even repair what they have let alone create new things. Unfortunately, the distain for the Kukapaturi runs deep amongst the Kukalaturi after so much strife during the war, as well as some understandable distrust. With former members of the Kukapaturi still out there, there is still some danger to the Kukalaturi. The tribe also would be adamantly opposed to changing the name of the tribe, something the Kukapaturi advocate. They also wish to keep their own cultural identity by ensuring that the young are trained in the Kukalaturi ways.

### The Two Tribes

#### Kukalaturi Tribe:

56 members (1 chief, 17 warriors, 13 hunters, 7 scouts, 5 shamans, 1 witch doctor, 4 children, 8 craftsmen)

All members have reformed from cannibalism and are now dedicated to protecting their community from outside dangers.

The tribe has a communal farm that produces more than enough food to feed the entire tribe, but they do not have enough hands to properly make use of it.

#### Kukapaturi Tribe:

30 members (1 acting chief, 4 warriors, 2 hunters, 2 scouts, 14 children, 10 craftsmen)  
Recently reformed from cannibalism and are still trying to find their place in the jungle.

The tribe has a communal fishing area that currently provides most of their food, but they are struggling to keep up with demand. The surviving witch doctors and the shaman of the Kukapaturi abandoned them directly after the war. Their whereabouts are unknown.

About half of each tribe is present for this meeting.

**You listen to their thoughts and concerns, and it is obvious that some of the Kukapaturi tribespeople seem uneasy. They eye you warily and seem hesitant to trust outsiders. The Kukalatu, however, seem more open to your input. However, as the discussions continue, you begin to notice that some of the Kukalatu tribe members start becoming uneasy. One of them, a young woman with scars on her face, approaches you cautiously. "I don't know if we can trust these outsiders," she whispers. "What if they are still cannibals at heart? We should make them pay for their part in the war!"**

When the heroes have a full enough grasp of the situation they must help persuade one side or the other to agree to various terms.

The points of contention which must be addressed are:

- Learning to trust the Kukapaturi. This will be entirely up to the heroes to work out.
- Where to live? It makes far more sense to have the Kukapaturi move to the Kukalatu village.
- Who should teach the young? This is a tricky one, the best outcome would be to allow traditions except headhunting and techniques from both tribes to be taught to all.
- Lasting punishment or reparations for the Kukapaturi's part in the war? This is a non-starter with the Kukapaturi, who couldn't do this if they wanted to.
- Sujata's authority. This is not a deal breaker but getting him to become

- essentially vice-chief would be ideal.
- Defending against the rogue Kukapaturi. If the Kukapaturi are adequately satisfied with the arrangement, they will agree to help defend against their former witch doctor and shamans if needed.
- Changing the tribe's name. The Kukalaturi will not accept any name change more drastic than to their 'Kukalatu' nickname.

The following skills can be used in the negotiation process (all DC's are 15).

**Diplomacy:** Used to convince the tribes to agree to certain terms of the other group, but it will only work once for each side.

**Sense Motive:** A successful check of this skill will allow each side to soften their stance on one of their issues of contention. It only works once for each tribe.

**Knowledge (Tribes):** Used to understand the cultural and historical significance of the tribes' traditions and beliefs. A check here will allow the tribe to feel heard and will lower the DC for the next check made by 5.

**Survival:** A successful check here will go a long way toward convincing the Kukapaturi to move their people to the more verdant Kukalatu village.

**Jungle Lore:** The best skill for coming up with the idea for both tribes to jointly teach the techniques and traditions to the children, as that was how the Ancients did it. Though of course, Headhunting will not be on the curriculum.

Ultimately, the success of the negotiation will depend on the Heroes' ability to listen to both sides, find common ground, and negotiate terms that benefit both tribes. Depending on the results of these checks, the tribes may become more or less receptive to the idea of the merger.

When the DM feels that as much has been accomplished as can be, or if the heroes blew off negotiating, continue with the following:

**The two chiefs nod and thank you for your time. Before they continue on their way, the Kukapaturi chief sees your young Thri-Kreen. "Oh, I see you have one of the Bug-men with you. They are powerful warriors and great hunters. My people encountered them in our territory wondering where there was plentiful game. We sent them north, around Fire Mountain to the lands now claimed by the Yuan-Ti. You should ask the village of V'rgan'a for help locating them." He says. You are now able to continue your journey and with a better destination in mind.**

## Part Five: Under Siege

Normal Travel Time: 10 Days. Check for Weather

**The days since you left the Kukalatu territory has been slow going. You headed north, along the tip of Fire Mountain and the badlands that surround it. After crossing the Hebika River, you entered into the Dark Moors. This was the least interesting part of your journey, as it often gave you a view for miles. Your newly hatched and quickly growing Thri-kreen took the opportunity to run and jump as it stalked prey, and frequently returned with hares, snakes, and even a baby goat. You stopped briefly at the abandoned Village of the Dark Moors, the site where the quadrennial Kurakiad inter-tribal competition occurs, but with the previous two having been cancelled due to the war, it is unknown if the tradition will ever start again.**

**Finally leaving the Dark Moors you veered southward and eventually approached your next stop, the village of the V'rgan'a tribe, located on a small island in the middle of a lake. As you approach, you see signs of trouble. From this distance, the villagers on the island look worn out and frightened, and you cannot tell the extent of the damage.**

**Suddenly a group of Frogmen emerge from the water, brandishing spears and shields. They croak and hiss, as they approach you, ready to fight.**

The heroes will have no option but combat here, but it is a very minor threat.

Bullywug (4)  
Medium-Size Humanoid (Aquatic); HD: 1d8+3 (7 hp); Initiative: +0; Speed: 20 ft., swim 30 ft.; AC: 15 (+2 leather, +3 natural); Attacks: Half spear +1 melee; or half spear +1 ranged; Damage: Half spear 1d6; or half spear 1d6; Face/Reach: 5ft. by 5 ft./5 ft.; Special Qualities: Marsh move; Saves: Fort +5, Ref +0, Will -2; Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7; Skills: Hide +0\*, Listen -2, Spot -2; Feats: Endurance; CR: 1; Alignment: CE

**As the battle ends, you notice one of the Bullywugs is still alive, but badly injured and struggling to breathe. It feebly croaks out a few words to you: "Beware... the Lizardfolk... they attacked us... said we were trespassing... drove us from our home... we came here... to escape...but found the village run by the Lizardfolk. We had no choice... had to fight..." With that, the bullywug's breathing becomes shallow and erratic, and before you are able to even consider assistance, they have died. You wonder if this conflict is bigger and more complicated than what you witnessed here. After this conversation, a group of villagers signal you from a nearby boat.**

Heroes can opt to avoid this, but they would be poor heroes to do so.

**At their insistence, you hop aboard, and in no time at all you have been conveyed to the island village of the V'rgan'a, as villagers pull your boat toward them using long ropes. "Heroes," says a Nubari man you recognize as Vashaun the aid and assistant to Chief Harushasss. "We are glad you have come. The Bullywugs, or Frogmen as you may**

**know them have been attacking us for days. First they destroyed our ferry raft, then they took up residence in the lake itself preventing boats from coming or leaving unless they are distracted with combat. In the meantime, they have been destroying our fishing lines and nets, and harassing us with noises when we try to sleep. Chief Harushasss went to speak with them in the lake, he thought he might be seen as an equal there, being a Lizardman, but they must have overpowered him. He barely made it back alive and has not yet recovered from his wounds. Will you help us?"**

The heroes can relay what they learned from the dying Bullywug, and it is far more than the villages have learned since the siege began. Harushass being the chief of the village is what the Bullywug referred to when he said it was run by Lizardfolk. They will not trust the villagers due to his presence.

If heroes wish to help Harushasss with his recovery, they can do so. The Lizardman currently needs 15 hp of healing to be fully healed but would also require some bed rest to recover some lost constitution from a poison the Bullywugs used. He will, however, feel up to speaking with them. If asked, about this conflict between the Bullywugs and the Lizardfolk, he replies that the situation may only get worse but that the main priority now is to protect against the Bullywugs. He has tried diplomacy and that has failed, he fears they will continue to threaten the village unless they are completely eliminated. He leaves the details to Vashaun, who suggests this regardless of if the heroes spoke to Harushasss.

**Our best guess, there could only be a dozen of the frogmen left alive. Our scouts got a good count of them when they first arrived, and a few other skirmishes have whittled their numbers down. Since they are always attracted to our boats when we try to go to the mainland, you could easily lay a trap for them.**

Heroes will have no choice here but to fight the Bullywugs, who will each fight to the death. There is a total of 14 Bullywugs left in the lake (use the statistics for them above), Between 3 to 5 will each surface to attack every time a boat tries to go ashore, so this will take several attempts in order to get them all. The Bullywugs are not very smart, and groups will fall for the same tactic repeatedly. The only reason it hasn't worked before is that currently there are no heroes, warriors, or very many hunters present to try... they have all headed to the great convocation near the village of the Kuamu. If the heroes try to get the villagers involved, they will be able to, but only barely.

#### V'rgan'a Villager

Nubari or Katanga commoner; AC: 12; HP: 9 (2d8); Attack: +1 (1d4) (various).

Heroes, particularly ones with aquatic natures such as Caiman Katanga, or River Tam'hi may wish to take the fight to the Bullywugs underwater. This is fine, but the Bullywugs will be fighting on their own terms there against non-aquatic heroes giving them +2 AC, +1 to hit with their spears (when not thrown only), and +10 ft movement. Under NO circumstances should the eggs be submerged however, as this could kill the larval Thri-Kreen.

Once the dirty deed is done, continue with the following:

**“You have saved our village and our lives,” Vashaun says. “You must stay until tomorrow night where we can have a feast prepared in your honor.”**

The heroes are welcome to stay, however it will add two days to their travel counter. If the heroes ask about the Thri-Kreen, Vashaun will reply:

**“Chief Harushass is very crafty, he sent the Bugmen to the Yaku Plains! Little did they**

**know that there is nothing there worth hunting.”**

After they have decided to move on, or if they opted to skip the encounter altogether continue with the next encounter.

## Part Six: The Garuda in Front of Us

This event happens three days out from the V'rgan'a regardless of how much distance is covered.

Check for Weather

**As you travel through the dense jungles of Malatra, you hear rustling in the bushes ahead of you. Suddenly, a massive creature bursts out of the foliage, its scaly hide gleaming in the sunlight. It is a garuda, one of the most fearsome beasts in the region. Although this thing is not a carnivore, it seems agitated and looks at you as though you were a threat.**

#### Spiketail Garuda

Size: Huge Garuda; HD: 6d8+18 (45 hp); Init: -1; Speed: 30 ft. (6 squares); AC: 16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16; Base Attack/Grapple: +4/+15; Attack: Tail slam +10 melee (2d6+7) Full Attack: Tail slam +10 melee (2d6+7); Space/Reach: 15 ft./10 ft.; SQ: Low-light vision, scent. Saves: Fort +9, Ref +3, Will +2; Abilities: Str 24, Dex 9, Con 16, Int 2, Wis 12, Cha 6; Skills: Listen +9, Spot +9; Feats: Alertness, Toughness; CR: 3; AL: TN

The Spiketail is not aggressive but has been spooked by a large predator and feels trapped when it comes upon the heroes. If the heroes back away, and don't do anything provocative, they can avoid combat. Otherwise, it will fight until it nears death (10 hp or fewer) than it will flee if able. Continue with the next encounter.

## Part Seven: Who's Hunting the Hunting Grounds.

Normal Travel Time: 5 Days from the V'rgan'a in Five (deduct actual travel distance from Six). Check for Weather

**As you move through the dense jungle, you suddenly hear the sound of movement in the trees above. Looking up, you see several figures slithering through the branches, their scales glistening in the sunlight. As they drop to the ground in front of you, you realize that they are Yuan-Ti - a hunting party, and too late you realize that you are now in their claimed hunting lands. They appear hostile, but likely would not have revealed themselves to you if they were. "Mammalsss," one says. "Why do you invade our hunting groundsss? Is your peoplesss promissse sssso easssily forgotten, or have you come to be hunted?"**

The Yuan-Ti refer to the promise of this area of Malatra to belong to the Yuan-Ti in perpetuity in exchange for their help against Tiger. The fact that they are deciding to talk, rather than kill you outright means that this group has dealt with heroes in the past. The Yuan-Ti have no interest in the heroes' mission and would prefer them to leave the way they came. If they refuse this they are informed that they will be hunted as prey.

Heroes can talk their way past this ordeal; however, it will not be easy. If the heroes can try to convince the Yuan-Ti that they be allowed to pass through their territory, it will take a Diplomacy or similar DC 20 to be successful. On a failure, the heroes will need to add 3 days (adjusting for weather) to their travel as they go all the way around the Yaun-ti claimed lands.

When heroes have either been given permission to travel through the lands or are deciding to detour around them, read the following:

**As you are finalizing your deal with the Snake Men, a cracking sound comes from one of the eggs. Looking at it, you see that another of the eggs is hatching. As the new larval Thri-Kreen comes from its shell, the already hatched one returns from the underbrush with a jaunting hop. In its mouth is a dead chicken garuda. "You!" the lead snake man shouts. "You bring thessse invassssive parasssitesss to OUR hunting landsss! Let them hunt OUR game?!?" he says indicating the Thri-Kreen. With that they prepare to attack.**

Heroes have three options here. They can fight the Yaun-Ti and likely win but potentially cause an incident that could have longer repercussions for the jungle. They could flee, in which case the Yuan-Ti give a halfhearted attempt at pursuit, and do not actually try to hurt them. Or they could again try to talk their way out of things (this time the DC is 25). If the group is split on what to do, combat will most likely occur, but the heroes can easily defeat these untested hunters. (The Thri-Kreen will not participate in combat and run and hide returning only to the heroes when they have moved on.)

### Yaun-Ti (5)

Medium Monstrous Humanoid; HD: 3d8+3 (16 hp); Init: +4; Speed: 30 ft. (6 squares); Armor Class: 16 (+4 natural, +2 leather), touch 12, flat-footed 12; Base Attack/Grapple: +3/+5; Attack: Scimitar +5; melee (1d6+2); Full Attack: Scimitar +5 melee (1d6+2); Space/Reach: 5 ft./5 ft.; SQ: Darkvision 60 ft., scent; Saves: Fort +2, Ref +5, Will +2; Abilities: Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 8; Skills: Balance +7, Climb +6, Hide +7, Jump +6, Listen +2, Move Silently +7, Spot +2; Feats: Alertness, Weapon Finesse (scimitar); CR: 2; LE

Continue with the next section when ready.

## Part Eight: The Parent Trap

Normal Travel Time: 2 Days.

Check for Weather

**At last, you have reached the black ash covered Yaku Plains. You worry about the taboo on the area, but quickly decide that not to worry about it. Looking about, for as far as the eye can see there is nothing but black ash covering the ground. Suddenly, you realize you are not just looking at ash, but a shimmering wave which appears to be coming closer.**

Heroes can make a DC 20 spot check. On a success they can see through the shimmering wave of camouflage that is natural to the Thri-Kreen. On a failure, they will not notice the bug-men until the first one speaks.

**Suddenly, in front of you the shimmering you saw resolves itself into a small group of adult Thri-Kreen. The pair of larval Thri-Kreen you have been traveling with make a skittering noise, and leap to the ground seemingly excited to see its own kind. One of the bug-men approaches you. You see that he is wearing the fetishes of a Hunter, and also a necklace that looks similar to the one that lacerials sometimes use in order to communicate. “Fleshy ones,” he says with the aid of the magical necklaces’ translation magic. “I am Tr’kla. Why do you keep our kind?”**

This is Tr’kla, one of the heroes who fought at the Battle of the Black Plain when the Tamara were defeated. He is also the emissary of his small clutch of thirty Thri-Kreen. He will be willing to listen to anything the heroes say, but if they appear threatening towards the larval Thri-Kreen, or hostile toward him, he will attack without hesitation.

**“I see.” Says Tr’kla. “Your service is appreciated, though you need not have bothered. The Kreen young can fend for themselves from the moment of hatching,**

**and they would have found their own packs somewhere. Also, just as we detected your approach, the young ones or their descendants would have eventually found us as they explored this land. But now, we would take these young into our pack...unless they have already claimed you as their own pack? Do you claim them as pack?”**

Heroes now have the ability to adopt any of the already hatched Thri-Kreen. This would be a doubled edged sword, as it will cause several negative modifiers to encounters or to various skills where their presence could be detected. Herbivorous Garuda, for instance, will recognize the scent of the predator whenever the hero brings the Thri-Kreen near them. Most of the tribes adjacent to the Rayanna Savana have also had a frustrating time dealing with the invasive species and will likely be less receptive toward the heroes if they are accompanied by one. The Thri-Kreen do not need much food, but it will hunt excessively, to the detriment of the heroes when they are trying to accomplish tasks that are not hunting.

Communication will also be an issue. Although intelligent, the Thri-Kreen do not speak any language the Malatran people can understand, though they can be taught sign language. This will be a hurdle for the heroes in the future.

Lastly, the Thri-Kreen would determine ALL of the heroes present to be its pack, that means that the group would likely have to stay together until such a time as the Kreen is weaned from that understanding (minimum of 1 month).

On the other hand, the Thri-Kreen would allow auto successes on any required hunting skill check, and they will be fully grown enough to assist in combat in only a few more days. Also, since they don’t sleep they could act as watch while others do... that is if they don’t get distracted by hunting something.

Once the heroes have either accepted any of larval Thri-Kreen or returned them (they will be expected to return any unhatched eggs), continue with the following.

**“What you have done for us, and our tribe is commendable.” Says Tr’kla. “As we agreed with Spirit of Lion, we have found a new fertile hunting ground. The pack will confine our hunting to this black land for the time being. We have found far more game here and greater dangers than you can imagine still roam the area. We will take our leave of you now.” With that the bug-men turn to retreat into the ashen plains, and you realize that your quest to return the eggs has finally come to an end.**

The DM should assign adequate experience for the group. The only ‘treasure’ aside from the journey itself is the possibility of having a new Thri-Kreen companion (use the rules from Monster Manual 2 to run as an NPC, or the experimental Malatra PC rules if a player wishes to make one a hero.)

Thank you for playing Babysitting.

### Egg Hatching Tracker

Although the heroes will not know it, their journey will take them to the Northern Yaku Plains. From the Kokinga, that trip is nearly 22 days away during good weather using the most common direct path along the northern slopes of Fire Mountain.. The first two hatchings are scripted, but the final one will take place in exactly 28 days. Once that has occurred, the heroes will have exactly 2 days to find the adult Thri-Kreen or the young creatures will all have irrevocably imprinted upon them and will reject the parents. Because of this, travel time and movement are important to keep track of. Weather will also play a part in this. During the rainy season's daily storms, movement rates are 1/2 normal, so adjust time traveled accordingly. Rainstorms are scripted until after the characters have left the savannah behind on day 4.

From that point (The Dohi-ri) onward, roll 1d6 each day of travel. On a roll of 2-5, it has rained significantly enough that only half a day's progress was made in travel. On a roll of 1, a bad deluge has occurred, no progress could be made that day unless the heroes take a risk (see below). On a six, it rains only lightly or possibly not at all, so travel is at normal rate.

During good weather, heroes can increase their travel times by 1/2 a day through use of spells or through use of the Brachiation or Run feats with successful Strength (DC 12) checks, but eggs will need to be carried separately by some means such as in a sack and the entire group must have these feats in order to stay together. Failing all that, the heroes can reduce their overall travel time by up to a full day of travel by taking a risk and traveling during the bad deluges or at night. These are not without cost, however, as for each attempt the heroes will accrue one negative level. (DC 10 otherwise normal rules for removing negative levels apply.) Also, at the end of the day, heroes will have to make a Survival (Wilderness Lore) roll (DC 15) to determine if they have gotten off track or lost. If that roll is failed and the total of the check is below 9, they have gone 1/2 a day in the wrong direction.

Mark off the days traveled below.

|     | Day Count | Distance (in Days) | Notes                                                                  |
|-----|-----------|--------------------|------------------------------------------------------------------------|
| Day | 1         | 1                  | (Slow going due to rain)                                               |
| Day | 2         | 2                  | (The Wise Ones are reached this day, rain lets up for the next 2 days) |
| Day | 3         | 3                  |                                                                        |
| Day | 4         | 4                  | (The Dohi-ri are reached this day, begin rolling for rain)             |
| Day | 5         |                    |                                                                        |
| Day | 6         | +2                 | (Normal travel time from the Dohi-ri to Kukalaturi)                    |
| Day | 7         |                    |                                                                        |
| Day | 8         |                    | (A bad weather journey from the Dohi-ri to Kukalaturi)                 |
| Day | 9         |                    |                                                                        |
| Day | 10        |                    |                                                                        |
| Day | 11        |                    |                                                                        |
| Day | 12        |                    |                                                                        |
| Day | 13        |                    |                                                                        |
| Day | 14        |                    |                                                                        |
| Day | 15        | +10                | (Normal travel time from the Kukalaturi to the V'rgan'a)               |
| Day | 16        |                    |                                                                        |
| Day | 17        |                    |                                                                        |
| Day | 18        |                    |                                                                        |
| Day | 19        |                    |                                                                        |
| Day | 20        | +5                 | (Normal travel time from the V'rgan'a to the Yaku Plains)              |
| Day | 21        |                    |                                                                        |
| Day | 22        |                    |                                                                        |
| Day | 23        | +2                 | (Earliest possible contact with the Thri-Kreen)                        |
| Day | 24        |                    |                                                                        |
| Day | 25        |                    |                                                                        |
| Day | 26        |                    |                                                                        |
| Day | 27        |                    |                                                                        |
| Day | 28        |                    | (The Final Egg hatches.)                                               |
| Day | 29        |                    |                                                                        |
| Day | 30        |                    | (The Heroes have failed.)                                              |
| Day | 31        |                    |                                                                        |
| Day | 32        |                    |                                                                        |
| Day | 33        |                    |                                                                        |
| Day | 34        |                    |                                                                        |
| Day | 35        |                    |                                                                        |
| Day | 36        |                    | (An ALL Bad weather trip)                                              |