

Day of the Saru

Part 2

By Ryan Conrad

Based on an Outline by Steve Jay

In the first part of Day of the Saru, many Saru, a few Butu and even some Monkey Katanga all felt a strange call compelling them to travel to the Jungle Giant village of Halfoka. Most did not come or could not come, many started the pilgrimage but never got very far, and only a small group reached Halfoka. Heroes, possibly feeling the call themselves, joined with the travelers near Halfoka. There the Jungle Giants assisted with the travelers' efforts to Make the "Good Walk" and journey to the fabled 'Temple of the Saru'. They did not make this journey alone, dozens of other "Walkers" started out with them.

Unfortunately, aside from a trio of female Saru, no other Walkers survived or otherwise completed the journey with them. These three were not named in the previous adventure but shall be named here.

Once the group reached a location called 'The Temple of the Saru' and had rested, they were introduced to an aged Saru called Bemph. Bemph had been guardian of the temple for several hundred years but was seemingly very youthful in appearance. He explained to the heroes that they had fallen under the effects of a *Quest* spell to complete a "journey of discovery". Their travels were not over yet, they were now to travel into the distant past. Unfortunately, this revelation came moments after a second trio of Saru, those of the wicked and cannibalistic Long-Toothed variety, arrived. This new trio had also completed the quest to reach the temple and were bound by the same *Quest* spell as the heroes. And so, the heroes, along with three friendly saru NPCs, and three potentially villainous NPCs stood in front of the great statue...and vanished.

In this adventure, the heroes and saru have arrived in the distant past, during the time of the Golden Age of the Ancients, at the dawn of the Saru uplifting along the evolutionary

ladder. It is just prior to the Ancients' discovery by the Tamara and the long years of preparation and war that followed.

The characters have come to inhabit the bodies of the early Saru/gorillas that Ancients experimented upon. They have taken a 'Quantum Leap' if you will, and although they appear as themselves to each other, everyone else will only see them as primitive gorillas. They will possess all their skills, abilities, spells, items, and equipment but will start the adventure within cages. This can be difficult for some players, but imprisonment will not last very long.

The heroes' goal in the past is to meet with the First Custodian, after passing at least one of several trials (the 3 rooms), although they will not know that at all. Hence the adventure will be something of a free roam for some time. Once all tasks are completed, (or if in a time crunch at least one task) the exit door will open for them, and they will be able to interact with the First Custodian...sort of.

While all of this is happening, there are two problems. First the wicked Long-Toothed Saru also are trying to influence events within the "rooms", possibly in order to manipulate future events to their own advantage, but more likely out of a need to cause wanton destruction. And second, the progenitor race to the Butu is somehow aware of heroes' true nature and are trying to capture them or at least get them to out themselves to the Ancients.

All of this must be done while keeping at least one of the friendly NPC Saru alive in order to be given the prize or allowing one PC Saru to choose retirement.

After all is said and done, the heroes will be returned to the present. The chosen Saru

will be left with Bemph where they will train with him. The heroes will be magically transported to the village of Hafoka, where much of their travel will seem like a dream, and they will be unable to return along the path of the Great Walk.

A note about length. This adventure is LONG. Playtests of Day of the Saru Pt 1 prior to the revision clocked it at taking approximately 6 hours from beginning to end. With my revisions to that adventure (available for free online), it is closer to 8. This adventure is more than twice its length, and has a good deal more opportunities for roleplay, combat is somewhat limited. A suggestion for fitting the adventure into a smaller timeframe: Be cognizant of the time when heroes finish their first Expedition. And have the door to the Meeting with Oreealla be open if time is short.

If this is done, there is no reason that three separate versions of the adventure couldn't be played by the same group, on different occasions with only the beginning rooms being the same. This of course, assumes a successful and thus lengthy outcome to each of the Expeditions. Regardless, only two 'real time' hours maximum should be allocated to each Expedition. Use the Expedition descriptions in the Expedition Departure Rooms to help remind players of this in game if they tend to be extemporaneous role players.

If the adventure is too long for the slot you have prescribed for running it, consider breaking it up into multiple session/slots. This is easily done in a home game but can become difficult or cumbersome in a game at a convention or public game. In these cases, run an abridged form of room 1 for any replacement or additional players who join in the later installment.

One final note about the timeframe the adventure takes place in. Although the adventure is set on the world of Toril it is in the distant past (roughly during the latter years of the Empire of Netheril in Faerun) and thus long before the Time of Troubles, however the adventure still uses the 3.5 ruleset. Magic in the time period was far different than what is used in 3.5, even the older characters who played in 2nd edition version of the setting have never experienced some of the oddities of pre-Time of Troubles (1st edition) magic. To simulate this, although all magic spells can be used even if they haven't historically been invented yet, there will be no cap on the damage increase of spells as caster levels increase (ala AD&D First Edition magic rules). This means that one of the 21st level Ancient Wizards can cast a Magic Missile Spell for a whopping, 11d4+11 damage! Any casting heroes above 10th level likewise will have their spells affected. Please note this is the ONLY change made to simulate earlier edition rules, and it is only present for this adventure.

Part 1

Lab 1

Your senses assault you and your head pounds as you begin to shake the grogginess off. The first thing that you notice is that you are lying in a large cage made of a strange composite of ceramic that you have never seen before.

Voices speak in a heavily accented version of the Malatran Common tongue nearby.

“I believe they are beginning to awaken.”

One says. A response a few seconds later says. “Good, I was afraid we had used too high a dosage.”

As your eyes adjust, you make out the speakers beyond the cage. You are very surprised to see that they could only be Ancients! At least they match the description of the ancient Nubari progenitors- standing a good arm-length taller than modern Nubari, with dark brown skin, long tapered skulls, and most telling of all they each have only three fingers and thumb on their hands. They are dressed in strange garb, and each has a shiny metal bracelet on their wrist. There are three of them within the room, and they appear to be completely ignoring you as they concentrate on some strange objects on nearby tables.

Nearby you can see other cages, many occupied with your companions observing the scene in confusion equaling your own. You also notice your fellow walkers, the three Saru called Nanners, Jane Allgood, and Tamarin.

Within their own cages nearby, sit the trio of cannibalistic Long-Toothed Saru that had joined you in the Temple of the Saru. You are very relieved to note that all your weapons and gear appear to be with you and undamaged. Though at the moment,

you are far too groggy to make use of anything effectively.

The room you are in is about ten heights of a Nubari in length, and half as many in width. There are no windows, but three doors lead from the room on three separate walls. Two of the doors are adorned with four colored jewels directly above them, one of each is glowing. The walls near one door have several bottles made of strange material sitting on shelves at about arm height.

At this point, give the heroes a chance to communicate with each other or ask questions about their observations. Each of the heroes is currently in the body of a great ape. Let each of them know the type of ape they appear to be, they could be orangutans, chimpanzees, bonobos, or gorillas. These outward appearances to others have no game benefits other than perhaps a bonus to an occasional Intimidate check.

If a hero asks about the gems above the doors, explain that there are four colors above each of the two doors, all laid out in the same arrangement. Green (left), Blue (top), Yellow (right), and Red (bottom). Currently the Blue ones are glowing.

If anyone asks, or if they have not yet realized their situation after at least a minute of real time, allow any hero to make a standard Spot check DC 10. On a success they will notice that their companions all have faint outlines of apelike ancestors to the Saru surrounding their bodies. The heroes have in fact been placed within the bodies of some of the first Saru in the distant past. The Ancients cannot detect that they are not actually Saru, and that is how they all appear. The Ancients will treat them only as animals. So good is their ghostly form, that even direct contact with one of

the Ancients does not cause their captors to think that there is anything abnormal with the heroes.

Any attempt to communicate with the ancients, including the use of spells or spell like abilities will fail. Though making gestures involved in casting of spells might get the ancients to comment on how amusing that 'such a dumb animal is emulating us'.

Any conversation between heroes will be heard as screeching primate sounds by the Ancients, though the Ancients' language will be completely understood by the heroes.

The heroes can understand some of what the Ancients occasionally speak about, though many words might be strange to them, such as cadaver, acetylcholine, or genome. This makes most of their conversation seem like gibberish.

(This should clue the heroes in pretty quickly that the temple has transported them here for some kind of purpose.)

The point of the adventure is the discovery of what that purpose is.

In one of the nearby cages sits a male saru you do not recognize. Like you he is cloaked in the aura of one of his primitive ancestors, a male with golden fur. He appears to be very afraid. "Who are you?" he asks you.

Once the heroes have introduced themselves, continue:

"You made the Good Walk, didn't you?" he asks. "My name is Kai. I was a Walker too, as we knew Tiger would soon come, we hoped we could find a way to save Malatra. Only 6 of us made it to the temple, but Bobo didn't wish to follow us

here. These Ancients had us in a different room for a while, but we were separated, and I was brought here. They won't listen to me though, and every time I try to talk to them..."

One of the Ancients interrupts, "Hey, Commandant Zalil? That one is causing trouble again, maybe we should terminate the experiments on him and find one more docile."

"No, I am not an animal!", shrieks Kai.

The other Ancient walks over to a shelf of containers. He picks up the blue cylindrical container with a sort of lever on it, walks to Kai's cage, points the top of the container at him, and pulls the lever. From the nose end of the container emerges a fine mist of liquid. A moment later, Kai lies stunned on the floor of the cage, seemingly unable to move or speak.

The Ancient seemed to consider the words of his coworker for a moment. "Hrm, 'King'," he says as he examines the information on his strange glass pad. "Yes, this one has been troubling before. Alright. Move him into the disposal chamber and select another from the new captures, and don't name it this time!" He waves a stick and the cage floats onto a small table with wheels on it.

The first one who spoke then rolls the table through the rightmost door. "Make sure you close the booth securely this time," the one called Zalil says as the Ancient leaves. "It leaves one nasty stench behind."

If a hero played through Part 1, they may recognize this scene as being eerily similar to the vision presented to one of them at The White. This should mostly act as a clue that

their actions have real consequences. Kai also spoke of the imminent arrival of Tiger, an event that occurred nearly 13 years earlier, and claimed to have been on the Good Walk, which was known to have happened right prior to that. Is it possible that he has been here that long? Or has time even passed for him?

After this, the Ancients start to spend a lot more time fussing over each of the occupied cages. The characteristics of each “lab animal” will be noted and cataloged by the Ancient scientists. The Heroes still have all their gear, their knowledge and their spells. True heroes shouldn't be inclined to try and hurt the Ancients with their weapons, even though the encounter will be purposefully frustrating in a comedic way. In any case, **there is nothing they can do to hurt the Ancients in any way.** They are protected by vastly superior magics which they wear everywhere. So common are their protections, wards, and “helper” magics, the Ancients don't even think about them very much, similar to how modern people hardly think about the pair of glasses they may be wearing. Make it obvious you are keeping notes on which Hero gets which “experiment” but don't inform the players that this will not come up again. Not all heroes need have an experiment, but feel free to add more or repeat some if you so choose.

Here are some examples of how this might play out:

The Ancients will begin with silent individual observation of all the subjects while keeping them in their cages. Some comments they might make are listed below in the section detailing what the heroes can do, other than these they will say nothing. But each will make notes using their fingers on their strange pads that seem backlit with

magical energy. (Note, ability damage done below will never reduce a score lower than 1.)

Next, one will say, **“I suggest we try this one,”** indicating a random hero character. **“Get the fluid samples.”** Before the hero will even be able to respond, another Ancient will spray them with their bottle, and once incapacitated they will use a wand from their robe to zap the hero. The third Ancient will retrieve a wooden device with several glass containers on it (test tube holder). Which when zapped by the wand, fills up labeled with things like ‘Blood’, ‘Bile’, ‘Lactic Acid’, ‘Mucus’, ‘Pus’, ‘Saliva’, ‘Sweat’, ‘Tears’, ‘Urine’, and ‘Vomit’. Zalil, the one in charge then suggests replacing some of these fluids with the ones they got from something called an “Illithid” –obviously one of their non-gorilla test subjects. While the hero is helpless, the process is carried out. All of this rewards the subject with 1d4 Strength Damage, when they awaken about a minute afterwards. The trio of Ancients will spend a few minutes observing this effect on the subject.

After a while, a pair of heroes will be selected. Zalil will say the word **“Rabbit”**, and the heroes will be polymorphed into large white rabbits (no save). Unlike their ghostly Saru form, the heroes actually become rabbits with no access to gear or ability to fight or to cast magic. The heroes will be ravenous and instinctively know that he must eat something or start to suffer Constitution Drain (1 point per round starting on round 5 after they are given bowls). They will then each be given two bowls, one with some sort of brownish paste which smells vaguely like carrots but looks like dog food, and one that appears to have leaves of lettuce, but are in fact colored paper in it. They will notate which choice of food is eaten. Once the choice is made, the

other bowl will disappear. Afterward, the hero will be changed back into their 'Saru' form. If they chose the paste, they will have suffered 1d4 Wisdom Damage, if they chose the lettuce, they will have suffered 1d4 Intelligence Damage.

For the next experiment, the Ancients will choose a hero and use the spray on them. One then produces a small, sealed container of liquid, which seems to swirl and shift on its own. As one opens the vial and nearly spills it, another says **"Careful, it's not like we can just get Essence of Limbo from anywhere anymore."** The liquid is then forced down the hero's mouth. When it is gone, one uses tongs to pull a strange glowing rock from a lead container in his pocket and places it on the hero's chest. It soon vanishes as if absorbed into the body. The trio goes back to jotting things on their strange pads after returning the hero to the cage. When the hero awakens, he is suffering from 1d4 Constitution Damage.

All of this has been rather frustrating to the heroes, as they are seemingly helpless to do much while they are imprisoned. Unfortunately, any attempt to disrupt what is happening will likely result in punishment (see below).

What the heroes CAN do:

- 1) Be calm, intelligent, and observant.
- 2) Cause a commotion.
- 3) Demonstrate magical ability.
- 4) Study the locking mechanism.

The results of each of these follow

1) If the hero is calm and observant.

This will engender some remarks by the Ancients like **"This one seems smart."** or **"I wonder if we should consider this one for the forced breeding program."** The

techs will make notes on their handheld tablets. This is the tactic that all the Long-Toothed Saru will use, though more through fear than actual intelligence.

Consider revealing each piece of the following information as rewards for a successful Spot check (DC 15) if a hero becomes unengaged.

Some General things a hero may observe:

- The heroes are each within a cage in a large room full of cages and tables. There are strange objects on the tables, funny looking and smelling liquids, boxes made of strange materials with openings on the side – and 3 beings they will recognize as Ancients. (The heroes have, in fact, been transported to a lab run by the Ancients.)
- There are no windows but three doors, each on a different wall. There are four "gemstones" (lights) above the door: Green, Blue, Yellow, and Red. (More on this will be revealed when the heroes can move about freely.)
- The Ancients look just like the legends have said. Tall, most nearly 7'. Dark brown skin, though some have a slightly golden or bronze sheen to their complexion. Long, tapered skulls. Four fingers per hand (they are missing a pinky finger). Their clothes would be recognized by a modern human as manufactured from artificial materials that are soft, (silk-like), cool, comfortable and very tough. They favor light robes, though the lab techs favor tighter-fitting clothes similar to modern work-out sweats (though again,

much tougher). They each wear a bracelet of some strange material (expandable metal) on their wrist.

- The walls are made of native bedrock, shaped and sealed by magics. As such, they would take a long time to get through – unless you're an earth elemental. You get the feeling you are deep underground.
- The heroes are all caged like – well, like lab animals, for that is what they are. Each hero is in his/her own separate cage. Likewise, the Saru NPCs (both friendly ones, and villainous Long-Toothed Saru) are all in their own individual cages. Aside from these, there are twelve other occupied cages each with some sort of great ape in them. Each hero appears to have a faint, fragile glimmer of an outline that forms the image of the Saru the Ancients think that they are. Although they see themselves as before: Player characters with all their gear and their physical appearance intact, the image shows that they have all been transformed into Saru of various subtypes. If the hero examines their phantom bodies carefully, they will notice that they look like their primitive ancestors of the saru: no possessions, no clothes, gender is randomly determined by the DM. They appear as simple animals, nothing else.
- The cages are made of a material that is a ceramic-metal composite, extremely strong and unbreakable by any of the heroes. The locks are made of a strange, hardened wood (ironwood). The locking

mechanisms on them are complex but could be manipulated with your fingers (see “4) Studying the locking mechanism” below). The cage is spacious enough to allow a nubari to crouch or sit comfortably. The floor is covered in some sort of porous sand, with evidence that it has been used as a latrine but has mostly remained clean. There is a single uneaten banana sticking out of a hole in the inside top corner of the cage. If removed, it can be eaten. When it has been consumed, a new banana appears in the hole. The peel, and other waste remain, but if dropped on the floor, will be absorbed into the porous sand within two rounds.

Some Things Specific Classes of Observant Heroes May See:

(This is not a restriction. But different classes cause people to think a little differently. It allows the DM to tailor the encounter to the heroes.)

- Hunters/Warriors – The Ancients seem tense and a little upset. They are well disciplined and never cruel to the “animals”, but this class may notice the tension first. (Sense Motive DC 10, or 20 for other classes.)
- Kwaku – How careless the Ancients are to leave stuff scattered about the tables. Some things even fall on to the floor and they don't always pick them up. Things could get lost that way. A clever hero may even be able to pilfer an extra security bracelet from a careless lab technician's pocket (DC 20). Almost anything is possible – even though the Ancients are very intelligent and have dominating magics, they still believe the Heroes are only animals after all.

- Shaman – There are angry, though weak, nature spirits everywhere here. The elemental spirits are still abundant, - though they tend to give short, unhelpful answers to the shaman. (The relationship between shaman and elemental spirit is weak at this point in Malatran history, and the shaman will sense this.) A hero with the Spirit Sense feat will sense this immediately, otherwise, the shaman should make a Sense Motive check (DC 20 this can be repeated if failed) to recognize something being off. This will begin as a tingling sensation, as if the shaman is being watched. A little meditation will reveal what's going on. Since the Heroes have traveled many centuries back in time, it is well before the completion of the Elemental Gate Pact (conversion to 3rd Edition). Still, the monumental energies it took to raise the Malatran Plateau and build the city have roused and angered all the fey and ethereal spirits in the area. If the Shaman observes them long enough, uses spirit sense, or converses with them, he will discover that they are, in fact, leaving this area of the jungle. Some are leaving Malatra altogether for “other realms”. Some are going to other parts of Malatra. And some are just fading away, unsure of where they will end up. One thing is for sure: the spirits sense a doom has come or is coming for The Ancients, and they are fearful for what may come next.
- Witch Doctors – More interested in elemental spirits, a witch doctor is more likely to get a lengthy discussion from one of the elemental spirits than a shaman would be. The elementals are not particularly upset

by the changes in the plateau; stone remains stone, water remains water, etc.). They have noticed that magics have been placed around Malatra and claim that it happened some time ago. They say it is currently impeding their progress between the material and the elemental planes, but this is mainly a nuisance to the major spirits; they are the ones most likely to travel. In any case, Malatrans generally won't understand the concept of there being a place “outside” of Malatra, except as perhaps a vague reference to another land like The Happy Hunting Grounds. And the elementals are patient, saying that “All magics fade away. We exist so long as reality persists.”

2) Cause a commotion.

If the heroes scream, shout, throw things and in all other ways engage in behavior that would befit a wild animal, this will result in comments like **“This one may not work out. Perhaps it should be eliminated.”** Too many attempts to shout at the ancients will eventually garner an annoyed glance from some of them. Eventually one of them will lose patience, sigh and depress a red button on the odd tablet each one carries, this causes the offending heroes cage to emit a slight shock dealing 1d10 points of damage. The hero must then make a Fort Save DC 15, but with a penalty equal to the amount of shock damage taken or be rendered unconscious. This penalty is cumulative with subsequent shocks for a period of 24 hours. The damage to most subjects is entirely subdual (not electrical in any way) and is usually sufficient to incapacitate the heroes and regular apes alike. However, any actual saru characters (including heroes) from the future will

always take real damage, this is due to the psychic connection between the saru of the distant past and the modern saru within their bodies. This means if the NPC saru that are with the heroes are particularly annoying, they could be killed outright.

If any hero tries to throw something at one of the Ancients either as an attack or to get their attention, it will bounce harmlessly off the Ancient's personal shield (treat as a Wall of Force) created by their mantle spell bracelets. Due to the size of the bars, the object would have to be small, no bigger than a hero's fist. This attempt might be unnoticed by the Ancients (Spot DC 14 to notice due to their distraction), if they do notice the Ancient will look mildly annoyed, pick up the spear that he will only see as a 'stick', and mutter **“How did you get in here with that?”**. He will then throw the beloved object in a local trash receptacle which will be emptied to be destroyed by the cleaning crew. The spear will disappear overnight as the trash is magically disposed of, never to be seen again.

If a poo-flinging hero attempts to throw his own poo at an Ancient, the targeted Ancient will automatically notice. The lab tech will pick up a squirt bottle filled with the strange substance and spray it on the offending player and yell **'No!'**. A failed save means the hero is knocked senseless (stunned) for 1d4 rounds. The first is a FORT save of 25, the second is a save of 35 and on and on until one of the bottles works and the offending ape's behavior has been 'modified'. This is a big lab, and there are no limits to the number of bottles that can be found, at least until the end of the day. The first scene with the kobolds will happen almost immediately after this (see below), even though it may cut short other tests.

3) Demonstrate magical ability.

If a shaman or witch-doctor casts a spell, the techs may or may not make much fuss about it. It all depends how flashy the magic is. Only the very best efforts will really garner much interest; these are Ancients, after all. They take a lot of magic for granted, and they are already aware that they have settled in a land with strong magical potential. That is why they are studying the more intelligent animals – to see if they have any innate abilities and can be “raised up” to service the needs of the Ancients. Many lesser spells will be reasoned as being somehow a normal occurrence. It is almost as if the haughty and arrogant Ancients can't even conceive of 'lesser' creatures casting spells. In the case of a truly inspired effort to gather attention, a tech will say something along the lines of **“This one seems particularly in touch with his/her environment. I'll be sure to tell Oreealla about him/her.”**

Certain magical spells may have to be ignored or shrugged off for the sake of the story, and this fits in fine with the bias of the technicians for the “animals” they are working with. For example, if someone has the ability to cast “Tongues” or something like it, the tech will say, **“Hey! This little monkey has learned to mimic speech like a parrot. I wonder if he was someone's pet?”**

There are some spells, however, that even at low levels may be hard to rationalize away. Here are some specific suggestions:

1. Summon Monster – **“Where did this little fella come from? Was he in a cage somewhere? Maybe another lab?”**
In the case of more dangerous monsters an Ancient may demonstrate their magical might by killing it or them with a word (no save).

2. Flame Blade or Spiritual Weapon
- **“What the...! Did you see this? Something strange going on. Maybe we should dissect this one. Let's put it in isolation and tell Oreealla about it.”**

3. Any attempt to cast a spell of fourth level or higher will be suppressed by a selective antimagic field in the room. This field is used to keep dangerous magics from interfering with experiments or to keep experiments from getting dangerously out of hand. A yellow light will diffuse through the room along with an audible glamour of a soft chime. This warns the techs that a magical affect just tried to initiate and so experiments must be checked for safety.

Any attempt to cast direct offensive magic against the Ancients will be automatically negated by their Mantle Bracers, which have been boosted while they wear them. This will get their attention, but they are likely only to depress the shock button on their pad and hold it down until the subject is stunned into submission, at which point one might produce a wand from its cloak, kill the offending hero with a comment similar to **“We might learn something from the dissection of this one.”** Such magics used by the heroes will simply not work against the protective magics of the Ancients. They have been preparing for a fight against the full might of the Tamara for a long time, after all.

4) Studying the locking mechanism.

The mechanism of each cage is of moderately complex design. It will take some study and tinkering, but a hero can eventually learn to unlatch it. It will take three successful disable device checks with a DC of 25 each to open the cage doors. Help from another hero in an adjacent cage can lower that by 5 or by 10 if that hero has ranks in Disable Device.

While they are in the room, the Ancients will automatically notice any attempt to “pick” the locks on the cage but will not respond until after the second successful attempt. The Ancients’ response to such attempts will be to utilize the shock button until the offending hero is unconscious. Attempts to pick the locks while being shocked CAN succeed, but the DC is 5 higher (noncumulative) for each lock, and the hero will automatically receive double the subdual damage from the shock. If the hero is subdued by the shock, an Ancient will come over and after relocking the cage, produce a wand from the folds of his robe to Arcane Lock each of the five locks on the cage. This makes them each DC 45 to unlock. No Take 20 is ever allowed on any of the attempts.

In the event a hero actually escapes the cage while the Ancients are present, they will still be unable to leave the lab. The Ancients will cease whatever else they are doing and utilize their spray bottles to capture the hero and return it to the cage. If a hero tries to attack an Ancient once free, it will calmly pull a wand from the folds of its garment and use as many charges as necessary to disintegrate the hero (DC 23). They seem to view this experiment as a failure, as the subject was smart enough to escape but violent enough to attack.

Ideally, the heroes should wait until night when the techs and cleaning crew are gone, when this happens, the heroes can take 20 on the checks, and they can then utilize their Escape Artist skill, instead of their Disable Device if they desire. They then will have the run of this room and some adjacent rooms. More on this below. The locks can be automatically destroyed from the outside, by any STR 19 or above hero, or if they take more than 20 points of damage (AC 10, Hardness 5).

The Night Shift

At some point (possibly after an attempt at poo flinging) the kobold cleaning crew will arrive.

After a few hours of being observed and commented on by the Ancients, a group of half a dozen diminutive lizard-like humanoid creatures, with reddish-brown scales, small horns on their heads, and snouts like crocodiles enter into the room through the rightmost door. They stand about half the height of a nubari, and smell something like a wet dog. As you look at them, you realize they look vaguely like Butu, except they lack the cloven-hoofed feet of the ones you are familiar with and seem more reptilian in nature. They carry strange looking brooms, with which they begin to clean the floor while they eye you all menacingly.

Suddenly, the Ancients in the room seem to conclude their business. “It’s midnight, the cleaning crew is here. We should call it a night and finish this project in the morning.” One Ancient says.

“We have that meeting tomorrow, remember? It will be evening before we can get back here.” the other replies. He then he raises his voice toward the strange “Butu”, “Forget that for a moment.” he says, “Take those three passive subjects into lab 2,” he says indicating the trio of cages containing the Long-Toothed saru. “Then half of you stay there and get the other subjects prepped for transfer to the enhancement station, and the rest come back and clean up here, we will have a new batch here tomorrow and have a lot more work to do.”

The strange “Butu” nod, then move to the indicated cages. One of the Ancients moves to the three cages. They touch each with sticks produced from their garment, and the cages begin to float ahead of the Butu through the center door. A minute later, all the Butu leave through rightmost door, the cages floating before them. You notice that as they approach the door, the gems above it change from the blue one glowing to the green one glowing.

The Ancients then make sure the rest of the cages are secured for the night. As they leave, one will say “Good night, little ones. Tomorrow we begin testing to see if any of you can be of use.” The other tech will scowl a little and say, “You’re so weird. They are just dumb animals. Why do you talk to them?” he asks his companion as the door closes.

After another minute, the “Butu” will return and begin cleaning up. These “Butu” are in fact, Kobold slaves to the Ancients. They are intelligent, but subservient. They are also vindictive, and ordinarily not to be trusted.

They recognize something is wrong with the heroes, but do not know what. Their closer connection to nature is closer than their masters’ and this gives them some instinctual understanding of what is happening with the heroes taking the place of the test subjects, but they are unable to completely comprehend the situation let alone convey it to their masters. They will not attempt to communicate with the heroes. They will be referred to as “Butu” throughout the adventure in order help avoid accidentally revealing their true nature to the players.

As the Butu begin moving around the room, wiping things with cloth and scrubbing at strange stains in floor with their mops, the lights in the room begin to dim, soon it is near total darkness. Suddenly you hear the normal inviting sounds of the jungle at night coming from all around you. Even the smells and temperature are right. Could it be that you somehow have been released back into the wild? No, as soon as you think that you realize that is not the case. The sounds and smells are both repetitive, and there are none of the insects that you would expect at this point in the evening. The Ancients have somehow programmed illusions to make their captives more docile. In fact, nothing is moving in the room except for the Butu, as they quietly go about their work.

The Butu are fine in the dark, in fact they prefer it to the bright light of the room normally. The darkness, sounds and smells are all creations of the Ancients used to emulate their subjects' environment as best as possible. It is a combination of *'Audible Glamour, Phantasmal Terrain, and Minor Illusion* spells. The regular apes are easily fooled, but all the Heroes and NPC Saru will not be.

The Cleaning Crew

For the next hour, the six Butu work to clean the floor. They each have brooms, but avoid the cages any of the heroes are in. These creatures occasionally will glare at the heroes suspiciously, and they even seem to understand when they are spoken to, but they will not respond.

If the any heroes escape from their cages while the Butu are in the room, the Butu will ignore the heroes completely, only stopping to scowl at them periodically as they finish their work especially if they get in the way

of cleaning. If any Butu is attacked, all of the group will run through the center door screaming in a language no hero understands. No hero is likely able to directly follow the Butu, due to not having a bracelet. If one of the Butu has been killed, or one of the sticky-fingered heroes was able to steal a bracelet, they will have access to that single bracelet. Please note, due to the Mantle Spell created by the bracelets, no two can be worn at once. They are all identical and attempts to wear more than one will simply fail as the bracelet will magically refuse to be worn. The bracelet will also refuse to be removed when actively 'in-use', which means they cannot be removed while on Expeditions (see below) or while standing in open doorways.

When they are done cleaning the floor, they move to the door on the leftmost side of the room, which bears no gems above it. They deposit their brooms inside the small room there and leave via the centermost door.

In the event that no one has yet been able to escape their cages even after the cleaning crew leaves, a few minutes later one of the strange Butu will come from the center door. He will appear to be covered in dried blood, and old wounds. Upon seeing the heroes in the cages, he will choose one at random. He will approach that cage, use a key to unlock the door, and jump back from the door waving a knife at the hero. He will not communicate with the hero at all, but will attack to kill, as soon as the hero is out of the cage. (The Butu encountered the escaped Long-Toothed saru in the hallway, and many were killed. Most of the surviving Butu escaped to get reinforcements when the Long-Toothed Saru fled into the three Expedition Rooms, but this one prefers to get revenge on the other 'strange' apes.) A hero may be forced to kill the Butu, but will gain access to his

wristband, which will then allow direct access to the hallway, rather than needing to go through Lab 2.

Once all characters are free, the heroes can actively explore the area. There are 2 dozen other primates in the room with the Heroes. They are smart for their species (which is why the Ancients collected them), but they are not self-aware. They are just clever animals.

There are a lot of items on the supply table. The spray bottles the techs have been using to keep the lab animals under control are left out here, although there are only 5 left. They are easily accessible to the heroes. The heroes may collect them for future use, but there are, only 1d2+1 'squirts' left in each bottle, and in any case the potency will fade overnight lowering the Fort DC to 15. One of the duties of the morning techs is to make new bottles to be used during the day. But the bottles and their contents may come in handy very soon.

There are many potions here as well. Witch doctors and shaman will discover dozens of strange concoctions and herbal mixtures. Most (90%) of the liquids and powders will be a complete mystery to them. Some (20%)

will smell or look very dangerous, being poisonous or caustic or just so strange that they don't know what to make of them (a Fort Save DC 20 applies to any foolish hero who tries to drink an unidentified one. The DM should make the affect obnoxious or inconvenient, but not permanent or debilitating. I would suggest rolling randomly on a wild magic table.). But another 20% of the potions will be familiar to the spellcasters as concentrated forms of spell components.

Heroes will find 2d10 random potions here, consult the DMG or the chart below to determine what they are. One additional Poison will be present for each 5 potions found, and one additional Elixir (in a beaker instead of a test tube like the others) will be found for each 10 potions found. These will only last until the end of the adventure. A hero who succeeds on a Craft (Alchemy) DC 25 roll to identify any of the these will successfully do so, however the DC is only 20 to identify the poisons. Otherwise, the guess and test method must be used. This will use the entire potion, though if potions are repeated it will allow the hero to automatically determine what the copy is.

Table: Potion Color Smell Texture Taste Chart

Potion Name	Color	Smell	Texture	Flavor
Aid	Yellow	Sharp	Thick	Tangy
Barkskin	Brown	Herbal Aroma	Gritty	Earthy
Bear's Endurance	Black	Pungent	Fibrous	Salty
Blur	Cloudy White	Odorless	Velvety	Sweet
Bull's Strength	Light Brown	Grassy	Gritty	Sour
Cat's Grace	Orange	Odorless	Gritty	Mildly Spicy
Cure Light Wounds	Clear	Mildly Flowery	Watery	Mildly Sweet
Cure Serious Wounds	Clear	Alcohol Vapors	Watery	Sweet & Sharp
Darkvision	Dark Orange	Sharp	Smooth	Carrots
Delay Poison	Purple	Fragrant	Thick	Bitter
Displacement	Dark Purple	Odorless	Syrupy	Tasteless
Eagle's Splendor	White	Sharp	Thick	Sour
Endure Elements	Light Blue	Mildly Fruity	Watery	Tangy
Enlarge Person	Red	Sharp	Soupy	Tart
Haste	Dark Red	Licorice	Watery	Spicy
Heroism	White	Caramel	Syrupy	Sweet
Invisibility	Clear	Sharp	Watery	Spicy
Jump	Pale Green	Grassy	Gritty	Bitter

Levitate	Yellow	Sharp	Smooth	Tart
Neutralize Poison	Black	Mild	Gritty	Foul
Nondetection	Clear	Odorless	Gritty	Tasteless
Owl's Wisdom	Light Gray	Sharp	Smooth	Bitter
Protection from Arrows	Brown	Swampy	Gritty	Bland
Rage	Dark Red	Alcohol Vapors	Watery	Sour
Reduce Person	Light Gray	Mushroomy	Thick	Bland
Remove Curse	Pale Yellow	Pungent	Smooth	Salty
Remove Fear	Cloudy	Pungent	Smooth	Bland
Restoration, Lesser	Red	Sharp	Thick	Bitter
Tongues	Gray	Earthy	Thick	Clay and Dirt
Water Walk	Clear	Mild Flowers	Syrupy	Sour
Oil of Magic Weapon	Light Yellow	Odorless	Oily	-

Elixir Taste Chart				
Elixir Name	Color	Smell	Texture	Flavor
Elixir of Hiding	Black	Odorless	Watery	Tasteless
Elixir of Sneaking	Tan	Alcohol Vapors	Watery	Bubbly & Sharp

Ingested Poison Taste Chart				
Poison Name	Appearance	Smell	Texture	Flavor
Striped Toadstool	Grainy Tan Powder	Earthy	Rubbery	Sour
Arsenic	Gray Powder	Odorless	Fine Powder	Tasteless
Potassium Cyanide	Sugar-like White Powder	Almonds	Course Powder	Tasteless.

The leftmost door does not have any jewels above it and hence can be opened. It leads to a closet with cleaning supplies such as additional brooms and mops; lab equipment such as, beakers, scissors and other tools made of the Ancient's ceramic-metal; as well as excess 1st and 2nd level spell components that any Malatran spell casters will recognize (like a bit of charcoal or flax seeds). This will allow each caster character to take additional fetishes for 1st or 2nd level spells of their choosing. Per the fetish rules, 1st level spells would ordinarily be free, however any fetish for them can be used as a scroll, and a few previously spells unknown to the jungle such as *Floating Disk*, will require the hero to have the fetish at the end of the adventure if he wishes to keep the spell. These additional fetishes cannot otherwise exceed the maximum for the character's number spells known, and are all subject to DM approval, but feel free to allow heroes to swap out their known spells if they wish too. This is just a nice way to help power up the heroes after having to put up with being in prison for so long.

Spells available are listed here:

1st-Level Witch Doctor Spells
Animate Rope, Burning Hands, Charm Person, Color Spray, Comprehend Languages, Detect Secret Doors, Disguise Self, Enlarge Person, Feather Fall, Floating Disk, Grease, Hypnotism, Identify, Jump, Mage Armor, Magic Missile, Magic Weapon, Protection from Chaos/Evil/Good/Law, Reduce Person, Shield, Shocking Grasp, Sleep, True Strike

2nd-Level Witch Doctor Spells
Alter Self, Arcane Lock, Bear's Endurance, Blur, Bull's Strength, Cat's Grace, Darkness, Darkvision, Daze Monster, Detect Thoughts, Eagle's Splendor, Flaming Sphere, Fox's Cunning, Glitterdust, Gust of Wind, Hideous Laughter, Knock, Levitate, Locate Object, Magic Mouth, Minor Image, Obscure Object, Owl's Wisdom, Protection from Arrows, Resist Energy, Scorching Ray, See Invisibility, Shatter, Spider Climb, Summon Swarm, Touch of Idiocy, Web

Also in the closet are clean robes and a bin with one white cloth in them. This cloth is magical in a minor way but will seem miraculous to the Heroes: it wipes away any common grime, dirt, mud, oil – anything that could be taken off with the zero-level spell *Prestidigitation*, which has the specific effect ‘clean’. It removes offensive odors as well. But no trace of the offensive odor or substance remains on the cloth. It immediately disappears. The amount of “dirt” it will clean is roughly equivalent to that which will clean up a full-sized nubari, per day. The cloth cannot be dropped accidentally to clean a space. It must be used with intent. A bizarre upshot of this item is that when used against an ooze or slime it will instantly kill them.

The other two doors are on different walls of the room. Above each of these doors are the four jewels: green on top, red on the bottom, and yellow and blue on the left and right respectively. Currently the centermost door has the blue jewel glowing, the leftmost door has the green jewel glowing.

This is a locking mechanism. The color illuminated indicates the security status of the doors, as they are covered by various magical fields that control access into and out of the room. Currently the center door is “blue” - meaning the blue light is on and that a faint shimmer of Blue fills the doorway.

“Green” means the doors are “Open”, access is unrestricted. As such, the heroes will be able to enter into Lab 2 immediately.

“Blue” means that only those wearing the bracelets may pass through the door, as it is protected by a specialized *Wall of Force*.

“Yellow” means the way is blocked to everyone except those with higher security

bracelets; again, *Wall of Force*, though this time it is accompanied by an electrical shock that will stun for 1d4 rounds and throw the offender back 5 to 10 feet. A Fort DC 30 will allow the hero to avoid the stunning, but not the knockback effect.

“Red” can mean “Emergency” or “Quarantine”; *Wall of Force* plus 1d4 points of fire damage (Fort 35 for ½ damage). On a failed save, the offending hero will burn for an additional 1d4 rounds for an additional 1d4 damage each round for a potential maximum of 20 fire damage. No magical or mundane means can douse these flames while they burn. This should be very scary to any Tam’hi, Plantmen, or actual Saru in the group.

These thresholds cannot be crossed by anyone until the status has been reduced to Yellow or lower. These magical fields are prototype variations of the affects used in a *Prismatic Wall* spell. Remember, these wards were cast by master Wizards; Malatrans have no chance of dispelling them (DC 55).

Attempts to fool the system by having a bracelet wearer carry another creature will fail. The walls themselves have been treated with a substance which prevents magical passage through them (such as a *Passwall* or *Meld into Stone* spells), and also prevents spells such as *Disintegrate* or *Stone Shape* from affecting the area. Likewise, the gems above the door cannot be removed. Attempts to do so will earn the greedy hero a 1d10 shock of electricity which will transfer through any gloves or even magic spells such as *Mage Hand*.

This might take some experimentation in order to figure out. Let the heroes take as long as they need. Unless they have gained the security bracelet from the Butu and

retrieve more bracelets from the fallen Butu, they will be unable to skip going through Lab 2.

Lab 2

Sooner or later, the heroes are likely to check the rightmost door. Though this room could end up being optional if the heroes use the centermost doorway assuming they were able to retrieve security bracelets from the hallway (see below). Make sure they bring the female NPC Saru along with them here, going so far as to have one of them free themselves and the others to join them if they are left behind.

The door with the green glowing gem opens as you approach. The room beyond is nearly identical to the previous one, though the setup is somewhat different. For starters, there is not a third door which lacks gemstones on top of it. The cages here are also far larger and contain many varieties of creatures. A leopard is in one, a crocodile in another, and one holds what could only be a rhinoceros... a rare sight in the jungle in your time. Some cages are so large they could even fit medium sized garuda! These creatures and the dozens of others are all asleep, as if affected by the pervasive magical sounds and smells of the jungle.

There is an area at the end of the room with huge rings sunk into the walls. Large chains are attached to the rings. The room is also slightly disheveled, with items that you are guessing should have been on one of the tables scattered and broken on the floor. Though there are some sealed bins that haven't been touched under the largest table. A small alcove in the corner has its door broken off, as if it had been ripped from its hinges, the inside of the alcove has what

looks like a broken metal pole protruding from the ceiling. A trio of smaller cages also appear open, you are just beginning to wonder what caused this when you see the unmistakable tracks of the Long-Toothed Saru in some powder on the ground. Looking around, you determine that they must have gone through the door leading the same direction as the centermost door in the previous room. This one has a green glowing jewel at the top.

The floor here is inlaid with different colored strips of metal-ceramic tile delineating boundaries or borders around some areas. These borders glow faintly and can be used to generate a series of *Wall of Force* spells of various sizes to contain animals. A control dais sits nearby inlaid with a dozen gems (lights – unlit) that is used to control the size and shape of the barriers. Like the gems above the door, these cannot be removed by any means, though there is no damage to a hero who tries. The panel also controls tools of measurement and means of keeping most specimens calm or asleep. The heroes will not be able to activate the panel, or damage it in any way. However, the Butu will use it in a few minutes (see below).

Note, the Long-Toothed Saru did escape here as quickly as they could, but they also freed the gorilla previously known as Kai from the “booth”. They did this not out of empathy or generosity, but merely so they could grab the “electric stick”, (wand of disintegration) from the booth. Kai had already been zapped by the disintegration ray once, and although the ape body miraculously survived, the mental trauma was too much for the time traveling personality. The time in the booth DID have an effect on the ape though. It

increased his intelligence substantially. Learn more about this below.

The room has already been pretty well clean out of anything useful by the Long-Toothed Saru. To access the sealed bins, a hero needs to succeed at an open locks roll DC 15, or to subject the bin to 15 points of damage (AC 10 Hardness 5). Supplies in the bins are normal cloths, medical and science tools, magnifiers – anything that might be found in a modern lab. There are even magical measuring and scanning devices similar to medical devices found in today's labs. Most are foreign to Malatrans; some might be improvised into weapons or taken for study later.

This lab is set-up a little differently, as it has a different purpose. It has large cages and chemicals like Lab 1, but it also has the equivalent of scanners and imaging equipment (push a button and you can see under your skin!) including the disposal booth. It also has a couple of exam and dissection tables.

In the back corner of the room, you find several jars filled with horrible smelling liquid which has ape body parts, as well many parts of unknown animals, floating in them. You immediately think of Kai and the unknown number of saru who have made the Great Walk never to return from this task and wonder if any of these were self-aware heroes like you.

The body parts are in formaldehyde and are there for study, and research. This sight may give rise to concerns that the Ancients are head shrinkers or head-hunters, but a skilled hunter or spell-caster can tell the difference: spell-casters know a necromantic preparation (especially at high levels) and hunters recognize that when harvesting food animals, you naturally become curious as to

what the animal is made of. The big realization here is just driving home the idea that “They think we are just animals!”.

Hallway

When the heroes are ready to depart, they can do so through the other door. Remember to make sure the NPC Saru continue to follow.

You pass through the door and enter a long cave coming from the center of one of the side walls. It is about a Nubari in width and two nubari in height. To the right, the cave continues into semi darkness. To the left, about four Nubari away, in the wall you came through is a door with a blue gem, which you assume leads back to the first room.

A further five Nubari down to the left the cave dead ends in a wall with a door adorned with a red gem glowing on top. Lining the entire length of the far wall from your door are alcoves filled with storage bins made of a strange ceramic. On the floor here are four dead Butu, from the looks of it they were bitten by the Long-Tooth Saru.

The heroes will only have a minute or two here before the first Butu arrive. They can strip the dead Butu of their security bracelets if they have figured out what they are yet. They could also open a number of the storage crates (DC 15 Open Locks, or 10 points of damage AC 10 Hardness 5). Only one crate (per hero opening them) can be opened prior to the Butu arriving.

Within the crate are several items of clothing of various sizes and styles. They range in size that would fit a shu to several that might fit a jungle giant. Many have smaller straps or restraints of

different kinds of materials, some seem strangely to hold cloth together like a magnet would hold to metal yet separates from it with an audible ripping noise when pulled apart.

Also within the crate are several full torso restraints, some of which could hold even smaller garuda. Although no armor is found here, you do find weapons. A seemingly endless supply of whatever a hero might need

Suddenly, you hear a high-pitched yipping sound come from down the hallway toward the door with the red jewel. Eighteen Butu have somehow appeared in the hallway, each of them carries a pole which ends in semicircular openings inlaid with nasty looking spikes.

Assuming all the heroes and NPCs have left Lab 2, prior to combat, a pair of Butu will run into lab 1 and around to Lab 2 where they will do something which causes the door to close and the gem to shine red. If the trio of female NPC Saru were still in the lab, this will cause them to run out to join you (possibly after freeing themselves from cages if the Heroes were not acting heroically). The Butu then will come around to rejoin their companions on the next round. The rest of the Butu will attack but use their weapons (mancatchers) to attempt to capture the heroes and female NPC Saru rather than kill them. Hence their grabs will be for arms, torsos, and legs rather than necks. Any attempt at capture regardless of success of ANY character will cause the female NPC Saru to flee down the dark hallway. Heroes will not have a chance to stop them before they are out of sight. Along their way, if they have not previously been given one, each can be assumed to have found a discarded or misplaced “pretty

bracelet” from the various dead Butu, and each to have put it on.

The Butu know that by themselves they will not be able to force the ‘apes’ back into their cages, but they also know that more reinforcements are coming, a lot more. All they need to do is hold them for a few minutes. This would be an ideal point for a hero to use the spray bottles they collected. In any case, on initiative count 20, the lead Butu in the back of the group will cast an enlarge person spell upon the one next to it.

On initiative count 1 of the first round, the heroes will hear a “OOOH-OOOH” noise, as a gorilla wearing a bracelet joins them from down the hall, past where the NPCs had run. This was formerly Kai, now just a regular gorilla, albeit rather smarter than is typical for his race, the Ancients had called him “King” so that is what he will respond to. Since he is only a gorilla, he cannot speak but does have some strange impressions of being “Kai”. He will immediately move to defend the heroes and will throw whatever he can at the Butu who dared approach his troop. (Note: gorillas tend to operate in pack like social structure called a ‘troop’. In troops one males tends to develop the distinctive silvery fur on its back and becomes the group leader. It was only good fortune that Kai was one such leader, and the heroes’ group has been adopted by him.)

At the end of the second round of combat, the heroes will notice disk depressions in the floor closer to the sealed door, these shimmer for a moment and when they are done a dozen more Butu show up in them and join the combat. Following this, every four counts of initiative, an additional 4 Butu to a maximum of 20 per turn, will teleport in and join the combat. If things go incredibly badly for the Butu, new arrivals

will start showing up with “electric sticks” (wands that cast a minimized lightning bolt (3d6 electric damage Reflex save DC of 15 for half, 1 charge in each). It doesn’t matter how strong the heroes are here, the Butu have numbers on them as more than seven thousand make their homes in the city of the Ancients. Note: The Butu do NOT wish to involve the Ancients in this, as they view it as a matter of professional pride, and akin to a game. This sort of thing happens periodically. The heroes’ best hope would be to flee down the tunnel, even Kai will follow, grunting like it was his idea. This escape will give them several moments as the Butu collect themselves, and their dead before they begin pursuit.

Dark Hallway

As your group moves down the hallway, you cannot help but think the Butu are still following you. You have passed by more than a dozen dead Butu, all apparently slain by the Long-Toothed Saru. You have also passed a few odd depressions in the ground, which you would have liked more time to examine, but you felt the need to catch up to the female Saru. The only other notable feature you have seen has been a series of black gems set every ten feet along the wall, about a foot below the ceiling. Every few seconds they strobe a flash of purple light simultaneously around the hall, providing the only illumination you have, but the flash is in no way blinding. At the very end of the hall are three doors. One on the left wall, one on the right, and directly ahead. The three doors are large: (8' wide by 12' high) above them the jeweled lights glow yellow. Nanners, Jane Allgood, and Tamarin must have passed through one of these doors.

A Tracking/Survival roll DC 10 will allow the heroes to determine that one female NPC Saru, and one Long-Toothed Saru entered each of the three rooms.

A yellow light above each of the doors means that heroes would need to use a bracelet keyed to blue or higher to open them, any bracelet taken from kobolds will do it. In addition, these rooms are not as secure as the labs were. Should someone stubbornly attempt to enter without wearing a bracelet, they will find that magic or concerted effort will eventually allow them to make their way through the sandstone walls here. The inside walls of the rooms are elsewhere covered in the magic scrambling bedrock, preventing further exploration past these rooms.

What are the Long-Toothed saru up to?

At first glance, it appears that the trio of antagonists might have some sort of insight or knowledge about the lab complex and the device of safe travel. In reality, they are just acting in accordance with their nature. By default, the Long-Toothed Saru are vicious, callous, self-centered, and vindictive. This is in addition to a few traits they share with normal Saru, such as being gifted learners, and being somewhat simplistic. They were quickly able to free themselves from their cages and their messing around even screwed up the scheduled execution of Kai, leaving the body alive and allowing him to free himself. They escaped into the hallway, where they ran into the Butu. They then took advantage of the opportunity to get a bit of revenge on the servants of their captors, and stripped a bracelet from each of them, and quickly learned that they could not wear more than one. Exploring the hallway, they found the three rooms, and each of the three entered one of the three rooms. Each were told by the devices that

there were no expeditions scheduled and asked if they wished to be the “Expedition Master”, of course each said ‘yes’ and were given the Expedition Master Ring. Then each were transported to their separate destinations. What they are doing on each expedition, is covered below.

What of the Female Saru?

Each of the doors was checked by a different female NPC Saru. Each arrived in time to witness the Long-Toothed Saru in each room be transported away. This caused Nanners, Jane Allgood, and Tamarin to immediately panic at the appearance of the walls and run away from whichever one they were facing. Of course, their panicking meant they ran directly through the opposite portal wall and were transported to the expedition. This also means, that the heroes will need to collect the single additional ring in each room to be able to give to the lost Saru when they meet up with them again. If they do not, they will need to get the Expedition Master Ring from the Long-Toothed Saru already on the Expedition. For more explanation about these rooms, see below.

Part 2

Encounters 3, 4 & 5 – Rooms A, B & C

Each room is a different Expedition Departure Room. All rooms are laid out the same. When the Heroes enter the lights will come on. It is likely they will immediately be forced on the Departure. Read the following as they opt to enter each of the three.

The room is three-nubari wide, six-nubari deep and three-nubari high. The front of the room has benches along the wall, a strange, desk-like apparatus in the middle with a half-dozen clear gems (currently lit) and a pad in the shape of an Ancient's hand. Just past this is an open area. The floor here is inlaid with a series of ceramic-metal tiles laid out with lines like those seen in the earlier room. There is evidence that this room is heavily used, as you can see and smell evidence of earth, bits of vegetation, as well as small pools of water on the floor in places. The back of the room is empty except for yellow inlay across the floor. The far wall is also inlaid with yellow metal-ceramic tile. The line is about one Nubari high on the wall.

Placing a hand or paw roughly the size of a Nubari adult will reactivate the device, which is currently running a program for the Long-Toothed Saru. Having found an extra bracelet when he was freed, Kai will follow the heroes if they go to Room A first or will not go on his own and thus get stuck in the buffer for when the heroes do get to that room. He otherwise will be unhelpful. Nothing the heroes can do will persuade the big ape from following them into Room A. Even spells such as *sleep* will only delay the gorilla, and soon afterward he will follow them doing the same thing they did. Although killing the ape is an option, it is not a very heroic one, and due to a quirk of

his current situation, he will be alive again when the heroes finish each expedition.

Once each console is activated, an impenetrable *wall of force* will raise along the yellow line in the floor. This entire area is suffused with a strange glowing yellow field of energy. It is considered the 'teleportation radius' and is equidistant from the center of the console. Those outside the radius will be left out of most of the rest of the adventure unless they repeat the process. Once the Heroes start messing about the control device in the front of the room, a voice from the machine will begin speaking.

"Greetings, Citizens. Expeditions are currently in progress. Trip duration is a maximum of (X) hours remaining to current expedition Would you like to continue?"

The "X" will either be '6', '4', or '2' as used in descending order, so the first expedition the heroes join will always be '6', and subsequent ones two hours later than the last. Keep this in mind for each room description below.

The machine of each room will only take a 'yes' or 'no' answer at this point. A hero need only say 'Yes' to continue with the program. A response of "No" will deactivate the device, which will require that the heroes leave the room, to reenter and activate the device again in order to continue. No response at all will cause the device to wait for one minute before continuing as if the "Yes" response was given. Once a 'Yes' response is given, the one-sided wall of force will raise, keeping others out of the area.

Inside of the wall are the gateway portals. The walls will stay as they are for about a minute, allowing passengers to walk

through, but eventually will slowly compress inward. At this point the walls become walls of force to anyone not wearing a ring. The compression continues until they meet each other on all sides forcing whoever is in the teleportation radius to pass through them. Anyone who has not placed a transponder ring on by then will be crushed to death (no save).

As such it is important that the heroes stay together to explore each of the rooms/expeditions rather than try to tackle each one separately, and accidentally split the party for at least one of the Expeditions.

There is a bit of a magical buffer system which will help to ensure things don't get too crazy. You see, the machines are normally calibrated to only let a number of creatures equal to the number of Expedition Rings through the portal. When each NPC Saru entered the portal without rings, they jammed up the system a bit. Now, the walls will not compress inward unless the rings are all taken from the tray. Likewise, each portal will only operate if by the final hero in the room the additional ring has been brought with them. The central techno-magical spell that operates the rooms will then activate that portal and the Expedition can begin for all those who entered any time after the 'clog' (unregistered user) entered, placing the new group where it detects the clog.

In the case of multiple rooms which are "clogged" being attempted at once, the priority goes to the room with the largest number of active users (rings), then in order alphabetically. While one such Expedition that had been flagged as being "clogged" is still in progress, no other "unclogging" attempts will work as a safety measure.

Think of it like a computer that needs to defrag multiple partitioned hard drives, the processor can only perform the operation on one partition at a time in order to achieve optimal results. Unfortunately, any smaller grouping of Heroes which has attempted a different room than a larger group will be essentially stuck in their room until the first group finishes their Expedition and returns (2 hours relative time later). This means they will miss an entire Expedition. When the larger group returns, the room they are in will begin its portal activation process automatically. The returned heroes can, of course, join the smaller group almost immediately.

Continue to each room for this encounter, reading the bold text in Room's A, B, and C respectively. (Note, these rooms need not be done in order, but it will make things easier on the heroes if it works out that way.)

ROOM A – The River of Laughing Idols

Note – This room has a distinctly wet smell, like that of a river.

The machine continues:

“By order of First Custodian Oreealla Nir Amana this station is currently set for Observation Post 3 – Primary River. Warning: Expedition in Progress.

Additional travelers will join current expedition. Non-interference protocols are to be observed; observers are advised not leave the post in order to limit our influence on lesser creatures. Threat level is 'Guarded-Blue'. Transponder Rings are required for each Observers. Please put them on.”

A little door in the device opens and inside of it are enough metal-ceramic rings for your entire group plus one additional one.

The rings size to fit the wearer snugly and cannot be removed without severing a finger, or other un-detachable appendage. They cannot be adorned by anyone not wearing a Mantle Bracelet, and until the heroes return to the room, will not come off by any means. Once they return from the Expedition the rings will automatically be removed. Once everyone has put one on, the machine continues:

“Guarded-Blue threat level protocols initiated.

Trip duration is a maximum of 6 hours remaining to current expedition, or until Transponder Reflex is activated.

Transponder Reflex is set to: Detection of life-threatening injury.

Mantle boosters in effect: Comprehend Languages, True Sight, Invisibility, Water Breathing, and Lesser Globe of Invulnerability. Violation of noninterference protocols will result in sanction.

May your journey be fruitful. Exit the field when ready.”

For game mechanic purposes, “life-threatening injury” refers to anything that brings a character to negative hit points. Once all the heroes have made it through the portal, even if it takes multiple activations of the pedestal by reluctant heroes, read the following:

As the shimmering doorway settles around you, you feel an oppressive weight which you quickly realize is wet. You find yourself completely submerged within a large body of water! Looking around, you find yourself in an underwater chamber with a wide opening in the ceiling. Your companions are all with you as is Nanners, who obviously appeared just before you and is in some sort of shock. Above you, about a Nubari length away, you can see the surface. Suddenly, the ape who was once Kai begins to panic!

Most apes, including gorillas like Kai, cannot swim. Saru are also not known as natural swimmers, though this is a skill that could have been learned. The heroes are currently surrounded by an *Airy Water* spell, though that spell is about to expire.

Thankfully, the mantle bracelet is currently providing a water breathing effect, so it is impossible for Kai, or any other character to drown. The exception is Nanners, who currently is not wearing an Expedition Ring which would provide the spell to the Mantle Bracelet. Nanners will gladly accept a ring if offered. If not, subtly make the players aware she is very vulnerable and should be given one in order to continue to explore.

Nanners is dreadfully fearful of water ordinarily, but she was smart enough to immediately realize that something had

happened to her which prevented her from panicking here several minutes earlier. Unfortunately, not being able to swim means she is unable to leave the room she is currently in, and she will be unwilling to try without assistance. (Note, it is in this act of composure that she has already succeeded in her test of equanimity, as she assumed that she would likely be saved somehow (see the afterward).

Kai, while smarter than the average gorilla, still has an animal intelligence. Restraining him will prove... difficult at best. But heroes could use a spell such as *Sleep* on him should they think of it. If they do not restrain or calm him, Kai will vanish in about a minute of real time. This is actually the “Transponder Reflex safety feature activation of the Transponder Rings that everyone wears. The rings recognize that Kai believes himself to be in a life-threatening situation with such conviction, that he is actually putting himself in danger of heart attack or other systemic failure. A *Phantasmal Killer* spell works on much the same concept. And so, the Transponder Reflex will promptly activate and return him. Letting him go may be an easy solution, but it is by no means the “heroic” one. Remember the heroes will have limited understanding of what is happening, only that one of their current companions seems to be in distress.

This is a potential role-playing moment. Most characters would likely be very surprised, and even frightened at suddenly not breathing air and instead breathing water. A few races in particular, such as Korobokuru or Aarakocra might have issues with this. Give those characters a moment to role play this, but if their antics continue for more than a minute, ask them to make will saves (DC 15). If they succeed tell them they at least understand what has

happened to them. If they continue, increase the DC by 10 and have them make a second save. Regardless of if they pass or fail, warn them that their ring is glowing. A failure on the third Will Save will cause that hero to be retrieved by the reflex program, and they will miss the rest of the river part of the adventure (see the rules for returning below). In order to convince Kai to calm down, a Handle Animal DC 15, Diplomacy DC 20, or a spell such as *Calm Emotions* will be needed. If the heroes haven’t succeeded within 3 rounds, Kai will vanish. Nanners will have equally as long, but for different reasons. She is not panicking (yet) but is not afforded the ability to breathe water, and unless given a ring will actually die.

Exploring the chamber, you discover no doors. The chamber’s four walls, floor, and what there is of a ceiling are made of solid marble. It has been smoothed from the water around it but bears no sign of river algae you might expect. There are only two things of note in the room. The first is the square shaped opening in the ceiling. The second is a perfect circle of stones directly below it.

A Knowledge Nature DC 15 will reveal that the entire chamber could not have been formed by natural means and must have been carved somehow. A Spellcraft DC 20 will recognize that the stone is actually a product of a transmutation.

The Square hole in the ceiling appears to provide exit from the chamber, but in fact this is just an illusion spell set to wait for the next command. If anyone swims up to it, the ‘opening’ is revealed for what it is, some sort of viewing device. The screen it provides is so life-like and seamless with the ceiling, that it is not until it ‘activates’ that

one can tell it is not a hole through the rock. When it does, read the following.

You view a strange sight through the hole, it appears to be set watching a tall stone idol in the shape of a face. The face is hollow, and the inside appears to be some sort of gathering place complete with an altar toward the center. You watch as the view moves forward to focus on a small group of creatures who look similar to modern nubari, but shorter, with pointy ears and a soft graceful feature met with a large contingent of nature spirits.

One of these spirits, a great Tiger, moves forward and nods in respect to the not-nubari. The two interlock their hand and paw, and then suddenly they being to be pulled toward each other. Bright luminescence comes from the pair as they mold and merge into one being, that of a tall proud white Tiger Katanga! The katanga speaks, and you are surprised that you can hear his words where you are. “This is the path forward for us, if your people agree, the remainder can be joined as we both were.”

Both the nature spirits and the not-nubari seemed to agree. But then one of the nature spirits speaks “But we are weak. We need to merge your spirits with ours in order to offset the loss of worship. Words have always been our way of power. Perhaps we can empower the pact with a powerful prosopopoeia, but it will mean that those who do not change in order to survive or change in order to protect, will be forced to change to serve.” The not-nubari speaks. “There are still so few of us,” he says, “With our way blocked, this may be our only chance. I speak for my people when I say we have a bargain.”

Heroes with Knowledge (Lore) can make a check (DC 15) to recognize the location as the Temple of the Laughing Idol, (last visited WAY back in “Along the River of Laughing Idols” from 1995), It is far to the southeast, down the River of Laughing Idols, close to the great flood plain which occurs prior to the falls into The Valley of Spirits. Heroes who played ‘Come the Lion’ (2001) might recognize the Tiger Katanga as Mowrara, the first and eldest Tiger Katanga and the guardian of The Valley of the Lion. Mowrara’s longevity can be attributed to existing most of his later life within the extraplanar Dreamtime, which kept him ageless.

What the heroes will not know when looking at the scene, is that it is a recording of something that happened several weeks earlier. The viewscreen is providing backstory for whoever wishes to use the outpost to observe. The screen can be changed to what it is currently monitoring in ‘real time’ and also what the transfer portal is currently set to, but the heroes will not know how to do this.

What they are seeing is the striking of the Spirit Bargain, which merged the remaining indigenous elves of the region with the dying nature spirits. This bargain created both the first members of the Tam’hi race (the guardians) and the first members of the Katanga (the survivors), when the remaining spirits merged with animals. Comparatively relatively few spirits remain in Malatra after this. What has happened is that the nature spirits that lived on the plateau when it was raised about half a century earlier require a little worship in order to survive, but they haven’t been getting it and are dying. This has forced them to reveal themselves to the remaining native elven population,

themselves nearing extinction due to multiple factors. A deal was struck, and a ritual created.

The circle is about one Nubari in diameter, and the stones seem permanently attached to the ground. If a hero examines the ground with any sort of light (Search DC 10, or Spot DC 15), they will discover that there are arcane sigils inlaid into the stone. They are too powerful and complex to be comprehended by the heroes, but a Spellcraft DC 15 will reveal that at least one has to do with water. If any hero stands completely within the circle, they are instantly transformed into water and merge with the water all around them. The chamber is NOT watertight, so soon they are everywhere within the river that surrounds the chamber. Within seconds of this dispersal, their body completely will reform near where the viewscreen is currently attuned. When this happens, read below.

As you step into the circle, the water that surrounds you begins to infuse you. Your very being becomes much like water and your body begins to float and flow away from you. You barely have time to register this change when it is suddenly over. You find yourself on land once again, upon the banks of a great river which could only be the River of Laughing Idols, except the idols, and the distinctive sound they make that is the constant companion to the river as it flows through them, are nowhere to be seen or heard. You look around in confusion and then you spot it, one idol stands tall and proud near the riverbank. You recognize it as the Tall Quiet One, so named for its impressive height as it stood upon the river floor that it never made a sound. If it is here, you must be near to where the Tenanga will one day have

their village. You hear laughter from nearby amongst the trees.

Assuming the heroes investigate the laughter, read the following.

One of the male not-nubari is chasing a female through the foliage. “Kanaia, come back!” he calls to her, as she giggles. “I think the project can wait for an afternoon, Gan.” she replies, “I doubt we need to finish all of the sculptures today.”

The male, Gan, catches up to her in the clearing. The pair embrace only a dozen yards from you. “The builders are about to finish the first Spirit Hold; you know it will need power almost immediately if they want to get started on the other four.” he replies reluctantly. “Since we haven’t been able to find the next creature. We should get back so we can finish the stonework. Besides, it is not safe in the area, I have heard there are rumors of the broken people near here.” She pushes him away, and replies “I’m sure the vicious jungle Shu have dealt with any of those monstrous tribes that have made it this far into the jungle, or was it human barbarians that were somehow trapped on the plateau? We can afford one afternoon away.”

Just then you spot a Long-Toothed Saru entering the clearing at the far side from you and begins making noises at the two Not-Nubari, who of course cannot see through the invisibility provided by its bracer.

“Do you hear that, Gan,” says the female, “it is one of those friendly chimps somewhere nearby, perhaps we should try to find it to add another animal type to our ritual.”

“We already have more than fifty species,” the man named Gan replies, “including several types of monkeys.”

There is a rustling from the foliage behind the Long-Toothed Saru, and suddenly you realize that his making noise was NOT for the benefit of the Not-Nubari when an eight-legged garuda of a type you have never seen before leaps from the underbrush. The Long-Toothed Saru leaps into the bushes nearby and begins to flee. The Not-Nubari man sees the creature and shouts “Run Kanaia, it’s a basilisk!” before falling to his knees and turning to stone!

The heroes can do several things here. If they opt to try to fight the basilisk themselves, they will have no protection against its natural gaze attack. However, while invisible they cannot be targeted by the attack, so normal chances for avoiding the gaze if the heroes try prior to the fortitude save. Any hero turned to stone will be returned to the Expedition Departure Room when the time limit on the expedition expires. Note: if the heroes attack the basilisk, the invisibility effect on them ends.

The heroes could also attempt to save Kanaia by grabbing her and fleeing (grabbing her requires a touch attack, her Touch AC is 12). After a full round of movement, however, she realizes what has happened and will begin to struggle and the hero who rescued her will likely find themselves in an opposed grapple (She has a +9 Grapple). If she gets away, she will attempt to return to the basilisk (see below). She will not be happy if prevented from doing so.

The heroes could flee the scene, follow the Long-Toothed Saru, or otherwise continue to follow the “non-interference protocols”.

Although the first option is not very heroic, it is reasonable. Regardless, either option will lead to the next scene. While the third option continues this scene below.

The woman called Kanaia falls to her knees and averts her gaze. “Oh, great Spirits of Nature,” she says speaking to the earth itself. “accept Gan’s sacrifice and service in protection of our great endeavor. Aid me in our time of plight!” She speaks with such fervor and force of belief that the air around her seems to shimmer. As you watch the creature called a basilisk lowers its head and closes its eyes in supplication and submission.

Then the disembodied voice of Gan rings through the clearing, “It worked Kanaia, the plan worked! I can now help create the stone idols much faster, but we will need more spirit invested volunteers if we are to cover a great enough area of the riverbank to draw the power we need! Thank you, my love!” A tear comes to Kanaia’s eye as she says, “For the people.” At this Kanaia moves toward the basilisk and places a hand on the creature’s flank directing it back toward the river.

If any of the heroes made themselves visible during the scene, she will only see them as apes and will direct the basilisk to gaze upon them. Fortitude saves here should be made with a -4 Circumstance penalty due to the surprise.

What the heroes have just witnessed is the reciprocation of the earlier scene with Mowrara. Just as the spirits invested the Not-Nubari (Elves and some Humans) with their essences and created the Tam’hi and some Katanga, now those who remain work with the spirits as well as their ‘spirit touched brethren’ to create and imbue the

Idols along the River of Laughing Idols with great power and devotion. In this way, they strengthen the bond with those spirits. In fact, any who afterward ever hear the distinctive laughing-like sounds of the great river will have a bit of their own devotion given over to the primal spirits, thus keeping them alive. At this point, only a few dozen elves still survive unchanged. Many of these will not survive the ‘Test of a Spirit’ like the one just witnessed; the ones that do will be changed. By the end of the year, elven society will be gone. The Heroes should NOT be made aware of any of this at the moment, and they should try to puzzle it out themselves. However, all this and more could be explained by Oreealla at the end, if asked.

Heroes are free to do what they want at this point, but following Kanaia will prove troublesome, as the creature seems to know they are there but cannot see them. It will keep looking behind it trying to spot them. Heroes should be given various penalties and bonuses to their Fortitude Save depending on the DM’s discretion.

What the heroes should do, is follow or track (DC 15) the Long Toothed Saru. If they do not make this decision on their own, have one of them hear a distant noise like a high-pitched yipping, and then a scream for help. The call, having come from the Long Toothed Saru, is only understood for what it is by the heroes. When they eventually follow him one way or another, read the following.

You move through the jungle as you enter a massive clearing you begin to hear a strange high-pitched yipping noise. It is possibly coming from behind you, no, in front of you! Too late, you realize that this noise is actually coming from several sides. You appear to be surrounded.

Looking around desperately you finally see what has caused the noise, a large group of Butu are approaching you from every angle. With them, in a cage, you see Long-Toothed Saru.

There are 400 Butu, far more than heroes should be able to reasonably fight. They have frequently gone with their masters on hunting expeditions and know exactly how to hunt apes like your group. They came via the Translocator in the Expedition Departure Room; however, they used a stolen override code since the machine could not provide them with enough Transponder Rings. This means they are stuck unless they can find the Expedition Master Ring, which of course is on the finger of the Long-Toothed Saru. As Expedition Master, he could alter the radius of the return reflex to retrieve all the Butu. Of course, since he is just a ‘dumb ape’, they know they will have to take the ring off him to do that themselves. They have no qualms with removing his finger. Realistically, there is no way for the heroes to beat the Butu, but keep in mind that any potentially fatal injury will automatically return that hero to the Expedition Departure Room

As the reality of the current situation begins to dawn on you, and the Butu surrounding you begin to pull out their long capture sticks, a strange growling howl comes from the woods around you. The Butu all look very nervous and begin looking to the outside of their group for some sort of threat. Then you see it, surrounding the Butu are a group of short, misshapen, cloven-hoofed creatures. Their skin is reddish orange or sometimes brown, or blue, and some even have wings on their backs. They outnumber the Butu by more than two-to-

**one. You realize it is a group of the
reclusive and rarely seen Bakemono.**

**Suddenly, you hear a voice in your head:
“Time limit on this expedition has
expired. Observants will now be returned
to the Expedition Departure Room.”
With that, things go dark.**

See “Return to the Expedition Departure
Chamber” once this point is reached or once
every hero has triggered the Transponder
Reflex.

ROOM B – Snake-Men

Note – This room smells of the deep jungle and reptiles, particularly snakes.

The machine continues:

“By order of First Custodian Oreealla Nir Amana this station is currently set for the Yuan-ti district. Warning: Expedition in Progress. Additional travelers will join current expedition. Threat level is “High - Orange.” Transponder Rings are required for each expedition member. Please put them on.”

A little door in the device opens and inside of it are enough metal-ceramic rings for your entire group plus one additional one.

The rings size to fit the wearer snugly and cannot be removed without severing a finger, or other un-detachable appendage. They cannot be adorned by anyone not wearing a Mantle Bracelet, and until the heroes return to the room, will not come off by any means. Once they return from the Expedition the rings will automatically be removed. Once everyone has put one on, the machine continues:

“High-Orange threat level protocols initiated. Trip duration is a maximum of 4 hours remaining to current expedition, or until Transponder Reflex is activated. Transponder Reflex is set to: Detection of any expedition members being targeted by high-level spellcasting; Detection of severe poisons or other effluvia affecting a member of the expedition team; Detection of nearby non-natural magical movement attempts; Detection of serious injury, Detection of exiting to the surface area.

Mantle boosters in effect: *Comprehend Languages, Tongues, Eagle’s Splendor, Glibness, Seeming, and Lesser Globe of Invulnerability.* Standard Data Collection

protocols. Level 2 Trading protocols.

Interference in local culture and government is not permitted. Violation of protocols may result in permanent sanction.

May your journey be fruitful. Enter the field when ready.”

For the duration of the Expedition, the heroes will look like Ancients, even to each other unless they can somehow have true sight and can see through the illusions. Once all the heroes have made it through the portal, even if it takes multiple activations of the pedestal by reluctant heroes, read the following.

The world vanishes as you appear in a small chamber. It is complete darkness; you would have no way to see if not for the magical sight afforded you by the bracelet. Looking about, you notice Jane Allgood is with you. But all of your other companions are shrouded in a second vague outline, an illusion you cannot see through, though each hero is still distinctive to you. Every member of the group now looks like an Ancient. You find yourselves halfway down a long winding path next to a great hole in the center of the chamber about thirty feet down. The room is laid out like the inside of a funnel, with the path leading downward circumnavigating the room seven times.

Far above you, you can see a great set of double doors, from the bit of light coming through the cracks there you guess they lead outside. With a sigh, you notice that Jane Allgood has already begun meticulously navigating the twisting path and is currently about four Nubari in front of and below you. Each step in the twisting road is only one Nubari height below the higher one. So, if you wish to

descend you could either take the slow winding path, or simply lower yourself down each step.

Note: If Jane is given a ring, the Mantle Boosters will affect her as well. But the heroes will now need to catch up to her and convince her they are not Ancients.

If the heroes decide to try for the outside door, they can reach it, but note the Transponder Reflex will trigger for each hero that actually leave the chamber. The heroes can take either route to the gate, but Jane Allgood refuses to climb and will only use the path...a process which takes about five minutes longer. What the heroes do not know and will be unable to tell unless they have a Snake Katanga with them (Spot DC 15 for a Snake Katanga, no chance for other races), is that the edges of these “stairs” have been coated in an invisible oily substance which coats their hands, feet, and clothing if they do the climb. The substance can be ‘tasted’ by snakes, but no other creature notices it, and will last for the remainder of the Expedition regardless of the Heroes actions. Once the heroes reach Jane, she will gladly accept a ring. In fact, make sure to alter the greetings of the Yuan-ti below if she is NOT wearing one, as they will assume the Ancients brought ‘take out dinner’, and this could easily lead to combat.

Once everyone reaches the bottom of the funnel, read the following.

The grate you could see from above is not fancy, it is made of interlaced bamboo and about one Nubari height in diameter. As you approach, you feel a strange tingling as the magic currently upon you proves stronger than whatever magical dispelling has been placed in this area. From below you can see movement, and a voice cries out: “Who’s there?” to your

surprise the face of a modern Nubari peers through the grate. Suddenly he goes white with shock. “Great ones! Welcome to the city of Shankha.” he says, as he hurriedly unlocks the grate and holds it wide for you. The steep stairs below go down another two Nubari in height before ending in the start of a long hallway, which ends in a door. The man continues “We did not know any more of you were coming today, and I didn’t hear the Great Door chime ring when you came in. I assume you have come like your companion before you to trade with the mighty Snake Empire.”

The heroes can say what they like here. Due to the magic provided by the bracelet, they will be perfectly understood. Of course, that doesn’t mean they will be believed. If they start talking about being from the future but stuck in the bodies of Saru and only made to look like Ancients, any listeners will suggest that they keep their fanciful stories to themselves until a suitable trade for them can be worked out.

The Nubari man, of course, is actually a full-blooded human slave. On closer inspection, a few obvious differences can be noted between him and Nubari of the heroes’ time. First, he is much more hairy than modern Nubari. He is also somewhat shorter, and frankly not as pretty. He, and the other human slaves found within will be referred to only as Nubari throughout the rest of the text to avoid confusion. When the heroes are prepared, continue with the next section.

“I am not supposed to leave my post, but don’t worry. I have signaled for an escort to take you to the trade center.” You notice as he says this, that he wears a collar similar to the bracelets you each wear, only it is glowing white for some reason. Suddenly, the door at the end of

the hallway opens and a quartet of Yuan-ti malisons enter the chamber. “You called for us?” the lead one says to the Nubari in an accusatory tone.

“Look, the Ancients have come to trade again.” The Nubari replies. The Yuan-ti seems to study you for a second, then looks back at the Nubari. “Fool, these are not Ancients, merely more ape-foodstuffs. Can you not smell them?” We shall take them to the Snakemother, she has asked that if any more of these creatures show up here, they should be brought before her.’ The remaining Yuan-ti move around you, as if to indicate that this is not an optional meeting. As the lead one turns to leave, he pauses to again address the Nubari. “Where is your partner?” he asks.

“He...escorted the other Ancient to the trade center...” the man replies. The Snakeman looks angrily at the Nubari, “You mean we have an ape loose in the complex?! Never mind! We will find it and deal with it, don’t expect to see your partner again.” He turns to the other Snakeman, “Bring them” he orders.

Any attempt to speak to or negotiate with the Snakeman will be ignored. The heroes have a choice, they can willingly follow their escort, or they can attempt to fight or escape them. If they attempt to fight, they will soon find themselves hopelessly outnumbered as 2d4 Ophidians will appear to reinforce the Abominations at the nearest door every round after combat begins. If by round 5, this has not overwhelmed or killed the heroes, 1d3 additional Yuan-ti Abomination Warriors will join them each round. If a fight does break out here, Jane will fight until she is at negative hp and thus recalled by the transponder reflex. Any remaining heroes after combat will be

caught, by a new group of Snakemen who promise not to harm them. Read the following when the heroes begin their forced tour.

The hall you were in opens into a much larger tunnel, this curves around in a spiral path, much like the previous chamber did, but it descends much deeper. In fact, you notice along the way, there are two ramps one specifically for descending, and the other always on the opposite side of a main pillar which seems dedicated for travel upwards. At several intersections one could switch paths if needed, and it strikes you as a very defensible arrangement. There are several obvious side passages and nooks here and there, most of which appear occupied by one or more Snakeman, But the chamber itself is so vast that you have a hard time seeing the far side. You are fairly positive that every villager in the Saiyama’s village of Bagoomba could fit all their huts in this single chamber. You had never dreamed that the Snakeman were this expansive nor this numerous.

Progenerating and Transformation Chambers

As you pass by an open area you are able to get a look into one chamber. You notice the floor is littered with several hundred ovoid shapes that could only be eggs of some sort, but strangely they radiate a green luminescence. As you move on you notice a Snakeman worker has retrieved one of the eggs and has fallen into step about a dozen Nubari lengths behind you. Your speculation as to where this worker is taking the egg is halted when you come to the next open chamber, this one housing dozens of Snakemen and their Nubari slaves.

Your group waits while the leader of your Snakemen escort speaks to a Snakeman underling. The escort tells the other about an ‘ape-creature’ that appears to be an Ancient running around free in the complex. You know that this must be the Long-Toothed Saru who preceded you into the Expedition Departure Room. But the pause does give you a moment to observe a strange sight: The Yuan-ti with the egg has brought it into the chamber and you watch as it is carefully cracked open, allowing the insides to pour over a small group of Nubari. These Nubari fall to the ground, at first in pain, when they start to rise you see that each of them has begun to show signs of a transformation into Yuan-ti! You have no time to consider the implications of this discovery, however, as your escort has forced you to move on.

After several minutes more of descending, you arrive at a grate which resembles the bamboo grate form above though this one stands open. The room beyond holds a large ornate wooden bench in front of a table set with enough chairs for your group. Beyond this, is a second grate. This one is far more ornate and beautiful than the bamboo ones you have passed through so far. The bars appear to be made of a beautifully shiny, strong-looking metal you have never seen before, set into a hardwood. Your escort pauses for a second, then the door opens for him. “I have brought them to the Communications Chamber, as ordered.” the lead snake-man says. A voice from inside says in a commanding authority; “Send them in but remain outside yourselves.” The lead Yuan-ti gestures for you to enter the darkened room.

The metal bars can be examined later, but they should pique the interest of any Kwaku or greedy hero.

The call from behind the door comes from the current Snakemother, who goes by the name of her species: ‘Sarrukh’. She has seen in one of her prescient visions that the apes the Ancients keep ‘sending’ to the city of Shankha in magical guises are both more than they seem and somehow very important. She has, as of yet, been unable to actually speak with any, however she has foreseen that this is about to change. She is well aware that the creatures posing as Ancients are actually apes, but what she doesn’t know is why they have come, or how they are so intelligent. She even has begun to suspect that the Ancients themselves are simply a sham, a mask created by some hyperintelligent apes...but for what purpose? Throughout the conversation, she will be subtly studying the heroes, trying to figure out exactly what they really want.

Queen’s Chamber

As you enter the chamber, you discover it to be the height of opulence. It is warmer here than anywhere else you have been within the city, throws and tapestries adorn the walls, while small piles of shiny gems and golden objects that have been shaped into small circular plates about a quarter of the size of a Nubari’s palm litter the floor. The Snakemother resembles some of the lesser Yuan-ti you have seen, a snake-like bodies and head though a torso of a Nubari. She also seems to have longer than average powerfully built arms that end in vicious claws that any Tiger Katanga would be proud to boast. Your host rises and gestures toward some chairs in front of her, “Please, sit.” she says, “I think we should talk trade.”

Once the heroes have complied, she will continue. If they fail to do so, she will take it as an insult and have her guards expel them from the city (activating the Transponder Reflex as they are forcibly teleported).

“Ancients, your last shipment of Human slaves was generous, but I sense you want more. Have your people decided to agree to our alliance then? We can help you fight off the horrible Dark Priests of the south before they can organize, as well as give you a generous re-supply of the Toxicon your people so crave, but in return we at least require the lands immediately west of Fire Mountain to the edge of the plateau, in addition our supply of Arcanum has been running low, we would require any magical items you can spare.”

Heroes are free to reply to her as they see fit. Most likely questions will revolve around things she just mentioned. Unbeknownst to them, asking about any of these is a trap she set up in order to learn if these ‘apes’ actually know anything about the Snakemen’s deal with the Ancients.

The Dark Priests she mentioned are the ancestors of the Satokoans prior to their takeover by the Crocodile Katanga and the practitioners of Yonik’Taru. The Toxicon is Black Broth, used to transform humans or near humans into Pureblood or Malison Yuan-ti when used in a certain ritual. It is also highly addictive, and clearly it has been used as a drug. The Snake Mother has been trading it to the Ancients in the hopes of getting them addicted, in order to later transform them into more Trueblood or Maliaison Yuan-ti. (As of yet only a handful of Ancients have indulged, and although none of them believe they are

addicted, more than a few are willing to try it again...)

Her reference to humans was curious, as it appears that at least some of the Ancients traded human slaves to the Yuan-ti. From the heroes’ earlier observation, this obviously resulted in more Yuan-ti. She will not speak as to why she is interested in the lands on the far side of the Fire Mountain as it appears to be personal to her. She also will not speak about what she needs “arcanum” for or what it is, though she is VERY interested in procuring it, and will give the heroes a very good deal for any permanent magic items they personally trade her. If the heroes equivocate about her offer for an alliance for more than a round or so, or if they indicate that they cannot or will not negotiate about an alliance at the moment, she will grudgingly agree and shift the discussion toward personal trade.

Use this opportunity to roleplay some trading. Heroes are also able to trade small things with her if they like. She will be willing to trade any minor item in her small treasure horde, and even give the heroes 1 gold piece each as a souvenir if they express interest in them. She will be fair in her trading. In addition to anything normally found in the jungle, she has many long-held treasures, or things she has pilfered from others. Here are the items that are more esoteric for the jungle that she possesses (1 of each except where noted).

Smokestick 1/2 lb. (3 total),
Thunderstone 1 lb. (5 total),
Healer’s kit 1 lb. (3 total),
Hourglass 1 lb.,
Magnifying glass —,
Musical instrument, common (various types)
5 gp 3 lb.1, Most likely Copper, Brass, or Wood
Scale, merchant’s 1 lb., Lead

Tool, masterwork 1 lb., Iron
Water clock 200 lb.,
Manacles 2 lb., Iron
Paper (sheet) — (50 total sheets, traded individually or as a group),
Pot, iron 10 lb.,
Spyglass 1 lb.,
Sai 1 lb., Steel
Greatsword 8 lb., Steel

When trading begins to wind down, a pair of snake-headed guards enter the chamber. “Your Majestssty,” one hisses, “There iss a sssituation in the egg chamber that requiresss your attention.” Your host looks annoyed for a brief minute, and then says to all of you. “You will, of course, excuse me. I must take care of something. This should only take a few minutes. In the meantime, perhaps you will be so good as to wait in the adjoining chamber?” You understand from the way she says it, that she expects no argument. She leads you back the way you came, and closes her magnificent, grated door behind her. She bids you sit and reiterates that she will not be gone long, before following the snake headed guards into the long upwardly twisting hallway.

The Communication Chamber

The heroes are escorted into the room with the table and chairs they passed through earlier. After entering the room, many minutes pass. This is a perfect opportunity for any hero wishing to try to collect one or some of the bars on the door.

The bars are made of Adamantine, a metal NOT indigenous to the region, and completely foreign to the heroes. The fact that the Snakemen even have it is something of a minor miracle. It comes from a time before the domes were raised, when a trading ship from distant Shou-Lung ran

aground near the coast. The Snakemen have never been able to create a fire hot enough to properly smelt the material. Thankfully, the bars were already forged into a useful form, and they have been able to carve the cherrywood enough to create the grate. In the current era only a master smelter such as the Oscray One-Arm will be able to reforge it. Of course, any Champion of Fire may wish to present the material to the Fire Elemental Lord Faroum as well.

With some concerted effort, (25 points of damage (AC 10, Hardness 10, Double Damage from fire) a hero could free the bars to take with them. There are three bars, each is a foot in length, and 2 cm in radius. Each bar must be removed separately and only one hero can make an attempt at a time. Heroes should have about twenty free rounds total, just enough for a single Take 20.

All bars must be removed for the heroes to try to enter the previous room. Even with all the bars removed, heroes will not be able to reach the lock to unlock the door, and only spells or the smallest of heroes, such as a Tree Frog, Snake, Parrot or small Monkey Katanga in animal form, will be able to fit through the opening. Any successful attempt to actually re-enter the room will cause an Alarm spell to trigger. This will bring 4d8 ophidian guards two rounds later.

After twenty minutes in the room, magical alarms begin to sound throughout the complex. The Ophidian guards rush away to some unknown location, as the alarm stops. For almost a minute there is silence, then suddenly, a group of ten Nubari come into the room. One of them looks around and addressees you, “I’ll make this quick, the Snake Mother is dead, killed, apparently, by one of your people who arrived just before you did. The magic that held our control

collars on is broken. Those who do not wish to serve forever, wish to leave. A new Snake Mother is immediately to be chosen, and you all are likely to be killed along with us. We can help you escape, if you are able to help us and some others escape with you.”

The heroes must choose their path. Although the heroes are in no way in real danger thanks to their Transponder Reflex, the danger to others in the city is very real. Jane Allgood urges the heroes to accept the offer, as she feels that ‘in this case, a little bit of caution is required for the survival of everyone.’ If they refuse the offer, the humans will leave them on their own. They will be forced to combat several groups of Ophidians and Snake Men as they exit the complex. This task should be daunting, but not impossible for the high-level heroes. But keep in mind the restrictions of the Transponder Reflex. Too much fighting is sure to trigger this in some heroes, which will make it that much harder for others as they continue. The DM is encouraged to ignore the rest of the bold text in this expedition and run the escape with as much tension and suspense that can be given for a group of heroes that will effectively ‘escape’ via the Transponder Reflex, if they are actually killed.

If the heroes agree to the man’s terms, he will introduce himself as Haru, a warrior slave, and leader of the ‘human’ resistance to the Snakemen. (Note: he will use the term human, which will not translate to anything else, though by all appearances these people will seem identical to the modern Nubari race the heroes are familiar with.) He will explain that the heroes ‘ally’ had been discovered in the Progenerating Chamber, the Snake Mother was sent to deal with him there. In order to avoid the patrols of the guards out to kill the heroes, the

slaves will have to take them through the Ascension Chamber, which should even now be filling with the applicants for the Snake Mother position.

It should be obvious that the Long-Toothed Saru who preceded the heroes into the expedition is responsible for the regicide. How though, is an interesting story. It could be said that this Long-Toothed Saru is very skilled as a Kwaku.

After being greeted at the gate by the human guards, he was effectively given free run of the complex after murdering his human escort. He has since been using his great skill to stealthily avoid detection. It was his luck that before arriving in the Expedition had been able to very cleverly remove an item from the robes of one of the Ancients in the lab. A long and slender stick he stole, actually a Wand of Disintegration, (no command word, activated by will alone) still possessed several charges. The Long-Tooth had been using it to pick his nose (he was cunning, not smart), but when confronted with Snake Men guards, he became frightened and waved the wand at them in defense, the wand activated.

Soon enough, he figured out that it was a ‘go-away’ stick and has been using it rather liberally throughout the city. It was one of the main reasons he remained undetected for so long, as he simply made anyone who found him disappear. Unfortunately, one or two stray shots in the Progenerating Chamber resulted in the loss of hundreds or perhaps thousands of eggs stored there. This is what prompted the snake-headed Ophidian guards to seek out the Snake Mother for assistance. Unfortunately, when she arrived, she also fell victim to the wand before one of her guards was able to grab it and use it on the Long-Toothed Saru. If asked, Haru can relay what he has learned

about this incident, including the death of the Long-Toothed Saru.

Haru tells you to follow him, and he quickly exits the Communication Chamber. He leads you to a nearby group of wheeled transport devices named by the oscray as “wheelbarrows “. Looking at them you note they are very large inside and Haru gestures for you to each to sit in one, and tuck in your legs.

The wheelbarrows are deep enough to carry any hero race with the exception of Plantmen, Jungle Giant, or Thri-Kreen. In the unlikely scenario one of the heroes is a member of one of those races, they will be out of luck and a source of some confusion among the humans as to why they don't fit. The DM and heroes will have to resolve this complication on their own. Once all the heroes are in the wheelbarrows, they are covered with many bits of detritus, these include, but are not limited to broken bits of the large shells the heroes observed earlier, several extremely long discarded snakeskins, bits of rubbish from the slaves' food such as orange peels and apple cores, and finally, they will pile any dead bodies they pass along the way on top of everything. All of this might make the hero feel rather claustrophobic, but each will be able to see what is going on with little trouble. One, or in some cases several, of the human slaves will then push the wheelbarrows up the long winding ramp toward the exit.

As you are pushed along the ascent, you begin to hear the sounds of combat throughout the city. Haru speaks to you in hushed tones. “We are in the midst of a terrible interregnum. Queen Sarrukh had three natural daughters, which she called Firstborn. One daughter each was

the leader of the three factions within the city, with the queen's own Ophidian guards follow only the queen, while the near mindless Broodguard, called Histachii, follow whoever leads. The three factions, called the Purebloods, Malisons, and Abominations are currently at war over who shall become the new queen. The Purebloods look almost like human and can change into a true snake at will. The Malisons are closer to halfbreed snakes, looking humanlike but sometimes showing scales, or other snake-like features. The Abominations are powerfully built and tend to have their entire lower body be that of a snake, in addition to reptilian head. By all rights, the smartest and most cunning and magically powerful daughter, Socassia of the Purebloods, should take the throne. But the Abominations are far more numerous and much more powerful, since only the Abominations can breed with no magical assistance. We believe that this group has already subverted the Malisons. They are racial supremacists and view humans as chattel. I am guessing they will not much care for your kind either.”

You pass several more chambers where you hear fighting, then you pass by one chamber where you notice several human slaves being executed by the Abomination guards. One of the humans calls out to your escorts for help, Haru whispers to the others, “Former servants of the Malaisons, we cannot help them now, all we can do is survive ourselves.”

Heroes could of course reveal themselves and try to assist here, but it will be suicide. The remaining humans, including their escort will flee with the wheelbarrows. Meanwhile an additional 7 abominations

will start arriving from every direction each round until the heroes are put down.

The Ascension Chamber

You are just beginning to think that your group will go entirely unnoticed, when one of the Abominations calls out to your escort. “Ssslavesss!” it calls. “I ssee you bring the offal to the sssurface cesssspit. Before that, attend and witnessss the glorioouss asssscension!” As if compelled by magic, the human slaves follow. Soon, you arrive at a chamber filled with hundreds of Abominations all watching a central dais. On the dais, stands a tall and powerful Abomination female. She lords over the others in the room as an Ophidian brings her one of the strange eggs you saw earlier. Nearby, a large group of captive purebloods look on in horror.

The Abomination on the dais speaks in a hissing whisper that strangely translates to you as perfectly clear common, “By ancient rite of ascension, I, Sylessa, daughter of the great Sarrukh, proclaim myself the new Snake Mother. With this transformative juice, I step into my new power!” With that she cracks the egg open, and drinks deeply of its weird florescent green contents. She then hands it to one of her servants who douses her with the remains, covering her in a slick goo. As you watch she seems to grow nearly twice her size, she develops a cobra’s hood, and her fangs visibly begin to drip venom. A large group of Malaisons kneel to her immediately, with only a few remaining standing. The Purebloods were not so cowed, and most remained standing.

“I see that an example must be made.” The Snake Mother said, and suddenly the hall devolved into chaos as Abominations

started attacking the holdouts. Your human escort chooses this moment to wisely push their wheelbarrows away.

The heroes might wish to try to help one side or another in this battle, but if they draw any attention to themselves both they, and their human escorts (who will flee for their own lives) will be the subject of the wrath of a united Yuan-ti nation.

You have not traveled more than a few minutes, when you come across a group of Snake-Headed Men guarding the path.

This is the point where a little caution and patience earlier will pay off. If more than half the Heroes’ group were exposed to the oil on the stairs earlier, as opposed to taking the slow winding path, then the group will be detected by the Snake-Headed guards. Jane is NOT exposed, and she should count as one group member when calculating the total. If there is a tie, the humans pushing the wheelbarrows will be looked at with some suspicion but be allowed to pass. If the heroes are detected, combat will begin as Ophidians will stab into the wheelbarrows with their scimitars. The human escorts will be ordered to lie on the ground during combat, and they will comply.

There are an equal number of Ophidians as there are heroes, but the heroes who are currently within the wheelbarrows will be considered flat footed and prone until they can actually attack on their second round of initiative. If the combat lasts longer than three rounds, it will alert the Snakemen in the Ascension Chamber the heroes just left causing 1d3 Abominations to show up each round. The humans will urge them to hide again and try to make up for lost time.

The Adulation Chamber

With some urgency, the humans push the wheelbarrows further up the spiral city. After a time, you begin to see areas you recognize. Haru again speaks as you are pulled from your wheelbarrows, “Ok, I think we can dispense with the rides, as most snake-men scarcely come this high, and they are likely too busy slaughtering each other to come here now. We have made it to the Adulation Chamber, this is where the other unindoctrinated slaves were told to meet us. It is normally used by the snake-men to further assert control over their human followers. They will not be using it at the moment. Unfortunately, we have a problem. Sylessa’s ascension means they have already closed the upper exit, and we will not be able to bluff the guards there that we are removing refuse. They will likely be looking to slaughter all the unindoctrinated. This is why we really brought you. We need help figuring a way to get everyone out of the city with as few casualties as possible.”

With that he helps all the heroes from their carts. If asked about the “unindoctrinated”, Haru explains that the Snake Men use chemical and magical means to turn slaves into devoted followers. This is a process that often takes months to complete, but when it is done the slave completely worships the Snake Men, and desires to become one of them. Some are even eventually granted this ‘reward’. It is these followers who are likely waging a civil war below even now.

Within the chamber are more than fifty additional humans, many of whom are women and young children. Haru tells you “These are the rest of us, those who are not yet under the sway of the Snake Men. We hope you can help us get past

the Snake-Headed guards at the gate above us.”

Haru informs the heroes that at the gate there are possibly as many as twenty Snake-Headed Men, and possibly as many Abominations though there are often as few as four of each. What is worse, is that the entrance hallway is specifically warded against the casting of magic not done by the Snake-men. Note that Snake Katanga casters may be able to bypass this (caster level check DC 20 for Snake Katanga, otherwise 50 for non-Snake Katanga). The DM should determine the number of guards based on the Heroes’ combat strength. This should not be an overpowering combat, but it should be clear that the heroes are likely to expect many casualties among the non-combatant humans they are escorting. In fact, if they attempt to leave that is just what they will get unless they have help (see below), as the guards will prioritize targeting the human NPCs with their ranged attacks. Attempts at subterfuge can work, but with the high Sense Motive skill of the guards, the DC for this will be a minimum of 30. Of course, incredibly creative or cleaver means of escaping should always succeed. Also, note that the heroes themselves are in little danger. All they have to do to escape is wait for the time limit on their expedition to expire (a little more than an hour).

As you discuss your options, a human woman, introduced to you as Evelyn approaches you. “I have an idea.” she says. “Princess Socassia and several of her Pureblood allies have retreated to the tunnel warrens above us. They have not yet been able to muster the forces to combat the Abominations. They no doubt wish to escape Sylessa’s reign if they are unable to do so. In return, you can tell your own people about what has

happened here, and that would undermine Sylessa's control over her people. I served as her handmaiden, and she trusts me. If I make the offer, she would no doubt considered helping us."

This piece of news should create something of a debate among the heroes. Jane Allgood will strongly question the idea of allying with the 'Snake-Princess' but will not see a viable alternative. She will also advocate for saving as many humans as possible.

The heroes now have a choice of trying their luck on the entrance alone, or having Evelyn speak to Socassia. As mentioned above, if they decide to assault the entrance, it will be a bloody slaughter. Even if they take precautions such as leaving the humans behind, the Yaun-Ti will teleport a group of warriors to wherever they are and kill 75-90% of them. Finding Socassia is another issue. The Snake-Princess will only speak with Evelyn if she is in the tunnels alone. She cannot be scried or detected within the city; due to spells of *Non-Detection* she has placed upon her group. If the heroes insist on sending one (or all) of them with Evelyn as she seeks out Socassia, the Snake-Princess will not be found. She will only be found by Evelyn alone; a fact of which Evelyn is certain. Jane Allgood will not like risking the woman but will relent if reasoned with.

Bidding you to stay with the others, Evelyn enters the warrens. She moves up the tunnel alone, calling out to her "Mistress" as she proceeds. For an agonizing half hour, you hear nothing after you lose sight of her. Then suddenly, she is approaching you. "We must hurry" she says, "the forces of my Mistress have begun an attack upon the guards at the door, but there are few of them. She tells us that if we are to escape

it had best be done now while the bulk of the door guard are distracted."

Unless the heroes are specifically looking, or one of them has some sort of True Sight ability active, they will not recognize that this "Evelyn" is in fact Sillessa in disguise. She has decided to flee the conflict rather than risk herself. In order to ensure her escape, she ordered her remaining forces to assault the entrance guard to provide a distraction.

Heroes will only need to fight 3 Abomination Warriors, and 6 Ophidians (EL 17), after which their path to the door will be open. A few 3rd level Human warriors will assist the heroes if needed. Please remember, that in addition to any heroes who are brought to half their health triggering the Transponder Reflex individually, if any are infected with poison, or targeted by spells 5th level or higher, the Transponder Reflex will trigger for all the heroes, and they will all be returned to the Expedition Chamber. This Reflex does NOT discriminate between spells, so even a hero attempting to use a 'Heal' spell on an ally will trigger it. Magical items and spell-like abilities that would ordinarily produce the same result as a higher-level spell, do NOT cause the trigger.

If all the heroes are able to defeat the guards and escape, Haru will speak to them just before they exit the structure, (and thus get pulled back to the Expedition Chamber). **"You fought valiantly, you have the gratitude of the Ha-Roo-La, the name my people have chosen in honor of my leadership. Now we will hide and breed, and when we are strong enough, we shall take vengeance upon the foul Snakemen for imprisoning us!" Upon hearing those words, you are transported back to the Expedition Chamber.**

See “Return to the Expedition Departure Chamber” once this point is reached or once every hero has triggered the Transponder Reflex.

ROOM C – Valley of Spirits

Note – This room smells of the deep jungle.

The machine continues:

“By order of First Custodian Oreealla Nir Amana this station is currently set for The Sunken Valley. Warning: Expedition in Progress. Additional travelers will join current expedition. Threat level is “Severe - Red.” Transponder Rings are required for each expedition member. Please put them on.”

A little door in the device opens and inside of it are enough metal-ceramic rings for your entire group plus one additional one.

The rings size to fit the wearer snugly and cannot be removed without severing a finger, or other un-detachable appendage. They cannot be adorned by anyone not wearing a Mantle Bracelet, and until the heroes return to the room, will not come off by any means. Once they return from the Expedition the rings will automatically be removed. Once everyone has put one on, the machine continues:

Once everyone has put one on, the machine continues:

“Severe-Red threat level protocols initiated. Trip duration is a maximum of 2 hours remaining to current expedition, or until Transponder Reflex is activated.

Transponder Reflex is set to: Detection of any expedition members being targeted by high-level spellcasting; Detection of severe poisons or other effluvia affecting any member of the expedition team; Detection of nearby non-natural magical movement attempts by any member of the expedition team; Detection of interactions with technology rated at Level 2 or above; Detection of nearby Anti-Magic Fields; Detection of nearby psionic energy in use;

Detection of High-level hostile Summoned Creatures in the area; Detection of the expedition members traveling more than one mile from the complex; Detection of personal serious injury.

Mantle boosters in effect: *Comprehend Languages, Improved Invisibility, Invisibility to Undead, Remove Scent, Non-Detection, Silence, Telepathic Bond, True Sight, Tongues, and Lesser Globe of Invulnerability.* Extreme Hazard Data Collection Protocols in effect – no direct interactions are permitted. Violation of protocols may result in permanent sanction. May your journey be fruitful. Enter the field when ready.”

For the duration of the Expedition, heroes will be invisible, silent, and undetectable to all except others of the expedition team or where otherwise noted. This effect is persistent, and although will be dispelled if the heroes attack something or take some obvious action such as opening a book or picking up an object, it will automatically return two rounds later. The heroes also are under the effects of a Telepathic Bond spell. This negates the need to verbally communicate, which is good since they would not be able to hear each other anyway. This will be disconcerting, particularly to any Saru. But this feature can be ‘turned off’ with an effort of will. The Transponder Reflex means that, with the exception of personal injury which will only affect the injured, several conditions could exist where the entire group would be returned quite suddenly. Please note these if one of the heroes starts flinging magic about arbitrarily.

Once all the heroes have gone through the portal, continue with The Arrival Room below:

Arrival Room

Suddenly, you find yourself within a small partially ruined room. It is about three Nubari wide and as many long, the ceiling above you is domed outward. There is a door in one wall which stands partially ajar, daylight appears to come from the crack. Upon the wall nearby, you see what looks to be a strange pictograph.

The heroes are in a safe arrival room, the warding is so strong that even the Lich has been unable to enter. They can retreat here if they ever need to. The room is in fact a dome similar to the ones that surround the plateau. Ordinarily a massive sphere would take up the center of the dome which would project an *Antipathy* spell preventing anyone from getting too close to the area, but the magic of the Expedition has temporarily dispelled that. The Ancients placed this dome here well after the rest of the domes were placed and the plateau was raised. It was an acknowledgement to the danger the Lich presented. Although the Lich himself is not affected by the *Antipathy* magic, it has helped keep visitors and various fauna away from his lair. The lich views the dome as a minor nuisance and has occasionally hurled spells at it but has never made a concerted effort to destroy it like he has the ones surrounding the plateau (see Area 6). Most of the stone damage is superficial, as the spells of preservation placed on the dome still are quite strong.

The pictograph on the wall, is a chiseled incomplete map of the nearby cave outside. A few things, such as the Living Wall, and the traps in between Areas 3 to 4, and 5 to 6 are notated. Give any hero studying this map a +2 circumstance bonus to Search or Spot checks when passing through these regions.

A Spot (DC 15) check, near the door will allow the heroes to spot some saru fur, left by the Long-Toothed Saru who has entered the Expedition prior to them, a Wilderness Lore (DC15) done at that point will reveal that he entered the nearby cave below.

When the heroes exit the dome, they find themselves in a large clearing in the jungle. Waiting for them there is Tamarin, who was able to track the invisible Long-Toothed Saru into the cave but turned back when she got too close to the “scary wall”. (Note: Tamarin will need a ring if the heroes do not wish to alert everything in the cave to their presence. She will not be content to remain behind and will follow if they attempt it.)

There are cliffs on two sides of you that extend almost twelve nubari above. Where the two cliff walls meet is a cave, a path seems to move from the cave past the dome and toward some distant ruins. The dome you exited seems to stand as a sentinel midway along the path from the cave.

Heroes could deduce (possibly from the map on the wall) that the cave is their destination. In any case it is where the Long-Toothed Saru fled to according to Tamarin. Those attempting to travel to the ruined city will not reach there before their Transponder Reflex triggers due to distance. If anyone attempts to climb the cliff, allow them some climbing checks, and even allow them to succeed if their checks are high enough, but they will find there is no way to go but deeper into the jungle, and they too will eventually be subject to the distance restriction of the Transponder Reflex.

When the heroes move into the cave, read the following:

The cave entrance stands open, though there is evidence that it has seen use. It is uncommonly large and could easily fit some of the larger garuda inside, indeed there appear to be some tracks of several types here, a few of which you cannot identify.

A Wilderness Lore DC 15 will help identify gnashers of various sizes, runners, thorn skins, three horn, even some spiketail garuda. But some are just too alien to be recognized.

Within the cave, certain ward spells have been established. Spells that produce healing affects are reduced by 1 hp per die rolled, minor restoration is impossible, and the bless spell has no effect. There is also a diminishment to the duration and intensity of the Light spell, but due to the heroes True Sight, this should not affect them. Unless otherwise noted, all walls are made of stone and earth spirits cannot be sensed nearby. There are no doors in the cave, though also no “wandering” encounters. Magical Silence spells have been established between most chambers in order that the noises made by things such as the Living Wall in Area 1, are not disruptive to the Lich’s work. This also means, that any combat in one chamber will not be heard by creatures in another.

Area 1, Entrance

The passageway continues inward about 80 feet, before turning left into a different chamber. The righthand wall is in fact a Living Wall, which is covered by an illusion. Of course, the heroes’ True Sight will allow them to make this out. It recognizes the heroes’ presence due to its tremorsense abilities but will not act unless they get close enough to it.

The passageway continues ahead for, until turning sharply to the right. The magic in your sight allows you to see through the illusion along the left-hand wall. Standing in a mockery of stone and jutting across a sinewy flesh-like membrane are faces and bones of many creatures which cry at you in soundless agony. Eyeballs, some detached from anything resembling a face, watch you with interest as hands reach toward you from the bizarre structure. If you had not been standing far enough away, you are certain they would be grabbing at you right now.

Combat need not occur here. The heroes can avoid this peril with ease, though if they are fleeing the complex in a hurry, have them roll a Reflex Save DC 10 to determine if they are being careless enough to enter the creature’s reach when they round the corner. On a failure, the Living Wall will be able to make an Attack of Opportunity against each creature. Of course, the heroes could attempt to destroy the potential threat now from a distance, and the creature will be unable to respond.

Area 2, The Scoury

This room is filled with dozens of large glass containers, each containing a different colored liquid, a few of them seem to move or churn slightly as you enter. You have never seen this much glass before, and surprisingly everything is perfectly clean. The path travels deeper into the cave from here.

This is the Lich’s collections of Oozes, Slimes, Jellies, and Puddings. The containers range in size from a few inches wide to close to three feet. What they are in is not glass, but a magically reinforced

diamond composite. They are also warded against any sort of opening or breakage, with spell effects rebounding on the caster, and requiring a specific command word in order to open.

If anyone removes a container from the room, the warding spell on it will teleport it back to its proper space one minute later. In short, there is absolutely no way the heroes will be able to directly interact with these oozes or keep them. This is good, as many of these creatures could be very dangerous even to the magically well-protected Expeditioners. They also could cause catastrophic and irreparable damage to the local ecology. However, the heroes are welcome to inspect the containers. Some players may even discern the true nature of the viscous liquids, though it is doubtful they will know this in character.

For DM's wanting to flesh out the exploration here a bit more, a few sample oozes along found here with the sources more information can be found for better descriptions, are listed below. Sources are from 3.5 products when they exist.

- Black Pudding (Monster Manual v.3.5)
- White Pudding (Frostburn)
- Mustard Jelly (2nd edition, Monstrous Manual)
- Ochre Jelly (Monster Manual v.3.5)
- Shadow Jelly (Planar Handbook)
- Black Slime (Dragon #250)
- Gray Slime (Dungeonscape)
- Green Slime (Dungeon Master's Guide v.3.5)
- Mercurial Slime (2nd edition, Monstrous Compendium Spelljammer Appendix II)

- Aballin (Monsters of Faerûn)
- Bone Ooze (Monster Manual II)
- Conflagration Ooze (Monster Manual III)
- Ectoplasmic Ooze (WotC web site)
- Gelatinous Cube (Monster Manual v.3.5)
- Gray Ooze (Monster Manual v.3.5)
- Toxic Ooze (Dragon #350)

The mere fact that the Lich has these is interesting, it appears as if he has been testing different oozes in order to find something specific.

Area 3, The Ossuary

Further down the hallway, you come to a much larger room. The size of the tunnels before makes some sense now, as you can see hundreds of garuda bones here, some in neat stacks, others lying strewn about, but the thing that draws your immediate attention are the fully propped up garuda skeletons which dominate the room. Every type of garuda you have ever encountered, and some you have never encountered before are depicted in their upright complete skeletal stillness. A few skeletons even look nearly identical to each other, but upon closer inspection you discover some subtle differences in the bones that you assume denote different species. A path winds through this macabre display for a few minutes before exiting the chamber on the far side of the massive room.

The heroes are free to explore these remains if they like. If they are so gruesome to do so, they can even scavenge bones, horns, teeth, or even armored plates from some of the remains. Nothing taken from here will be retained when the Expedition ends.

None of the garuda here are undead, and every impression should be made to make the heroes feel like they are in some sort of museum. In many ways, which is exactly what it is. However, there is still a menace here, if not a direct danger. After two or three rounds of exploring the area, have the heroes make spot checks, on a result of 20 or higher, they will notice that a few of the skeletons are not exactly where they were when they entered. An additional spot check DC 25 will reveal which ones have moved.

Toward the center of the room as the heroes enter, a trio of skeletons originally assumed to be small gnasher garuda, are revealed to be some bizarre hybrid of garuda bones and bones of the Ancients who have been caught here in the past. They are Bone Golems, created by the Lich, but have not been given any specific instructions other than “patrol around here”. They were never given any instructions on what to do with intruders. Due to the powerful magic infused into the bodies of the Ancients prior to their deaths, these bones still have some spark of sentience. They are not intelligent but are curious about anything that is different than their monotony. They can also somehow detect the heroes’ presence in spite of their magical invisibility. They will not directly approach any hero, nor flee if approach, but will watch them with eyeless garuda skulls and defend themselves if attacked.

From this point onward, the golems will follow the heroes, from a safe distance, never quite entering the same room as them again, and never traveling further than Area 5 due to the alarm which sounds when they enter that room. But they also act as unintended obstacles (particularly in the passageway between areas 4 and 5) if the heroes need to make a sudden escape.

In the passageway between this room and the next is a magical ward trap which has been identified and disarmed by a previous Expedition, its presence was notated on the map found in the Arrival Room. The trap was intended to catch intruders in a Temporal Stasis, while sounding an Alarm spell. It was successful in its first use, resulting in the capture of two of the Ancients. One Ancient escaped the trap, though was unable to free her comrades. Due to her recommendations, additional Mantle Boosters and Transponder Reflex triggers were implemented. Future Expeditions were much more cautious. Meanwhile the Lich happily turned the prisoners into his new Bone Golems who have only just been added to the Ossuary.

Area 4, Greater Casting Chamber (Ruins)

You enter this chamber and feel like the room is out of place. The obvious disarray of the room stands in stark contrast to the meticulous order you have witnessed in the previous chambers. The room is dominated by a massive circle in the center of the room expertly chiseled from the stone floor itself. Except, there is a large crack directly through the circle, obviously the result of an earthquake. The walls also bear large hanging stone and metal symbols and arcane glyphs, though most of these are broken or missing a key component that appear to prevent them from functioning. Along the floor is evidence of ancient broken tables, jars, bowls, and other containers. Many of the contents once held here have rotted away to non-existence, others have been left to lie where they fell, with no evidence that they have been given a moment of thought since whatever calamity deposited them there. Ahead, the exit

from this chamber narrows sharply, allowing only for single file passage.

With some searching here, spellcasting heroes will be able to find any nonperishable components to spells of up to 9th level.

The sigils on the wall can be identified with a DC 20 Knowledge Arcana check, as belonging to 7 of the 8 schools of magic and intended to enhance spells cast by those schools. For game mechanic purposes they acted as a random Metamagic feat, though the caster can change which feat is needed at will. The only school of magic not represented is Abjuration. This is due to the nature of the school which allowed the symbol to protect itself from damage during the cataclysm which destroyed the rest of the room. It has since been moved.

As you move about the chamber, Tamarin enters into the center circle, and suddenly things come alive. From out of nowhere, a strange gaseous cloud descends into the room. It is obvious that it is hostile as it moves toward you. Suddenly, Tamarin interposes herself between the rest of you and the cloud. With a cry she strikes at the strange cloud with fists. Unsurprisingly this does not do damage, but you marvel at her courage in the face of the unknown. The creature now seems to concentrate on her, giving each of you a chance to recover. Before anyone can stop it, it has engulfed her, there is a flash of fire light, the smell of burning fur, then a secondary bright flash which can only be the Transponder Reflex activating, then a silent stillness as the cloud again starts approaching you.

The heroes are facing a Living Fireball, a remnant of one of the spells which was once cast in this chamber. The heroes would have been caught flat-footed against the

creature, but Tamarin's actions bought them the round needed in order to prepare themselves.

If the heroes have equipped themselves appropriately, this battle should not be too hard. The Living Spell will not leave the chamber, however, and the heroes can easily continue past it without being followed, or retreat without being pursued.

Area 5, Library

This room would be the envy of many an amateur Witch Doctor or Bluehand scholar. Bound leaves, and loose rolls of parchment fill shelving which cover the walls in neatly arranged meticulous order. Nearly ten Nubari wide, again as many long, and twice as high; the shelves contain treatises on all number of subjects, in many different languages. It can only be a "Library" much like the ones that were reportedly discovered in the Valley of Kang, and the Valley of the Lion years earlier.

The works here ARE organized, but not in a way that would make sense to any of the heroes. Even the heroes' ability to read different languages thanks to the Comprehend Languages booster to their mantles will not help them truly make sense of some of these. Looking through the shelves reveals that some books might be a catalogue of minor nobles from someplace called Myth Drannor next to a study of insect life native to somewhere called Galantri next to a chapbook of bad poetic insults. Roughly half the books are in a squiggly script (draconic), while more than a third of the remainder are in a pictographic script (Kao te Shou, from the land of Shou Lung). Only a relative few are in a written

language that literate heroes would be familiar with (Elvish “True Tongue”).

In addition to literally anything the DM wishes to insert here; the following books might contain a few useful or interesting tidbits that can be found in the area if a concerted search is made. Keep in mind that heroes only have 20 rounds to search (one opportunity to Take 20), before the bone golems will appear.

- A thick tome entitled: “The Finite Worlds Theory”. This book contains information about many other different worlds such as Arenthia, Illam, Pelagia, Llasa, and Drakmar. Two pages in the book, one relating information about a world called Athas, and one about a world called Sarx Prime have been dogeared.
- A folded parchment entitled “The Lord of the End of Everything”. This appears to be a dense treatise on either a magical group or possibly race called “Spellweavers”.
- A pristine book entitled “The Greatest Magic”: Containing a page with obviously vandalized notes on a spell entitled “Proctiv’s Move Mountain”.
- A torn ancient Parchment containing a list of nobles from somewhere called Mhairshaulk, with every named individually crossed off.
- A treatise on time travel which has been heavily annotated and edited, ending only with the concluding words written by the editor “In short, Not Possible”.

Heroes can search for random books and will each be able to find 2d4 of the following before circumstance will force them to move on (see below). Roll 1d50 (percentile divide by two) do determine the books discovered.

1. 1001 Recipes
2. A Failure of Mammals
3. Book of Vile Darkness (1 copy)
4. Cheating Death (A ‘How To’ Guide)
5. Chess: How to Strategize like a Master
6. Chronicle of The Dawn Years
7. Dinosaur or Dragon: How to tell the Difference
8. Endless Songs to Annoy Your Friends (or Enemies)
9. Ever a Villain, Never a Hero
10. Flames and Infernos
11. How to Befriend Demons
12. Imaskarran Tome of Death
13. Imaskarran Tome of Life
14. Libram of Gainful Conjuraction (1 copy)
15. Manual of Bodily Health (1 copy)
16. Manual of Gainful Exercise (1 copy)
17. Manual of Silver Magic (1 copy)
18. Manual of Stealthy Pilfering (1 copy)
19. Manual of Puissant Skill at Arms (1 copy)
20. Manual of Quickness in Action (1 copy)
21. Musical Melodies
22. Mythical Theory
23. Observations on Defiling Magic
24. Of the Fall of Stars
25. Power Rituals
26. Principles of Thaumaturgic Transmogrification
27. Rise and Fall of the Elven Empire
28. Scroll of The Shadow Realm
29. Spellbook (Many of these, no spells above 5th level, and Read Magic is required to learn a spell, only spells

known in the Jungle in current times can be found)

30. Tablets of the Twin Worlds
31. The Taxonomy of the Lizards
32. The Mortal Coil: A Primer to Undeath
33. The Nether Scrolls Hunt
34. The Nymph and the Dryad
35. The World Breaking
36. Tome of Clear Thought (1 copy)
37. Tome of Leadership and Influence (1 copy)
38. Tome of Understanding (1 copy)
39. Translations (a Study of the Change of Language)
40. Treatise Against Blood-Metal
41. Treatise Historical of the Dragon Tyrants
42. Tribunal logs of Myth Drannor
43. Twin Sisters of the Sky
44. Wars of the Creator Races
45. Way to Power
46. Why Am I A Carp
47. Why Magic Will Never Fail
48. Wind Before Fire
49. Waves and Tides
50. Winds and Gales

If the heroes are reluctant to move on, eventually, they will hear a sound from the doorway they entered from. The trio of Bone Golems from Area 3 have been following them. While not directly threatening, this will cause an alarm spell to sound in the library, as they are not meant to venture so far from the Ossuary. They also will be blocking the path back to Area 4. The heroes will have no choice but to continue forward, or risk facing the Crawling Horde, a group of up to 250 crawling claws that will come scurrying into the room from all directions. These constructs can detect the heroes and will move to attack and restrain them. Meanwhile, the Lich himself has been alerted to the intrusion.

Between the Area 5 and 6 is another trap. This one, unlike the previous one, is still functioning. While it is on the map back in the Arrival Room, its mechanical nature means that it will automatically reset. A Spot DC of 20 is required to discover the trap. At one point about halfway down the passage, a scything sheet of blades moves across the room from the ceiling on the end of the passage and returns to the ceiling in passage closest to Area 5. It is situated roughly 5 feet from the ground, so particularly small heroes such as Butu or Shu will be missed entirely. All other races will need to make a Reflex Save (DC 20) to avoid the trap. On a failure, an attack roll must also be made for the trap, but only to determine if the vorpal effect has occurred. Base Attack +5.

If the attack is either a failure or a regular success, the hero will suffer normal damage from the blades (5d4 slashing), however if a natural “20” is rolled, (and confirmed) the effect of the blades acts as a vorpal weapon due to its speed and power, and that hero may well be in for a Transponder Reflex return trip. The other heroes will have just enough time to see the heroes head hit the ground before their companion is grabbed by the Transponder Reflex. When they return to the Expedition Departure Room it will be revealed that, the Transponder Reflex will have temporarily saved their comrade’s life, but they are in dire peril (0 hp and loosing 1 hp a round unless helped with magical assistance) and will die in 10 rounds.

The trap can be disabled easily enough with a Disable Device roll DC 15.

This trap was discovered by one of the later parties of Ancients on an Expedition, and all except one of them fell prey to the Vorpal blade. Since then, no Ancients have pushed

further into the complex (the map on the wall in the Arrival Room ends here).

Area 6, Monitor Room

Covering two of the walls of this square chamber are massive viewing portals similar to those you have seen in Ancient design. A different scene is displayed on each. In the center of the room, on the floor is a brown bag. The tunnel continues to the right.

It is likely the heroes will investigate the bag first. Although this bag will detect as magical and identify as a Bag of Holding, it is actually a Bag of Devouring. The Ancients who died in the previous passage left it there, and it was retrieved by the Long-Toothed Saru who entered ahead of the heroes. (In a stroke of luck, his retrieving the bag from the ground is what saved him from the trap.) He discovered its nature in this chamber and was able to wrestle free of it and leave it here. There is a strong likelihood that the Ancients who originally carried the bag had intended to use it against either the Lich, or if they could find it, his phylactery.

Any unfortunate hero who is grabbed and pulled into the bag is devoured, and permanently dead (no last minute save from the Transponder Reflex). See the relevant page in the DMG for information about the bag.

The Monitors

The left monitor shows several different pictures of the domes surrounding Malatra. These domes appear to be within the Valley of the Spirits due to the relative height of the cliff wall visible in a few of them. Each of them is under relentless assault of one kind or another.

In one, a conjured spirit tosses fire at a dome, though it dissipates before reaching it. In another a strange gray water spirit attempts to flow towards the dome and finds itself dissolved before reaching it. Still another hosts many dozen unliving creatures of all types; Nubari, Garuda, even some Ancients, attempting to approach but getting disintegrated just out of reach, only to be replaced with still more walking dead.

The other monitor shows an entirely different scene, it appears that several dozen ancients are in the process of herding large groups of Garuda toward the edge of the cliff leading to the Valley of Spirits. One of these Ancients wears an Amulet which is the focus of the screen. You watch with a bit of bloodlust as first dozens, then hundreds of trapped Garuda are herded over the cliff to their deaths. It is only after it has been shown that you realize that these deaths were completely wasteful, and not in keeping with tribal practices of dealing with Garuda. From the bones shown toward the bottom of the screen this is clearly not the first time such mass slaughter has occurred.

The views the heroes are seeing are happening in real time. The leftmost is the Lich's many attempts to destroy the domes which surround Malatra, against which he has for some reason taken a personal offense. The magic that protects the domes seems to be resilient enough to withstand his current methods.

On the other screen the heroes are witnessing the cleansing of the land of Garuda. The Ancients, in their wisdom, have decided that Garuda present a potential threat to them, and have decided to remove them from the plateau. Their pogrom is successful enough that the present-day

Garuda numbers have not recovered to the levels they were before the plateau was raised. Those that do survive in the heroes' time are primarily due to the Garuda who escaped from Valley of Spirits in the Year of Awakening (see the adventure Into the Valley of the Spirits, 1995). The amulet which is the focus is another matter. That will remain a bit of a mystery for now, not even revealed at the adventure's ending. However, allow the players to assume it may well be the Lich's phylactery.

Area 7, Summoning Chamber

This chamber has a very similar layout to the ruined room a few rooms back. Within it a large set of concentric circles seemingly expertly carved into the ground itself dominates the room. The major difference between this room and that previous chamber are the lack of the strange arcane glyphs along the walls, and nothing here looks destroyed. Also, unlike the circle in that room, this one appears to be occupied. A large brightly feathered winged snake looks curled into a ball in the center of the circle. The large head of the creature cocks toward you as you enter the chamber, it seems to be looking directly at you. Suddenly, within your head you hear a voice: "Welcome, little ones. There is no need to fear me. I know what you seem to be and what you truly are, I have no malice toward you who have come to spy upon my captor."

The heroes are likely very unsettled by this and may ask the creature for some information. Remember other heroes will hear everything due to their telepathic bond.

The following will act as a giant info dump and as such, the DM should feel free to relay

this information in the most organic way possible. Keep in mind Yanalq will do his best to dumb down the answers for his audience.

Q: "Who are you?"

A: My name is Yanalq, I am a prisoner here.

Q: What are you?

A: Your kind might call me a spirit, though my kind has many names, Ornata, Nachash Baruch, or Couatl to name a few.

Q: Why are you a captive?

A: Xer'Dil wishes to drain me of my essence in order to empower one of his spells.

Q: Who is Xer'Dil?

A: The Lich who currently controls most of what you call "The Valley of the Spirits", Once he was a servant of the being called Sch'theraqpasstt, or Merrshaulk as many on this world know him. I can see from some of the stories that you know that the Lich likely still serves in your own time.

Q: What is a Lich?

A: A Lich is an abomination of life, a powerful spell user such as a witch doctor who has used foul headshrinker magic to exist well past its own death.

Q: Who is Sch'theraqpasstt/Merrshuauk?

A: A... spirt, of great wickedness.

Q: What is the Lich doing? / What spell does it want to empower?

A: I do not know the exact answer, but I have my suspicions. I felt it when he attempted to drain Li'A'Tross in the distant room, before being interrupted by the great Earthshake.

Q: Who is Li'A'Tross?

A: Another ‘sprit’ summoned by Xer’Dil, this one a foul and wicked Ha-Naga.

Q: What happened to Li’A’Tross?

A: Although I do not know for sure, after Xer’Dil’s spell was disrupted by the Great Earthshaking of several days which I assume is what caused the rising of the plateau which I have learned we now reside upon. Xer’Dil came from that chamber and secreted himself in chambers beyond. He was VERY angry. He occasionally would send living and not-living servants out though, and a few mentioned something about an ongoing battle. That was a great deal of time ago.

Q: When was the Great Earthshaking?

A: Some time by your understanding, but a moment ago as I experience things. I am afraid I cannot be more specific.

Q: How long have you been here?

A: A Day, a moon, perhaps a generation. Time is relative, I suppose. Our perceptions of such things differ. My answer would likely tell you nothing.

Q: How can we free you?

A: Why would you want to do that? Also, why do you assume you are capable of doing that? If I were to be freed, Xer’Dil would become very angry and could cause considerable harm to others. I feel it is far better to remain here for now, rather than risk my escape causing Xer’Dil to take out his wrath on those who don’t deserve it. Don’t worry, I know that I will be free again when the time is right.

Q: When is the “Right Time” for you to be freed.

A: Not yet. Maybe not for some time. Put your mind at ease about it.

Q: What are we doing here?

A: That IS the question, isn’t it? As to why you are here-NOW, I do not know. As to why you are here in this location—I suppose you are here to spy on Xer’Dil, though I do not know why. It would make sense that the Nubari would wish to know all about him as he could be a threat to them, and he is VERY angry. As for why you have taken their place... well there must be more going on that I can currently see in your mind.

Q: Did you see a Long-Toothed Saru?

A: The dim-witted one that came through here about a half hour before you did? Yes. It moved into the chambers beyond, and I have not seen it since. I would assume that Xer’Dil has likely killed him.

Q: How do we meet/communicate with the Ancients?

A: The only way out is through. Keep doing what you are doing.

Yanalq has no information about either of the other two expeditions, or about the lab other than what he can see within the heroes’ minds. He should be played as very friendly and supportive, but completely unwilling to help the heroes free him from the circle. Likewise, any attempts to damage or enter the circle are met with failure, and Yanalq will discourage the heroes from even trying. Lastly, he will warn the heroes that the Lich called Xer’Dil is currently at home, if they proceed much further, they will inevitably encounter him, he fears this might mean the heroes deaths.

The heroes are free to proceed into the next chamber, and down the stairs at their leisure. About halfway down the 15-foot staircase however, the lead hero will step on a pressure plate activating a trigger for a trap. The side of one of the steps will open up and a spear will shoot from it into the ankle of the first character (Reflex Save DC 22 to

avoid it). If the hero is struck, 4d6 points of damage are done to the leg, nearly severing it and rendering it unusable for the duration of the Expedition. The hero will then have to make a Balance DC 15 check or fall down the stair for an additional 2d6 damage. The trap can be spotted with a Spot DC 10 from the lower level or 15 as the heroes descend, but the hero must be actively searching for traps to have a chance to notice it.

The bottom of the stairs leads into the next chamber.

Area 8, Magical Supply Chamber

The bottom of the stairs opens into a wide room. You are immediately drawn to the many tall shelves, each bearing strange and disparate items on them. These are protected by a strange shimmering wall of force, similar to the ones used by the Ancients. There is some semi-dried blood at your feet, and signs of a single bloody Saru footprint leading towards the next chamber. Just as you are about to begin exploring the shelves, your eyes meet something coming from the chamber's exit. You immediately recognize it as the Long-Toothed Saru who preceded you into the Expedition. Except, he has been covered almost completely head to toe with something that looks like a long bolt of cloth similar to a bandage wrap. It stumbles toward you, preparing to attack.

The heroes have discovered the Long-Toothed Saru, but he is no longer himself. Having fallen prey to the trap on the stairs, the Saru fell downward, where it was preyed upon by the single occupant of the room that has been able to escape its current holdings, a Raggamoffyn. This clothlike construct, has completely consumed the personality of the Saru, and now wants simply to leave this

place, but has yet to figure a way out. It is hostile and will attack the heroes with all of its abilities, but it is currently weak. It will only abandon its current host if it is somehow able to incapacitate a better one.

The heroes will be forced to kill the unfortunate Long-Toothed Saru along with the Raggamoffyn. Note that since the personality of the Saru has already been destroyed, killing the body will not return it via the Transponder Reflex, this antagonist has been permanently killed. This should also indicate a potential danger to the heroes. Since the body doesn't vanish, the heroes are able to loot what the Long Tooth Saru had. Other than some mundane weapons, all of which the heroes could have gathered themselves before discovering the three rooms, the only thing of real interest is the Expedition Master's Ring. It will do the heroes no good, but if it is left here the Ancients will not be able to begin another expedition here for quite some time. The Mantle Bracer on the Long-Toothed Saru's arm will come off easily, however it will have ceased to function.

When combat is over, the heroes are free to explore the chamber. Hundreds of things are on the shelves, but nothing seems repeated. Nothing is labeled, and literally it could contain anything. All in all, the area, should feel more like a museum than even the ossuary on the level above it. Only one shelf has any empty spots, where the Raggamoffyn had once been. It escaped by using its innate limited flight ability during the Great Earthshaking which raised the plateau. The gap in the forcewall through which it escaped has been repaired, though the creature had cleverly hidden from the Lich. The heroes cannot touch or interact with the shelves in anyway due to the magical wards and walls of force that have been set up. The DM should feel free

to include descriptions of all manner of items here, ranging from the innocuous and mundane, such as a spork (a frequently used technology of the Ancients), to greater artifacts, or artifact segments such as a segment of the Rod of Seven Parts or the Gatekeeper's Crystal.

Area 9, The Lich's Chambers

Moving into this next chamber is something of a chore. It's like you have to fight your own mind to force yourself to move further inward. When you finally steel your resolve, you see the room is some sort of lab, similar to the one in which you first awakened in your current form. There are even three cages, though these are somewhat larger than what the Ancients provided you. Aside from a cage with a single Shu, there is one with a Korobokuru, and one with a savage looking Nubari. There is no other obvious exit from the room.

Aside from the prisoners however, you feel that there is a powerful presence in the room. After looking around you finally notice it, not that it was invisible, just slightly obscured by some sort of spell which makes your mind have difficulty focusing on what you are seeing. A tall creature resembling one of the abominations of the Snake Men, but its skeletal parched form leaves no doubt that it is dead, sits upon a stone chair observing the cages. The bright lights of red in its sunken eye sockets fill you with unease.

The heroes have encountered the Lich called Xer'Dil. Have each of them do a Will Save DC 21. If a hero fails, they will flee to the safety of the Arrival Room and refuse to

return to into the cave. If they succeed, they will not be affected by its fear aura again. If the heroes have already done Expedition 2, and met the Snake Mother, they will recognize that the Lich is, or was, of the same race. It is to the heroes' luck, that the Lich is not currently able to notice them due to the various Mantle Boosters placed upon them. The Lich himself is not defenseless however, and he will immediately discover their presence if attacked. He is surrounded with a Globe of Lesser Invulnerability, in addition to his damage reduction 15 to bludgeoning, piercing or slashing weapons. As a partial action, he can command any magic item in the DMG to appear within his hand. He is also under the effects of a permanent haste spell, allowing him to perform two actions in a round should combat break out. Lastly, remember that if he targets any of the group with high-level magic, the entire group will be returned via the Transponder Reflex. In short, it makes the most tactical sense to simply observe his activities.

For the next several minutes, the Lich sits in silence. One might almost assume him to be sleeping. Then suddenly, with agility seemingly impossible for his skeletal frame, he is upon his skeletal tail-like lower torso. He slithers to the cages with preternatural ease and produces an egg of some sort from the folds of his robe. With a sharp bony finger, he punctures the egg at its top, and holds it above the open-barred cage of the terrified Nubari. As the substance drips upon the Nubari, there are cries of pain and anguish, causing the nearby Shu and Korobukru to shrink away toward the edges of their cells in terror.

When the Lich ceases his pouring, the crackling and steaming of flesh and fat from the Nubari has given way to a new

more lizard-like creature. It looks very similar to the demons of the deep the Oscrays have named Troglodytes. A glance at the creature's face shows it has lost whatever intelligence and personality it once had. "Another failure, I'll just put you with the rest." Says the hollow disembodied voice of the Lich. He waves his hand and causes the newly created creature and the cage it was once in to vanish in a blink of teleportation magic.

He then turns to the cage bearing the Korobokuru. Repeating the process as the little creature's pleas go unheard. When the process is through this time, what breaks through the flesh of the diminutive Korobokuru isn't another Troglodyte, but something with wings and head like that of garuda. It takes you a moment, but you eventually recognize it as one of the reclusive Pterrafolk. "Interesting. This is new, and possibly useful. I must make a note to capture more of your kind for breeding experiments." Says the Lich and likewise dismisses the new creature as it did the first.

The Lich then moves to the Shu, who shouts in protest and somehow finally gets the Lich's attention. "Wait!" says the Shu. "I can help you! I know you hate the newcomers to this land as much as my people do, I can help destroy them!" The Lich pauses as it seems to consider. Finally, it responds to the little creature. "You may continue but make it worth my time." it says.

"There is a member of the Ancient's council who was responsible for the pox that recently nearly wiped out my race. My people have decided that the Ancients need to be exterminated like the races that came before them, but we cannot do

this one alone. They have authorized me to come to seek a deal. My proposal is this, the same Ancient who nearly destroyed us before has been trying to get my people to help him in creating items using a forbidden type of magic. We call it "defiling". I could send him to you, implying that you possess knowledge of such techniques." the Shu suggests.

There is silence for a time. Then the Lich slowly puts the broken egg back into the folds of his robe. "No." he says quietly. "I think not." The Lich moves away from the cage, seemingly in thought. Finally, he turns on the Shu again. "I DO have such knowledge but revealing myself would be... problematic. Instead, you will teach this Ancient the techniques so that he can do it himself. I shall place a spell upon you to compel your obedience in this matter."

"But, if I do that, I risk going against my own people." stammered the Shu.

"You need not worry about that." replies the Lich. If you are successful, your people will be quick to forgive as your actions will have begun the removal of the Ancients from the Jungle. In exchange, of course, I give you your life, as well as give your people the ability to again thrive as a race. If all goes well, and you do as I say, those you call 'the Ancients' will no longer be an issue. But I will want one thing in addition for this mercy." The Lich pauses and once again produces a new egg, much like the one he just used and holds it so the Shu can witness it. "Scattered throughout the Jungle, in hidden places you will find these eggs. Several thousand of them should exist, particularly in the regions west of Fire Mountain untouched by the Silence. You are to find as many of these as you can

and return them to me. They have been preserved to last several more millennia. I recognize that this may take you some time, so you will not be permitted to die until you have accomplished this task. Do I have your agreement?”

With a shocked stare, the Shu nods reluctantly. “I agree.” he says.

“Very well then, I shall transport you to the proper chambers for casting the requisite spells upon you to ensure your life, longevity, and loyalty. I shall join you after I have prepared myself.” With that the Lich waves his hand, and the Shu along with the cage he had been in vanishes. The Lich then turns and proceeds to walk through the wall. Only now, do you recognize that the wall is some sort of illusion powerful enough to fool your magical enhanced sight.

Area 10, Egg Storage

The heroes can follow at their leisure. Their passage will not alert the Lich yet. However, they will be seen by the room’s guardians, a group of Tasloi which have been granted True Sight and are currently in the Border Ethereal. These Tasloi will do nothing against the heroes yet as the master is currently there so these must be his guests.

The room is massive, nearly twice the size of the other large chambers you have seen within the cave. At the far end, a group of ten Tasloi appear to glimmer weirdly as if they are not there. Piled everywhere within the room, some in stacks or small clutches, are the eggs you have seen the Lich hold. Your knowledge of numbers is insufficient to count them all, but for each whole egg you see, only the shells of three more remain.

The Lich stands about two Nubari from you, he scoops one of the eggs into his hands. Holding it above his head, he breaks the egg and allows its juices to cover him completely. It is at this point where he starts to glow. He develops a visible red aura as his size increases and his skeletal frame becomes much more life-like. You would almost think that bathing within the yoke of the egg has somehow restored the Lich to the land of the living.

Suddenly, however he stops. “Wait.” He says. “We have intruders!” thunders his disembodied voice as he turns to gaze directly upon you for the first time. The Tasloi at the end of the room, begin racing toward you.

For the duration of the adventure, due to the effects of the Egg the Lich is considered invulnerable and his attacks both magical and physical will inflict double damage. The heroes should retreat at this point, failing that, they should do whatever they can to trigger the Transponder Reflex. Combat might be inevitable, but it is not something they could win. If they attempt to somehow harm or pilfer one of the eggs, the Lich will immediately throw fireballs at them, knowing the egg will survive due to the protections he has placed on them. The eggs cannot be removed from the chamber in any case, higher level spells will rebound on the caster (possibly causing a Transponder Reflex), and the heroes do not possess the time or tools to damage them otherwise.

Even if the heroes simply flee, the Tasloi will pursue them, neatly passing through walls and other obstacles to get at them. When the heroes reach the Magical Supply Chamber, they will discover that twenty

Crawling Claws have freed themselves from wherever they had been hiding and will attempt to hinder the heroes' escape. They might try to grapple them or simply make attacks of opportunity as the heroes pass them, and will pursue, worse they will gather an additional 2d20 crawling claws from various hiding spots in each room as they go resulting in a maximum of up to 260 crawling claws by the time the heroes reach the entrance.

Additionally, the Bone Golems will be waiting in The Library (Area 5) but will only attack if the heroes are obviously being pursued by the Tasloi, otherwise, they are just obstacles that need to be avoided. As the heroes flee, remember the traps that haven't been disabled. Assume the Tasloi can chase after the heroes at only slightly a faster rate than the heroes can flee, perhaps keeping them a round or so behind the heroes in most cases. Remember their attacks deal permanent damage to the Maximum Hit Points of the heroes, meaning if the heroes stay around to fight at all, they could have lasting scars.

All of this, of course, is not the real danger. The Lich himself does not pursue, but instead transports to the mouth of the cave where he will await the heroes, after first placing a wall of force around the entrance to the Arrival Room, sealing it off as a safe haven and preventing any hero inside from helping. If the heroes reach this point, they are likely to be killed by the Lich's spells, which activates their Transponder Reflexes and leaves the Lich even more angry. If he witnesses this happen, he will attempt to capture the heroes with spells from scrolls such as *Forcecage*, and *Maze*. These of course will still meet the requirement of 'being targeted' and cause Transponder Reflex to retrieve the entire group.

Heroes will only end this Expedition by somehow activating the Transponder Reflex. Any heroes already safe in the Arrival Room will survive the last few minutes until the Expedition Timer has run out. Once every hero has returned one way or another, continue with "Return to the Expedition Departure Chamber" once this point is reached.

Return to the Expedition Departure Room

The expeditions are set to arrive back at the station at a certain time (X hours relative from the last participant's departure). All travelers on the same expedition will arrive at exactly that time regardless of when they entered or how long they have been there. This means that the heroes will return to each room along with the NPC Saru and the Long-Toothed Saru, in whatever condition they were last seen. Characters who were brought back because of life-threatening injuries, are alive but in serious condition. This also means that heroes who might be near death and are returned mid-way through the expedition will arrive as if no time has passed when the remainder of their party finally catches up to them. (In Game terms, any character under 5 HP is automatically granted 10 temporary HP and will lose those at the rate of 1 per round.)

In a sense, the machine puts any heroes who travel and are forced to return early for any reason into a kind of stasis, until the expedition program has run its course. The only exceptions to this are the Butu, who were able to use an override code stolen from one of the Ancients to be able to travel without transponder rings. This means the Butu are stuck unless they were somehow able to get ahold of the Long-Toothed Saru's Master Transponder Ring. The Butu are very adept at catching test subjects that escape into the machine, as this is far from the first time it has happened (in fact, it happens almost every Good Walk, which from the perspective of the time period is about every other week). They have never yet needed to involve the Ancients in their little hunt.

When they arrive back, the heroes will have certain things that need to be dealt with. In all cases, any Long-Toothed Saru who arrived back in the chamber with the heroes will be immediately hostile and need to be dealt with. The creatures will not be reasoned with or placated and must be either incapacitated or killed. During all this, heroes may have to figure out how to heal any mortally wounded allies before their temporary HP runs out. Note, that if Expedition B and C were completed properly, neither Long-Tooth survives to return. If any Expedition has been ended due to the Transponder Reflex prior to learning of the fate of the Long-Toothed Saru, that one will appear here.

The device in the room will not activate again no matter what is tried, as the machine is waiting for Observants' Reports to be uploaded before allowing another expedition. This procedure is to ensure that future Observants are given the proper protections before being transported.

Heroes will find that their transponder rings are mysteriously gone, and the tray on which they had been offered has retracted into the machine. No amount of force or magic will be able to get the tray to eject again.

Heroes are free to leave the room now. If the Butu were dealt with in Room A (Primary River), and the heroes are returning from some other expedition, then there will be no Butu waiting for them outside. If the heroes are returning from Room A, or have not yet done room A, then a group of 8 Butu wait in the hallway. Their job had been to await the return of the Expedition Master of Room A, so they could create a new Master Ring with an override code and retrieve their large group of friends who have begun hunting in Room A, they can do so without even needing to join an

expedition. These Butu will fight to the death.

After finishing each room, the retrieved female NPC Saru, (Nanners, Jane Allgood, and Tamarin), as well as Kai (after completing Room A) will decide to wait for the heroes in the hallway, Kai will actually nap and refuse to be awakened until the heroes move into the sealed room. Since the Butu have been dealt with, this should be relatively safe for them to do, which the NPC will point out if pressed.

Finale

After all (or in a time crunch at least one) of the three rooms has been completed the heroes will be able to open the previously sealed door near the labs. This will become apparent when they notice the previously strobing lights in the hallway are now fully lit. They otherwise will not be made aware of this, but if they do any exploring, they will quickly discover that the jewel on the top of the sealed room is now Yellow, and their bracelets will open the door. Note, when all three rooms have been explored, this is the only way that the heroes will be able to go and will trigger the best outcome of the adventure. Read the following when the heroes decide to open the door.

As the door slides open, you spot a circular table with five high backed chairs in the center of this chamber. On the table is an unrolled parchment, with strange designs on it. Sitting in one chair, furthest from the door and facing it, is a tall, beautiful female Ancient. She looks at you with puzzlement for a second soon turning to astonishment. “Well,” she says. “What do we have here?”

The parchment on the table is an **Ancient Map of Malatra**. Any hero can steal it with a successful DC 25 Sleight of Hand roll. The woman in the room will know it has been grabbed, but if the roll is successful, she will be impressed enough to not magically prevent its theft.

This will be a pure roleplay encounter, and there is no scripted dialogue. As such, it is important for the DM to have a good understanding of events.

The heroes will find conversation with this woman easy, as she can and frequently does actually read their mind. She will know

when they are lying or trying to equivocate. She will ask to have any surviving Long-Toothed Saru that are with the heroes imprisoned, and pledges to be humane with them. If any Expeditions were not done, she will telepathically dispatch some Ancients to retrieve the NPC Saru and kill the Long-Toothed Saru.

She is First Custodian **Oreealla Nir Amana**, and she immediately recognizes them for what they are. Some sample comments she will make, as well as the answers to some questions the heroes have are below. These should come up organically in conversation preferably after a Hero asks something related. If she is attacked for any reason, she will speak a word of power which will hold each of them in place (no save). After looking at each in turn, (and ‘downloading’ their thoughts) she will say in disgust. **“I thought you BETTER than the animal bodies you now inhabit. I am sorry to find I was wrong.”** Heroes will then be disintegrated, their deaths being true and permanent.

As they discuss things, Nir Amana learns from the heroes not only that the Tamara will eventually find the Ancients, but also that the war will be lost with all members of her race apparently killed, but that their legacy will live on. She also learns that the project is, or will be, a success. The Ancients are trying to strengthen the denizens of the jungle to improve their survivability against some future threat. She doesn't mean the Tamara. She knows, she 'sees', that Malatra will eventually learn how to deal with the threat of the Tamara. She is more concerned about a vague, undefined threat she sees in the future that she can't quite discern. It seems that defiling magic will be involved, but she senses more, and can't connect it to any one cause, not even her fellow counselor who has been

advocating for creating defiling weapons. This threat might be the Lich, or the Yuan-ti or something not yet revealed. She already has a plan to deal with the threat, but she will not explain the nature of her plan. She will indicate that it is part of a project of vital importance to the future of ALL the races of Malatra.

She cannot restore the heroes to their rightful bodies or time, but she says that ‘such things should happen naturally in time’. If questioned on exactly how they were brought to the past or into the bodies of apes, she will reply ‘I can only assume someone wiser and more powerful than I currently am sent you here.’

If asked how long the Ancients have been in Malatra, when they raised the plateau, or when the Tamara will show up, etc. she will reply with: “Specific times are less important than what you do with the time you have. Would knowing that answer mean anything to you?”

If asked about somehow averting the war, or preventing the Tamara from wiping out the Ancients, she replies: “You cannot use your knowledge of the past to change the past, only the present. Our future was written from the moment you arrived, yours has yet to be.”

Some broader questions:

What was the point of the experiments?

The Ancients are trying to forcibly adapt the native apes of the jungle into a more useful race. Some experiments might be regrettable on sentient creatures, but they all served a purpose. She will not say more on this.

What was the point of Expedition A?

The Ancients are aware they have disturbed many denizens of the jungle, despite their

precautions. So, they have been researching the plateau to determine what corrective action needs to be taken. She explains that the Ancients are observing the rituals between the elves and Nature Spirits in a hope that both species will survive. So far it appears that they will, though some of the spirits will merge with the elves and some other spirits merge with the native fauna. This process requires more spirits, so they are creating a funnel to harvest spiritual energy to replace the lost belief they once consumed. That is why new idols are being built along the river, to channel that energy into their five Spirit Holds.

If they ask further about the Spirit Holds, she only knows there will be five, one near the center of the plateau, the rest in each of the distant corners. (If their exact location is asked for, in the players time these will be within the Valley of Kang, Southeast of The Valley of Spirits, near the foothills of the Miranuma and Forbidden Mountains, in the northern most portion of the Yaku Plains, and somewhere upon Fire Mountain, these locations will also appear on the Ancient Map of Malatra if a hero has snagged it.)

What was the point of Expedition B?

The Ancients have had dealings with the Yuan-Ti of Kara-Tur and discovered that they are not at all pleasant. But they are also not stupid. The creatures recognized that the Ancients are very powerful, so while they are antagonistic, they have not yet been aggressive. Some less reputable Ancients have even participated in trade of unsavory items with the Snakemen; however, all of this was done in order to learn of the races’ long term goals and intentions. The Ancients worry that an aggressive enemy would be a threat to the younger races they are currently cultivating, they also recognize that there is a hidden power within the race

that if awakened could be dangerous even to them.

What is happening with the Yuan-Ti selling drugs and/or slaves?

The late Snake Mother hoped to entice the Ancients for some reason. Suffice to say, only a few Ancients ever dealt in slavery of the native populations, and these have long since been exiled. As for the Black Broth, they have been collecting it for study to help us learn what it is the Yaun-ti do with it. They believe it has something to do with Yaun-ti breeding, and perhaps that is what the Snake Mother wanted from them. To somehow try the drug and assist with their reproduction.

What was the point of Expedition C?

The Lich was a threat from the moment the Ancients arrived on this world. In all of their years of preparation they did not even suspect his presence. After the plateau was raised, they learned about him, but he seems trapped here somehow and is VERY angry. The expedition was an attempt to learn more.

What is the Lich trying to do?

Short answer, the Ancients have no clue. All information the heroes bring about him now will be new and very useful to them in the future. But all the possibilities they create have yet to be considered by Oreealla.

Defiling Magic?

One of the Ancients has been trying to create powerful weapons using forbidden magic techniques to fight the Tamara when they arrive. However, he has so far been stopped by the ruling council of Ancients. It appears that he may have gone behind their back.

Eggs in the Jungle?

If the heroes were able to witness how the Lich utilized the eggs in Area 10, then she has the beginnings of a theory about what they might be, but she will not say. She will note that they are the same as the collection which apparently exists in the City of Shankha. She also points out that he seems to be empowered by them somehow but has a limited supply. This would explain why he has a Shu looking for them.

Most other topics should be addressed based on the information provided throughout the adventure. Please note though, that Oreealla is not omniscient, even with her powerful telepathy. She is also highly secretive by nature and is one of those in charge of safeguarding her civilization. She will decline to answer questions she feels are too off topic, doesn't know the answer to, or are a borderline security risk.

As the conversation begins to wind down, Kai will surprise everyone by repeating something that is said. Oreealla will recall that his name is King but will also see a new name in his memory, Kai, and that psychic disconnect was beginning to create problems in his head. She will rename him a combination of the two "Kang", which she says will help fix the problem. He will surprisingly repeat the new name with some joy. Then she will offer to keep Kang so that she can see if she can replicate the process with the other test subjects. (Note, this will happen afterward whether the Heroes agree or not. As he, along with the ape bodies of the heroes will be left behind shortly.)

Unfortunately, the heroes' audience with her ends prematurely when an aide enters. The aide is initially shocked she seems to be meeting with apes but is too loyal to her and too well trained to ask about it. The aide

reports that the Shu have attacked the distant city of Odhar. Oreealla says **“Councilor Keelin, what have you started now?”** with a sigh and excuses herself. She promises to be back in just a few minutes.

Denouement

As the Frist Councilor and her aide depart the chamber, the room seems to grow supernaturally quiet. A blink, and you find yourselves standing within a great white void. In front of you is a tall imposing presence, one that radiates harmony and peace. The Saru with you fall to their knees in supplication in front of Mother Chee’ah, their Goddess.

Heroes with Knowledge Ancients, or Knowledge Religion ranks will immediately recognize her ‘presence’ as similar to Orreealla. This is because Chee’ah IS Oreealla from the far future. She is like the Bodhisattva from Buddhism, and has partially ascended, though this should not be made known to the heroes.

As before, this is not a scripted encounter, but should be roleplayed with the following information.

The Goddess Chee’ah has appeared to the heroes and pulled them spiritually into the white void. She offers them a deal. She needs a Hero to act as her personal champion to help fight off an unknown future threat.

If any hero is willing, they will be given the 1 level in the Champion (Paladin) class, receiving enough experience to begin the class immediately. For the purposes of the free class, the alignment restriction against non-lawful good creatures is waived, and the hero need not worry about Experience Point

limitations on multiclassing due to Favored Class. In essence, it acts as an additional Favored Class for that character alone (see below for full class write up). In exchange, the hero must give up any positions of leadership in organizations, must renounce any tribal membership, must excuse themselves from any Elemental Patron and agree join and serve only the “tribe” of the Saru, by which she means all Malatran Saru. They must pledge to protect the Saru, as well as help prepare the jungle for the obscure danger Chee’ah sees in the future.

She also needs a vessel, in the form of one of the female saru that remains. If a female Hero Saru is available, they would be ideal, otherwise it should be one of the NPCs. Females are strongly preferred because Oreealla is female, there would be less psychic conflict. If only one of the rooms was visited, then the choice should be obvious. If more than one was visited, then this should be the Heroes’ choice. She values certain traits above others, Bravery, Equanimity, and Diligence. Each of the three NPC Saru has exhibited at least one of these traits:

- Nanners with her Equanimity at surviving the flooded chamber in Room A
- Jane by Diligently taking the actual path rather than the shortcut in entering the Yuan-Ti city.
- Tamarin demonstrated Bravery when she attempted to shield the heroes from the Living Fireball.

Note that in the event that some or all of these events didn’t occur, the DM should either determine a situation that would best fit for each or a certain Female PC or NPC Saru or skip this part altogether. If this last option is chosen, the goal of Chee’ah of finding a suitable champion has failed.

But the chosen saru will become a witch doctor, (if she agrees, the NPCs all will). In addition, she will be given the full psychic imprint with all of Oreealla's knowledge and wisdom, including a complete removal of the saru fear of magic. Once a female Saru agrees, the character is retired for a time in order to acclimate to her new powers. For the purposes of future stories, it will be assumed that Jane was the Saru who is chosen.

Any unchosen Saru remaining will become shaman or at least be given the option to become one and will return to the present with the heroes. The apes which acted as hosts to both the Saru, and the heroes are also given a boon, as they will one day become Saru themselves, and the gift will slowly be passed on in their bloodlines until the present day. All Saru in Malatra except Kang can have their ancestry traced back to these original ones. This gift will take many generations to manifest, but will become active in all Saru upon the heroes return (see below).

Heroes will likely have many questions for the Goddess, such as 'Why Saru?'. The reason that Saru felt the call of the Great Walk most strongly is that she believes they have special qualities that make them vital to the long-term survival of Malatra. She favors Saru because despite all they've been through and all they will go through; they seem to always stay connected in a powerful way to both the nature spirits and to other peoples of the jungle. Even the Tam'hi, fused as they are with nature spirits, generally have little concern as a race for other people.

Only Saru were meant to take the Good Walk, as that is whom she wished to test. Chee'ah brings back any good-aligned

people who make The Good Walk to try and teach them what the Ancients had been trying to accomplish. Not all survive, very few succeed, and as time moves forward, the window for bringing more Saru (or heroes) from the future is finally closing. This is also why those sent to the past were within the bodies of the apes which would become Saru, as she figured that would be the most comfortable for those who made the Good Walk.

For the question "How did you know what would happen?"

She didn't. She knew that there were many escapes during the time of the Saru Uplifting, but what happens on any Good Walk is always a surprise to her.

Any questions on other subjects, such as the Tamara, the nature of the future threat, the Lich, or anything else will be courtly ignored as she proclaims; "That is not what we are discussing." Any characters being overtly rude or disrespectful will be ejected from the void early. Their part in adventure is over. Once she has what she has asked for, or the Heroes have somehow failed to provide it, she returns the heroes to their time and bodies. Continue with the Epilogue.

Epilogue

Heroes are returned to the present day, where they wander out of the jungle in their own bodies somewhere near the village of Hafoka. Only the chosen Saru Witchdoctor(s), (be they a hero or an NPC) are not with them. They will remain behind in the Temple of the Saru for a time, before traveling Malatra. Read the following.

**You wander out of the jungle in a daze.
Nearby, you see the village of Hafoka.
Looking about, you see your companions,
now looking completely normal to your
eyes. You cannot help but feel that
something is missing. You cannot quite
remember what, but you are sure after
some thought it will come back to you.
All you can truly feel about the Good
Walk is a vague sense of accomplishment.**

The heroes have memories of their ordeals, but they are fleeting and incomplete, like it was a dream. Soon enough, they will vanish entirely. Only those that take the class of Champion will remember some semblance of their ordeal but will never remember the entire thing. They will all, however, have some items and equipment they were able to obtain in their travel, and any notes or journals a literate character may have written are complete. However, items they may have gathered seem to show some sign of age. (In game terms, only items listed below can be retained for any length of time, the rest will fail by the time of the next adventure.)

Treasure

The following is a list of items that can be obtained during the adventure and retained at the end of it. Lost items must not have survived the return trip through time.

- **Spray Bottle Stunners** (1d2 +1 shots remaining per bottle, not rechargeable, up to one bottle per hero can be recovered.) Fort DC 15, (+5 for each additional spray in a 24-hour period) or be Stunned for 2d4 rounds.
- **Pretty Jewelry** (Mantle bracelet 1 per pc) Pretty but no longer magical unless paired with another of their kind, then they will allow the user to be enveloped in a Lesser Globe of Invulnerability as per spell 1d2 times before failing.
- **Artificial leather** (Pleather) Enough to make a single full set of clothing, or two Pleather pieces of armor. This can be cut and stitched to form any number of things, in all cases treat as leather, however due to reduced weight, Arcane Spell Failure chance is reduced 5%.
- **Straps of Re-attachable Fabric** (This is similar to Velcro but Made with flexible ceramic hoops on one side and hooks on the other.) There is one yard of the one-inch-wide material and can be cut in whichever way the player and DM agree upon.
- **Miracle Cleaning Rag** (Similar to a 'Shamwow') when wet it can clean most things.
- **Spell fetishes** up to 3 spell fetishes of any level can be retained per hero spellcaster. (player's choice)
- **Books** (Only the books listed as having 1 copy can be retained, and only 1 per hero. Anything beyond that is simply lost during the return

trip, roll to determine which is kept if needed. Books are not transferable to other heroes at this point, and will, of course vanish after their use. See the relevant pages in the DMG for details.) Knowledge from read spellbooks is retained, however the hero will have to create a Spell Fetish to make use of it.

- **Ancient Map of Malatra** (Surface only)
- **Potion from Lab 1 (limit 1 per hero)**
- **Adamantine Pole** (limit 3 total possible) One foot long by four centimeters diameter.
- **Bag of Devouring** This is technically a creature from a different dimension and will need to be fed 30lb of meat at least 1 time per month or it will sever the ties to the bag.
- **Any Item traded from the Snake Mother.** Note that many of these may be irreplaceable in the Jungle.

Permanent Rewards

- Experience per PC: 9000 XP +1000 XP per Expedition Room the heroes explored, for a maximum of 12,000 XP. This should be just enough to get any heroes of 12th level to 13th level.
- Permanent SKILL BONUSES (Limit one skill bonus per hero):
Witch doctors & Shaman: Gain a Knowledge (Lore) +2 Circumstance Bonus.
Other classes: Knowledge (Ancients) +2 Circumstance Bonus.
- Each hero now has the ability to take the "Pawn of the Ancients" Feat (see below).

- This adventure counts as one needed to take the Hero of Malatra Prestige Class (see below). This is a special Prestige Class, and not tied to a society. Members of other Societies can take this Prestige Class if they meet the prerequisites.
- Saru Heroes have been permanently changed by the ordeal (see below).

New Feat (General)

Pawn of the Ancients

Requirements, have survived the Good Walk to conclusion (Both Part 1 and 2 of Day of the Saru)

Effects. You can Rebuke or Command Animals or Plant Creatures up to 3 + Charisma modifier times per day.

Additionally, if you are a spellcaster, you may add the fetish for the third level spell *Anyspell* to your list of fetishes.

If you are not a spellcaster you gain a +4 bonus to confirm a threatened critical with your chosen weapon.

Multiclass characters may choose which of these two options they desire.

New Prestige Class

Hero of Malatra

Hit Die: d8

Requirements: Races Allowed (currently):

Nubari, Saru, Katanga (any subtype),

Lacerial (any subtype), Tam'hi (any

subtype), Shu, Korobokuru, or Butu

Classes Allowed: Warrior, Hunter, Kwaku, Shaman, or Witch Doctor

Cast level 3 spells, or +5 Base Attack

Bonus, or Sneak Attack +3d6

Knowledge Lore 4 Ranks or Knowledge Ancients 4 ranks or Knowledge Tribes 4 ranks

Membership in at least 1 Tribe
Heroic Bravery Feat

Must have completed some great deed (must have been played on at least one of the following adventures: Come the Tiger, Come the Lion, Night of Dead Chiefs, A Time For Heroes, Promises Jus Post Bellum, Cassus Belli*, Hunter and Prey*, 12 Monkeys*, Foetid Pool*, The Thing From the Valley*, Day of the Saru part 2, or Better Late than Never*). In addition to at least 3 other adventures.

(Adventures with a * are forthcoming.)

Player must make a boast, in character as to why they are a great hero. The DM may add a modifier to their roll of between -5 to +5 depending on how good the boast was. If the Boast check passes a DC of 12, they can begin to take the Prestige Class, if not, they must wait one entire level before attempting the boast again.

Endurance

You gain the benefit of the Endurance Feat if you do not already have it.

Diehard

You gain the benefit of the Diehard Feat if you do not already have it.

Nature Sense (Ex)

A Hero of Malatra gains a +2 bonus on Knowledge (nature) and Survival checks.

Spirit Boon (Su)

You channel your deep connection to the Spirit Nobles of Malatra in order to provide you one of the following benefits. This is done as an Immediate Action, and each can only be chosen once per day.

- From Faroum: You can choose to reroll one attack roll, save, or check, as if using the granted power of the

Luck domain (PH 187). This effect occurs instantaneously.

- From Nigella: You gain a +5 sacred bonus on Concentration, Decipher Script, Knowledge (arcana), and Spellcraft checks
- From Ngemba: Gain a +4 insight Bonus to a stat of your choice. The increase lasts for 10 minutes.
- From Roshink: You gain a +2 bonus on all opposed Strength checks (such as those made on bull rushes or trip attacks), as well as all Strength-based skill checks.

Uncanny Dodge (Ex)

At 2nd level, a Hero of Malatra retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If the hero already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Purity of Body (Ex)

At 2nd level, a Hero of Malatra gains immunity to all diseases except for supernatural and magical diseases.

Smite Villainy (Su)

Once per day, a Hero of Malatra may attempt to smite villainy with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per character level. The hero has wide latitude on what is considered 'villainy' however the extra damage is always subdual, as the Hero of Malatra believes no one is beyond redemption. At 6th level, and again at 9th, the Hero of Malatra may smite evil one additional time per day.

Trackless Step (Ex)

Starting at 3rd level, a Hero of Malatra leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Bonus Feats

At 4th, 7th, and 10th level, the Hero of Malatra may choose a bonus feat from the list of approved Fighter Bonus feats.

Fast Movement (Ex)

The Hero of Malatra's base land speed become faster than the norm for his race by +10 feet as his connection with the land grows. This benefit applies only when he is wearing no armor, or light armor and not carrying a heavy load.

Freedom of Movement (Ex)

The Hero of Malatra is now always under the effects of a Freedom of Movement spell, allowing him to move fast even in the worst terrain.

Timeless Body (Ex)

After attaining 6th level in this prestige class, a Hero of Malatra no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place.

Hide in Plain Sight (Ex)

A Hero of Malatra of 8th level or higher can use the Hide skill even while being observed, similar to the 17th level Ranger ability.

Hero's Attack (Ex)

The Hero of Malatra's critical threat range of one weapon they choose increases by 1. This increase stacks with those from other

sources, such as the keen weapon property or the Improved Critical feat.

Place/Remove Taboo (Su)

(Multiple Round Action, Once Per Day)

The Hero may either place or remove a taboo from an existing area or item. An area cannot have a diameter larger than 1 mile/Hero level and must be completely circumnavigated by the hero within an equal number of hours after deciding to invoke the ability. An item can weigh only 1lb/Hero level and must be held for an equal number of hours. During this time, the Hero is immune to all supernatural, mystical, physical, or magical effects of breaking the taboo (if any). The hero must make opposed Will save with the existing spirit of the taboo, or one that will be conjured at the end of the ability's invocation. The new spirit will have a HD equal to the Heroes level. For the purposes of the Will save only, the hero may choose any ability score to modify his save, instead of his Wisdom. If the hero has levels in Blue Hands, his Evade Taboo bonus will provide a circumstance bonus for removing Taboo only. In the case of placing a new taboo, a condition must be specified for what constitutes the taboo, this might be visiting the location, holding/using an item, or something more obscure such as eating within the area or casting healing magic while holding an item. For any condition set, at least one means of bypassing or avoiding the taboo should also be listed. These methods could be as simple as bathing before handling an object or anointing oneself with oils before entering an area. Additionally, 1d4 potential supernatural, mystical, physical, or magical effects must be specified for breaking the taboo. These should be occasionally dangerous, annoying, or fear inducing, but not directly life threatening. Like the placement or removal of the taboo itself,

these effects are permanent unless some sort of restitution is made by a taboo-breaker.

Bastion of Hope (Su)

The Hero now has a permanent aura about him going out to 10 feet in every direction. It has the following effects:

- You gain permanent spell resistance equal to 5 + any caster levels you have.
- Your gain Damage Reduction 5/Unholy.
- You are under the effects of a permanent Inspire Allies effect, this works much the way a Bard's Inspire Allies works, only the ally must be able to see the hero.
- At any time, the hero may use a Command ability on an ally within your aura to force them to immediately take a full free round action. This action does not change their place in initiative, nor does take up their normal turn. The Command must be done on a willing target, and only one such Command can be given per day.

Hero of Malatra

Level	BAB	Fort	Ref	Will	Special	Spellcasting/Bonus
1	+1	+2	+0	+2	Endurance, Diehard, Nature Sense, Spirit Boon 1/day	+1 Existing spellcasting level or Bonus d6 to Sneak Attack, or +2 AC Bonus
2	+2	+3	+1	+3	Uncanny Dodge, Purity of Body	
3	+3	+3	+2	+3	Smite Evil 1/day, Trackless Step	
4	+4	+4	+3	+4	Bonus Feat Spirit Boon (2/day)	+1 Existing spellcasting level or Bonus d6 to Sneak Attack, or +2 Competence Bonus to attack with chosen weapon.
5	+5	+5	+4	+5	Fast Movement Freedom of Movement	
6	+6	+5	+5	+5	Timeless body, Smite Evil 2/day	
7	+7	+6	+6	+6	Bonus Feat Spirit Boon (3/day)	+1 Existing spellcasting level or Bonus d6 to Sneak Attack, or +2 Divine Favor to all Saves.
8	+8	+7	+7	+7	Hide in Plain Sight, Hero's Attack	
9	+9	+7	+8	+7	Smite Evil 3/day, Place/Remove Taboo	
10	+10	+8	+9	+8	Bastion of Hope, Bonus Feat	+1 Existing spellcasting level or Bonus d6 to Sneak Attack, or +4 Permanent boost to a single chosen stat.

Class Skills (6+Int Modifier per level): Balance, Boast, Bluff, Concentration, Escape Artist, Gather Information, Hide, Jump, Knowledge (Lore), Listen, Move Silently, Search, Sense Motive, Speak Language, Spot, Tumble

Major Racial Change to the Saru!

It has been said that the Saru are a race the ancients evolved from the gorillas that inhabited the plateau. This is not strictly correct. The Saru are not an evolved race, they are an EVOLVING one. The ancients who experimented upon the apes about 2200 years ago had the intent to create new perfect host bodies that their consciousness could be transferred to in order to avoid detection by their enemies. The experiment was never finished however, and all of the test subjects escaped prematurely. Since the process begun by the ancients was never completed, the key factors which would stop the evolution of the race once it reached a certain point were never added to their genome. This is why the race has been so quick to adapt to newer ideas such as clothing, tribal structure, linguistics, and even (albeit slowly) the use of magic.

Left to develop at their own rate, the Saru would likely have overtaken most other races in the evolutionary scale in about another thousand years, or roughly 200 or so generations. What they would have achieved in a thousand such generations or more, boggles the mind. However, the Day of the Saru disrupted that and jumpstarted them forward on the scale. This might have the effect of slowing their future evolution a bit, but in the immediate future, the race has become a lot more versatile.

All Saru now have a slight resistance to their fear of magic. This comes in the form of a +1 save, with an additional +1

gained at every odd character level. The Saru's fear of magic vanishes entirely provided they have at least witnessed the spell before after 10th level.

In Addition, Hero Saru (player characters) have been given a permanent +2 bonus to their Intelligence, Wisdom, or Charisma (players choice), and have the option at first level of taking the Wild Talent Feat (pg. 52 Expanded Psionics Handbook). In addition, they will also gain the ability to manifest a psionic talent and have full unrestricted access to the (Egoist) Psychometabolic Discipline, though ONLY that discipline. They will afterward gain one additional Power Point per character level. The Feat MUST be taken at 1st level and is NOT free. Per the explanation of the feat, the Saru is then able to choose additional psionic or metapsionic feats provided they meet the requirements, but the psionic classes, prestige classes, related skills, and other disciplines are still unavailable. Please note, that psionics is NOT magic, and any Saru manifesting an ability will neither scare other Saru nor be scared by his own ability. To them, it seems natural and reasonable somehow. While it is true that existing heroes cannot make use of this new feat, they are instead given the Heroic Destiny feat (Races of Destiny pg. 152) for free and will ignore the racial prerequisite.

All of this will be reflected in future stat blocks for NPC saru.

The following is a copy of the Champion Class, Malatra's version of a Paladin. It is a base class; however, it is NOT currently something heroes can choose to take either as starting characters or as a multiclass option. It is ONLY available to the any heroes who accepted Chee'ah's Deal at the end of Day of the Saru Pt 2. It is left here for the benefit of those heroes.

Champion

Alignment: Any Good or Neutral.

Hit Die d10.

Class Skills: The Champion's class skills (and the key ability for each skill) Are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Lore) (Int), Knowledge (Saru) (Int), Profession (Wis), Vine Swinging (Dex), and Sense Motive (Wis).

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features: All of the following are class features of the champion.

Weapon and Armor Proficiency:

Champions are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Good (Ex): The power of a champion's aura of good (see the detect good spell) is equal to her champion level.

Detect Evil (Sp): At will, a champion can use detect evil, as the spell.

Smite Evil (Su): Once per day, a champion may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per champion level. If the champion accidentally

smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the champion may smite evil one additional time per day, as indicated on Table: The Champion, to a maximum of five times per day at 20th level.

Divine Grace (Su): At 2nd level, a champion gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, a champion with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her champion level × her Charisma bonus. A champion may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a champion can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The champion decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su): Beginning at 3rd level, a champion is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4-morale bonus on saving throws against fear effects.

This ability functions while the champion is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a champion gains immunity to all diseases, including supernatural and magical diseases.

Spells: Beginning at 4th level, a champion gains the ability to cast a small number of divine spells, which are drawn from the Paladin spell list in the PHB. A champion must choose and prepare her spells in advance.

To prepare or cast a spell, a champion must have a Wisdom score equal to at least 10 + the spell

level. The Difficulty Class for a saving throw against a champion's spell is 10 + the spell level + the champion's Wisdom modifier.

Like other spellcasters, a champion can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Champion. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Champion indicates that the champion gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based upon her Wisdom score for that spell level. The champion does not have access to any domain spells or granted powers, as a shaman does.

A champion prepares and casts spells the way a shaman does, though she cannot lose a prepared spell to spontaneously cast a cure spell in its place. A champion may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a champion has no caster level. At 4th level and higher, her caster level is one-half her champion level.

Animal Companion (Ex): At 5th level, a champion gains an animal companion selected

from the following list: ape, badger, dire rat, dog, eagle, hawk, garuda (herbivore, only), owl, or snake (Small or Medium viper). This animal is a loyal companion that accompanies the ranger on her adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the champion's effective druid level is one-half his champion level. A champion may select from the alternative lists of animal companions just as a druid can, though again her effective druid level is half her champion level. Like a druid, a champion cannot select an alternative animal if the choice would reduce her effective druid level below 1st.

Remove Disease (Sp): At 6th level, a champion can produce a remove disease effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Code of Conduct: A champion must act in the furtherance of what she feels is best for the Saru race. This might entail doing some questionable things if it means saving the lives of Saru. Additionally, a champion must respect Saru shaman or witch doctors as legitimate authority.

Table: The Champion

Level	BAB	Fort	Ref	Will	Special	Spells per Day			
1 st	+1	+2	+0	+0	Aura of good, detect evil, smite evil 1/day	—	—	—	—
2 nd	+2	+3	+0	+0	Divine grace, lay on hands	—	—	—	—
3 rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4 th	+4	+4	+1	+1		0	—	—	—
5 th	+5	+4	+1	+1	Smite evil 2/day, Animal Companion	0	—	—	—
6 th	+6/+1	+5	+2	+2	Remove disease 1/week	1	—	—	—
7 th	+7/+2	+5	+2	+2		1	—	—	—
8 th	+8/+3	+6	+2	+2		1	0	—	—
9 th	+9/+4	+6	+3	+3	Remove disease 2/week	1	0	—	—
10 th	+10/+5	+7	+3	+3	Smite evil 3/day	1	1	—	—
11 th	+11/+6/+1	+7	+3	+3		1	1	0	—
12 th	+12/+7/+2	+8	+4	+4	Remove disease 3/week	1	1	1	—
13 th	+13/+8/+3	+8	+4	+4		1	1	1	—
14 th	+14/+9/+4	+9	+4	+4		2	1	1	0
15 th	+15/+10/+5	+9	+5	+5	Remove disease 4/week, smite evil 4/day	2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Remove disease 5/week	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Smite evil 5/day	3	3	3	3

Basilisk (Greater, “Elemental Spirit”)

Elemental Spirit Greater Basilisk; Large Outsider; Hit Dice: 18d10+90 (189 hp) Initiative: -1 Speed:20 ft. (4 squares); Armor Class:17 (-1 Dex, -1 size, +9 natural), touch 8, flat-footed 17; Base Attack/Grapple:+18/+29; Attack: Bite +25 melee (2d8+10); Space/Reach:10 ft./5 ft.; Special Attacks: Petrifying gaze, smite good Special Qualities: Resistance to cold 10 and fire 10, damage reduction 10/magic, darkvision 60 ft., low-light vision, spell resistance 23; Saves: Fort +18, Ref +12, Will +8; Abilities: Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15; Skills: Hide +0*, Listen +10, Spot +10; Feats: Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite); Challenge Rating: 12; Alignment: True Neutral

Combat: The save DC for the greater basilisk’s petrifying gaze (DC 21) is adjusted for its greater Hit Dice and higher Charisma score.

A greater basilisk’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Good (Su) Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

Bone Golem

Bone Golem; Medium Construct; Hit Dice: 13d10 (71 hp); Initiative: +3 Speed: 30 ft. (6 squares); Armor Class: 23 (+3 Dex, +10 natural), touch 13, flat-footed 20; Base Attack/Grapple: +10/+14; Attack: Claw +14 melee (2d4+4); Full Attack: 2 claws +13 melee (2d4+4); Space/Reach: 5 Ft./ 5 ft.; Special Attacks; Dread roar Special Qualities: Construct traits, damage reduction 10/magic and slashing or piercing weapons, immunity to cold, immunity to

magic (see below); Saves: Fort +4 Ref +4, Will +4; Abilities: Str 18, Dex 15, Con —, Int 7, Wis 11, Cha5; Skills: Climb +5, Hide +7, Jump+4, Listen +8, Spot +3; Feats: Cleave, Power Attack, Combat Reflexes; Challenge Rating: 10; Alignment: True Neutral

Combat

Bone golems attack with two razor-sharp claws backed with surprising strength. They do not employ advanced tactics and never use weapons of any sort.

Dread Roar (Su): Once every 1d4 rounds, the bone golem may throw back its head and issue a burst of soul-wrenching laughter. Living creatures within 100 feet of the golem must make both a DC 16 Fear and a DC 16 Horror save. Failure on either causes the character to become paralyzed with fear for 2—12 rounds. A creature that fails both saves is instantly slain. This is a supernatural fear effect and a death effect.

Magic Immunity (Ex): A bone golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A dispel magic (DC 18) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check — 10). A detect magic cast on the suppressed creature will reveal an aura of power slowly increasing as the golem “recharges.” If the caster’s dispel check beats the DC by 10 or more, the golem is destroyed. Casting animate dead on a bone golem restores it to full hit points. **Weapon Immunities (Ex):** Bone golems have cold immunity. Due to its lack of flesh, a bone golem takes only half damage from slashing and piercing weapons. If shatter is successfully cast on a bone golem, then all physical attacks that hit the golem inflict double damage for a number of rounds equal to the spell’s caster level. Slashing and piercing weapons would thus inflict normal

damage, while bludgeoning weapons would deal double damage.

Butu (Kobolds)

Kobold; 1st-Level Warrior Small Humanoid (Reptilian); Hit Dice: 1d8 (4 hp) Initiative: +1 Speed: 30 ft. (6 squares); Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14; Base Attack/Grapple: +1/−4 Attack: Spear +1 melee (1d6−1/×3) or sling +3 ranged (1d3) Full Attack: Spear +1 melee (1d6−1/×3) or sling +3 ranged (1d3), or Mancatcher +1 melee (1 piercing); Space/Reach: 5 ft./5 ft.; Special Qualities: Darkvision 60 ft., light sensitivity; Saves: Fort +2, Ref +1, Will −1; Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8; Skills: Craft (Cook) +2, Hide +6, Listen +2, Move Silently +2, Profession (Cleaning) +2, Search +2, Spot +2; Feats: Alertness; Challenge Rating: ¼; Alignment: lawful evil

Crawling Claw

Crawling Claw; Tiny Construct (Swarm); Hit Dice: 5d10 (27 hp); Initiative: +0; Speed: 20 ft. (4 squares); Armor Class: 14 (+2 size, +2 natural), touch 12, flat-footed 14; Base Attack/Grapple: +3/— Attack: Swarm (1d6) Full Attack: Swarm (1d6) Space/Reach: 10 ft./0 ft.; Special Attacks: Distraction, smite fallen; Special Qualities: Blindsight 60 ft., construct traits, sightless, swarm traits; Saves: Fort +1, Ref +1, Will −2; Abilities: Str 10, Dex 10, Con —, Int —, Wis 5, Cha 1 Skills: —; Feats: —; Challenge Rating: 2; Alignment: True Neutral

Crawling claws attack in a swarm, taking advantage of their small size to gang up on a single opponent rather than trying to fight multiple foes at the same time.

Distraction (Ex): Any living creature vulnerable to the swarm's damage that

begins its turn with a swarm in its square is nauseated for 1 round; a DC 12 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based. Smite Fallen (Ex): A swarm of crawling claws deals double damage against prone combatants. Construct Traits: A crawling claw has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage but can be repaired. It has darkvision out to 60 feet and low-light vision.

Sightless (Ex): Crawling claws are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to extra damage from critical hits or flanking. A swarm of crawling claws takes half damage from piercing or slashing weapons. Reducing a swarm to 0 or fewer hit points causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). A

swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as many evocation spells or grenadelike weapons.

Jane Allgood (Ku'rang Saru)

Jane Allgood: Rogue 6 – female saru: (4 ft. tall); HD 6d6+6; hp 31; Init +4 (Dex); Spd 30 ft.; AC 16 (+2 natural, +4 dex); Atks +8 melee (1d6+5 crit 19/20 x2 (short sword) or +8/+8 melee (1d2+8/1d2+8 (natural)) or +9 ranged (1d6, crit x3 (shortbow)); Face/Reach 5 ft. x 5 ft./5 ft.; SA sneak attack for 3d6; SQ evasion, uncanny dodge; SV Fort +3, Ref +9, Will +1; Str 18, Dex 19, Con 12, Int 17, Wis 8, Cha 6; Skills: Balance +10, Bluff +1, Climb +13, Decipher Script +7, Gather Information +5, Hide +13, Jump +9, Knowledge (Nature) +8, Knowledge (Nubari) +12, Listen +1, Move Silently +11, Search +12, Spot +8, Survival +8, Tumble +8, Vine Swinging +6; Feats: Investigator, Leadership, Reading/Writing; AL NG. Equipment: wears a large glass jewel over her eye (monocle) which she uses for seeking smaller things, a fitted woven tunic, and a large pouch containing quill and ink, and carries a short sword, and a shortbow. A scientific minded Saru, who is interested in studying (and imitating) the habits of all modern Nubari. She is currently the only hero possessing the (possibly unique) skill Knowledge (Nubari) (treat as Knowledge (tribe name) but for all modern Nubari tribes and only those tribes). One of her greatest achievements is the assistance in the founding of a few saru only villages in Malatra, though these have had mixed success rates. She is currently advocating for Saru to all start wearing clothing, an uphill battle for most Saru, though many do see the utility of having pockets. Recently she has begun to attract a small following of other likeminded Saru, though none of these made the Good Walk.

Kai/King

Ape Large Animal; Hit Dice: 4d8+11 (29 hp); Initiative:+2; Speed: 30 ft. (6 squares), climb 30 ft.; Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Attack/Grapple: +3/+12; Attack: Claws +7 melee (1d6+5); Full Attack: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2); Space/Reach: 10 ft./10 ft.; Special Qualities: Low-light vision, scent, partial magic immunity, cascading intelligence, fast healing 5; Saves: Fort +6, Ref +6, Will +2; Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7; Skills: Climb +14, Listen +6, Spot +6; Feats: Alertness, Toughness; Challenge Rating: 2 Due to Kai's recent experience with the ancients, he is currently undergoing several magical and biochemical enhancements. These will stabilize over time, but currently he has the special qualities (Ex) Fast Healing 5, (Su) Partial Magic Immunity, and (Su) Cascading Intelligence. Fast Healing works as described in the PHB. Partial Magic Immunity Allows him to ignore any magic which has harmful or detrimental effects, this is done subconsciously and is not something he can control. Lastly Cascading Intelligence will come in to play after each of the three rooms, as Kai's intelligence score will increase by one point each time. There is one other thing that will come into play during the adventure, which might be noticed by an extremely observant hero (the player must ask), Kai is gaining an inch of height after each room.

Living Spell (Fireball)

Medium ooze; Init - 1; senses blindsight 60 ft.; Speed 40 ft. {8 squares), jump 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +3; Grp +4; Full Attack: Slam +4 melee (1d4+1

plus fireball); Special Attack: Engulf, Explode; Special Qualities: Damage Reduction 10/Magic, ooze traits, Spell Resistance 15; Alignment Neutral

Engulf (Ex) A Living Fireball can flow around creatures that fit within its space as a standard action. The fireball merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the spell each round, on the flaming sphere's turn, and are considered to be grappled.

Explode (Ex) A Living Fireball can throw a 6d6 hd fireball against an opponent it hits with its slam attack. The Reflex Save DC is 13 for half damage.

Living Wall

Living Wall, Young Bulette
Size/Type: Large Undead; Hit Dice: 9d10+45 (94 hp); Initiative: +2; Speed: 0 ft. (0 squares); Armor Class: 22 (+12 natural), touch 10, flat-footed 20; Base Attack/Grapple: +11/+23; Attack: Bite +10 melee (2d8+10) or Slam +10 melee (1d6+10); Full Attack: Bite +10 melee (2d8+10) and 2 claws +10 melee (2d6+6), or Slam +10 (1d6+10); Space/Reach: 10 ft./5 ft.; Special Attacks: Absorb, Improved Grab; Special Qualities: Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft., Amalgam, Damage Reduction 5/—, Hidden, Sickening Wounds, Many Arms, Immovable, undead traits; Saves: Fort +14, Ref +14, Will +14; Abilities: Str 31, Dex --, Con--, Int 2, Wis 13, Cha 10; Skills: Listen +13, Spot +7; Feats: Alertness, Iron Will,

Weapon Focus (bite); Challenge Rating: 8; Alignment: true neutral

Living Wall, 4th-level Human Warrior
Medium Undead; Init +0; Senses darkvision 60ft.; Listen +8, Spot +8; Languages Common AC 21, touch 10, flat-footed 21; hp 26 (4 HD); DR 5/—; Fort +4, Ref 41, Will +2; Spd 0 ft. Melee +1 longsword +11 (1d8+7/19-20) or slam +9 (1d6+5); Ranged heavy crossbow +4 (1d10/19-20) _ Base Attack/Grapple +4/+13; SA Options Cleave, improved grab, Power attack, absorb; Str 21, Dex —, Con—, Int 11, Wis 12, Cha 14; SQ amalgam, hidden, immovable, many arms, sickening wounds (DC 14), undead traits; Feats Cleave, Power Attack, Weapon Focus (longsword) Challenge Rating: 5; Alignment True Neutral

Special Attacks

Absorb (Su): On its turn, a living wall can make an opposed grapple check to absorb a helpless or pinned opponent of size Large or smaller. An absorbed creature is helpless and cannot breathe. Once it suffocates, the creature, if it meets the right criteria, is made into a living wall creature. Creatures of a size smaller than Small and creatures with fewer than 4 Hit Dice are merely absorbed into the wall, which heals the wall a number of hit points equal to 1/2 the absorbed creature's normal hit point total (applied to the most injured sections of the wall first).

Improved Grab (Ex): A living wall that hits with a natural attack (such as a claw, bite, or unarmed strike) deals normal damage and attempts to start a grapple as free action without provoking an attack of opportunity. Although they are treated as a larger creature in many respects, each creature in a living wall may grapple individually and does not impose a penalty on other creatures in a living wall when part of a grapple. Creatures grappled by a living wall creature

are pulled into its square (the living wall creature does not move).

Special Qualities

Amalgam (Ex): Each living wall creature is part of the larger wall forming a continuous barrier with each creature taking up a 5 foot-square section of the wall. While effects that target only a single creature affect only one living wall creature (not the entire group forming a wall), the entire group is treated as a single creature for the purposes of the turn undead ability (adding all of their Hit Dice together). Each creature makes saving throws separately versus effects that target multiple creatures. Living wall creatures share the same goals and intentions but may take different actions each round from one another. Each is treated as a separate creature for the purposes of feats (such as Spring Attack), skills, and attacks of opportunity. While living wall creatures all think independently, they can communicate with each other instantaneously, meaning that if one creature is aware of an opponent, all sections are aware. **Many Arms (Ex):** A living wall creature possesses numerous arms. While they cannot wield additional weapons, armor, or cast spells, they assist in all grapple checks granting a +4 Circumstance bonus on such checks. **Sickening Wounds (Ex):** The wounds of a living wall emit a sickening stench. Anyone adjacent to a living wall creature when it takes damage is nauseated for 1d4 rounds. A Fortitude save avoids this condition. **Hidden (Su):** A living wall creature is disguised by an illusion similar to a 'disguise self' spell, making it appear like an ordinary wall. Those adjacent to the wall see through this illusion. **Immovable (Ex):** A living wall creature cannot be moved in any way unless all of the other living wall creatures are moved, making it immune to bull rush and trip attempts. As with a normal wall, Tumble cannot be used to move through a square

containing living wall creature, although the creature can be scaled (Climb DC 20).

A living wall is a horrifying undead amalgam of several creatures fused into a wall-like form. The wall appears like a normal stone or brick wall, but this is an illusion that hides its true form—a mass of used flesh, including faces, hands, broken bones, feet, arms, and legs jutting from the surface, all of it mottled gray and sinewy as if starving. Any creature within 15 feet of a wall hears its plaintive cries for help.

Each creature within a wall can use all of the abilities it possessed in life, whether weapon, feat, or spell, although its lack of mobility limits their use in some cases (it could not use Spring Attack, for example).

Nanners (Bu Saru)

Nanners: F2/R2/T2 – female saru: (6 ft.9 in tall); HD 4d10 + 2d6; hp 42; Init +4 (Dex); Spd 30 ft.; AC 16 (+2 hide, +4 dex); Atks +6 melee (1d6+1 (scimitar)) or +3/+3 melee (1d6+1 (scimitar) + 1d4/19-20 x2 (dagger)) or +5/+5 melee (1d2+1/1d2+1 pummel) or +7 ranged (1d4, sling); Face/Reach 5 ft. x 5 ft./5 ft.; SA sneak attack for 1d6; SQ Evasion; AL NG; SV Fort +4, Ref +5, Will +3; Str 12, Dex 15, Con 10, Int 13, Wis 16, Cha 10; Skills: Balance +7, Climb +10, Diplomacy +7, Hide +10, Jump +10, Knowledge (Nature) +7, Move Silently +9, Profession (Herbalist) +11, Survival +12, Tumble +9, Vine Swinging +10; Feats: Dodge, Mobility, Exotic Weapon (Scimitar), Blind-Fight, Combat Expertise, Track, Two Weapon Fighting, Wild Empathy, Favored Enemy: Garuda; Equipment: wears a woven apron with two big pockets, one full of seeds (used as sling bullets). Often adorned by garlands of various plants, which she uses to secure her weapons (scimitar, dagger, and

sling) to her. Carries a ceramic pot with a cactus in it, she has named "junior", always has a healing poultice on hand (1d4) which she re-mixes every chance she gets using materials she has on hand.

A motherly saru who loves to cook meals for friends. She's also a horticulturist who has a garden near her home. She can't have children, so she calls the fruit trees she grows her babies.

Nubari Scientists (Ancient, Sarxcen)

Size/Type: Medium Humanoid; Hit Dice: 7d8+21 (52 hp); Initiative: +2 (Dex) Speed: 30 ft.; Armor Class: 16 (+2 Dex, +4 natural); Base Attack/Grapple: +7/+9 Attack: Masterwork rapier +9 (1d6+3); Full Attack: Masterwork rapier +9/+4 melee (1d6+3); Space/Reach: 5 ft./5 ft.; Special Qualities: SR 25, spell-like abilities, spells; Saves: Fort +8, Ref +7, Will +8; Abilities: Str 15, Dex 15, Con 16, Int 20, Wis 17, Cha 15; Skills: Bluff +12, Diplomacy +12, Gather Information +12, Intimidate +12, Knowledge (arcana) +15, Knowledge (nature) +19, Knowledge (the planes) +15, Listen +13, Profession (scientist) +13, Sense Motive +13, Spellcraft +15, Spot +12, Use Magic Device +16; Feats: Combat Casting, Combat Expertise, Combat Reflexes, Quick Draw; Challenge Rating: 5; Alignment: True Neutral

Combat

Spell-Like Abilities: 3/day—dimension door, invisibility; 1/day— Arcane Sight (Greater). Caster level 14th; save DC 12 + spell level.

Spells (casts as a 11th level Wizard): Typical Wizard Spells Prepared (6/5/5/5/4/2/1; save DC 15 + spell level): 0—*detect magic*, *mage hand*, *mending*, *prestidigitation*; 1st—*expeditious retreat*, *magic missile* (3) *sleep*; 2nd—*levitate*, *mirror image*, *protection from arrows*,

scorching ray, *spectral hand*, *web*; 3rd—*dispel magic*, *fireball*, *haste*, *lightning bolt*, *protection from energy*; 4th—*animate dead*, *ice storm*, *stoneskin*, *stone shape*; 5th—*cone of cold*, *teleport*; 6th—*chain lightning*.

Magic Items worn or carried: *Mantle Bracer*: provides access to sealed rooms, as well as to those who know how to activate the functions (Use Magical Device DC 40 on first try only before being locked out) provides constant Lesser Globe of Invulnerability, Protection from Arrows, Regeneration, and a Status effect for any ally. *Earring of Immortality*: Provides a Contingency spell triggered by any effect that would harm the (bring to 4 or fewer hp) or incapacitate the wearer. The effect of which is to teleport the wearer directly to the nearest allied healer (at this point that is half-way across Malatra). The earring can only be removed from the wearer with a command word. *Broach of Disguise*: Provides constant Disguise Self spell, and on command word can cast *Eagle's Splendor* on the wearer 1/day. The broach is typically worn in an inaccessible place in order to not advertise that the wearer is disguising their appearance.

Wand of Lightning: Incapacitates target with painful (but non-damaging) lightning, Subdual damage only. *Spray Stunner*: Bottle of liquid which stuns a target if Fort save is not made (see encounters in Room 1 for details on the device.) *Wand of Disintegration* (15 charges).

Nubari (Humans) Slaves

Male or Female humans Medium Humanoid; Fighter Level: 1; Hit Dice 1d10+1 (11hp) Initiative +2 Speed: 30; Armor Class 14; Touch:12 Flat Footed:10; Base Attack/Grapple: +1/+3; Attack:+4; Full Attack:+4; Damage: 1+2 (unarmed); Fortitude +3, Reflex +2, Will 0; Str 14, Dex 15, Con 13, Int 12, Wis 11, Chr 9; Feats:

Dodge; Climb +6, Intimidate +3, Hide +1, Jump +5, Move Silently +2 Listen +4, Spot +2; Challenge Rating:1; Alignment: True Neutral

Nubari (Humans) Warrior

Male and Female human Ftr4; CR 4; Medium-size humanoid; HD 4d10+12; hp 32; Init +1 (Dex); Spd 30 ft.; AC 13 (flat-footed 12); Atks +7 melee (1d6+3, club); AL LN; SV Fort +6, Ref +4, Will +1; Str 14, Dex 13, Con 17, Int 10, Wis 10, Cha 11; Hide +3, Listen +3, Spot +6; Wilderness Lore +2;; Weapon Focus (club), weapon specialization (club), power attack, toughness. Possessions: make-shift clubs

Ophidian

Ophidian Medium-Size Monstrous Humanoid (Reptilian); Hit Dice: 3d8 (13 hp) Initiative: +2; Speed: 20 ft., climb 15 ft., swim 50 ft.; AC: 17 (+2 Dex, +2 large wooden shield, +3 natural), touch 12, flat-footed 15; Base Attack/Grapple: +3/+4 Attack: Scimitar +4 melee, or bite +4 melee Full Attack: Scimitar +4 melee, or bite +4 melee and scimitar –1 melee, or scimitar +4 melee and bite –1 melee Damage: Scimitar 1d6+1 (1d6 as secondary attack) bite 1d4+1 (1d4 as secondary attack;) Face/Reach: 5 ft./5 ft.; Special Qualities: Darkvision 60 ft.; Saves: Fort +1, Ref +5, Will +3 Abilities: Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10; Skills: Climb +9, Hide +3, Listen +3, Move Silently +3, Spot +3, Swim +10; Feats: Alertness, Dodge; Challenge Rating: 2; Alignment: chaotic neutral

Oreealla Nir Amana

Level 30 Ancient, Sarxcen; Class: Cleric 3, Psion 3, Wizard 3, Cerebramancer 7, Psychic Theurge 7, Mystic Theurge 7;

Medium Humanoid; Hit Dice: (3d8 +9) + (21d4 +63) (137 hp); Initiative +7 (Dex +Improved Initiative); Speed: 30 ft; Armor Class: 17 (+3 Dex, +7 Natural); Base Attack/ Grapple: +16/+18; Attack: Masterwork rapier +17 (1d6+2); Full Attack: Masterwork rapier +17/+12/+7/+2 melee (1d6+2/1d6+2/1d6+2/1d6+2); Space/Reach: 5 ft./5 ft.; Special Qualities: SR 25, spell-like abilities, spells, psionics, grant a reroll; Saves: Fort +13, Ref +11, Will +24; Abilities: Str 14, Dex 16, Con 17, Int 22, Wis 21, Cha 18; Skills: Appraise +8, Autohypnosis +25, Concentration +23, Craft (Alchemy) +13, Decipher Script +18, Diplomacy +12, Gather Information +9, Intimidate +7, Knowledge (arcana) +25, Knowledge (computers) +11, Knowledge (genetics) +12, Knowledge (history) +8, Knowledge (nature) +7, Knowledge (psionics) +23, Knowledge (religion) +24, Knowledge (the planes) +17, Profession (scientist) +19, Psicraft +19, Sense Motive +13, Spellcraft +28, Spot +6, Survival +6; Feats: Bonus Discipline, Bonus Domain, Combat Casting, Combat Reflexes, Empower Spell, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Leadership, Multispell, Overchannel, Psicrystal Affinity, Quick Draw, Scribe Scroll, Spell Penetration, Spontaneous Spell, Standstill, Tenacious Magic; Challenge Rating: 30; Alignment: Neutral Good

Combat

Spell-Like Abilities: 3/day—*dimension door, invisibility*; 1/day—*Arcane Sight (Greater)*. Caster level 14th; save DC 12 + spell level.

Due to the incredible breadth of Oreealla's spells and psionic powers, they are mostly not listed here. Note: with her 'Anyspell' granted domain spell she is likely to have access to almost anything the DM can think of.

Arcane Spells: 4/6/6/5/4/4/4/4/4/4
DC 16 + spell level
Divine Spells: 4/6/6/5/4/4/4/4/4/4
Cleric Domains: Spell Domain, Destiny Domain, Time Domain
DC 15 + spell level
Power Points/Day 683
Powers Known: 57
Disciplines: Telepathy, Psychoportation
Maximum Power Level: 9
DC 16 + power level

Unique Spells from Domains

Spell Domain

Anyspell: (3rd Level) Prepare any arcane spell up to 2nd level.

Anyspell, Greater: (6th Level) Prepare any arcane spell up to 5th level.

Destiny Domain

Warp Destiny: (6th level) Reverse failed save or hit in combat.

Choose Destiny: (9th level) Gain two chances for success on every action.

Grant a Reroll is the Destiny Domain

Granted Power (Su): Once per day as an immediate action, Oreealla can grant a willing creature within 30' the ability to reroll an attack, save, ability check, or skill check. She must be able to see the creature to be affected and cannot use the power on herself.

Magic Items worn or carried: Masterwork Rapier. *Master Mantle Bracer*: provides access to sealed rooms, as well as to those who know how to activate the functions (Use Magical Device DC 40 on first try only before being locked out) provides constant Lesser Globe of Invulnerability, Protection from Arrows, Regeneration, and a Status effect for any ally. A Master Mantle Bracer also has the ability to deactivate any Mantle Bracer in an area of 10 feet surrounding it at the silent command of the wearer. *Earring*

of Immortality: Provides a Contingency spell triggered by any effect that would harm the (bring to 4 or fewer hp) or incapacitate the wearer. The effect of which is to teleport the wearer directly to the nearest allied healer (at this point that is half-way across Malatra). The earring can only be removed from the wearer with a command word. Broach of Disguise: Provides constant Disguise Self spell, and on command word can cast Eagle's Splendor on the wearer 1/day. The broach is typically worn in an inaccessible place in order to not advertise that the wearer is disguising their appearance.

Raggamoffyn (Captured Long Toothed Saru)

CR 5; Medium-sized Construct, HD 4d10 (raggamoffyn) and 5d8 (Long Toothed Saru); hp 22 raggamoffyn) and 20 (Long Toothed Saru); Face/Reach: 5ft by 5ft/ 10ft; Init +2 (+2 Dex); Spd 30ft, climb 15; AC 15 (+2 Dex, -1size, +4 natural); Atks 2 claws +5(1d6+6), bite +3(1d8+3); SA: Sneak Attack +1d6, Evasion, Rend 2d6+8; SQ Scent 60 ft, construct traits, shared damage (see below); AL N; SV Fort +7, Ref +9, Will +6; Str 22, Dex 15, Con 14, Int 10, Wis 12, Cha 7; Skills: Balance +2, Climb +14, Hide +8, Jump +8, Listen +8, Move Silently +9, Spot +9, Swim +9, Wilderness Lore +9; Feats: Dodge

Shared Damage (Ex) An attack on a captured one deals half damage to the raggamoffyn and half damage to the dominated skulk.

SA: Rend- A target that is hit with both claw attacks is latched onto and their flesh is torn. This automatically deals an additional 2d6+8 points of damage.

Sarrukh (The Snake Mother)

Medium Monstrous Humanoid; **Hit**

Dice: 14d8+70 (133 hp); **Initiative**: +6 (+2

Dex, +4 Improved Initiative); **Senses:** darkvision 60 ft., Listen +6, and Spot +21; **Speed:** 30 ft.; **AC:** 30 (+2 Dex, +18 natural), touch 12, flat-footed 28; **Base Attack** +14; **Grapple** +20 **Attack:** +3 *trident* +23 melee **Full Attack:** +3 *trident* +23/+18/+13 melee and bite +15 melee or 2 claws +20 melee and bite +15 melee **Damage:** +3 trident 1d8+12, bite 1d6+3 plus poison, claw 1d8+6; **Space:** 5 ft./5. ft; Special Attacks/Actions: Fear aura, poison, manipulate form, spell-like abilities Special Qualities: immunity to fire, SR 20 **Abilities:** Str 23, Dex 15, Con 20, Int 30, Wis 18, Cha 18; **Fort** +9, **Ref** +11, **Will** +13; **Skills:** Appraise +27, Bluff +23; Concentration +22, Decipher Script +27, Diplomacy +23, Disguise +4 (+6 acting), Heal +21, Intimidate +25, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (religion) +27, Listen +6, Move Silently +19, and Spot +21; **Feats:** Alertness; Combat Expertise; Improved Initiative; Persuasive; Power Attack; **Alignment:** neutral evil; (CR 21) **Fear Aura (Su):** As a free action, a sarrukh can create an aura of fear in a 10-foot radius. This effect is otherwise identical to the *fear* spell (caster level 14th; save DC 21). A creature that succeeds on the save cannot be affected again by that sarrukh's fear aura for 24 hours. Other sarrukh are immune to this aura. The DC is Charisma-based.

Poison (Ex): Bite, injury, Fortitude DC 22, initial and secondary damage 1d6 Con.

Manipulate Form (Su): At will, a sarrukh can modify the form of any Reptilian creature, except for aquatic and undead creatures. With a successful touch attack, it can cause one alteration of its choice in the target creature's body. The target falls unconscious for 2d4 rounds due to the shock of changing form. A successful DC 22 Fortitude save negates both the change and the unconsciousness.

The change bestowed takes effect immediately and is permanent. Furthermore, the alterations are automatically passed on to all the creature's offspring when it breeds with another of its unmodified kind.

Spell-Like Abilities: 3/day- *disrupt undead*, *identify*, *invisibility*, *knock*, *magic missile*, *misdirection* (DC 16), *see invisibility*, *sleep* (DC 15); 2/day- *confusion* (DC 18), *fireball* (DC 17), *lightning bolt* (DC 17), *polymorph*; 1/day- *teleport* (DC 19), *wall of force*. Caster level 14th.

Saru (Long Toothed)

Long Toothed Saru/Rog 2: CR 5; Large-Sized Monstrous Humanoid; HD 5d8+3d6+14; hp 43; Face/Reach: 5ft by 5ft/10ft; Init +2 (+2 Dex); Spd 30ft, climb 15; AC 15 (+2 Dex, -1size, +4 natural); Atks 2 claws +5(1d6+6), bite +3(1d8+3); SA: Sneak Attack +1d6, Evasion, Rend 2d6+8; SQ Scent; AL NE; SV Fort +7, Ref +9, Will +6; Str 22, Dex 15, Con 14, Int 10, Wis 12, Cha 7; Skills: Balance +2, Climb +14, Hide +8, Jump +8, Listen +8, Move Silently +9, Spot +9, Swim +9, Wilderness Lore +9; Feats: Dodge
SA: Rend- A long toothed Saru that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+8 points of damage.

Socassia (Yaun-ti Pure Blood)

Medium Monstrous Humanoid; Hit Dice: 4d8 (18 hp); Initiative: +5; Speed: 30 ft. (6 squares); Armor Class: 15 (+1 Dex, +4 natural), touch 14, flat-footed 11 Base Attack/Grapple: +4/+4; Attack: Dagger +5 melee (1d4/18–20) thrown +9 ranged (1d4/18–20); Full Attack: Dagger +5 melee (1d4/18–20) or thrown dagger +9 ranged (1d4/18–20); Space/Reach: 5 ft./5 ft.; Special Attacks: Spell-like abilities; Special

Qualities: *Alternate form*, darkvision 60 ft., *detect poison*, spell resistance 14; Saves: Fort +1, Ref +5, Will +4; Abilities: Str 11, Dex 19, Con 11, Int 12, Wis 10, Cha 12; Skills: Concentration +7, Disguise +4*, Hide +6, Knowledge (Arcane) +5, Listen +4, Spot +4; Feats: Alertness, Blind-Fight, Dodge, Improved Initiative; Challenge Rating: 3; Alignment: chaotic evil
 Spell-like abilities: 1/day—*animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12).
 Caster level 4th. The save DCs are Charisma-based.
 Skills: *A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Tamarin the Huntress (Kanga Saru)

Class: Ranger 6 – female saru: (7 ft. 5 inches tall); HD 6d10 hp 52 (currently 0); Init +4 (Dex); Spd 30 ft.; AC 16 (+2 hide, +4 dex); Atks +11/+1 melee (1d4+5/1d4+5 (single punch dagger) or +11/+11/+1/-4 melee (1d4+5/1d4+5/1d4+5/1d4+5 (2 punch daggers)) or +9 ranged (1d8+5, mighty longbow); Face/Reach 5 ft. x 5 ft./5 ft.; AL NG; SV Fort +5, Ref +9, Will +1; Str 20, Dex 19, Con 10, Int 13, Wis 8, Cha 6; Skills: Climb +14, Gather Information +4, Hide +13, Jump +14, , Move Silently +13, Survival +8, Vine Swinging +13; Feats: Dodge, Improved Two-Weapon Fighting, Mobility, Spring Attack, Track, Two Weapon Fighting, Wild Empathy; Alignment: CG. Equipment: wears a mask she found in a cave which provides better sight for her at night (darkvision), and carries two punch daggers made of garuda bone, and a mighty long bow – strength (20). She also has a belt, on which she has whittled a notch for each successful hunt (it may soon fall off).

Tamarin is a famous hunter in Malatra with a reputation of hunting interesting prey. She enjoys hunting garuda and other rare beasts

that endanger villages. Her most famous trophy is a large claw that belonged to a white scaled big nasher garuda that attacked her village which she single-handedly fell with a well-placed arrow to the eye, piercing the brain. When not hunting, Tamarin is a happy-go-lucky saru that enjoys attending feasts and games

Tasloi (Magically Enhanced)

Tasloi, 12th level Warrior; Small Humanoid, Hit Dice; 12d8 (40hp); Initiative +1; Speed 30 ft (6 squares), climb 20ft; Armor Class: 15 (+1 size, +3 Dex, +1 small wooden shield), touch, 14, flat-footed 14; Base Attack/Grapple +12/+8; Attack: Short sword +13 melee (1d4-1 CR 19/20) or Javelin +15 ranged (1d4-1); Full Attack: Short sword +13/+8/+3 melee (1d4-1 CR 19/20) or Javelin +15 ranged; space/reach 5ft./5ft.; Special Qualities: True Sight, Stone Skin, Spirit Drain, Etherealness, SR 15, DR 10/bludgeoning; Fort +11, Ref +5, Will +5; Abilities Str 10, Dex 16, Con 13, Int 10, Wis 9, Cha 6; Skills: Climb +10, Hide +19, Listen +10, Spot +8; Feats: Alertness, Power Attack, Combat Reflexes, Combat Expertise, Improved Critical, Point Blank Shot, Precise Shot, Endurance, Dodge, Quick Draw, Cleave.

Spirit Drain (Su): Normal physical attacks instead damage the total maximum hit points. These can only be fixed with a Greater Restoration spell for all of them, or a Lesser Restoration for each hit point lost.

Yanalq (Couatl)

Large Outsider (Native); Hit Dice: 9d8+18 (58 hp); Initiative: +7; Speed: 20 ft. (4 squares), fly 60 ft. (good); Armor Class: 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18; Base Attack/Grapple: N/A; Attack: N/A; Full Attack: N/A; Space/Reach: N/A; Special Qualities:

Darkvision 60 ft., change shape, telepathy 90 ft.; Saves: Fort +8, Ref +9, Will +10; Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17; Skills: Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls); Feats: Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative; Challenge Rating: 10; Alignment: lawful good

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds.

Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

Combat: It will be impossible within the adventure for Yanalq to attack the heroes in any way, and heroes shouldn't be attacking him. Likewise, the heroes will be able to come into contact with him physically or through melee attacks, though less-heroic ones might try to use ranged attacks on him before they understand his nature. He currently does not have access to any spells or most of his psionics. His stats are just here for reference.

Psionics (Sp) At will—*detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility* (DC 20). Effective caster level 9th. The save DCs are Charisma-based.

Spells: Yanalq casts spells as a 9th-level sorcerer and can choose spells from the sorcerer list, the cleric list, and the list of Good and Law domains. Currently his spellcasting ability is suppressed.

Yuan-ti Civilians

Yuan-Ti warriors (7); large monstrous humanoid; HD 9d8+27; hp 65; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft, climb 20, swim

20; AC 21 (-1 size, +1 Dex, +10 natural, small shield); Atks +13/+8 melee (1d8+6 longspear); Face/Reach 5ft by 5ft/10 ft; SQ Spell Resistance 16; SV Fort +6, Ref +7, Will +10; Str 19, Dex 13, Con 17, Int 15, Wis 13, Cha 15; Skills & Feats: Hide +9, Listen +15, Spot +15, Wilderness Lore +10; Alertness, Blind-Fight, Dodge, Imp. Initiative, Track; Challenge Rating 7; AL LE.

Yuan-ti Guard

Male Yuan-Ti Abomination Fighter 6; Large Monstrous Humanoid; Init +7, Spd 30 ft. (6 squares); AC 24, touch 13, flat-footed 22 (+2 Shield, +3 Dex, -1 Size, +10 Natural,) hp 178 (9d8 + 6d10 + 105 +3) HD); Melee Scimitar +21/+16/+11 (1D8+5/18-20x2) and Bite +18 (2d8+3+Poison/x2); Base Attack/Grapple +15/+26; Face/Reach 10ft by 10ft/10 ft; Special Attacks: Constrict 1D6+10, Aversion (DC 22Will), Spring Attack, Produce Acid, Spell-like Abilities - Animal Trance, Entangle; 3/Day - Deeper Darkness, Neutralize Poison; 1/Day - Baleful Polymorph (snakes only), Fear; Special Qualities: Yuan-Ti Abomination Traits, Poison (DC 21Fort, 1D6Con/2D6Con), spell resistance 25; Saves: Fort 13 Ref 11 Will 14; Abilities Str 20 (+5), Dex 16 (+3), Con 20 (+5), Int 18 (+4), Wis 22 (+6), Cha 18 (+4); Skills Concentration +20, Hide +13, Knowledge(Any one) +19, Listen +21, Move Silently +15, Sense Motive +14, Spot +21; Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus(Bite), Weapon Specialization(Bite); CR 13; AL CE

Aversion (Sp): A yuan-ti abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 22 Will save or

gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to antipathy as the spell (caster level 16th). The save DC is Charisma-based. Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an abomination must hit a large sized or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Poison (Ex): Injury, Fortitude DC 19, initial and secondary damage 1d6 Con. The save DC is Constitution-based. Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Equipment Masterwork Large Scimitar, Masterwork Large Heavy Metal Shield. (Note these items cannot be retained past the Expedition, as they will be filtered out in the retrieval process).

Xer'Dil (The Lich)

Lich, Sarukh Wizard, (currently) 11th-Level Medium Undead (Augmented Monstrous Humanoid); Hit Dice: 14d12+3 (95 hp);

Initiative: +3; Speed: 30 ft. (6 squares); Armor Class: 23 (+3 Dex, +5 natural, +4 *bracers of armor* +4, +1 *ring of protection*), touch 14, flat-footed 20 Base Attack/Grapple: +5/+5; Attack: Touch +15 melee (1d8+5 (x2*) negative energy plus paralysis), or bite +15 melee (1d8+5 (x2*) +fort DC 22 or die after 2 rounds) or by weapon; Full Attack: Touch +15 melee (1d8+5 (x2*) negative energy plus paralysis) + bite +15 melee (1d8+5 (x2*) +fort DC 22 or die after 2 rounds); Space/Reach: 5 ft./10 ft.; Special Attacks: Damaging touch, fear aura, paralyzing touch, spells, death bite; Special Qualities: +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits Saves: Fort +4, Ref +7, Will +10; Abilities: Str 10, Dex 16, Con —, Int 19, Wis 14, Cha 13; Skills: Concentration +15, Decipher Script +14, Hide +15, Knowledge (arcana) +18, Listen +12, Move Silently +16, Search +16, Sense Motive +10, Spellcraft +20, Spot +12; Feats: Combat Casting, Craft Wondrous Item, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell, Toughness; Challenge Rating: 17; Alignment: Neutral evil

Combat

Xer'dil's claws are treated as magic weapons for the purpose of overcoming damage reduction. The Will save against this lich's fear aura and damaging touch, and the Fortitude save against its paralyzing touch, have a DC of 16.

Wizard Spells Prepared (4/5/5/5/4/2/1; save DC 14 + spell level): 0—*acid splash*, *detect magic*, *ray of frost**, *touch of fatigue*; 1st—*expeditious retreat*, *magic missile* (3), *ray of enfeeblement*; 2nd—*mirror image*, *protection from arrows*, *scorching ray**, *spectral hand*, *web*; 3rd—*dispel magic*, *fireball**, *haste*, *lightning bolt**, *vampiric*

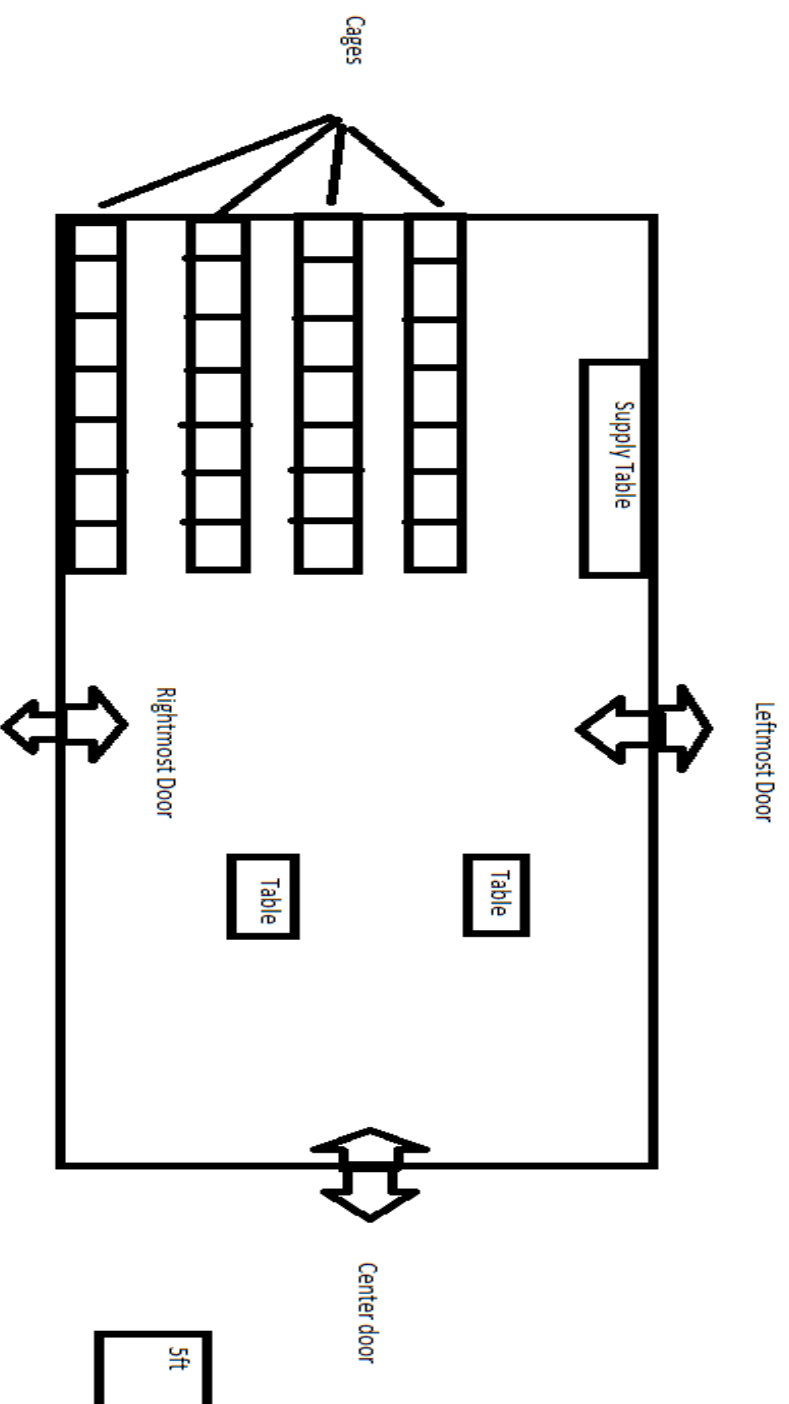
touch; 4th—*enervation, fear, ice storm**, *shout**; 5th—*teleport, wall of force**; 6th—*disintegrate*.

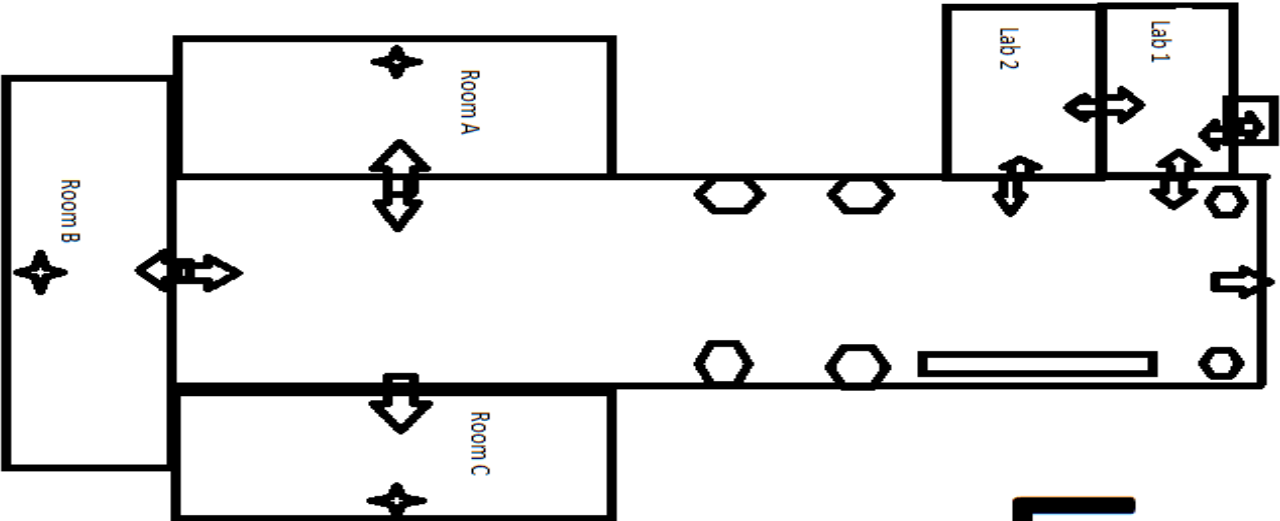
*Because of Spell Focus (evocation), the save DC for these spells is 15 + spell level. Possessions: *Bracers of armor +4, cloak of resistance +1, potion of gaseous form, ring of protection +1, scroll of summon monster IV (8th level), wand of magic missile (50 charges, 9th level)*.

*All damage done physically by Xer'dil is doubled due to the effects of the egg. If Xer'dil is somehow reduced to 0 HP, his life essence immediately flows into one of

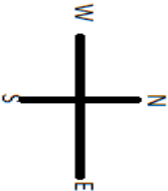
the dinosaur skeletons in the Ossuary. This has the effect of returning him to maximum health and allowing restoring spent spells to him. He will also be very angry. There is no limit to the number of times this can happen. Xer'dil's current stats reflect the level at which the heroes are most likely to face him. If heroes attack him prior to him using the egg upon himself, reduce his stats by 1 level. His true, unreduced form is that of a 30th level Lich, but thankfully there are currently restraints upon him reaching this form... at least for the time being. His phylactery is nowhere near this lab, so heroes have no chance of permanently destroying him.

Lab 1





Lab Complex



Doors



Strange Depression in the Ground



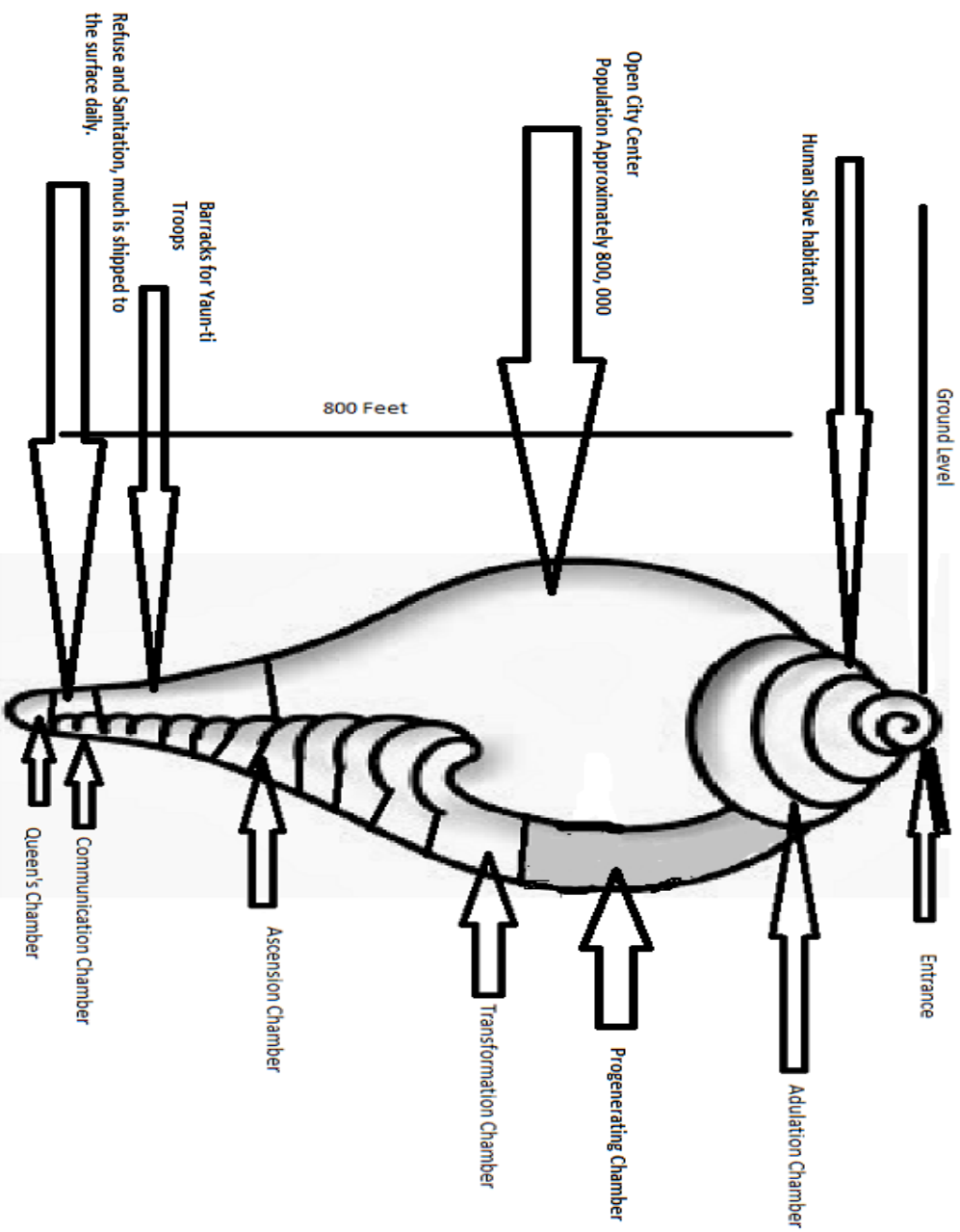
Shelf



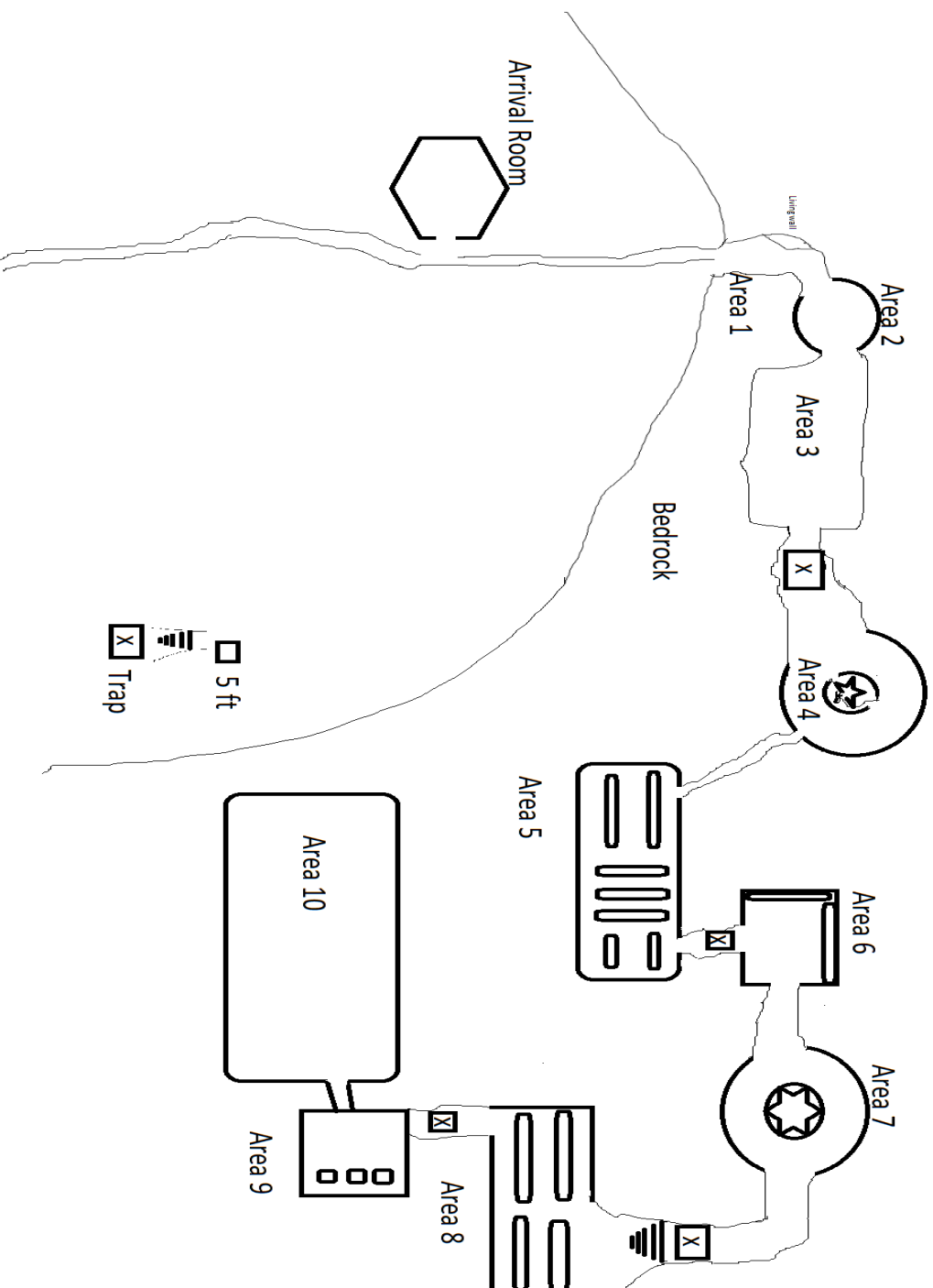
Strange Device



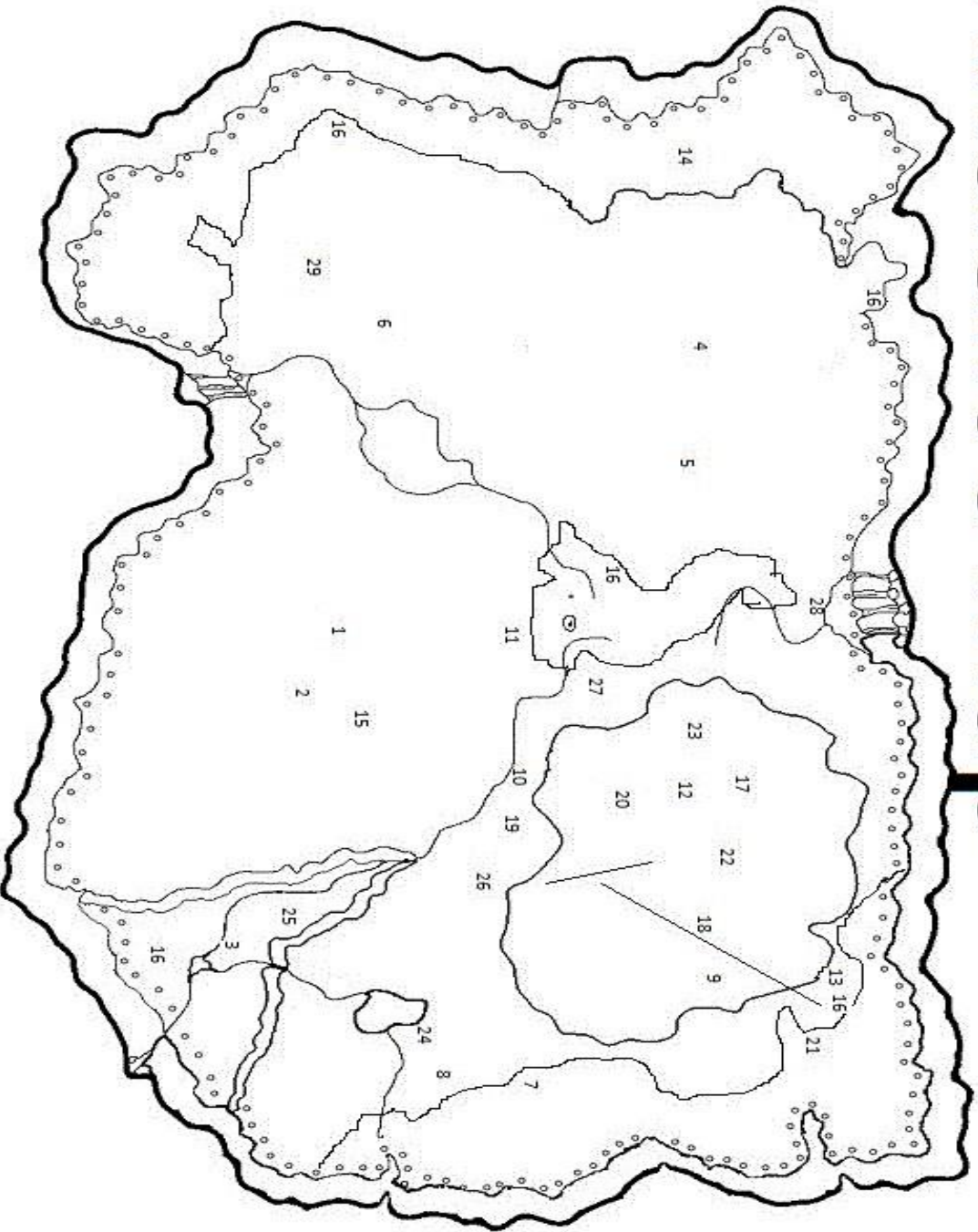
Expedition B: City of Shankha



Expedition 3: Sunken Valley Complex



Ancient's Map



The Locations Key for the Ancient's Map of Malatra (Surface)

- 1 Capitol City Visera
- 2 Port Sleva
- 3 Hor Odonn City
- 4 Odhar
- 5 Kolo Village
- 6 City of Duren
- 7 Demora City
- 8 Kasense City
- 9 Ijipolit City
- 10 Ruins of an Unknown civilization
- 11 The Order Headquarters
- 12 Yanik Taru School
- 13 Station Alpha
- 14 Protectorate
- 15 Shontal School
- 16 5 Spirit Holds
- 17 Storehouse
- 18 Tradeway
- 19 Observation Post Omega
- 20 Station Depot
- 21 Visereati
- 22 Entrance to Oglaylon and the Under-Cities
- 23 Astronomical Observation Camp
- 24 Aurconigis
- 25 Sunken Valley
- 26 Shankha City
- 27 River Idol Construction Site
- 28 Lizard Man Territory
- 29 Savage Human Territory