

# **Eat, Drink, and Be Merry**

## **A One-Round D&D Living Jungle Adventure For Characters of all levels**

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The Simbara are holding contests to choose champions for the fight against the Tamara. But these festivities are interrupted by a korobokuru with a strange and desperate tale. Now you must travel deep into the taboo lands south of Lake Koro to rescue children from a new kind of saru. Are you ready to face the danger? An adventure for heroes of all levels.

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## Judge Introduction

The agents of Tiger are at work again. Now they prey on the fears of the Korobokuru and the Legend of the Killer Saru who would steal the Korobokuru children in the middle of the night and eat them. A secret village hidden in the Taboo Lands is preyed upon by a group of savage Saru or so it would seem. The truth is that these apes are a distant relative of the Saru who have developed carnivorous habits. With the help of Tiger they have been able to infiltrate this secret village and steal the children of the peaceful Tokotatania tribe. One of the children taken belongs to a Korobokuru woman named Kiara. She witnesses the act and decides that she will no longer stand by and watch more children disappear while the elders quarrel over what to do. She ventures far across the land looking for the Saiyama tribe that helped them conceal their village so long ago. Somehow Kiara is able to make it to the Simbara tribe instead. Meanwhile the heroes of Malatra have been gathered for a festival to find the bravest, strongest, and smartest warriors to continue the fight against Tiger. In the middle of the competition Kiara causes a great commotion, so great that the heroes are sent with Kiara to find out what is going on and to perhaps recruit this newly discovered village in the fight against Tiger.

## Encounter One

### A festival.

***You have been invited to the Tribe of the Simbara for a festival that has a competition to determine the bravest, strongest, and smartest jungle warriors to fight the forces of Tiger. When you arrive the village is a bustle with activity. There is a platform in the center of the village. Upon it sits a familiar face, Mirmirani, the queen of the newly renamed Saiyama tribe. Next to her stands a tall Nubari man about 6' 5" who is obviously a Shaman. A horn is blown and a crowd begins to form around the platform. The Shaman begins to speak.***

***"People of Simbara Tribe and Great Jungle Heroes welcome to festival. Me Syanya, shaman of the Simbara Tribe. With Valley of the Lion blocked off by Tamara and many lion katanga falling to evil hyenas, we need new strength in Jungle. So Simbara***

***Tribe calls for heroes to be challenged. Here we test to see who be bravest, strongest, smartest heroes. Four challenges. Great prizes to be found if you win. Prizes and winners announced after challenges complete.***

***First challenge is challenge of aim. This challenge test ability of heroes to attack enemy far away, in this challenge a spear be used to hit target center at different distance. Who do best win challenge.***

***Second challenge is challenge of tracking skill. This challenge test ability of heroes to find enemy. A trail is set. You must follow and find what leave it. First to find win challenge.***

***Third challenge is challenge of strength and balance. This challenge test ability of heroes to balance on back of great gnu while another try to knock you off. One who stays on longest win challenge.***

***Final challenge is challenge of strength and mind. This challenge test ability to handle challenges of jungle. You must fight with hands to win. Take down best fighter in village.***

***First challenge start now. Who up for challenge?"***

### Challenge of Aim

If anyone in the party wants to join in they may. The challenge is just like a dart contest. The first target is at 3 Nubari lengths first, then 5 Nubari lengths, and finally 10 Nubari lengths (15 feet, 25 feet, and 50 feet respectively). This is a difficult challenge, but what do you expect for finding a warrior worthy of fighting the forces of Tiger? See DM's Handout #2 for instructions and scoring info. The winner is the one who has the best score.

***Syanya once again calls everyone to his attention and begins to speak. "First challenge is complete. Second challenge start now. Who want to compete?"***

### Challenge of Tracking Skill

If anyone in the party wants to join in they may. This challenge is to find a hedgehog Katanga that has taken off into the jungle

leaving an obvious trail. It gets more difficult as they go on. There is a Hedgehog Katanga for each of the people participating. They are not told what they are tracking. Each player is also be given a cloth of different color to correspond to the color of cloth around the Hedgehog Katanga's Neck. Refer to pgs 85-86 under the Track Feat in the Player's Handbook for any questions, and remember that it takes an hour to find a trail once lost.

The first check is a DC 7 (DC 5 for very soft ground and +2 for tiny size) with a DC 25 Wilderness Lore check to determine what has left the tracks (a hedgehog). This is a separate roll, and is not required. If the heroes ask, this takes three rounds of contemplation in order to determine the type.

The next check is at a DC 17 (DC 10 for soft ground, +2 for size, and +5 for Hiding trail). At this point it is more difficult to determine the type of tracks left. If the hero wishes to do so they may spend three rounds and try a Wilderness Lore check at DC 30

The third check is a DC 20 (DC 15 for firm ground and +5 for changing to Nubari/Shu form). If the hero was able to determine the type of tracks left in the beginning he can make an intelligence check of DC 15 to realize that he is following a Hedgehog Katanga when the tracks change. If he loses the trail at this point, and knows he is following a hedgehog katanga, time to rediscover the trail is cut to 30 minutes.

The final check is DC 20 followed by a Spot check of DC 20 to find the hedgehog. Once found the individual may return to the village with no problem. The person who takes the least amount of time wins.

Note: For low tier heroes (5<sup>th</sup> or below), reduce the DC of all checks by 5.

***Syanya again addresses the crowd. "Second challenge is complete. Third challenge start now. Who want to compete?"***

Find out who is going to compete, then set the scene.

***You are led to a watering hole. A bamboo fence encircles the pond. At either end of the ring is a water buffalo. You are each given a padded spear. Syana speaks; "Contest is to climb on buffalo and knock off other contestant. First one to fall off loses. If both***

***fall, both get back on and try again. Are you ready?"***

### **Challenge of Strength and Balance**

This is a jousting competition jungle style. Katanga are asked to compete in Nubari or Bipedal form.

The object is to stay on the gnu, or water buffalo and to try to knock off your opponent. Gnu are use to running in the water so it doesn't bother them.

All heroes must initially make a Balance Check to stay on the beast's back - DC10 immediately followed by a Handle Animal Check of DC 10 to calm the beast. This check must be made every round of jousting. Rangers and shaman with animal domain receive a +2 on the handle animal check. Garuda riders (the class, not honorary members) receive a +2 on all rolls (checks and attacks) in this competition. All bonuses stack.

If the Balance check is failed, the hero falls. If the Handle Animal check is failed, the hero is at a -2 to AC and to attack rolls. It is also important to remember that the rider loses Dex bonus to AC unless they have 5 ranks in the Balance skill.

Once they have established "balance" on the beast, the competitors attempt to hit each other's adjusted AC. If one hits and the other does not, the person hit must make a Balance check of DC 20 to stay on the beast. If they fall, they lose the match.

If they both hit at the same time then an opposed strength check is made. The loser must make a Balance check of DC 20 or fall off and be eliminated. The last person left wins the competition.

Note: Initiative is not used in this contest. If the hero is in range to hit, so is the other hero.

***Syanya stands on the platform asking the attention of the crowd once again. "Third challenge is complete. Final challenge start now. Who what to compete?"***

### **Challenge of Strength and Mind**

The final challenge is a wrestling completion. The Pride of the Simbara Tribe defends his title against all who wish to challenge him. Any hero wishing to battle the mighty warrior may do so. The intent of this combat is not to kill, but subdue. This battle will

go on until someone beats the great champion. That person is declared the winner.

***The great champion stands in the ring. A mask of a lion conceals his face. He calls out to the challengers. "I am the great Champion of the Simbara. No one has ever defeated me. I invite you to try. If you succeed, then you become the new Champion of the Simbara and full member of the Simbara Tribe."***

The great champion is none other than Umbaak, the son of the chief. The only people that know this are the chief, the shaman and the witch doctor. The great champion has always worn a mask to hide who he is. He has trained hard since his last encounter with the Simba. He has strived to be just like them: Strong, Brave, Noble, and Fearless. He has changed quite a bit since the heroes who have played "The Golden Child" have seen him.

If the heroes want to compete, use unarmed combat rules, with grappling and/or punching as required. If one or the other can establish a 'pin', the contest is over. Umbaak goes for a pin as soon as he can.

Between matches, Umbaak drinks a brew that restores any subdual points of damage he takes. He wouldn't insult a challenger by taking them on at less than his best.

All damage is subdual. Any opponent who inflicts mortal damage (a lizardman or saru using his claws, for instance, immediately forfeits the contest. Katanga are expected to compete in human form, although he might make an exception for tiger katanga. If he does, the stricture about mortal damage applies.

***A horn blows once again declaring the competitions compete. Syanya stands on the platform next to two great figures. The first is The Chief of the Simbara Tribe, Spirit-Of-Lion; the second is the exalted Witch Doctor of the Tribe of the Simbara, Fenzzica U'Bandalli. Spirit-Of-Lion begins to speak.***

Anyone who is of the Simbara Tribe or has played "The Golden Child" will recognize both the Chief and Witch Doctor"

***"Great heroes of Malatra, welcome to this festival. Four challenges were made. Four challenges were answered. The winner of challenges are \_\_\_\_\_, for***

***his/her skill with aim, \_\_\_\_\_,  
for his/her skill to track, \_\_\_\_\_,  
for his/her skill of strength and balance.***

If there is a winner in the fourth challenge read the following:

***And finally \_\_\_\_\_,  
for his/her skill of strength and mind in defeating my son, Umbaak." The great champion removes his mask and reveals that it is truly the son of the chief. "Each of you come and receive your prize."***

If there is not a winner in the fourth challenge pick up here.

***Fenzzica meets the winners and presents \_\_\_\_\_, with a spear made of a beautiful white wood; on it is painted a scene of a lion pouncing on a tiger triumphantly. "You win this prized spear, it will be useful when you face agent of Tiger." Next she presents \_\_\_\_\_, with a Leopard Skin cloak. It's head can act as a hood and its four legs can connect to the wrists and legs of the wearer. "You win this prized skin, it will be useful to help you find agent of Tiger without being found yourself." Next she presents \_\_\_\_\_, with a small wooden shield, on it is painted the image of a lion in a fierce battle with a tiger. "You win this prized shield, it will help you stand ground against Agent of Tiger."***

If there is a winner in the fourth challenge proceed as follows:

***Finally she bows to \_\_\_\_\_, and says, "I not give you prize, Umbaak have honor."***

***The former champion of the Simbara steps up to \_\_\_\_\_, and bows. "I bow to your superior strength of body and mind. Many years ago I lose my nephew. From that point on I make myself as strong as Simba. I train day and night. You prove to me that you too are strong as Simba, and me need to work harder to achieve strength of Simba. For winning final challenge I give you this." The son of the chief begins to remove a necklace from around his neck. On the necklace is a medallion carved from tiger's eye of a mighty lion raised on his two hind legs, poised for battle. "You win this***

***prized medallion and you now Champion of the Simbara and fellow tribesman. Medallion will give you strength of Simba when you face Agent of Tiger.” Umbaak goes to shake the hand of the winner and pulls him into a friendly embrace.***

If there is not a winner in the fourth challenge proceed as follows:

***No one strong enough to contend with Umbaak, he remain Champion of the Simbara.***

This is the next line of text to following either situation.

***At this the crowd explodes with cheers until Spirit-Of-Lion raises his hand. “Now festival fun start, please eat, drink, and be merry. Syanya will entertain us with story of Jungle Lore. Then big feast will start.” With that Spirit-Of-Lion departs with Fenzzica into the crowd to mingle. Syanya stands and says, “Now I tell you story of Saru and Korobokuru.”***

***“Long ago, before our time, Saru prey on the Korobokuru for reason unknown. This go on for many years, no Korobokuru safe from the claws of the Saru, until one day great spirit come to visit jungle. It watch the Korobokuru and Saru for many days. One day it decide it not right for Saru to hunt Korobokuru. It cast powerful magic on the Saru making them sick at the taste of meat. Because of this, Saru also begin to fear magic they could see, thinking that spirit return to do them more harm. Despite time passing, Korobokuru never forget nights of fear and today some still believe Saru capable of hunting them. But we all know truth. Saru peaceful now and shall stay that way for rest of jungle days. Now we need to work on Korobokuru trusting Saru and we all be happy.”***

## **Encounter Two**

### **Festival Dinner with an uninvited guest**

After the story is told dinner is brought out. The feast includes everything you can think of. There is a table where the Witch Doctor, the Chief, his family, Syanya, and the winners of the contest and their friends sit. This means that as long as one of the heroes wins a contest all of

them can sit at the head table. Many rumors are floating around about different things that have happened. The heroes may mingle if they wish.

Many tribes have gathered for the festival to find warriors worthy of fighting the forces of Tiger. Many Jungle heroes are here as well. One of them is Tigra, a shaman of the Simbara Tribe. If the heroes approach her she tells them her story on DM's Handout # 3. She only relays this information if approached. If the heroes try to approach Spirit-Of-Lion or Fenzzica, they are warded off by guards. They can speak to Syanya and to Umbaak but they have nothing more to say than hello and welcoming type greetings. They can also interact with the NPCs from the challenges. (Their attitudes are on DM's Handout #1 for reference.) After this winds down, move to the following:

***The celebration is heading into full swing when suddenly a Korobokuru woman enters the tribe. She is worn from travel and appears very weak. Everyone backs away from her for on her forehead is tattooed a mark of protection against taboo. In a weak voice she cries, “Tribe need help from great Sai.....” Just then she collapses to the ground. Umbaak rushes to her as does Fenzzica. Fenzzica proclaims, “She is alive but weak. Need shaman now.”***

Here you can give the heroes a second to decide if they want to help. If someone rushes to the aid of the Korobokuru woman they may try a healing check or a cure spell. Continue:

***Tigra (or Hero shaman) rushes to the aid of the Korobokuru woman as does Syanya. Syanya proclaims, “Need to get her in hut, away from crowd so she can rest, she need water and food.” The chief's son picks her up and takes her into his own hut. Tigra (or hero shaman) and Syanya follow. Fenzzica approaches Spirit-Of-Lion and whispers something in his ear and Spirit-Of-Lion speaks. “Enjoy rest of ceremony, Korobokuru will be fine. Please eat, drink, and be merry.” With that he leaves with his witch doctor to the Umbaak's Hut and a regiment of guards line up around it. The crowd begins to settle and soon everyone is having fun once again.***

In the hut, Tigra (or the hero shaman) and Syanya revive the woman and she begins to tell

her tale to all who are present. Spirit-Of-Lion sends his son to find great heroes to pursue this mission. He approaches contest winners first. NPCs who won the contest are unable to go. Next he will go to the heroes and ask for their assistance in a grave matter of state.

There are two interesting twists here. The first is that Spirit-Of-Lion believes that she came to the Simbara Tribe for help searching out the great chief Spirit-Of-Lion to help her with her peoples plight. The second is the Kiara came in search of the Saiyama Tribe and the great Chief Reesta. She won't discover that she has been mistaken until they reach her village and she announces them from the Saiyama Tribe and that they were sent by the great Chief Reesta and a hero corrects her.

Umbaak brings the heroes to the hut. Before going in he asks that all Saru stay outside. If asked why he says it is a matter of comfort for the Korobokuru woman. If they choose to ignore Umbaak then guards prevent the individual from entering. When they go to enter read the following:

***Before you can enter the hut, the witch doctor Fenzzica exits and speaks to you softly. "This woman comes from far away and needs help. Are you willing to travel many days to fight this jungle threat?" She waits your answer.***

She will not give the heroes details of where they are going or what they will be doing. After they agree continue. She will enforce that no Saru enter the hut until she says so. So proceed as necessary.

***She nods in approval. "Very well, come with me." As you enter the hut, before you can see the great Spirit-Of-Lion standing to the side. Fezzica joins him and motions you forward. On a bed is the Korobokuru woman drinking water from a gourd with the assistance of both Tigra (or the hero shaman) and Syanya. Spirit-Of-Lion is still and quiet, almost with the look of fear on his face. The woman looks up startled. "Who are they?" She ask Spirit-Of-Lion.***

***He replies, "Great Jungle Heroes who can help you. Tell them your story." She looks to Syanya, and he nods in approval. She begins to speak.***

***"I am Kiara of the Tokotatania Tribe. We live far away from here beyond taboo lands. Many moons ago our children start to disappear. One by one they taken in middle of night. One night my child taken. I watch helpless as fierce creature take my child. It looked me in eye and I see it. It was Saru."***

***She begins to cry uncontrollably and Syanya comforts her. Syanya prods her to continue and she does. "After that night I leave village to find help for us all. Soon we have no children left." And her crying continues. Through her tears she cries, "Please help us, my child gone, but no one need to lose another."***

If the heroes have questions, take the hero shaman aside and tell her that Kiara is too emotionally spent for further questions tonight.

***Tigra (or hero shaman) shakes her head and says, "She need rest, best if ask questions in morning." With that Syanya escorts you out of the hut.***

The heroes may rest or rejoin the party. If they rejoin the party they can ask opinions of what's happened and generally have fun if they wish. They can also prepare things for the next day. They are given sleeping quarters in the village to keep them close for when morning comes.

## Encounter Three

### The next morning

***The following morning you are awakened by Syanya and he escorts you to the hut you were in the night before. (Again saru will be asked to stay outside until told to come in.) The Korobokuru woman looks a lot better. You can tell that Syanya and Tigra (or hero shaman) were up all night tending to the woman's every need. "Ahh you return to help my people. Can I help you? Have you any questions?"***

She will answer question like the following:  
**How do you know it was a Saru?**

I know it Saru. All Saru look the same. It was ape that walk upright. It has teeth and claws. Besides everyone know Saru steal Korobokuru children.

**How did you get here?**

I travel many days to get here. This Tribe help us long time ago. I figure they help again.

**Can you take us back to your Village?**

Yes, me can lead the way but is very dangerous and long. Must be brave to make journey.

**What do you think of Saru?**

Saru are murderers and thieves. They come in dark of night to steal defenseless children. They are cowards. They should be wiped from jungle to save everyone from their evil ways.

**How do you know the children are eaten?**

We look for children for days. No find them, but me see Saru take daughter, that all proof me need.

At this point if there is a Saru in the party, the party needs to figure out a way to introduce them to her without her freaking out. She honestly believes that the Saru are eating her Tribe's children. Play it how you see it.

***Syanya addresses you all. "You need to leave soon. The trip is long and you need to be prepared for taboo lands. Come with me." He leads you to the hut of Fezzica. "Enter, she wait for you to come."***

***Inside the tent you see Fezzica and Mirmirani joins her. Fezzica hands each of you a fetish, and Mirmirani begins to speak. "Great Heroes there is more to gain than elimination of jungle threat. If you can recruit Tokotatania Tribe in fight against Tiger we gain ally in Taboo Lands."***

The fetishes are a feathered leather armband with some inscriptions carved onto it.

***"You go to taboo lands. This fetish protect you but only if it stay on you. Do not lose or you subject to taboo effects. Go now. You have long journey ahead."***

Now the heroes should prepare to leave. They will be given any provisions they need for the long trip, i.e. food, water, rope, etc.

**Encounter Four: The journey begins**

This journey takes them to places that few in Malatra have ever seen. Umbaak will give them the quickest way to get to the Swamp of the Snake-Men, which appears to be a trip down the

River of Laughing Idols. Then Kiara can guide them from there.

***Umbaak approaches your group. "The best way to get where Kiara knows way is to go down River of Laughing Idols. Make raft. Water will carry you quickly to Swamp of Snake-Men. From there Kiara know way." Kiara nods. "Go now and be safe."***

***With that you head in the direction that Umbaak showed you. After a few days travel you reach the River of Laughing Idols. Now you need a boat or a raft of some sort to take you down the river.***

Creativity wins this battle. They need some kind of raft. There are plenty of trees and vines in the area to make one. Many heroes have canoes, this is a good time to use them. Regardless they need to make something to go down stream in. It is the heroes' job to ensure everyone gets on the boat. Kiara is frightened but brave. She knows the quickest way to get home is to go on the river, so she doesn't need much convincing. If the heroes decide not to take the Umbaak's advice, Kiara strongly suggests that his plan is best. The trip down river on foot is too dangerous. She should know, since she just did it.

**Optional Encounter:**

If time is short (you're already more than two hours into the module) skip this encounter. Of course if you have caiman katanga in the party, be sure to include it, they get to talk to their cousins so seldom.

***Building the flotation devise was difficult but well worth it as you sail down the river much quicker than you could have gone on foot. The trip is fairly easy when you feel a bump under your craft. Did you hit a rock, or was it something else?***

Of course it was something else. What hit the boat was a group of hungry crocodiles that think that they've found an easy meal.

**Caiman katanga and other water breathers.** If there are swimmers in the party, swimming along with the canoes or rafts, allow them a Spot check (DC 10) to see the giant crocodiles coming. They spot them at a distance of 50'. Those in boats or on a raft need a spot check of

25, and only spot the crocodiles at a distance of 25'.

If there are caiman in the party, they may choose to speak to the crocodiles. If so, they find that the crocodiles are just hungry. If the party feeds them, they'll go on their way. They want meat, of course. This solution means that the party has to give up all of their meat supplies. They'll have to spend some time hunting the next day.

If there are no caiman, jungle tam'hi or shamans may use their *speak with animals* ability or spells, rangers may use their animal empathy (DC 20, 15 for low tier), saru may use their *animal friendship* ability. They all produce the same results. The crocs are hungry. If fed, they leave the party alone.

## Low Tier

For a group of all 1<sup>st</sup>-2<sup>nd</sup> level heroes, use only three of the crocodiles. For 4<sup>th</sup> and 5<sup>th</sup>, use all six.

**Three to Six Crocodiles:** CR2; Medium-sized animal (aquatic); HD 3d8+9; hp 22; Face/Reach: 5ft by 5ft/ 5ft; Init +1 (Dex); Spd 20ft, Swim 30ft; AC 15 (+1 Dex, +4 Natural); Atks Bite +6 melee (1d8+6), or tail slap +6 melee(1d12+6); SA Improved grab; SQ --; AL N; SV Fort +6, Ref +4, Will +2

Str 19,Dex 12,Con 17,Int 2,Wis 12,Cha  
*Skills:* Hide +7/+12 when submerged, Listen +5, Spot +5

**SA Improved Grab-**To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep after, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

## High Tier

For a group of 5<sup>th</sup> and 6<sup>th</sup> level heroes, use only three giant crocodiles. For a higher level group, use six, even nine if that's what they need to challenge them.

**Three to Nine Giant Crocodiles:** CR 4; Huge Animal (Aquatic); HD 7d8+28; hp 59; Face/Reach: 10ft by 20 ft/10ft; Init +1 (Dex); Spd 20ft, Swim 30ft; AC 16 (-2 size, +1 Dex, +7 natural); Atks Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12); SA Improved Grab; SQ --; AL N; SV Fort+9, Ref +6, Will +3

Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2  
*Skills:* Hide +0/+5 when submerged, Listen +5, Spot +5

**SA Improved Grab-** To use this ability, the giant crocodile must hit a Large-sized or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deeper water, attempting to pin it to the bottom. The giant crocodile automatically deals bite damage each round it maintains the pin.

The crocodiles attempt to flip the craft the heroes are on. They also attempt to take people off the edges of the boat. The heroes should protect Kiara. If she dies the module ends here. Try not to target her. Remember she would be in the center on the craft far from the edges, since Korobokuru are frightened of drowning.

## Encounter Five

### Out of the Water and into the Swamp

*After successfully navigating down the River of Laughing Idols, you finally reach your destination. Kiara points to the shore and says, "There, we must enter swamp there." You can easily manipulate the craft to the shore and the grateful Kiara hugs the ground. "The things we do for our children." She cracks a smile that soon fades. "Come, come this way."*

*She leads you through the swamp. The water is about Nubari knee deep. Kiara doesn't seem to be bothered by it. You can see the determination on her face as she treks through the swamp.*

The heroes have entered the Swamp of the Snake-Men, better known as the Yuan-Ti. It takes them two weeks to get through the swamp. The snake-men have a 'truce' with the good tribes of Malatra. They will NOT break the truce. The first thing they see may not make them think so. The Yuan-Ti are on a hunting expedition looking for some garuda.

*For many tiring days you have been slogging through the swamp. The mud cakes on everything, and the insects feel that you are a feast they have too long been denied. But other than the annoyances, the trip has been uneventful. Kiara tells you that you should reach the end of the swamp by nightfall. Kiara seems more determined than ever to get home. "By nightfall we will clear*

**the.....” Suddenly Kiara disappears into the swamp ahead.**

Give the heroes a chance to react. Prepare for battle/blah blah.

**Ahead you can see the shadows of six figures. You hear words in a hissing language (yuan-ti). As they come into clear view you can see what appear to be six Snake-men. One is carrying Kiara by one leg hanging upside down. He steps forward and addresses your group. “Doess thisss belong to you.” You can feel something in the water swimming around you. “Don’t be frightened of Ssslitherrrr, he only huntssss rreal game. He won’t hurt you if you behave as you ssshould.” The smugness rolls off his tongue like all the Snake-Men in the Swamp.**

The heroes can react as they wish. The smart thing to do is to talk to the Yuan-Ti. But if they choose to fight here are the stats for what they’re up against.

## Untiered Encounter

### EL 10

**Six Pureblood Yuan-Ti/Ftr6** : CR 7; Medium-Sized Monstrous Humanoid; HD 6d8; hp 34; Face/Reach: 5ft by 5ft/ 5ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft; AC 15 (+2 Dex, +1 natural, +2 Leather); Atks Shortsphear +7/+2 melee (1d8+3), Shortbow +8/+3 (1d6); SA: Spell-like ability; SQ SR 16; AL N; SV Fort +7, Ref +9, Will +11

Str 11, Dex 14, Con 11, Int 18, Wis 18, Cha 16

**Skills:** Climb +9, Concentration +9, Disguise +3, Handle Animal +7, Hide +3, Jump +9, Knowledge (Swamp of the Snake-Men) +10, Listen +15, Spot +15, Swim +9, Wilderness Lore +10

**Feats:** Alertness, Dodge, Improved Initiative, Mobility, Track, Weapon Focus (Shortsphear), Weapon Specialization (Shortsphear),

**SA: Spell-Like Abilities**-(Human-Headed) 1/day—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other.* These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (Save DC 13 + spell level).

**Slither, Snake Giant Constrictor:** CR 5; Huge Animal: 11d8+11; hp 60; Face/Reach 15ft by 15ft (coiled)/ 10 ft; Init +3 (Dex); Spd 20ft., climb 20ft; AC 15 (-2 Size, +3 Dex, +4 natural); Atks Bite +13 (1d8+10); SA: Improved grab, constrict 1d8+10; SQ: Scent; AL N; SV Fort +8, Ref +10, Will +4

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2

**Skills:** Balance +11, Climb +18, Hide +3, Listen +9, Spot +9

**SA: Improved Grab**-To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

**Constrict**-A constrictor snake deals 1d8+10 points of damage with a successful grapple check against Large-size or smaller creatures.

**SQ: Scent**-This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the Opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry’s odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

If the heroes don’t fight, the Yuan-Ti say the following:

**“Tell me, what brrringsss lesssserrr beings to OUR ssswamp! You arre wassting ourrr time. Tell me why we**

***sssshouldn't dessttrroy you forrr trrressspassing!"***

At this time it might be a good idea for the heroes to offer something to the Yuan-Ti. If they do the Yuan-Ti are more willing to work with them. If the gift is valued greatly by the Yuan-Ti (snake-like in nature), the Yuan-Ti escort them to the edge of the swamp. Mentioning the treaty might not be a bad idea either. If they don't pay homage to the Yuan-Ti, the Yuan-Ti just direct them to the edge of the swamp, and tell them not to return until they know how to show proper respect. They return Kiara to the party by dropping her and walking away.

Only lacerials are shown any respect at all, no matter what the heroes' actions. If anything, other reptiles are looked down upon even more than the mammals. A mammal cannot help what he is (a lower being), but a reptile choosing to consort with mammals!!

***Finally, you reach the end of the swamp. Kiara says, "Village ahead about five days walk from here. We rest tonight. Go to Village soon." You camp for the evening. The night passes and morning comes. Kiara is up at dawn. "We go to Village now, come, come." And she begins to walk off.***

## **Encounter Six**

### **A Walk in the Woods.**

***Now that you've made it through the swamp, how many more surprises could there be? Four days have passed with no special events. On the fifth day, you walk through the jungle and begin to feel a chill run up your spine. It appears that you have made it to the edge of the Taboo Lands.***

***Kiara step has increased greatly. "We hurry we get to Village before dark." She slows down and a saddened look comes over her face. "I have to tell you something. I come for help, but I come without permission. Father will look for me. He not happy when I leave. He not know I leave on own. May be danger to you if you enter village without me. Be careful. They no trust outsider, but me get you in village."***

Taboo sense, or knowledge taboo (DC 15) can tell that this part of the jungle is taboo because it is thought to be inhabited by huge man-eating apes. (and it is). Thus the taboo is

practical, not spiritual. No taboo spirits guard this area. So the taboo tattoos and armbands are really just to make the people feel better, and to keep strangers out. For this purpose, they work fine.

Spirit sense reveals that there are no taboo spirits in the area.

At this point, Kiara tells all members of the party that are not Nubari or Korobokuru to stay back. She will also tell the members of the party that are Saru that they risk their lives entering the Village at all. The part of the story that is interesting is that Kiara's father is the Witch Doctor of the Tribe. She is telling the truth about him looking for her and her leaving without telling anyone. This village doesn't want help from outsiders. The only outsiders they might consider are those of the Saiyama Tribe that helped them so long ago. Unfortunately the heroes were sent by the Simbara Tribe not the Saiyama.

Give the heroes a Spot check (DC 20 – 15 for plantmen). Wilderness Lore or Knowledge – Herbs or Plants may be used in place of the Spot skill, if desired. Success means they see the plant just before it attacks. The plant has 'taken 20' on initiative, so roll initiative. Those who beat a 20 (19 for the tendriculos) may act before the plant attacks.

The heroes start 10' or more away from the plant, Kiara is 5' away from the plant. Heroes who expose themselves to attacks of opportunity from the plant to save Kiara may be eligible for a hero point.

***As you take in everything Kiara has just told you, you hear a horrible thing. Silence. The woods begin to shake as a vine reaches out and grabs Kiara. The plant appears to be trying to eat her!***

### **Low/Mid Level**

An assassin vine is attacking Kiara. It is extremely important that the party free her so that they can gain access to the tribe, so don't kill her unless they do nothing to help her. *Speak with Plants* does not help here. The plant is just hungry.

Neither the Assassin Vine (at low tier) or the tenriculos (at high tier) tries to eat a plantman. They will defend themselves against attacks

from plantmen, but they are only interested in eating meat.

### EL 3

**Assassin Vine:** CR 3; Large Plant; HD 4d8+12; hp 30; Face/Reach: 5ft by 5ft/ 10ft (20ft with vine); Init +0; Spd 0ft; AC 15 (-1 size, +6 natural); Atks Slam +7 (1d6+7); SA: Entangle, improved grab, constrict 1d6+7; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +7, Ref +1, Will +2

Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9

*Skills:* none

*Feats:* none

SA: **Entangle**-An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a 4<sup>th</sup>-level druid (save DC 13)

**Improved Grab**-To use this ability, the assassin vine must hit with its slam attack.

**Constrict**-An assassin vine deals 1d6+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

SQ: **Camouflage**-Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

**Blindsight**-Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

### High Level

Only run at high if you know the players are up to the challenge.

The party has one round to attempt to free Kiara from the monster. If not it swallows her and she suffers all the effects of being swallowed. It is important that she not die. If they pull her from the plant after it is defeated say she is close to death (-5 hit points), she stabilized herself. They have to cure her to bring her back if they don't rescue her sooner.

### EL 7

**One Tendriculos:** CR6; Huge Plant; HD 9d8+54; hp 126; Face/Reach: 10ft by 40 ft/15ft; Init -1 (Dex); Spd 20 ft; AC 16 (-2 size, -1 Dex, +9 natural); Atks Bite +13 melee (2d8+9), 2 tendrils +8 (1d6+4); SA Improved Grab, Swallow

Whole, Paralysis; SQ Plant, Regeneration 10; SV Fort +12, Ref +2, Will +2

Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3

*Skills:* None

SA: **Improved Grab**-To use this ability, the tendriculos must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent. A tendriculos that hits with a tendril attack grabs as above. If it gets a hold, it picks up the opponent and transfers it to the mouth as a partial action, automatically dealing bite damage as above.

**Swallow Whole/Paralysis**-A tendriculos can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 19) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, while another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the tendriculos's interior (AC 15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its own way out.

The tendriculos's interior can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

SQ: **Plant**-Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph effects. Not subject to critical hits.

**Regeneration**-Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

## Encounter Seven

### A not so warm welcome

*You have defeated the hungry plant and saved Kiara from its clutches. "I don't know what I would have done. These plants do not journey this far. Something is wrong. It's as though jungle knows something wrong."*

**Up ahead you can see an approaching party. They are yelling out "Kiara" over and over. "I'm here brother," Kiara yells. "I'm over here. I've brought help to defeat the evil Saru."**

**A korobokuru male comes striding through the jungle.**

If there is a Saru in the party, the Korobokuru yells out something to the effect of "look out behind you," and rushes to attack the Saru(s) in the party. He also calls over the other scouts. Kiara pleads with both her brother and the heroes to forgo any violence. If necessary, she imposes herself between two combatants. Just have the scouts (six strapping korobokuru rangers), surround the party and point spears at any saru in the party. They won't attack unless the heroes attack first. Kiara works to make sure this does not happen.

If there are no Saru or the party has convinced the scouts that the Saru are innocent then use the following:

**The Korobokuru Male looks down in anger at Kiara. "WHY YOU BRING OUTSIDER HERE! You know it is forbidden. You know you be punished."**

**"But Yindry, brother, they save me from many perils. They brave warriors of the Saiyama Tribe" Kiara states in rebuttal.**

**"Saiyama Tribe? Hmm, Father may agree but expect bad tidings with outsiders. Come I take you to Father." And Yindry starts off.**

**"Come, come, meet father." Kiara says with glee.**

If the party has no korobokuru:

**Suddenly Yindry stops in his tracks. "Village in great turmoil. Children missing long time, and only precious few left including chief's young son. Village may not welcome you so kindly, but me have plan. I bring you in as servants for father. He old and need help, if he accept Chief may spare life. Only way to get you in. Play along then me be able to help you help us. Only thing, all must agree to lose weapons."**

If the party has some korobokuru:

**Yindry stops in his tracks. "Village in great turmoil. Children missing long time, and only a few are left, including chief's young son. Village may not welcome these others (pointing to anyone not a korobokuru**

**or nubari), but me have plan. I bring you others in as servants of korobokuru. Only way to get you in. Play along, then me be able to help you help us. Only thing, must agree to lose weapons. Tribe not like outsider servants carrying weapons."**

If the party consists of only korobokuru and nubari, use the following:

**"These are outsiders. You be punished for this".**

**"But Yindry, brother, they save me from many perils. They brave warriors of the Saiyama Tribe" Kiara states in rebuttal.**

**"If they are from Saiyama tribe, they be welcome, but you know how village feel about outsiders. I think you in big trouble for this one, little sister". And Yindry starts off.**

Wait for a response, hopefully the heroes agree, realizing this is the safest way to enter the village. If there are Saru in the party it gets a little trickier. Yindry explains that Saru will be required to stay in the Sun Cages for the duration of the day to prove their innocence in the children's disappearance. BUT IT WILL ALL BE A SHOW, Yindry will treat them properly and no real harm will come to any of them. He offers to carry the heroes' large weapons, and help them secrete any small weapons they have. The same goes for any fetishes they may have, as long as they are hidden, there is no problem.

Only by agreeing to Yindry's plan or coming up with one that will work well will the heroes be allowed to enter the village.

**Yindry leads you to a great wall. It must be two Nubari tall. The rest of the scouts begin to surround the party in a circular fashion. Kiara whispers to you, "This is so villagers not kill you on site, it look like you captured by scouts to be taken to father." As you walk through the gate all eyes turn to you. Everyone begins to talk. Women with the few children left rush them into their huts. You can tell you are far from welcome here.**

If there are any Saru, a crowd gathers and they begin to throw coconuts at them. Each coconut does 1d4 of subdual damage. Assume that 1d4 coconuts hit each saru. Then Yindry and Kiara jump in and start yelling at the visitors. "Are you as bad as saru? We do not torture our

foes, like the saru." The crowd stops and looks sheepish.

**Yindry calls the caravan to a halt in the middle of the village. "Finry, father, come see what we bring you."**

**A man of elder age comes out of the hut. He is littered with fetishes and such. Another man comes out of the hut. He wears a huge headdress that is adorned with many jewels. He stands next to Finry. Finry begins to speak, "Yindry what do you bring me?"**

**Yindry takes Kiara by the hand. He escorts her to their father. Taking Finry's hand he says, "I give you your most priceless possession." Yindry then places the old man's hand on Kiara's face. His face lights up with joy.**

**"My daughter, you have returned to me."**

**"Yes, father I'm home." They embrace and tears rain from both their eyes.**

**"Who they be?" a deep voice bellows. The man in the headdress stares at Yindry. "Why you bring outsiders to village!"**

Adjust the response based on the party make-up.

All Korobokuru and nubari:

**Kiara begins to speak, but Yindry stops her. "Oh great chief Tolo, I find these lost brothers in the jungle. These others are members of Saiyama tribe, which helped us so long ago. They have come to aid us in finding out who is responsible for loss of children. They travel far to aid great chief Tolo, for even far away many know of fame of great chief."**

**"So be it," says the chief. 'I thank the lost brothers for coming to our aid. Our children have been missing long, long time. I only hope you can do what must be done. Yindry, take them to hut.' With that, he stomps back into his own hut.**

Some korobokuru and nubari:

**Kiara begins to speak, but Yindry stops her. "Oh great chief Tolo, I find these lost brothers in the jungle. These others are members of Saiyama tribe, which helped us so long ago. They have come to aid us in finding out who is responsible for loss of children. They travel far to aid great chief Tolo, for even far away many know of fame of great chief."**

**The chief looks at the rest of you "And what of these outsiders?" Yindry quickly replies "These are the servants of the lost brothers. They are of no consequence, they only fetch and carry for our brothers and friends from the Saiyama tribe."**

**"So be it," says the chief. 'I thank the lost brothers for coming to our aid. Our children have been missing long, long time. I only hope you can do what must be done. Yindry, take them to hut. Make sure strange outsider servants watched.' With that, he stomps back into his own hut.**

If they have no nubari or korobokuru.

**Kiara begins to speak, but Yindry stops her. "Oh great chief Tolo, I bring these outsiders as servants for father. He need help since he getting old. They assist him. Those he not need bake in cages." Kiara's eyes open wide with shock.**

**"Ah, it be done. Outsiders belong to Finry. Take the filth away from my sight." With that he stomps off back into the hut. Yindry waves his hands and you are all escorted to a hut that is a make shift cage. Two guards are placed outside your door. When you enter you see all your gear in perfect piles for each of you.**

Remember the non-nubari and non-korobokuru heroes have been disarmed. Now they have been reunited with their possessions, but there are still guards outside.

If there is a Saru, read the following:

**Four guards come into the tent with you, as does Yindry. He points to the Saru and says, "Saru to be sent to the Sun Cages, they prove innocence if they no leave cages." The guards escort the Saru out and Yindry with them.**

The Saru heroes are put in a different area. They are put on display so the village could mock them. That means more coconuts and a few rotten fruits. The coconuts cannot hit them; the cage bars are too close for that. The rotten fruit has no trouble.

The Saru are there until the next morning unless they break out (Stats for the cages are on DM's Handout #4). But after the sun falls Yindry visits the Saru and feeds them and gives them water. During this time Yindry reminds the Saru that it is important that they keep the appearance that they are a prisoner so as to

allay suspicion. However he does release their ropes with the promise that they will not try to free themselves from the cage. If the Saru is injured in the plant fight the water is actually a healing brew that will eliminate the damage incurred in the previous battle.

**Kiara enters your hut with her brother Yindry. Yindry tells the guards to leave you alone with them. The guards argue at first, but reluctantly agree.**

**Yindry begins to speak. "I sorry I had to do this. Chief would have you die painful death in sun cages. You have to make father see you are brave warriors of the Saiyama Tribe, then he tell chief and you not have to die."**

**Kiara steps up. "Father cannot see, but see many things. He is only person who can convince chief you good. He be here soon to put you through test." Soon she steps out and escorts her father in.**

**He looks at all of you and says, "You sent by Saiyama Tribe?" He awaits your answer.**

He waits until all present answer him. If they say the Saiyama sent them he answers with the same question as if they didn't hear him. If they again insist that the Saiyama Tribe sent them he follows with:

**"Who really send you? Tell me truth or you suffer sun cages."**

He once again awaits their answer. He can see if they are telling the truth. He has a *Detect Thoughts* spell up and an invisible shaman with *Discern Lie* up telling him when the heroes are lying. If they lie again he threatens to have the individual put in the sun cages. If they tell the truth proceed.

**"Why you here?"**

He once again awaits their answer. If they lie he will have the individual put in the sun cages. If they tell the truth proceed.

**"Hmm, me understand. You not know of our people. Many, many moons ago, when I was small boy, I live near the village known as Saiyama Tribe. Our village peaceful and work with Saiyama people to hunt and gather. That change when great force come to destroy us. We try to fight, but we too weak. Saiyama could not help. Their people**

**did not want part in war. My father was part of council, they decide we must go. Saiyama and young Chief Toloka help us move into taboo lands. Witch Doctor show us how to protect from Taboo Lands. We tattoo to keep permanent. We live peaceful here. No one come to Taboo Lands, so no one bother us. All change two moons ago. Children start to disappear. We look but never find them. Then Kiara child taken. She see Saru take child. That when we know we doomed. Chief Toko good chief, but he no like outsiders. He may allow you if he know you ok with me. Strange ones (indicating anyone but nubari and korobokuru) must act as servants, then you safe from angry villagers. I need you in morning. Now rest and eat. Long day tomorrow." The old man turns to leave. Kiara and Yindry follow. Soon they return to bring you food and drink. "Relax you my family's guest if not village guest. This thank you for bringing sister home safely."**

If anyone in the party is injured from the confrontation with the plant, Yindry gives them a healing brew just as he did for the Saru. If the party asks about Saru heroes, Yindry tells them that they will prove themselves during the night and not to worry about them. The Saru are under his father's protection and no one dares cross him.

## Encounter Eight

### The next morning

During the night, a band of "Saru" enters the village. Have the Saru characters make a Listen Check DC 15. If they make it, have them make a Spot check DC 15. If they make that, they see some Saru in the camp heading to the hut that they were first brought to (the chief's hut). If the heroes in the hut have decided to set a watch, they need a listen check at DC 25 to hear anything. If they make it, what they have heard is a child crying as it is taken over the wall.

Saru are allowed to make this check because they are the only ones outside, the guards have fallen asleep. If the Saru want to know if the guards are awake tell them yes because the guards are sleeping with their eyes open. Yes they can, just ask anyone in the armed forces. If they fail give them another chance to Listen this time at a DC20. If they make it, they will hear the faint cry of a Korobokuru child. Let them react as they wish.

They can try to break the cage, but Yindry told them to stay in the cages all night. If they try to get anyone's attention, a guard awakens. He tells them to be quiet. If they insist, and try to tell him that someone is stealing the children, he laughs and says, "Only child thieves here are in cages. Try to get us to leave guard post. Not happen now, we are too smart for that old trick."

If they continue to insist, or start making enough noise to wake others, or even manage to break out of the cages, move the following scene to night, rather than morning. The heroes can wake someone who discovers the missing child, but the delay from the guards means that they don't react until after the child is gone.

### **Missing chief's son:**

***The next morning comes. You think the song of a bird or the sun peeking into your tent would awaken you, but instead you are awakened by a blood-curdling scream. "My Baby!" is all you hear. Soon Fenry enters your tent once more.***

***"My vision comes true. The Saru have stolen infant son of Chief Tolo. Now you must go find boy before harm come to him. If you fail, blame be put on you despite innocence." He pauses and continues after a deep breath. "Me know you innocent. Now go, be safe. Bring back the chief's son, or don't come back at all." With that he leaves.***

Finry will release the Saru after he leaves. If they aren't aware of what happened, he tells them. He tells them to go to the gate where Kiara will give them their equipment and they meet the rest of their group.

***Kiara awaits you at the gate. "They were not very smart this time. They leave from back wall. Should be able to track from there. Bring back proof that you innocent. Good Luck and thank you for trying."***

The heroes now have a choice of listening to Kiara or going on their own. If they listen to Kiara, the Tracking Check is a DC 10, if not it is a DC 20. Once they find the trail, they can follow it easily into a heavily wooded jungle.

## **Encounter Nine**

### **The Chase**

***You follow the trail easily until you reach a thicker part of the jungle. Suddenly the trail runs cold.***

If there is anyone with the vine swinging skill or the Tracking Feat, they may make a Spot Check of DC 20. (they can take 10 or 20 on this check). This indicates that the thieves resorted to vine swinging from this point on. If successful, the individual can point out the general direction and use Tracking Feat as normal with a DC 15 to keep up with the trail. Everyone else has to make a Spot Check DC 25 to notice the vines. (Saru and Monkey Katanga are given a bonus of +3 to this roll in either case.) This will give them the same information. Following the trail requires a Spot Check - DC 20 - if no one possesses the Track Feat. If they lose the trail, they can still proceed as follows:

***Continuing on, you hear a loud roar up ahead. Your not sure what it is. It sounds like a really big Tiger Katanga, but the other roar is like one you don't here that often, could it be the roar of a Simba?***

***As you approach the noise, you see a huge lion being trampled by an even bigger tiger with long teeth that are about to embed themselves in the lion's shoulder. You can see the lion is injured and will surely perish. Should you save this noble beast or will you let the law of the jungle prevail?***

The two animals are a dire saber-toothed tiger and a dire lion katanga. The heroes need not save the lion unless they feel it is necessary. They can gain a little knowledge and a powerful ally from this encounter so it is in their best interest to help. The tiger isn't interested in anything but the Lion, however if something interrupts its meal it will retaliate. Use the following modifications for your table.

Note: The dire lion is stunned from the attacks of the saber tooth. The battle should depend on the heroes, not on the lion. If, and only if, the lion receives healing (probably provoking an attack of opportunity from the saber tooth) can he rejoin the battle.

**Low Level (table of 1<sup>st</sup> and 2<sup>nd</sup> level characters)**

At this level the Tiger only attacks the Lion as he has been ordered to do so.

**Dire Saber-tooth Tiger:** CR 8; Huge Animal; HD 16d8+48; hp 120 (Currently 20); Face/Reach 10ft by 30ft/10ft; Init +2 (Dex); Spd 40ft; AC 16 (-2 size, +2 Dex, +6 natural); Atks 2 claws +18 melee (2d4+8), bite +13 melee (2d6+4); SA Pounce, Improved Grab, Rake 2d4+4; SQ Scent; AL N; SV Fort +13, Ref +13, Will +11

Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**Skills:** Hide +0/+8 in areas of heavy undergrowth and tall grass, Jump +11, Listen +3, Move Silently +9/+17 in areas of heavy undergrowth and tall grass, Spot +3, Swim +11

SA: **Pounce**-If a dire saber-toothed tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire saber-toothed tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire saber-toothed tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire saber-toothed tiger pounces on an opponent, it can also rake.

**Simbarian, Dire Lion Katanga, Male:** CR8; Large Humanoid; HD 1d8+7d10+24; hp 92 (currently at 72 hp); Face/Reach: 5ft by 10ft/5ft; Init +7 (+3 Dex, +4 Improved Initiative); AC 12/15/16 (-1 size, +3 Dex, +0/+2/+4 Natural Nubari/Biped/Animal); Atks 2 claws +13 melee (1d6+7), bite +8 melee (1d8+3); SA Pounce, Improved Grab, Rake 1d6+3, Favored Enemy (Long-Toothed Saru, Saber-Tooth Tiger); SQ Scent; AL LG; SV Fort +8, Ref +5, Will +4

Str 25, Dex 16, Con 17, Int 15, Wis 14, Cha 11

**Skills:** Handle Animal +5, Hide +17/+21 (in tall grass and heavy undergrowth), Jump +10, Listen +10, Move Silently +17, Search +7, Spot +10, Swim +12, Wilderness Lore +12

**Feats:** Blindfighting, Improved Initiative, Run

SA: **Pounce**-If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

SQ: **Scent**-This ability allows the creature to detect approaching enemies, sniff out hidden

foes, and track by sense of smell. For application of the Special Quality, reference *The Monster Manual* pg. 10.

### Low-Mid Level (table of 3<sup>rd</sup> and 4<sup>th</sup> level characters)

At this level the Tiger attacks the party when it has been taken down to 15 hp or below.

**Dire Saber-tooth Tiger:** CR 8; Huge Animal; HD 16d8+48; hp 120 (currently 50); Face/Reach 10ft by 30ft/10ft; Init +2 (Dex); Spd 40ft; AC 16 (-2 size, +2 Dex, +6 natural); Atks 2 claws +18 melee (2d4+8), bite +13 melee (2d6+4); SA Pounce, Improved Grab, Rake 2d4+4; SQ Scent; AL N; SV Fort +13, Ref +13, Will +11

Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**Skills:** Hide +0/+8 in areas of heavy undergrowth and tall grass, Jump +11, Listen +3, Move Silently +9/+17 in areas of heavy undergrowth and tall grass, Spot +3, Swim +11

SA: **Pounce**-If a dire saber-toothed tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire saber-toothed tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire saber-toothed tiger pounces on an opponent, it can also rake.

**Simbarian, Dire Lion Katanga, Male:** CR8; Large Humanoid; HD 1d8+7d10+24; hp 92 (currently at 42 hp); Face/Reach: 5ft by 10ft/5ft; Init +7 (+3 Dex, +4 Improved Initiative); AC 12/15/16 (-1 size, +3 Dex, +0/+2/+4 Natural Nubari/Biped/Animal); Atks 2 claws +13 melee (1d6+7), bite +8 melee (1d8+3); SA Pounce, Improved Grab, Rake 1d6+3, Favored Enemy (Long-Toothed Saru, Saber-Tooth Tiger); SQ Scent; AL LG; SV Fort +8, Ref +5, Will +4

Str 25, Dex 16, Con 17, Int 15, Wis 14, Cha 11

**Skills:** Handle Animal +5, Hide +17/+21 (in tall grass and heavy undergrowth), Jump +10, Listen +10, Move Silently +17, Search +7, Spot +10, Swim +12, Wilderness Lore +12

**Feats:** Blindfighting, Improved Initiative, Run

SA: **Pounce**-If a dire lion leaps upon a foe during the first round of combat, it can make a

full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

SQ: **Scent**-This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. For application of the Special Quality, reference *The Monster Manual* pg. 10.

#### Mid Level (table of 5<sup>th</sup> and 6<sup>th</sup> level characters)

At this level the Tiger attacks the party when it has been taken down to 50 hp or below.

**Dire Saber-tooth Tiger:** CR 8; Huge Animal; HD 16d8+48; hp 120 (currently 75); Face/Reach 10ft by 30ft/10ft; Init +2 (Dex); Spd 40ft; AC 16 (-2 size, +2 Dex, +6 natural); Atks 2 claws +18 melee (2d4+8), bite +13 melee (2d6+4); SA Pounce, Improved Grab, Rake 2d4+4; SQ Scent; AL N; SV Fort +13, Ref +13, Will +11

Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**Skills:** Hide +0/+8 in areas of heavy undergrowth and tall grass, Jump +11, Listen +3, Move Silently +9/+17 in areas of heavy undergrowth and tall grass, Spot +3, Swim +11

SA: **Pounce**-If a dire saber-toothed tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire saber-toothed tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire saber-toothed tiger pounces on an opponent, it can also rake.

**Simbarian, Dire Lion Katanga, Male:** CR8; Large Humanoid; HD 1d8+7d10+24; hp 92 (currently at 42 hp); Face/Reach: 5ft by 10ft/5ft; Init +7 (+3 Dex, +4 Improved Initiative); AC 12/15/16 (-1 size, +3 Dex, +0/+2/+4 Natural Nubari/Biped/Animal); Atks 2 claws +13 melee (1d6+7), bite +8 melee (1d8+3); SA Pounce, Improved Grab, Rake 1d6+3, Favored Enemy

(Long-Toothed Saru, Saber-Tooth Tiger); SQ Scent; AL LG; SV Fort +8, Ref +5, Will +4

Str 25, Dex 16, Con 17, Int 15, Wis 14, Cha 11

**Skills:** Handle Animal +5, Hide +17/+21 (in tall grass and heavy undergrowth), Jump +10, Listen +10, Move Silently +17, Search +7, Spot +10, Swim +12, Wilderness Lore +12

**Feats:** Blindfighting, Improved Initiative, Run

SA: **Pounce**-If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

SQ: **Scent**-This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. For application of the Special Quality, reference *The Monster Manual* pg. 10.

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#### High Level (Table of 7<sup>th</sup> and higher level characters)

The tiger attacks the party when it is attacked by them. It first tries to wipe out the dire lion (it has the lion pinned, and can do claw and rake attacks on it. These should put it to -8 hit points, giving the heroes two rounds to save it).

**Dire Saber-tooth Tiger:** CR 8; Huge Animal; HD 16d8+48; hp 120; Face/Reach 10ft by 30ft/10ft; Init +2 (Dex); Spd 40ft; AC 16 (-2 size, +2 Dex, +6 natural); Atks 2 claws +18 melee (2d4+8), bite +13 melee (2d6+4); SA Pounce, Improved Grab, Rake 2d4+4; SQ Scent; AL N; SV Fort +13, Ref +13, Will +11

Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**Skills:** Hide +0/+8 in areas of heavy undergrowth and tall grass, Jump +11, Listen +3, Move Silently +9/+17 in areas of heavy undergrowth and tall grass, Spot +3, Swim +11

SA: **Pounce**-If a dire saber-toothed tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire saber-toothed tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire saber-toothed tiger pounces on an opponent, it can also rake.

**Simbarian, Dire Lion Katanga, Male:** CR8; Large Humanoid; HD 1d8+7d10+24; hp 92 (currently at 32 hp); Face/Reach: 5ft by 10ft/5ft; Init +7 (+3 Dex, +4 Improved Initiative); AC 12/15/16 (-1 size, +3 Dex, +0/+2/+4 Natural Nubari/Biped/Animal); Atks 2 claws +13 melee (1d6+7), bite +8 melee (1d8+3); SA Pounce, Improved Grab, Rake 1d6+3, Favored Enemy (Long-Toothed Saru, Saber-Tooth Tiger); SQ Scent; AL LG; SV Fort +8, Ref +5, Will +4  
Str 25, Dex 16, Con 17, Int 15, Wis 14, Cha 11

**Skills:** Handle Animal +5, Hide +17/+21 (in tall grass and heavy undergrowth), Jump +10, Listen +10, Move Silently +17, Search +7, Spot +10, Swim +12, Wilderness Lore +12

**Feats:** Blindfighting, Improved Initiative, Run

**SA: Pounce**-If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab**-To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake**-A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

**SQ: Scent**-This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. For application of the Special Quality, reference *The Monster Manual* pg. 10.

**You have defeated the ferocious tiger and are left with a lion in great pain. What do you do now?**

The Dire Lion Katanga only speaks if the heroes assist it with healing and the like. It does not reveal that it is a Katanga and stays in Dire Lion Form until otherwise stated. If they choose to leave the Dire Lion Katanga as it is, so be it, but if they help the creature will speak to them and say the following.

**The noble beast lets out a tremendous roar, in it you can hear the agony that you have just relieved. "Thank you for helping me."**

Let the heroes react to the talking lion. This Katanga has learned to talk in animal form.

**"Please do not be frightened. I will not hurt you. I am here to guard this place from evil."**

If the heroes begin to ask questions read the following:

**The massive Lion shaking rises to his feet. "I am known as Simbarian, Protector of Taboo lands south of Lake Kovo. I have been protecting these lands many years, but as you can see I am getting old. I know that without your help that tiger would have destroyed me. I know what you are looking for. The long toothed Saru, right?"**

**That's what I was afraid of. Long ago during the time of peace, the Saru lived in harmony with the Korobokuru, but soon that would all change. A group of Saru tasted the sweetness of blood during a hunting expedition with the Korobokuru. They wanted more and began to crave meat like the lion. They mercilessly killed every animal that was weaker than they were. Then they began to kill other Saru. Then they crossed the line. They started stealing the Korobokuru's children. The elders saw this as a threat on their own children and banished them to the Taboo Lands. So that they would never return, I was placed as a guard.**

**Time went on with no problems, until the Village of Korobokuru moved here. I've been able to stop the long toothed Saru, but my age and a new threat has prevented me from stopping them lately. They act with a vengeance and seem to have some sort of help. I don't know what or who it could be but they are not alone." The lion begins to walk off into the woods and stops. "I tell you where they are. They live at Lake Koro. They are not like any Saru you know, remember that."**

**He goes to leave again and turns to address you. "I will show you the way. Besides I owe you some help for your aid with the saber-tooth." And a large toothy grin comes across the lion's face. "Follow me." With that he walks down a path that appears to be heading in the direction you were going.**

For easy reference the Simbarian's Stats are on DM's Handout #5.

## Encounter Ten

### Let's go for a swim

***You follow the trail that has suddenly become apparent once more.***

Have the PC's and Simbarian, if he is with them, make a Listen Check DC 10 to hear a child scream.

***Up ahead in the distance you can see the lake. There is something in the water. It appears to be a ..... a Saru? The saru is unlike any you have seen before. His fangs protrude from his mouth, reaching almost to his chin! In his arms is a screaming Korobokuru child. He is heading toward a cage that is full of children crying. The cage is floating and being pulled by a horrible creature that looks like a large green ape with four arms and a horn in the center of it's head. It's a kretch, here! (If Simbarian is with them.) Suddenly Simbarian charges the creatures screaming "Child stealers! Die now!"***

What we have here is an old-fashion diversion tactic. The heroes are about to be ambushed by a not so nice bunch of apes. After the first initial reaction roll initiative. The ambush happens immediately after the heroes rush to assist the child. The water is only about waist deep on the kretch, which would make it about 4-4 ½ ft deep.

Simbarian attacks the kretch in the water. If the party is all low level, he also attacks the long-tooth saru in the water (pouncing on it and killing it in the first round). This means the party is responsible for saving the child, since the saru abandons it in the water. The heroes have six rounds to get to the baby before it drowns.

If Simbarian is not with the heroes, the kretch in the water attempts to flee. If the party is all low level and Simbarian is not with them, the kretch flees with the long tooth saru in the water as well. Again, they abandon the baby; the party has six rounds before it drowns.

The long tooth saru in the water is listed separately (DM Handout #5). The Kretch leader (in the water) is also listed there. The saru and kretch listed here are the ones who ambush the heroes. If given a chance, the long tooth saru

leader takes four rounds to deliver the baby to the cage, then helps the kretch leader (if the heroes are having problems handling their own saru and kretch), or the saru on the shore (if the heroes are having an easy time of it).

The cage floats. The heroes do not have to immediately rescue the children in the cage, although they may choose to do so. Anyone who takes time for an easy Spot roll, (DC5) can tell that the children in the cage are in no danger of drowning.

### **Low Level (Tables of 1<sup>st</sup> and 2<sup>nd</sup> level characters)**

#### **EL 4**

**One 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+4), bite +3(1d8+2); SA: Sneak Attack +1d6, Evasion, Rend 2d6+6; SQ Scent; AL NE; SV Fort +7, Ref +9, Will +6

Str 19, 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+6 points of damage.

### **Low-Mid Level (Tables of 3<sup>rd</sup> and 4<sup>th</sup> level characters)**

#### **EL 6**

**One 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.

**One Kretch/Soldier:** CR 3; Large Outsider; HD 3d8+12; hp 25; Face/Reach: 5ft by 5ft/ 10ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft, climb 20; AC 16 (+1 Dex, -1size, +6 natural); Atks 2 claws +7(1d6+3), bite +7(1d4+3) or horn +9(1d8+6); SA: Improved Grapple, Constrict 1d6+4, Spell-like ability; SQ Mimic animal sound, never sleep, 270 degree vision, fear immunity, poison immunity, darkvision 60'; AL LE; SV Fort +7, Ref +2, Will +1

Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 8

**Skills:** Climb +2, Hide +4, Knowledge (Military tactics) +4, Listen +8, Move Silently +4, Search +8, Spot +8

**Feats:** Alertness, Improved Grab, Improved Initiative, Multi-attack

**SA: Improved Grab-** To use this ability, the Kretch must hit with both claw attacks.

**Constrict-** A Kretch deals 1d6+4 points of damage with a successful grapple check against Large-sized or smaller creatures.

**Spell-Like Ability-** Three/day *polymorph any object* (non-living only)

**SQ: Mimic Animal Sounds-** A Kretch has the ability to imitate the sound of all animals in Malatra. A Listen Check DC 25 is needed to determine the difference between the Kretch's imitation and the real animal.

## Mid Level (Tables of 5<sup>th</sup> and 6<sup>th</sup> level characters)

### EL 7

**Two 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.

**One Kretch/Veteran:** CR 6; Large Outsider; HD 7d8+35; hp 68; Face/Reach: 5ft by 5ft/ 10ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40ft, climb 20; AC 18 (+1 Dex, -1size, +8 natural); Atks 2 claws +12(1d6+3), bite +12(1d4+3) or horn +14(1d8+7); SA: Improved Grapple, Constrict 1d6+4, Spell-like ability; SQ Mimic animal sound, never sleep, 270 degree vision, fear immunity, poison immunity, darkvision 60'; AL LE; SV Fort +9, Ref +4, Will +3

Str 25, Dex 13, Con 21, Int 11, Wis 11, Cha 8

**Skills:** Climb +2, Hide +4, Jump +4, Knowledge (Military tactics) +10, Listen +12, Move Silently +4, Search +8, Spot +12

**Feats:** Alertness, Dodge, Improved Grab, Improved Initiative, Mobility, Multi-attack, Scent, Track

**SA: Improved Grab-** To use this ability, the Kretch must hit with both claw attacks.

**Constrict-** A Kretch deals 1d6+4 points of damage with a successful grapple check against Large-sized or smaller creatures.

**Spell-Like Ability-** Three/day *polymorph any object* (non-living only)

**SQ: Mimic Animal Sounds-** A Kretch has the ability to imitate the sound of all animals in Malatra. A Listen Check DC 25 is needed to determine the difference between the Kretch's imitation and the real animal.

## High Level (Tables of 7<sup>th</sup> and higher level characters)

**Four 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.

**One Kretch/Soldier:** CR 3; Large Outsider; HD 3d8+12; hp 25; Face/Reach: 5ft by 5ft/ 10ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft, climb 20; AC 16 (+1 Dex, -1size, +6 natural); Atks 2 claws +7(1d6+3), bite +7(1d4+3) or horn +9(1d8+6); SA: Improved Grapple, Constrict 1d6+4, Spell-like ability; SQ Mimic animal sound, never sleep, 270 degree vision, fear immunity, poison immunity, darkvision 60'; AL LE; SV Fort +7, Ref +2, Will +1

Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 8

**Skills:** Climb +2, Hide +4, Knowledge (Military tactics) +4, Listen +8, Move Silently +4, Search +8, Spot +8

**Feats:** Alertness, Improved Grab, Improved Initiative, Multi-attack

**SA: Improved Grab-** To use this ability, the Kretch must hit with both claw attacks.

**Constrict-** A Kretch deals 1d6+4 points of damage with a successful grapple check against Large-sized or smaller creatures.

**Spell-Like Ability-** Three/day *polymorph any object* (non-living only)

**SQ:Mimic Animal Sounds-** A Kretch has the ability to imitate the sound of all animals in Malatra. A Listen Check DC 25 is needed to determine the difference between the Kretch's imitation and the real animal.

**One Kretch/Veteran:** CR 6; Large Outsider; HD 7d8+35; hp 68; Face/Reach: 5ft by 5ft/ 10ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40ft, climb 20; AC 18 (+1 Dex, -1size, +8 natural); Atks 2 claws +12(1d6+3), bite +12(1d4+3) or horn +14(1d8+7); SA: Improved Grapple, Constrict 1d6+4, Spell-like ability; SQ Mimic animal sound, never sleep, 270 degree vision, fear immunity, poison immunity, darkvision 60'; AL LE; SV Fort +9, Ref +4, Will +3

Str 25, Dex 13, Con 21, Int 11, Wis 11, Cha 8

**Skills:** Climb +2, Hide +4, Jump +4, Knowledge (Military tactics) +10, Listen +12, Move Silently +4, Search +8, Spot +12

**Feats:** Alertness, Dodge, Improved Grab, Improved Initiative, Mobility, Multi-attack, Scent, Track

**SA: Improved Grab-** To use this ability, the Kretch must hit with both claw attacks.

**Constrict-** A Kretch deals 1d6+4 points of damage with a successful grapple check against Large-sized or smaller creatures.

**Spell-Like Ability-** Three/day *polymorph any object* (non-living only)

**SQ:Mimic Animal Sounds-** A Kretch has the ability to imitate the sound of all animals in Malatra. A Listen Check DC 25 is needed to determine the difference between the Kretch's imitation and the real animal.

If they successfully defeat the enemy, read the following box text. If they fail and do not recover the children, move on to Conclusion Failure.

*Simbarian pulls the cage from the lake with his massive jaws. He looks at you and begins to change. As he raises on his hind legs, Simbarian's head becomes more elongated. In a matter of seconds, what once was a huge lion is now a merger between a lion and a nubari almost two nubari tall, yet his shadow is unchanged. Some of you have seen the inhabitants of the Valley of Lion, the lion katanga. But this is not of their breed, this is the rarest of all, a dire lion katanga. No wonder he was able to protect a whole forest area.*

*With his massive furry hands, he breaks the cage and releases the children. "I trust that you will return these children to their parents. I go now to see if there are others like that green thing. I know not what it was or why it is here, but I know that the Taboo lands, as well as the jungle, are not safe with it out there. I feel we will meet again soon. Farewell." And he shifts back and disappears into the woods.*

*As you are watching Simbarian leave, a faint voice enters your head. The voice is familiar yet you can't place it. (Intelligence rolls are allowed, DC 20 to recognize it as Nagilla, noble elemental of water, who lairs in Lake Koro). Clearly you hear it say, "Fear not, for even though Simbarian shall pass into the Dreamlands before the next full moon, his lands will be protected by the son of Simbarian. He will take father's place like his father, and father before him. Go now. Return the balance by returning the children." And the voice is gone.*

## Conclusion

### Success

They defeat the long toothed Saru and save the children.

*You have defeated the evil long toothed Saru and are now heading back to the village with your prize, the son of Chief Tolo and the missing children.*

*When you arrive, Kiara is at the gate waiting for you. "You bring back the child, yes? Wait you have many children. Is Tillian with you?" Suddenly one of the children cries out, "MAMA". Tears fill Kiara's eyes as her beautiful little girl runs to her. She takes the infant into her arms. "Thank you. Chief Tolo waiting for you. Father tell him you great heroes of Malatra and you save his son and discover who really take children. Bring boy, come." As you enter the village, the rest of the children run off screaming "mama, dada!" You can see the relief in the eyes of most parents, but some are disappointed when their own child doesn't come to their calls.*

*Kiara leads you to the hut of Chief Tolo. There are several guards around the tent and the flap is shut. Kiara yells out, "Chief Tolo, Father, Heroes return with full hands! Now let me have Chief's son."*

*The flap raises and out steps Chief Tolo and Fenry. Kiara steps up with her child in one hand and Chief Tolo's infant son in the other. "These heroes bring back our children alive. They honor you and prove they innocent."*

*The chief looks at you sternly and says, "How you prove you innocent? Show me. Tell me NOW!"*

The heroes can show the bodies of the dead long toothed Saru and also tell him the story that Simbarian told, if they heard it.

*"I see. All big misunderstanding." His face begins to loosen and he takes his son. "You bring me back my son, and return children to village. Tell me why not all children return with you?"*

The heroes can answer as they wish, but ultimately they don't know. They returned all of the children that they found. (others were spirited away before the heroes arrived). All they

really know is that Agents of Tiger were behind it.

*"I am forever grateful. I give you gifts to take back with you. Tonight we feast and tomorrow you can go."*

*A great feast is prepared and the evening goes by to the morning when you must leave the village and head back home where you belong. Before you leave Chief Tolo has asked for you to join him in his tent. Fenry is there as well as Chief Tolo. "Leave us," says the Chief and you are now alone. "Me not know how to ask this." The Chief seems almost scared to ask. Fenry steps forward and says, "Chief, I ask. Chief want know if you come when Tokotatania Tribe need help next."*

Now is the time for the heroes to try to recruit the village in the fight against Tiger, if they haven't already tried. The Chief will pledge his allegiance to the tribes of Malatra in the fight against Tiger, but only if the heroes ask him and they should since it was part of their mission.

*Now it is time to return back to the villages you hail from to tell them of your great exploits and the new jungle threat.*

**So ends EAT, DRINK, AND BE MERRY.**

### Failure

Well unfortunately failure means that almost everyone is dead or only a few have survived after running away. Read the following if this happens.

*When you arrive, Kiara is at the gate waiting for you. "You bring back the child, yes?" She looks around you all and ask, "Where the boy? You not bring him back. I afraid you must leave now and never return. You blamed for Chief Tolo's son missing, returning without him show guilt. Thank you for trying to help." With that she turns and walks away.*

**So ends EAT, DRINK, AND BE MERRY.**

## Experience Point Summary

The heroes are awarded full experience points if they completed the adventure. If they came

close, award 50, 75, or even 90% of the experience points, depending on how far they got.

|                               |         |
|-------------------------------|---------|
| Adventure Experience          | 1100 XP |
| Discretionary Role-playing XP | 100 XP  |
| Total Possible XP             | 1200 XP |

## Treasure Summary

### Festival Challenges

- ***You have won this finely crafted spear in “The Challenge of Aim” in the Simbara Tribe.*** This longspear is made of a beautiful white wood. On it is painted a scene of a lion pouncing on a tiger triumphantly. This spear imbues a +1 non-magical bonus to damage. The wood is very sturdy and allows the point to be pressed harder than normal.
- ***You have won this Leopard Skin Cloak in “The Challenge of Tracking Skill” in the Simbara Tribe.*** This cloak is the skin from a Black Leopard Katanga. It is very large. If worn properly it allows the wearer a +2 Circumstance Bonus to Hide Checks when tracking in the Jungle and a +1 Circumstance Bonus to Hide Checks in any other area.
- ***You have won this finely crafted wooden shield in “The Challenge of Strength and Balance” in the Simbara Tribe.*** This small wooden shield is painted with the image of a lion in a fierce battle with a tiger. This shield is made with a very strong white wood. This shield provides a +1 armor bonus, no armor check penalty and weighs only 2 ½ pounds.
- ***You have won this finely crafted medallion in “The Challenge of Strength and Mind” from Umbaak, champion of the Simbara Tribe.*** This medallion is crafted from tiger’s eye, on it is the image of a mighty lion raised on his hind legs. This medallion imbues the wearer with the privilege of saying that they defeated the great warrior of the Simbara Tribe. It gives the wearer a +2 circumstance bonus when dealing with any member of the Simbara Tribe.

It also confers full membership in the Simbara tribe. Note: Possession of this item means that the hero forsakes any other tribal membership, she is now and forever a member of the Simbara.

### From the Tribe (one of each)

- ***Necklace made from the teeth of the Long Toothed Saru.*** This necklace is made from the teeth of the Long Toothed Saru. It is a symbol of eternal gratitude of Chief Tolo and the Tokotatania tribe.
- ***Axe of the Korobokuru.*** Treat this axe like a normal Dwarven Axe for wielding and proficiency necessities. This axe is finely crafted. Its head is made of obsidian and its handle is made of a mahogany wood. This axe is so well crafted that it gives the wielder a non-magical +1 to hit, and does an extra +1 point of damage. Since it is obsidian, it is fragile (on a natural roll of 1, another die must be rolled. On another natural 1, it shatters). It is a symbol of eternal gratitude of Chief Tolo and the Tokotatania tribe.
- ***Armband of the Tokotatania Tribe.*** This armband is made of raw emerald. Carved in it is a crude picture of a long toothed saru. It is a symbol of eternal gratitude of Chief Tolo and the Tokotatania tribe.
- ***Healing Brew.*** This healing brew is especially potent. The potion does 3d8+10 points of curing. However, when taken the individual must make a Fortitude Saving Throw vs. DC 19 or become intoxicated. This results in a –2 to all rolls for an hour.
- ***Arcane or Divine Spell Fetish for Water Breathing.***
- ***Arcane Spell Fetish for Fog Cloud***
- ***Arcane or Divine Spell Fetish for Summon Monster IV.***

# DM's Handout #1 (NPC's for Challenges in Encounter #1)

## Challenge of Aim

**Tigra of the Simbara Tribe, Nubari Female/Sha 5:** CR 5; Medium-Sized Humanoid; HD 5d8; hp 27; Face/Reach: 5ft by 5ft/ 5ft; Init +3 (+3 Dex); Spd 30ft; AC 18 (+3 Dex, +4 Studded Leather, +1 Binding of the Elements-Air); Atks Unarmed attack +8 (1d3 subdual) or Shortspear +4 melee/+8 ranged (1d8); SA none; SQ none; AL NG; SV Fort +4, Ref +4, Will +8

Str 10, Dex 16, Con 10, Int 10, Wis 18, Cha 10

*Skills:* Heal +12, Hide +11, Knowledge (Nature) +8, Wilderness Lore +12

*Feats:* Dodge, Mobility, Track, Weapon Finesse (Unarmed Attack)

**Grasswalker of the Siayama Tribe, Impala Katanga Male/Ftr 2:** CR 2; Medium-Sized Humanoid; HD 2d10+2; hp 20; Face/Reach: 5ft by 5ft/ 5ft; Init +5 (+5 Dex); Spd 30ft/40ft (Biped)/60ft (Animal); AC 15/17 Biped/Animal (+5 Dex, +2 Natural in Biped/Animal form); Atks Shortspear +7 melee/+7 ranged (1d8); SA none; SQ none; AL CG; SV Fort +4, Ref +5, Will +0

Str 10, Dex 20, Con 12, Int 13, Wis 11, Cha 12

*Skills:* Balance +7, Handle Animal +4, Wilderness Lore +3

*Feats:* Expertise, Point Blank Shot, Weapon Finesse (Spear)

**Feather the Silent Wind, Aarakocra Male/Rog 2:** CR 2; Medium-Sized Humanoid; HD 2d6+2; hp 12; Face/Reach: 5ft by 5ft/ 5ft; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft/90ft Fly (good); AC 15 (+2 Dex, +3 Natural); Atks Javelin +1 melee/+3 ranged (1d8) or Shortspear +1 melee/ +3 ranged (1d6); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +1, Ref +5, Will +0

Str 10, Dex 15, Con 12, Int 14, Wis 11, Cha 12

*Skills:* Balance +7, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Read Lips +7, Search +7, Tumble +7, Use Rope +7, Wilderness Lore +5

*Feats:* Improved Initiative

**Tigra of the Simbara Tribe:** Tigra is a female shaman with quite an attitude problem. She feels that the only reason she adventures is to keep everyone else alive. She is also very proud of her tribe's history and customs. If she sees a Tiger Katanga she will call it a Stripped Leopard Katanga without question. Despite her attitude, she has many friends in the jungle and tries to keep up appearances.

**Grasswalker of the Siayama Tribe:** Grasswalker is a male Impala Katanga that holds a grudge against the Simbara Tribe. He has entered this contest in order to shame the Simbara Tribe by refusing their prize and denouncing their warriors in front of everyone if he wins. He is cordial to all but the Simbara and those that associate with them.

**Feather the Silent Wind:** Is a very brightly colored Aarakocra that appears on the weak side for this competition. He is competing to prove that Aarakocra are the best race in the jungle. Despite his agenda, Feather is a very upbeat and cordial individual talking to anyone willing to listen.

## DM's Handout #1(Continued)

### Challenge of Tracking

**Tigra of the Simbara Tribe, Nubari Female/Sham 5:** CR 5; Medium-Sized Humanoid; HD 5d8; hp 27; Face/Reach: 5ft by 5ft/ 5ft; Init +3 (+3 Dex); Spd 30ft; AC 18 (+3 Dex, +4 Studded Leather, +1 Binding of the Elements-Air); Atks Unarmed attack +8 (1d3 subdual) or Shortspear +4 melee/+8 ranged (1d8); SA none; SQ none; AL NG; SV Fort +4, Ref +4, Will +8

Str 10, Dex 16, Con 10, Int 12, Wis 19, Cha 10

*Skills:* Heal +12, Hide +11, Knowledge (Nature) +8, Wilderness Lore +12

*Feats:* Dodge, Mobility, Track, Weapon Finesse (Unarmed Attack)

**Gato Mahor, Tiger Katanga Male/Ran 3:** CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 32; Face/Reach: 5ft by 5ft/ 5ft; Init +3 (+3 Dex); Spd 30ft/40ft (Biped or Animal); AC 15/17 Biped or Animal (+3 Dex, +2/+4 (Biped/Animal) Natural Armor); Atks Shortspear +3 melee/+6 ranged (1d8) or 2 Claws at +1 (1d3/1d3 Biped or 1d4/1d4 Animal) and Bite +1 (1d6 Biped or 1d8 Animal); SA Favored Enemy (Black Leopard Katanga); SQ none; AL LG; SV Fort +5, Ref +4, Will +2

Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 10

*Skills:* Animal Empathy +6, Handle Animal +6, Hide +9, Move Silently +6, Search +4, Wilderness Lore +7(+9 when tracking)

*Feats:* Ambidexterity, Improved Grab, Multiattack, Track, Two Weapon Fighting

**Terrori of the Huroola Tribe, Nubari Female/Ftr 4:** CR 4; Medium-Sized Humanoid; HD 4d10+8; hp 42; Face/Reach: 5ft by 5ft/ 5ft; Init +3 (+3 Dex); Spd 30ft; AC 15 (+3 Dex, +2 Leather Armor); Atks Shortspear +8 melee/+8 ranged (1d8+5); SA none; SQ none; AL LN; SV Fort +7, Ref +5, Will +3

Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 10

*Skills:* Climb +3, Handle Animal +5, Jump +9, Swim +9, Wilderness Lore +10

*Feats:* Blindfighting, Hardy, Power Attack, Track, Weapon Focus (Spear), Weapon Specialization (Spear)

**Tigra of the Simbara Tribe:** Tigra is a female shaman with quite an attitude problem. She feels that the only reason she adventures is to keep everyone else alive. She is also very proud of her tribe's history and customs. If she sees a Tiger Katanga she will call it a Stripped Leopard Katanga. Despite her attitude, she has many friends in the jungle and tries to keep up appearances.

**Gato Mahor:** This Tiger Katanga feels he's got this competition in the bag. An air of confidence follows him and he reeks of an air of arrogance. His arrogance is due to his amazing skill when it comes to fighting and tracking at least in his opinion. He will boast of single handedly dispatching of six Black Leopard Katangas and saving all his friends from certain doom. Of course none of those friends are present if asked. Other than this one character flaw, Gato is a pretty nice guy. He will also boast of being the most eligible bachelor in the jungle.

**Terrori of the Huroola Tribe:** Terrori is the epitome of what the Huroola are, an extremely capable woman that feels that men should be put in their place. She entered this competition to show the weakness of males when it comes to thinking strategically and getting the job done. She wishes to show the whole jungle that they are wrong in trusting in the abilities of man. If a male nubari wins this competition, she will storm off and complain that he cheated to win.

## DM's Handout #1(Continued)

### Challenge of Strength and Balance

**Gato Mahor, Tiger Katanga/Ran 3:** CR 3; Medium-Sized Humanoid; HD 3d10+6; hp 32; Face/Reach: 5ft by 5ft/ 5ft; Init +3 (+3 Dex); Spd 30ft/40ft (Biped or Animal); AC 15/17 Biped or Animal (+3 Dex, +2/+4 (Biped/Animal) Natural Armor); Atks Shortspear +3 melee/+6 ranged (1d8) or 2 Claws at +1 (1d3/1d3 Biped or 1d4/1d4 Animal) and Bite +1 (1d6 Biped or 1d8 Animal); SA Favored Enemy (Black Leopard Katanga); SQ none; AL LG; SV Fort +5, Ref +4, Will +2

Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 10

*Skills:* Animal Empathy +6, Balance +3 (unskilled, using Dex), Handle Animal +6, Hide +9, Move Silently +6, Search +4, Wilderness Lore +7(+9 when tracking)

*Feats:* Ambidexterity, Improved Grab, Multiattack, Track, Two Weapon Fighting

**Grasswalker of the Saiyama Tribe, Impala Katanga Male/Ftr 2:** CR 2; Medium-Sized Humanoid; HD 2d10+2; hp 12; Face/Reach: 5ft by 5ft/ 5ft; Init +5 (+5 Dex); Spd 30ft/40ft (Biped)/60ft (Animal); AC 15/17 Biped/Animal (+5 Dex, +2 Natural in Biped/Animal form); Atks Shortspear +7 melee/+7 ranged (1d8); SA none; SQ none; AL CG; SV Fort +4, Ref +5, Will +0

Str 10, Dex 20, Con 12, Int 13, Wis 11, Cha 12

*Skills:* Balance +7, Handle Animal +4, Wilderness Lore +3

*Feats:* Expertise, Point Blank Shot, Weapon Finesse (Spear)

**Bubbles the Real Jungle Swinger, Monkey Katanga Female/Rog 4:** CR 4; Small-Sized Humanoid; HD 4d6+2; hp 12; Face/Reach: 5ft by 5ft/ 5ft; Init +5 (+5 Dex); Spd 20ft(Nubari), 30ft/30ft climb (Biped), 30ft/40ft climb (Animal); AC 15/17/19 Nubari/Biped/Animal (+5 Dex, +2/+4 Natural in Biped/Animal form); Atks Shortspear +8 melee/+8 ranged (1d8); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL CG; SV Fort +2, Ref +9, Will +1

Str 10, Dex 20, Con 12, Int 14, Wis 11, Cha 12

*Skills:* Balance +9, Climb +16, Handle Animal +4, Hide +14, Listen +7, Move Silently +12, Search +9, Taunt +8, Vine Swinging +14, Wilderness Lore +7

*Feats:* Dodge, Expertise

**Gato Mahor:** This Tiger Katanga feels he's got this competition in the bag. An air of confidence follows him and he reeks of an air of arrogance. His arrogance is due to his amazing skill when it comes to fighting and tracking at least in his opinion. He will boast of single handedly dispatching of six Black Leopard Katangas and saving all his friends from certain doom. Of course none of those friends are present if asked. Other than this one character flaw, Gato is a pretty nice guy. He will also boast of being the most eligible bachelor in the jungle.

**Grasswalker of the Saiyama Tribe:** Grasswalker is a male Impala Katanga that holds a grudge against the Simbara Tribe. He has entered this contest in order to shame the Simbara Tribe by refusing their prize and denouncing their warriors in front of everyone if he wins. He is cordial to all but the Simbara and those that associate with them.

**Bubbles the Real Jungle Swinger:** Bubbles is this jungle's answer for King Louis. He loves a party and this competition seems like a crazy fun one. He could care less about winning as long as he has fun. He will talk to everyone and isn't quite as rude as most Monkey Katangas can be. However, if you make him mad he reverts to his bad monkey ways. Overall he's the life of the party and sometimes the party itself.

## DM's Handout #1(Continued)

### Challenge of Strength and Mind

High Tier

**Umbaak/Ftr10:** CR 10; Medium-Sized Humanoid; HD 10d10+10; hp 92; Face/Reach: 5ft by 5ft/ 5ft; Init +1 (+1 Dex); Spd 30ft; AC 13 (+1 Dex, +2 Leather); Atks Unarmed attack +15/+10 (1d3+5 subdual) SA none; SQ none; AL LN; SV Fort +7, Ref +3, Will +3

Str 20, Dex 13, Con 12, Int 13, Wis 12, Cha 12

**Skills:** Barter +8, Boast +14, Handle Animal +5, Intimidate +14, Listen +8, Taunt +5, Wilderness Lore +11

**Feats:** Dodge, Expertise, Improved Grab, Improved Trip, Iron Grip, Leadership, Mobility, Spring Attack, Wrestling

**Umbaak:** This noble of the Simbara Tribe is unrecognizable in his Champion's outfit. He says nothing during the competition. He wishes only to become like the simba and feels that acting like one will bring him closer to his goal. After the competition, he is much more cordial to his guests. He has also learned that his heart is with his people and as such believes in being one of those people as often as he can.

Low Tier:

**Umbaak/Ftr5:** CR 5; Medium-Sized Humanoid; HD 5d10+5; hp 46; Face/Reach: 5ft by 5ft/ 5ft; Init +1 (+1 Dex); Spd 30ft; AC 13 (+1 Dex, +2 Leather); Atks Unarmed attack +10 (1d3+4 subdual) SA none; SQ none; AL LN; SV Fort +7, Ref +3, Will +3

Str 19, Dex 13, Con 12, Int 13, Wis 12, Cha 12

**Skills:** Barter +8, Boast +14, Handle Animal +5, Intimidate +14, Listen +8, Taunt +5, Wilderness Lore +11

**Feats:** Dodge, Expertise, Improved Grab, Improved Trip, Iron Grip, Leadership, Mobility, Spring Attack, Wrestling

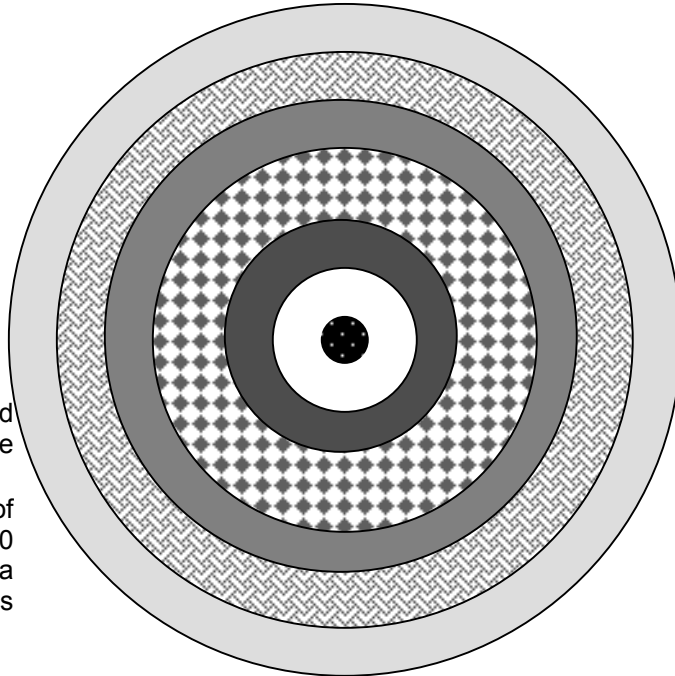
**Umbaak:** This noble of the Simbara Tribe is unrecognizable in his Champion's outfit. He says nothing during the competition. He wishes only to become like the simba and feels that acting like one will bring him closer to his goal. After the competition, he is much more cordial to his guests. He has also learned that his heart is with his people and as such believes in being one of those people as often as he can.

## DM's Handout #2 (Scoring for the Challenge of Aim)

### Challenge of Aim

### Model of the Target

-  DC 5-9 to Hit, worth 1 point
-  DC 10-14 to Hit, worth 2
-  DC 15-19 to Hit, worth 5
-  DC 20-24 to Hit, worth 10
-  DC 25-29 to Hit, worth 15
-  DC 30 or a Natural 20 followed by any roll less than 18 on the die, worth 25 points
-  Natural 20 followed by a roll of 18, 19 or 20 on the die, worth 50 points (the reason that this area is so difficult to hit is because it is about the size of an acorn)



Each challenger is given three throws per target. The one with the greatest score wins. In the case of a tie, there will be a throw off between the tied contestants. Don't forget to add the negative modifiers for the range increments. The first target is at a -2. The second target is at -6. The final target is at a -10. Please do not tell the heroes what DC they are required to hit. Just tell them the ring that they hit. (i.e.—Tigra hits a DC 17, that would put her on the third ring in.)

## DM's Handout #3 (Tigra's Story)

If Tigra wins one of the challenges, she invites the heroes to sit at the head table with her. Overall she has a pleasant attitude, which is very unusual for her. She is cordial to everyone at the festivities. If directly approached and asked what is on her mind, she relays the following story.

*A look of seriousness crosses Tigra's face and she looks to the sky. "Many spirits inhabit this jungle. Some good, some bad, sometime feel like bad outnumber good." She sighs and looks at you once more. "Me know that other Shaman stronger than me, but spirits choose who want to deliver message to. They deliver message to me other night. Not know why choose me, but they did. Me tell you message they give me."*

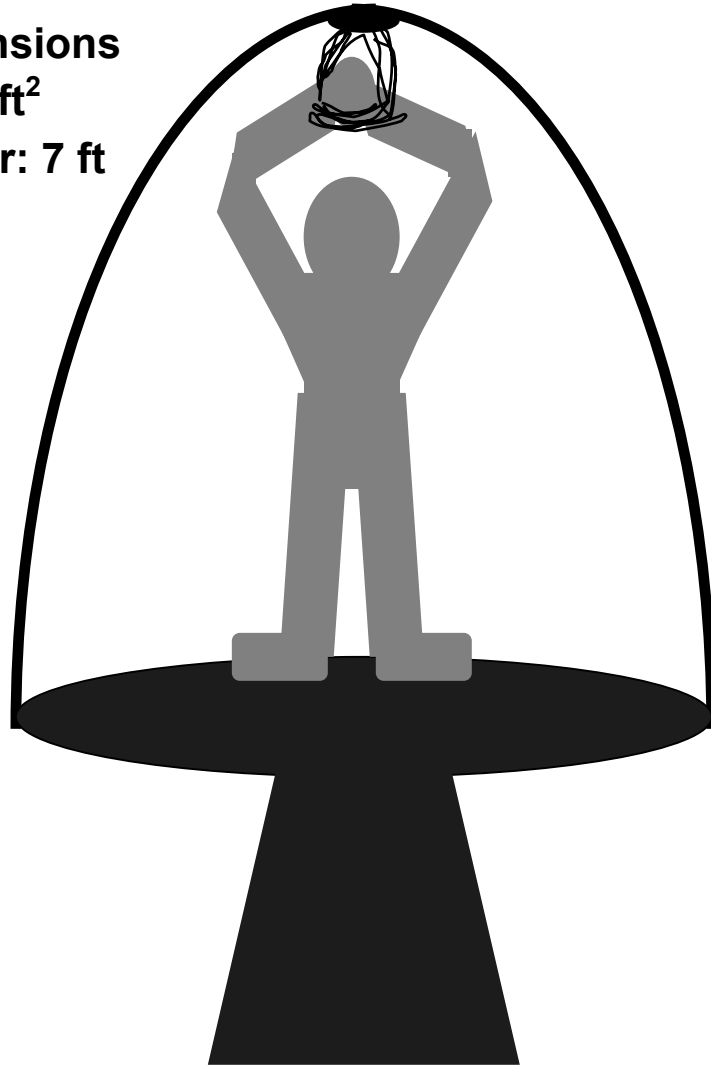
*"It five nights ago it start. Me have horrible dream about savage Saru. Saru try to kill me when suddenly huge Simba come to rescue me. Simba not able to defeat Saru, but he able to pull me away from danger. I watch as Saru laugh at us running. Me tell Chief and village witch doctor, but she say me eat poisonous mushroom and cause dream cause Saru not violent unless provoked. Me not eat mushrooms for many days, but still everyone think I crazy, because me see same thing every night. Last night dream change. Dream same until Simba arrive, he take me away, but this time he talk to me. He tell me he sorry, but not able to save me again. Me need to stay away from taboo lands. He also not know why me visit lake four nights in row. I woke and was bleeding on side and clothes torn. Weird thing is bleeding where Saru claw me in dream. I not tell Chief or Witch Doctor about this, they think me do it to myself to make look like spirit visit me. Truth is me not do it. And it scar. Scar not go away with shaman magic either. Me show you if you not believe, but me show you later, after festival. Now let us eat. Time to celebrate not dwell on bad dreams."*

## DM's Handout #4 (Stats for the Sun Cages)

### Sun Cage Dimensions

Base: 19.62 ft<sup>2</sup>

Height in Center: 7 ft



The diagram shows how an individual is placed in the Sun Cages. In the case of the Saru, the ropes are loosely bound with an Escape Artist check of DC 15 to wriggle free or they can burst the ropes with a Burst check of DC 23. Getting out of the cage itself is another story. The Escape Artist check is a DC 35. However the locking mechanism is easier to open. With a Use Rope Check of DC 10 they may untie the vines holding the cage shut. In either case they will alert the guards.

If they choose the brute strength escape attempt, here are the Stats for the components of the cage. The Bars are made of a Darkwood like material only found in abundance in this area. The Bars are 3 in thick therefore having a hardness of 5 and 30 HP each, with a break difficulty of 28. They are spaced approximately 2in apart with crossbars only on the door so they will have to break quite a few in order to escape. The floor is a solid piece of wood with a thickness of 6in, therefore having a hardness of 5, and 60 HP. The base is secured to a platform that is 2ft off the ground.

If anyone else is placed in the Sun Cages for lying, they have all the same problems except the Escape Artist check for their ropes is a DC 23 because they were intentionally put there as punishment. (the ropes are vines that have a special version of the *snare* spell cast on them)

## DM's Handout #5 (Simbarian, The Protector of Taboo)

**Simbarian, Dire Lion Katanga, Male:** CR8; Large Humanoid; HD 1d8+7d10+24; hp 92 (currently at whatever he ended with after the battle with the tiger); Face/Reach: 5ft by 10ft/5ft; Init +7 (+3 Dex, +4 Improved Initiative); AC 12/15/16 (-1 size, +3 Dex, +0/+2/+4 Natural Nubari/Biped/Animal); Atks 2 claws +13 melee (1d6+7), bite +8 melee (1d8+3); SA Pounce, Improved Grab, Rake 1d6+3, Favored Enemy (Long-Toothed Saru, Saber-Tooth Tiger); SQ Scent; AL LG; SV Fort +8, Ref +5, Will +4

Str 25, Dex 16, Con 17, Int 15, Wis 14, Cha 11

**Skills:** Handle Animal +5, Hide +17/+21 (in tall grass and heavy undergrowth), Jump +10, Listen +10, Move Silently +17, Search +7, Spot +10, Swim +12, Wilderness Lore +12

**Feats:** Blindfighting, Improved Initiative, Run

**SA: Pounce-**If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab-**To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake-**A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

**SQ: Scent-**This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. For application of the Special Quality, reference *The Monster Manual* pg. 10.

**Simbarian, Dire Lion Katanga:** Simbarian is of an ancient race of Dire Lion Katanga that has been given the noble task of protecting the rest of the jungle from the savage Long Toothed Saru. Unfortunately, there is a new presence that is leading the Saru in such a way that he has not been able to discover or stop whatever it is. Now with this attempt on his life, Simbarian is more determined than ever to stop the evil force causing the chaos in his jungle. This is why he rushes into the water to secure the children and confront the Kretch Leader. After he defeats the Kretch, he'll pull the children's cage to a safe place. Then he'll assist the heroes if necessary. He is a very proud and noble person, but cross him and he will demand retribution.

## DM's Handout #5 (Continued, Kretch Leader and Long Toothed Saru Leader)

**Long Toothed Saru Leader/Rog 3/Sor 2:** CR 8; Large-Sized Monstrous Humanoid; HD 5d8+3d6+2d4+18; hp 55; Face/Reach: 5ft by 5ft/ 10ft; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30ft, climb 15; AC 15 (+2 Dex, -1size, +4 natural); Atks 2 claws +5(1d6+6), bite +3(1d8+3); SA: Sneak Attack +2d6, Rend 2d6+8; SQ Scent, Evasion, Uncanny Dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +9, Will +10

Str 22, Dex 15, Con 14, Int 10, Wis 12, Cha 11

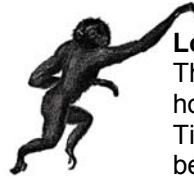
**Skills:** Balance +3, Climb +15, Hide +10, Jump +11, Listen +10, Move Silently +11, Spot +10, Swim +10, Wilderness Lore +10

**Feats:** Dodge, Improved Initiative

**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.

**Spells Known:** 0-Level—*Ray of Frost, Daze, Light, Ghost Sound, Mage Hand*; 1<sup>st</sup>-Level—*Shield, magic missile*

**Spells per Day:** 6/4 Save DC 10+spell level.



### Long Toothed Saru Leader:

The Long Toothed Saru has hooked up with the agents of Tiger in hopes that his race will be released from banishment. He must prove himself by stealing innocent children for the Kretch Leader that will restore his people. This guy is smart, but stupid at the same time. He knows plenty about his territory, but nothing outside of it. Because of this he has no idea that he has kidnapped the Chief's son. He just took the next kid out of the next hut.

**Kretch Leader:** CR 10; Large Outsider; HD 10d8+50; hp 112; Face/Reach: 5ft by 5ft/ 10ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40ft, climb 20; AC 20 (+3 Dex, -1size, +8 natural); Atks 2 claws +16(1d6+3), bite +16(1d4+3) or horn +18(1d8+7); SA: Improved Grapple, Crush 1d6+4, Spell-like ability; SQ Mimic animal sound, never sleep, 270 degree vision, fear immunity, poison immunity, darkvision 60'; AL LE; SV Fort +11, Ref +4, Will +4

Str 25, Dex 16, Con 21, Int 15, Wis 15, Cha 11

**Skills:** Climb +10, Hide +7, Jump +13, Knowledge (Military tactics) +15, Listen +16, Move Silently +7, Search +10, Spot +16

**Feats:** Alertness, Dodge, Improved Grab, Improved Initiative, Mobility, Multi-attack, Power Attack, Scent, Track

**SA: Improved Grab-** To use this ability, the Kretch must hit with both claw attacks.

**Crush-** A Kretch deals 1d6+4 points of damage with a successful grapple check against Large-sized or smaller creatures.

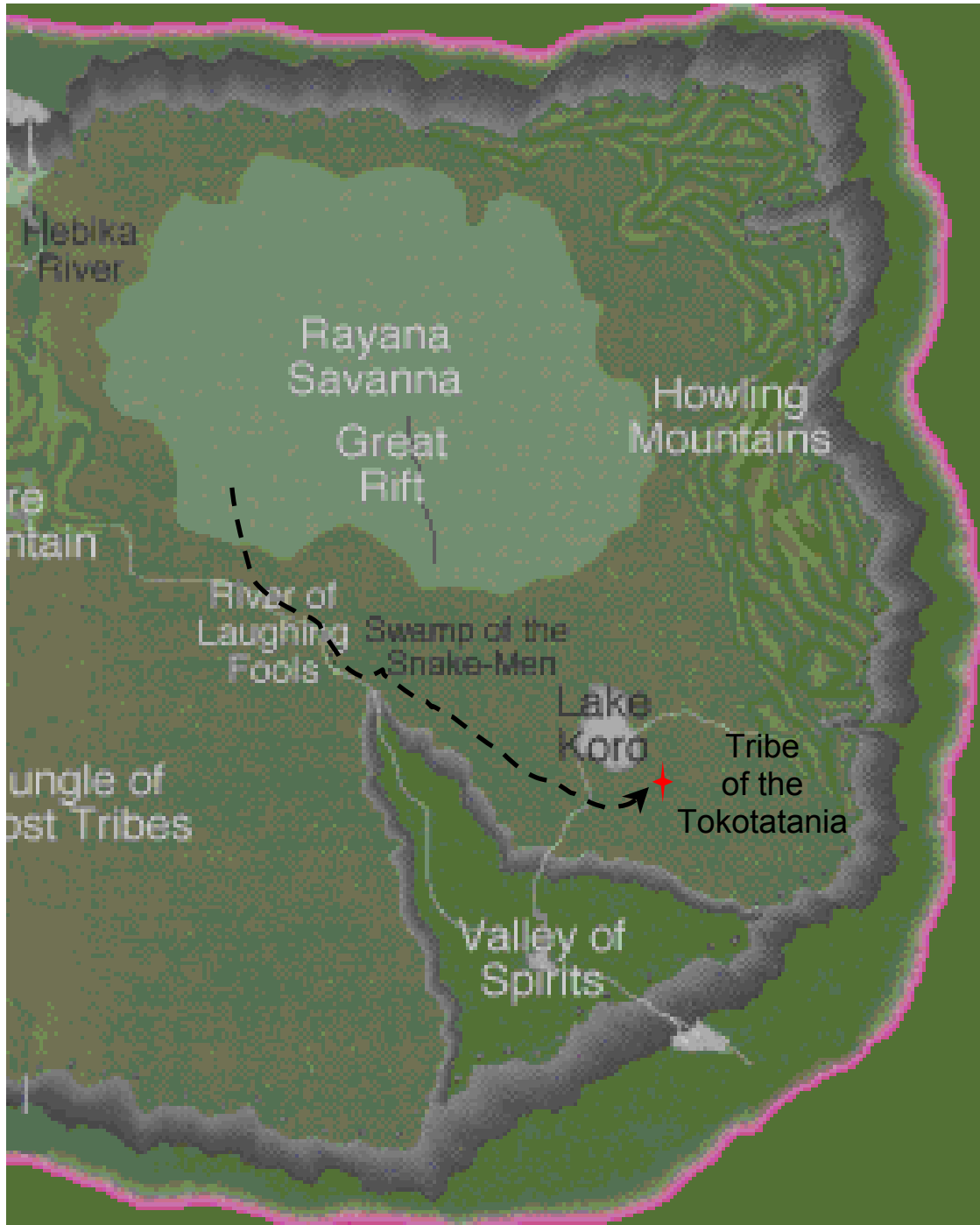
**Spell-Like Ability-** Four/day *polymorph any object* (non-living only)

**SQ: Mimic Animal Sounds-** A Kretch has the ability to imitate the sound of all animals in Malatra. A Listen Check DC 30 is needed to determine the difference between the Kretch's imitation and the real animal.

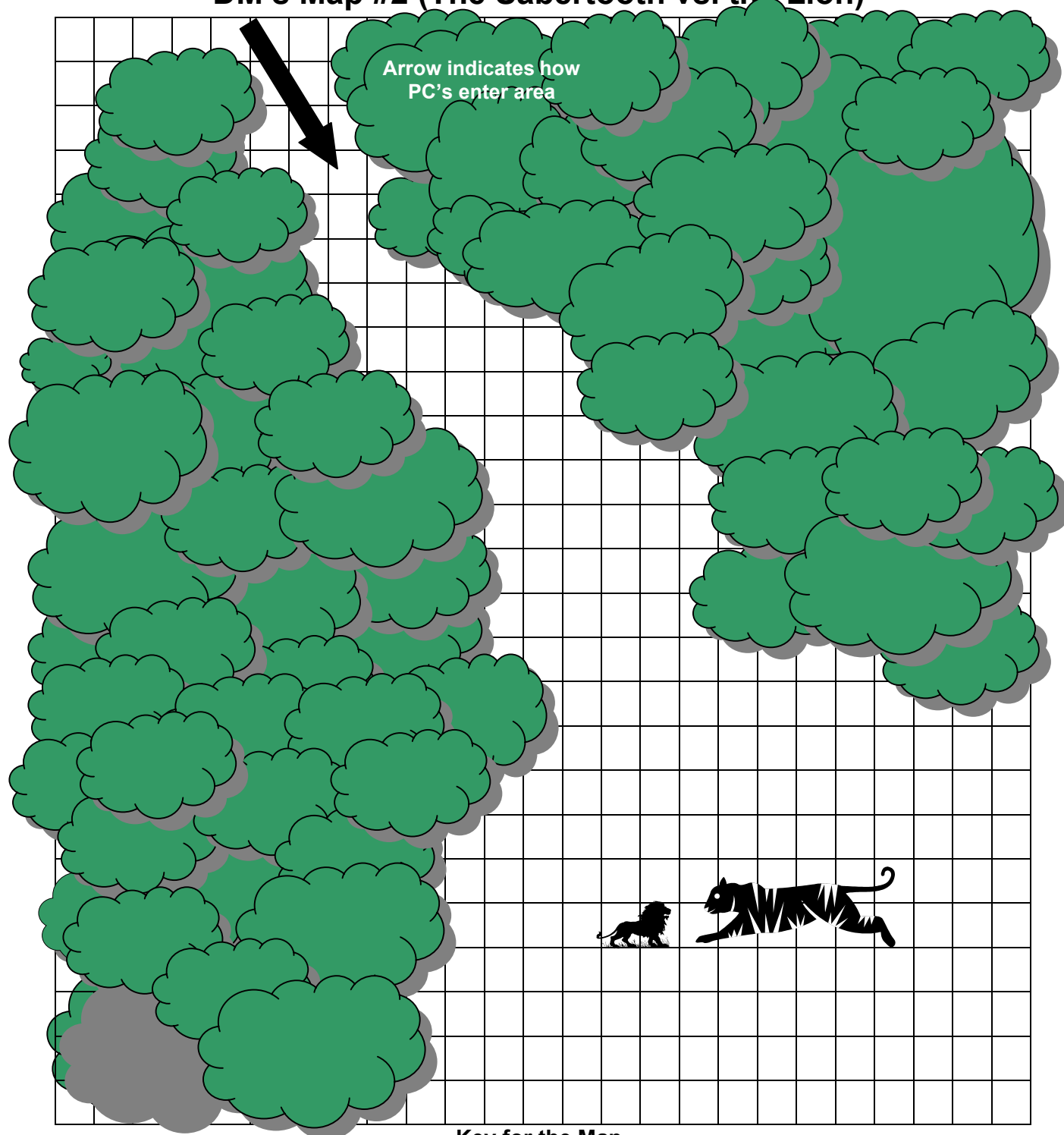


**Kretch Leader:** This agent of Tiger has been sent to recruit the notorious Long Toothed Saru to their cause. He is testing the Saru's loyalty to the cause by having them take the Korobokuru children that will be used in another plan. He doesn't need as many as have been taken, but he appreciates the hard work of the Saru. He can't stand Simbarian and fears him.

## DM's Map #1 (Map of the Journey Route)



## DM's Map #2 (The Sabertooth vs. the Lion)



### Key for the Map



Heavily Wooded Area with vines



Dire Saber-tooth Tiger

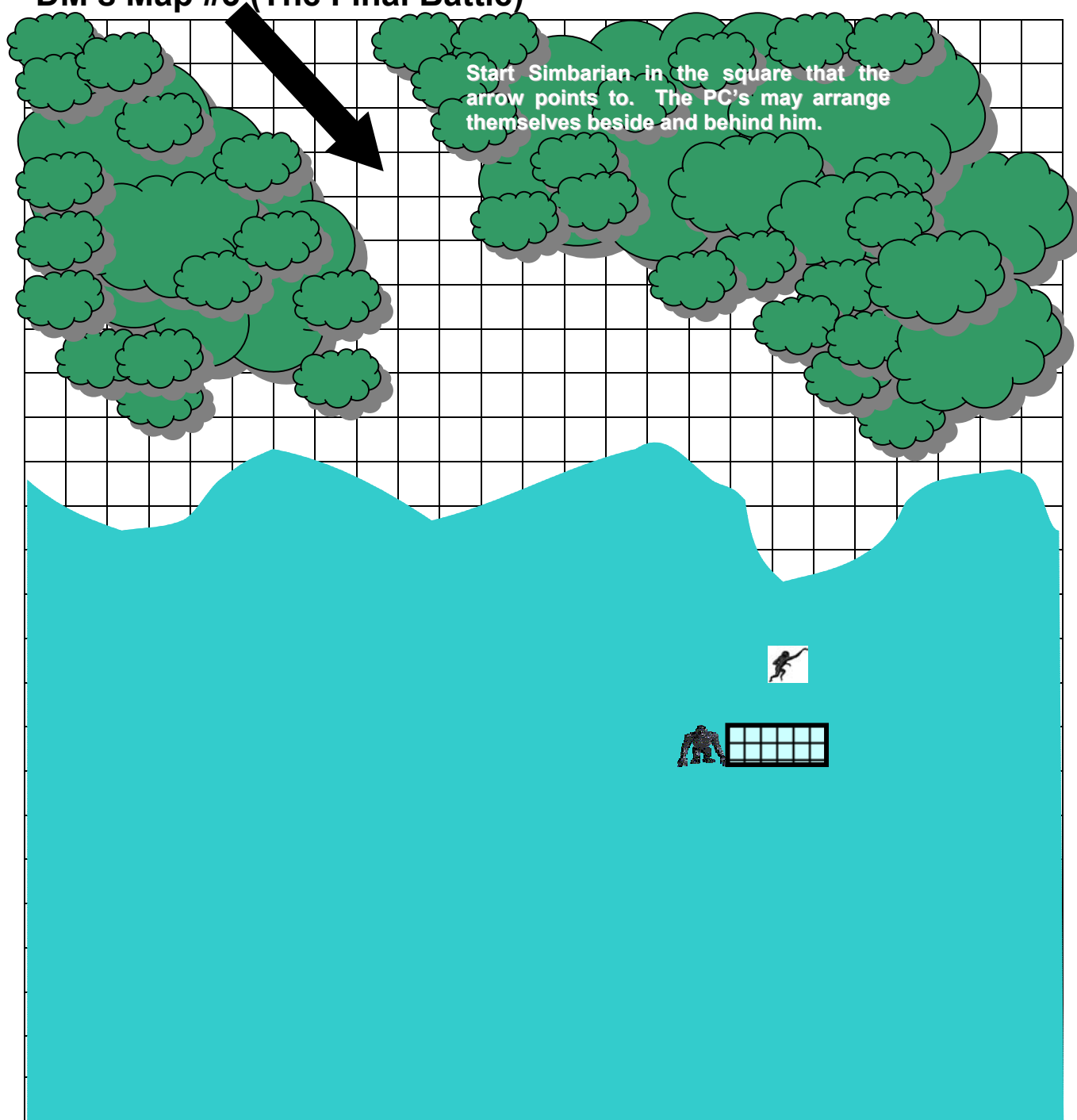


Simbarian, Dire Lion Katanga



5ft X 5ft square

## DM's Map #3 (The Final Battle)



### Key to the Map

|                                                                                     |                                |                                                                                     |               |                                                                                       |                  |
|-------------------------------------------------------------------------------------|--------------------------------|-------------------------------------------------------------------------------------|---------------|---------------------------------------------------------------------------------------|------------------|
|  | Heavily Wooded Area with Vines |  | Lake Space    |  | 5ft X 5ft Square |
|  | Long-toothed Saru Leader       |  | Kretch Leader |  | Cage w/Children  |

Place other enemy's as you wish in the trees. If the PC's are continuously looking around they have a Spot Check DC 30 to see the hiding enemies.