

Forgotten Father

**A One-Round Mid-Level (4th-6th) Living Jungle
Tournament**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

The Living Jungle Campaign

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

During the course of the adventure, the PCs will earn experience points based upon their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and

recovering treasure. This is summarized at the end of the adventure. All characters that contributed to the success of an encounter receive the listed experience points. For example, if an encounter lists an experience point value of 100, then each participating character receives 100 points. All points will be awarded at the end of the adventure. Do not award experience points after each encounter.

This module is designed for characters from 4th to 6th level. As such, the opponents encountered in the module, their number and capabilities, will stay the same regardless of the total number of levels.

At Death's Door

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

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

DM's Background

This module starts with an event that took place at Gen Con 1998 - the "Search For The Sage" contest. As part of the program for involving players in the Living Jungle official storyline, three PCs were elevated to the council of elders (see below). The DM should be aware that those three PCs may end up sitting down at his/her tables to play this or other adventures.

The purpose of this module is to introduce some of the major elements in the "Enemy Of The Ancients" story arch. As such, this story is somewhat linear, but nevertheless an important part of the story arch. At the end of the module, the DM is asked to summarize what happened in the module and to mail or email those results to the Living Jungle Coordinator.

In this module, the PCs are told that the cause of the many storms and earthquakes has been found - namely, Ngemba, the spirit of storms. The PC's will have to rely on some antagonistic Yuan-Ti to guide

them to where Ngemba is believed to reside, beneath the Jungle of Lost Tribes.

The Jungle of Lost Tribes is a taboo area. Its dark reaches hide the ruins of the village of the Ancients, the spelljamming race that came to Malatra a thousand years ago. The Ancients were later massacred by the enemy they had fled, the Tamara, so now only ruins and rubble remain. Now the Tamara are returning, and the Jungle of Lost Tribes is filled with the Tamara's servants.

The PCs must travel to the ruins and venture into the caves beneath it. There they must find and appease Ngemba, and bring an end to the storms and earthquakes. What they find, however, is not Ngemba but the last surviving Ancient, the immortal sentinel of his race. This Ancient's release sets the stage for later modules.

The Snake-Mother – The Yuan-Ti follow a powerful and enigmatic being, a creature they call the Snake-Earth Mother. Malatran Yuan-Ti are identical to normal AD&D Yuan-Ti except in one regard: They are Lawful Evil. The Yuan-Ti worship the Snake-Earth Mother, while she protects and guides them.

Little is known about the Snake-Earth Mother. She has been known to commit acts of both good and evil according to her own agenda. She knows much that happens in the jungle, for all serpents can act as her eyes. The elders of Malatra say that, without her, the powerful and evil Yuan-Ti would surely try to purge the Living Jungle of all other intelligent life.

Players Introduction

What an exciting week it has been! After months and months of earthquakes, monsoons, evil omens, and dark prophecies, the Council Of Elders have called an An-Kwah-Zoh – A Time Of Great Gathering – to discuss what the peoples of Malatra should do. An-Kwah-Zoh's are rare things. It is said that only three such gatherings have been called in all the long memory of the elders. This An-Kwah-Zoh is called Bengoukee's An-Kwah-Zoh, for it was called by that most respected of shaman's for one purpose: To expand the council of elders, to search for a sage of uncommon depth of knowledge and breadth of wisdom.

Though the Search For The Sage was intended to test shamans, healers, and witch doctors, many of

Malatra's finest warriors came to the tribe of Chief Bagoomba to witness the testing, meet with old friends, share gossip, and partake of the dancing and feasting that mark all such "great gatherings." An-Kwah-Zohs are not only times to confront great peril, they are also a time to celebrate life and hope.

The DM may now elect to give the PCs a chance to barter for valuables, listen for or spread rumors, and try to out-boast each other – such activities are common in the Living Jungle.

Items to Trade and Their NPCs

#1: Lalula, Female Nubari Spirit-Painter – This young and charming woman will paint or tattoo the skin, hide, or feathers. She offers a wide variety of colors. Typically Malatrans use bright swaths of color in lines across the face or chest. Pictures or drawings include animals, dream-spirits, or the depiction of a PC's important accomplishment. Lalula is specifically looking for new inks or paints, but she also needs someone to refit her spearhead. Food and beer is also needed. Barter skill: 15. Art skill: 14.

#2: Zaku, Male Korobokuru Harvester – This stout Korobokuru (dwarf) is robust, friendly, and raucous. He is offering bolts of hemp and cotton that can be worked into clothing, sacks, etc. He also has a small bit of coffee (enough for 8 cups) that is very valuable to him. Zaku is looking for a well-made weapon, pottery, or extra waterskins. He will only trade his coffee for two *goodberries* or their equivalent. Barter: 16.

#3: Enpha, Male Wise One Trader – This middle-aged Nubari has certified items that he will only trade for other certified items. Barter: 17.

Cert #1 – Jade and silver earring, made by an osgray smith. The earring is well made and depicts a hunting lion.

Cert #2 – Axe with a ceramic axehead. The ceramic was made by the ancients and found near Dokuba swamp. Non-magical, but its strength, sharpness, and weight make this weapon +1 to hit and damage.

Cert #3 – Obsidian knife. Non-magical, but very sharp and surprisingly well balanced. +1 damage but no penalties to hit.

Cert #4 – Woven draw-bag. This bag is made of woven reeds with an ingenious drawstring that allows objects 3' wide to pass through its opening. The opening can

then be drawn tightly shut. The bag is resistant to water – only complete submersion will result in leakage.

Rumor Table

If an opportunity of gossip arises, refer to the rumor table below.

d20	Rumor
1-2	The Huroola were visited by an evil spirit, one that drained the life from its warriors.
3-6	The Jungle of Lost Tribes is filled with the servants of Tiger. The taboo serves their ends, for no one can see their number or guess their plans.
7-8	The Garuda-People (Lacerials) are to blame for these dark omens. The earthquakes started after they arrived, and they came fleeing an evil spirit.
9-12	The Simbara have a legend that says their tribe will meet the Tamara in battle. It also says the Simbara will be destroyed.
13-14	The elders will be sending warriors to the savannah soon, to claim the Golden Child. The Golden Child is the Lion!
15-18	The Ancients were more powerful than we, yet Tiger destroyed them. The elders will surrender to Tiger, and beg for mercy.
19-20	There is no Tiger. The Snake-Men (Yuan-Ti) have tricked the elders and mean to enslave us. And the Lizard Men are their allies!

You have seen and heard many wondrous things this week. Stout Korobokuru and secretive Shu, Katanga of every kind, Tam’hi in greater numbers than you ever knew existed, noisy Saru, Lizardmen, Oscray, Winged Aarkocra, and even silent Lacerials and alien Plantmen. All have come to compete, to talk...and to learn.

Encounter One – Forked Tongues

Tonight a tremendous bonfire roars in the middle of the village. All who have come to see Bengoukee’s

An-Kwah-Zoh stand before it awaiting the Council Of Elders. In the distance, thunder echoes across the clouds as yet another monsoon draws near.

Suddenly Bengoukee emerges from a nearby hut, followed by the other seven elders. Behind them come the last three competitors in the Search For The Sage contest. Never before have so many of Malatra’s wise men been seen in one place. A feeling of nervousness and expectation runs through the gathering.

If a PC asks, the eight members of the council of elders is as follows: 1) Bengoukee of the Tribe of Chief Bagoomba; 2) Taronee, Chief of the Koshiva; 3) Syanya, shaman of the Simbara; 4) Eater-Of-Weeds of the Oscray; 5) Trueheart of the Lacerials; 6) Booda, Chief of the Simbuki; 7) Swiftwing of the Aarakocra; and 8) Hsstr of the Lizardmen.

The three finalists are 1) Ffft, a tiger katanga; 2) Flood, a river Tam’hi; and 3) Lana, a tiger katanga.

Bengoukee’s voice rings out strong and clear, heard even above the roar of the fire and the approaching thunder. “Brave heroes. For this week past have the sages and healers, shamans and witch-doctors strove to best each other in a competition of wits and knowledge. Of all those who joined the contest, we have picked three.”

Bengoukee gestures to the new elders. “Two of the three, Flood the river tam’hi and Lana the tiger katanga, have joined the council as junior members. They will carry for us the most sacred of messages. When you speak to them, know they carry the words of the council.”

Bengoukee then brings forward the last of the three. “This is Ffft, a tiger katanga. He has won our contest and is now a full member of the council of elders. When you speak to him, you speak to the council. All welcome the new elders!”

The surrounding heroes respond with loud shouts, cheers, and the beating of drums.

Bengoukee continues. “In the morning, you must return to your homes and tell everyone what you have seen and heard tonight. We have much to tell you, about the enemy that is Tiger, about his servants that already walk the land, and about our search for the spirit of the Lion. We are in danger, Malatrans, for the Ancients had knowledge we do not have. Yet still they fell before Tiger.”

“Elder Syanya will now tell you all he knows of Tiger, the ancient enemy.” Syanya steps forward, a grizzled old shaman of the Simbara leaning on a staff. Yet still he seems to project an air of power and authority. Before he can speak, however, a great uproar is heard from out near the edge of the village. You turn and see a dozen snake-men, Yuan-Ti, armed and making their way to the center of the village.

Approaching the bonfire are 12 Yuan-Ti, messengers from the Snake-Earth Mother. They remain in a tight formation and will protect themselves from any attack, but have come to address the council. Bengoukee knows the Yuan-Ti would only approach like this when they’ve been sent by the Snake-Earth Mother and will do his part in preventing any attack from PCs.

Snake-Men (Malatran Yuan-Ti Abominations) (11): Int Genius; AL LE; AC 4/10; MV 12, slither 9; HD 7; hp 35; THAC0 13; #AT 1; Dmg 1d10 (spear) or 1d10 (snake-head bite); SA nil; SD nil; MR 20%; SZ M; ML 15.

Leuren, Snake-Man Leader (Malatran Yuan-Ti Half-Breed): Int Genius; AL LE; AC 4/10; MV 12, slither 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 1d10 (spear); SA spells (*cause fear, darkness 15' radius, neutralize poison, polymorph other, snake charm, sticks to snakes, suggestion*); SD nil; MR 20%; SZ M; ML 16.

The Yuan-Ti approach the elders in a tight group. The largest of the Yuan-Ti approaches the lacerial mage, bows deeply, and says “Trueheart of the Lacerials. We are honored at your presence. The Yuan-Ti, children of the Snake-Mother, are your humble servants.” He gestures in your direction. “It is a tragedy that our meeting comes in the midst of these filthy mammals.”

The Yuan-Ti pauses, a forked tongue tasting the air, then bows before the lacerial mage again. “Of course, honored one. I meant only disrespect to them and none to yourself.” The Yuan-Ti pauses, tasting the air again. “I am Leuren, and I come with a message from the Snake-Mother – she has found Ngemba!”

As this encounter unfolds, the DM should paraphrase the following. Ngemba is the Snake-Mother’s name for the spirit responsible for Malatra’s storms and earthquakes. The Snake-Mother had sensed a great power stirring the spirits of air and earth almost since

the earthquakes and monsoons started; though she doesn’t really understand what she is sensing. All she really knows is that Ngemba is dangerous, very angry, and resides in caverns beneath the Jungle of Lost Tribes. She has sent the Yuan-Ti to Bengoukee’s An-Kwah-Zoh to recruit a group of heroes (the PCs). The Yuan-Ti will lead the heroes into the caverns. The Snake-Mother could have sent the Yuan-Ti into these caverns alone, but the Jungle of Lost Tribes is a ruined village of the Ancients. As such, there may be tricks and traps that only descendants of the Ancients (i.e., the PCs) could deal with.

The council will confer briefly with Leuren, who will take his group of Yuan-Ti out of the “stinking mammal village” as soon as possible and await the heroes near the River of Laughing Idols to the south. The council will recruit the PCs and ask them to “go with Leuren, find the great spirit Ngemba, and either appease him or force him to stop the storms and earthquakes that are tearing the Living Jungle apart.”

Some questions the PCs may have (as well as the elders’ answers):

1) How can we fight a spirit? As always, with cunning, bravery, and a warrior’s heart. If Ngemba can cause monsoons and earthquakes, fighting him is probably not the answer.

2) Can we trust the Yuan-Ti? You can trust the Snake-Mother. Leuren and his fellows will not be pleasant company, but you should see this as a unique opportunity to learn.

3) The Jungle Of Lost Tribes is taboo. Yes, it is a place to be avoided, but we have no choice. The taboo, for you, is lifted until you deal with Ngemba.

The elders will warn “The Jungle of Lost Tribes is a taboo area and normally forbidden to all. We will send word to Uubaar, the tiger katanga guardian, to let you pass. But you must not, under any circumstances, bring back anything you find there. The ruins of the Ancients are filled with many angry and sorrowful spirits. Do not tempt their anger with thievery or face punishment from this council.”

The Jungle’s Curse

The Jungle of Lost Tribes is known to have a curse of madness for any who enter it. Before the PCs leave, Bengoukee must adorn the flesh, feathers, or hide of each of them with runes made from a foul-smelling

paste. These runes will protect the PCs from the curse of madness while they are in the Jungle of Lost Tribes – but only so long as the water-soluble paste does not wash off. If any of the PCs request some of the paste for themselves, Bengoukee will tell them that he only has enough for one application.

Encounter Two – Leuren

Leuren and his Yuan-Ti troops will await the PCs to the south of the Tribe of Chief Bagoomba on the bank of the River of Laughing Idols. When the PCs arrive, the Yuan-Ti will depart with them immediately, crossing the river and heading south to the Jungle of Lost Tribes, a taboo area. If the PC party totals less than 24 levels, the entire group of Yuan-Ti will accompany them. If the PC party totals 25 levels or more, Leuren will send seven of Yuan-Ti back to the Snake-Mother, meaning only Leuren and four other Yuan-Ti will accompany the PC's.

You arrive at the north bank of River of Laughing Idols and see Leuren and the other Yuan-Ti awaiting you impatiently. "Ah, good," Leuren says quietly. "The pack animals have arrived. The Snake-Mother says that the servants of Tiger have already arrived. They come to open the gates to our land. And they look for Ngemba just as we do, for they fear him and hate him. Are you afraid? No? Then try to keep up." Without hesitation and despite the lateness of the night and the swollen waters, the Yuan-Ti immediately swim across the river.

Leuren clearly disdains the PCs. Leuren will view any hesitation by the PCs to swim or swing across the river as cowardice or frailness, depending on how the PCs act. Because of all the recent rains, swimming proficiencies are at a -2, though the PCs should cross the river in such a way as not to wash off the magical runes.

Leuren and the other Yuan-Ti are loyal to the snake-mother and will fulfill her instructions to work with the PCs. Yet they truly dislike all mammalian life and see them as little better than food. The DM should use the following guidelines when role-playing interactions between the Yuan-Ti (particularly Leuren) and the PCs.

1) The Yuan-Ti are lawful evil and completely loyal to the Snake-Mother. Although they don't understand why the PCs are needed, the Snake-Mother says they are and that's good enough for Leuren and his group.

They will attempt to fulfill the Snake-Mother's instructions completely. Those instructions are: "Lead Bengoukee's warriors to the caverns beneath the Jungle of Lost Tribes. Make sure they arrive safely to its entrance. When they enter the caverns, await their return, and then escort them safely back to Bengoukee. If they do not re-emerge from the caves within two days, tell Bengoukee of their fate and return home."

2) The Yuan-Ti don't hate the PCs, but they see most of them as inferior. Lacerial PCs will be treated with respect and as equals. Lizardmen PC's will be seen as lesser cousins – tolerated but not really liked. Snake katanga PCs are recognized for their close ties to the Snake-Mother – so long as they act "properly" (i.e., show the same disdain for mammals). Snake katanga that act like they consider mammals equals will be greeted with shock and accused of betraying their higher, reptilian nature. All mammal PCs are looked at as animals and potential food or laborers (note they do not see mammals as "slave labor," but as laborers...after all, we don't see cattle or horses as slave labor). Plant men are totally alien and the Yuan-Ti consider them useless and untrustworthy.

3) Although Leuren is sworn to protect the PCs and see them safely to the caves, he is perfectly free to goad and harass them the entire way. He does this not only because of his dislike for the PCs (other than lacerial and "properly behaved" snake katanga PCs, of course) but because he dislikes being their guardian. Also, Leuren's instructions were to see the PCs safely to the caves and back to Bengoukee, but he has no instructions about their health afterwards. While Leuren will not attack the PCs without extreme provocation (like a personal insult to the Snake-Mother), he will try to provoke the PCs in any way available. His special, shaman-like abilities could be particularly effective here. If Leuren can provoke a PC, then Leuren can demonstrate for all his fellow Yuan-Ti, and the Snake-Mother, just how inferior the PCs are. It will also help determine how well the Yuan-Ti get along with the other races once the threat from Tiger has been dealt with. For more on this, see DM's Conclusion.

Some remarks by Leuren might be:

"Why don't you animals make yourselves useful and carry our supplies."

"Try to stand downwind. Your stench is overpowering."

“You may walk behind us as befits your station in life,” or “You may walk ahead of us as garuda-fodder.”

“Do you animals do any tricks?”

The Yuan-Ti will also be very contrary, taking the opposite viewpoint in any decision so long as it does not conflict with the Snake-Mother’s instructions. The Yuan-Ti will not respond to challenges other than as listed above, and they are not interested in contests of skill; one does not compete with animals.

Encounter Three – Akathasa

All through the night and well into the next day you travel, pausing only briefly to rest. Any suggestion to stop and sleep or cook a meal is met with derision by Leuren – he and his fellows clearly see such comments as admissions of weakness.

Near mid-afternoon Leuren finally agrees to stop for a few hours. You are about six hours from the Jungle of Lost Tribes and more than a full day from the ruins of the Ancients’ village at the jungle’s center.

The Yuan-Ti are tired since they’ve been traveling nearly non-stop since they left the lair of the Snake-Mother some three days ago. They stop and hunt, catching a few small mammals, which are eaten alive immediately.

The DM may pause here and role-play with the PCs if they seem so inclined. The Yuan-Ti will try to get the PCs to hunt for them and otherwise treat the PCs like not-to-bright servants.

During the rest period, a heavy rain will set in for about 20 minutes. The rain will wash off the runes unless they are protected.

After about two hours you have a visitor. Appearing suddenly a dozen feet from your camp is a large tiger. It appears without warning and stands watching you carefully.

Pause for player reaction. After a few moments, the tiger will shape-change to a large nubari male. The nubari will announce himself as Uubarr, guardian of the Jungle of Lost Tribes.

Uubarr will demand the party identify themselves, though the presence of the Yuan-Ti make it pretty

obvious that these are the warriors Bengoukee told him would be coming.

Uubarr, Male Tiger Katanga, F10: AL LG; AC 8/6; MV 12/12; hp 75; THAC0: 11; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA shapechange; SD nil; Str 18/94, Dex 18, Con 16, Int 14, Wis 15, Cha 14; MR nil; SZ M; ML 20.

“Bengoukee told me you would come. Follow me, now. Tiger’s servants are abroad in this jungle. It is the Ancients’ ruins that call them, and the spirit Ngemba. I have seen their tracks and spoor, and have found prey slaughtered for food, but this is the first time I have actually seen some of them. Come quietly – I will show you.”

Uubarr will take the party to a ridge some half-hour distant. The jungle is heavily forested here, with the silent canopy stretching 200' overhead. Yet on this ridge the jungle thins out a bit and the PCs can see down into a small valley.

At the valley’s bottom, 500' away, lies the body of a large, plant-eating garuda (stegosaur). It is 40' from its snout to the tip of its tail and lies dead on its side. Swarming over the body like flies are approximately two dozen flying creatures. From this distance they look like small lacerial flyers or even bats. Yet there is something unnatural about the way they move. Uubar says, “For more than a moon I’ve tried to catch a glimpse of them. This is as close as I’ve been able to get. They’ve always fled from me before. I don’t know what has changed, but somehow they no longer fear being discovered. That seems a bad sign.”

The creatures feasting on the garuda are Akathasa, a hitherto unknown servant of Tiger. From afar they do indeed appear similar to bats – their brown bodies are 4-6" long and the leather wings span 2'. Close observation reveals their true and revolting nature. They are leathery, hairless, winged, eyeless grubs. In AD&D terms they are imps from Tarterus and serve Tiger (the Tamara) as spies, messengers, and a means of collecting the life forces that the Tamara need to survive. For more info, see the attachment at the end of the adventure.

Akathasa (Servants of the Tamara) (50): Int Animal; AL N; AC 6; MV 1, FL 18 (C); HD 1-1; hp 2, THAC0 20; #AT 1; Dmg 1 (bite), SA *stinking cloud* belch (single target, twice daily), telepathic link, and sense warm-blooded creature 60'; SD hide in shadows 75%; MR nil; SZ T; ML 7.

If the PCs stop and watch for three rounds, they will be discovered. A single Akathasa will suddenly appear behind them and give a startled little “Meep!” Immediately the other Akathasa feasting on the garuda will begin to “Meep! Meep!” in chorus. The PCs have been discovered. This individual will flee if it gets initiative or use its belch attack if it doesn’t. This is the chance for the heroes to capture or kill an agent of Tiger, and they should take advantage of it.

Examination of the dead garuda will reveal the following. 1) The beast was killed by a creature or creatures with huge talons or large weapons. The wounds to the body are long, deep, and expertly made. 2) The garuda was evidently not killed for its flesh, as very little meat was cut from the body. Only its blood was taken. 3) A successful tracking roll will reveal tracks similar to a saru and a tuft of green fur; signs left behind by the Kretch. The tracks lead toward the Ancients’ ruins, right where the PCs are headed.

Encounter Four – Kretch

The PCs may elect to track the signs of the saru-like creature they will come to know as Kretch. Tracking rolls at a -2 are required to follow the trail exactly, and a proficiency roll must be rolled twice daily (the party is still 1 mile from the edge of the Jungle of Lost Tribes and 70 miles from the Ancients’ ruins). In any case, it becomes clear the trail leads back to the dark and crumbling ruins that was once the city of the Ancients.

After a few hours the party will come across the totems marking the beginning of The Jungle of Lost Tribes. These totems were placed here by tribal elders long forgotten. They look like the heads of Ancients frozen in horrific grimaces.

The Madness

The curse of madness said to lie on this jungle is actually the effects of an insect bite (of which the Kretch and the Akathasa are immune). This bite causes temporary, though sometimes fatal, forms of insanity. The type of insanity depends on the Constitution of the victim. Anyone not wearing the painted runes given by Bengoukee will be bitten, save versus poison applies.

Con	Effect
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| 17+ | Schizoid – PC will lose all sense of his own personality and copy the personality of others. |
| 14-16 | Melancholia – PC suffers black moods, fits of brooding, and feelings of hopelessness (50% chance of ignoring any given situation). |
| 11-13 | Delusional – PC believes he is some great and powerful figure. Failure of others to recognize this will result in hostility, even aggression. |
| 9-10 | Paranoia – PC will think everyone is out to get him. Simple things such as conversation and laughter will be considered a plot against his life. The victim will refuse to eat or drink, thinking those items are poisoned. |
| 8 or less | Suicidal Mania – This causes PC to charge blindly into certain-death situations with no concern for himself or his companions. PC will forgo the use of spells, weapons, or other abilities in an effort to rip his victims to shreds. |

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

DM Note: The insect bite can also affect the Yuan-Ti, and this could complicate things enormously. The DM may use this option as he/she feels comfortable with. Do not use it to derail the module, but it could be used to alienate the PCs completely from the Yuan-Ti, particularly if Leuren is afflicted. See DM’s Conclusion.

After another day of walking in the disturbingly quiet jungle, the heroes reach the Village of the Ancients.

You enter the ruins of the city of the Ancients and a great brooding silence seems to weigh down upon you. Though the jungle has had generations beyond counting to reclaim the city, many crumbling buildings and open plazas still remain. Great stone walls, covered with vines and moss and made from massive stones expertly fitted together, jut from the ground. Statues of the Ancients at work and at play, and carved of a strange white stone, lie strewn about. Even more unusual, stone buildings worn down by wind and water reveal obscure square and oblong

objects, mere shapes with no apparent function, virtually untouched by nature.

The heroes will almost certainly want to explore, despite the Elders' warning. Leuren will try to discourage this and impatiently urge them to follow him to the caverns beneath the ruins. "We have more important matters than rutting through the garbage of yesterday like pigs. Stupid mammals! Come now!"

It would be impossible to describe the entire city, so the DM must be ready to improvise. Remember that this is the ruins of an advanced, space-faring race and the PCs are seeing things through the eyes of primitives. They may recognize shapes and forms (long eroded, of course), and will try to decipher objects in terms of a people with a strong attachment to mythology and nature. The following items are certified, though they are likely to be confiscated by Bengoukee at the end of the module. The DM is free to add other, non-certified items:

1. A Glass Oil Lamp – "You find an object, delicate and light, much corroded but of a material that you can actually see through. It is made of two spheres joined together. Perhaps it is an urn of some kind! No, it is too fragile. Maybe it is a catcher of winds, so a shaman might see its spirit." This is a certified item.
2. A Wall Mirror – "You enter this room and see someone else entering from the other side. They look like (insert character description). They move exactly as you do." Is it an enemy? Or have the ancients taken the river's reflection and hung it on the wall? Perhaps it will steal your soul! This is a non-certified item, as the PCs will not be able to hide it from Bengoukee.
3. A Sextant – 25% chance of finding this. "You find a heavily corroded object made of some hard, shiny rock. It has many lines, etchings, and angles." If the PCs keep this, refer to the DM's Conclusion. This is a certified item.
4. An Anvil – 5% chance of finding this. "You find a very heavy and hard rock, chiseled smooth and flat on top. It sits on top of a moldering mound of dirt." If the PC's claim this 700-lb object, refer to the DM's Conclusion. This is a non-certified item, as the PCs WILL NOT be able to hide it from Bengoukee.
5. Jade Figurine – 5% chance of finding this cursed item. "This figurine is surprisingly cool to the touch. Grasping it makes you feel refreshed. The figurine is six inches long and looks like a nubari with a fish head." This is a certified item.

After a time, the heroes will feel they are being watched. This should happen before Leuren leads them to the cavern's entrance. The PCs will then discover they are being followed by a Kretch.

Kretch are large, saru-like creatures capable of great cunning and ferocity. They are green-furred, have four eyes, a single horn, and huge, hinged jaws filled with serrated fangs. For more information, read the description at the end of the module.

Kretch are highly intelligent, though they often act like simple animals to mislead their enemies. This lone Kretch was given the task to follow the heroes and be captured by them. He will put up a good fight using only his natural weaponry (claws and fangs), but will surrender by falling on his back when reduced to 20 or less hit points.

Once captured, the Kretch will act as intelligent as a gorilla. He will pretend not to understand anything the PCs say. If a *Speak with Animals* spell is used, the Kretch will show he understands but will only answer in the instinctual manner of animals (i.e., "Want food" or "Run, fight, you no hurt!"). The Kretch will play the part as a simple primate even unto death.

The Kretch in the area are an organized, military unit, preparing the way for their master the Tamara. They suspect the heroes will show them the way to the last surviving Ancient. This Kretch has been given the honor of attacking that Ancient once he is found. Being in the middle of the party when he does this will almost certainly mean his death, but the Kretch find it a great honor to die for their masters.

Kretch (1): Int Highly; AL LE; AC 4; MV 12; HD 7; hp 35, THAC0 13, #AT 2 or 1 or 1, Dam 1d6+7/1d6+7 (claw/claw) or 1d4 (bite) or 1d8 (horn gore), or by weapon type; SA nil; SD immune to poison; MR nil; SZ L, ML 20.

Other Abilities: 19 Str, 270 degree field of vision, only surprised on a "1," *polymorph object* three times daily.

Encounter Five – Temple

Finally you come to a building that seems almost perfectly intact, though the foundation seems to have shifted. The doorway hangs open like a misshapen, gaping mouth. Carved on the structure are strange images that show alien devices and incomprehensible

structures. Leuren points to the doorway. “Inside is a great arch and stairs leading down. Below, somewhere, resides Ngemba, the bringer of storms. We will wait here for two days. If you do not return by then, you are on your own.”

Leuren knows about this arch and stairway even though he has never been here. Snakes, from the smallest garter to the mightiest python, are the eyes of the Snake-Mother. What they have seen, she has seen.

When the PCs enter they will trigger a *permanent illusion* placed here long ago. It is not a dramatic illusion as far as the Ancients were concerned, but the PCs should find it terrifying.

When you enter, the entire room lights up as if in broad daylight. The walls shimmer and fade away as if they are quickly moving away. You suddenly find yourself in a mist-shrouded room, the only object is the doorway behind you.

Pause for PC reaction. Some may choose to flee from the room and are free to do so.

The room slowly darkens until it seems you are standing in the night sky with the stars all around you. Ahead you see many objects, like buildings but moving (Lacerials and Oscrays shamen will recognize them as spelljammer ships). The buildings move back and forth, weaving amidst and between each other. From time to time one begins to burn as smaller objects and rays of light or fire are hurled between them.

Finally three of the buildings break away and flee into the darkness of night. Long they travel until they fall upon a world heavy with jungle. The buildings fall into the jungle and are broken, never to rise again. Emerging from the buildings are people you call the Ancients.

The things you see next are jumbled and confusing. The Ancients begin a time of great building and changing. The jungle is moved and shifted in ways you do not comprehend. Objects you have never seen before are built and placed along the edges of the jungle. A great village is built, the very city whose ruins you are now standing in.

The last scenes unfold before you are that of a single Ancient, exalted and honored above his fellows, entering the very building you are standing in. The Ancient enters the arch at the back of the building

and disappears down the stairs. The doors to the building are then closed. The Ancient inside is then shown sitting in a great chair. He puts on a necklace with a large medallion and places a helmet over his entire head that shows only his eyes. The scene fades to darkness and only the Ancient’s eyes can be seen hovering over the peaceful image of the Ancients’ village. The eyes turn toward the night sky, roving and watchful. Finally, an image appears silhouetted in the stars. It is that of a horrific creature, monstrous malignancy gleaming in its orange eyes. It’s face looks something like a nubari, something like a tiger, and something like a nightmare. Luckily, the image lasts only briefly and then everything fades into a perfectly normal, darkened and ruined building.

Encounter Six – Stairs and Rubble

The arch in the back of the building leads to a set of stairs. The stairs are carved in the rock and run downward for 500 steps (about 500'). The PCs will not realize immediately, however, because 40 steps down the entire stairwell is collapsed rock and rubble.

The PCs must dig out the rubble to continue, and they have no way of knowing how long it will take them to dig through it. Leuren and his group will reiterate their intention of leaving in two days, but the Snake-Mother did instruct him to see the PCs safely back to Bengoukee if possible. While Leuren will leave if the PCs are still in the caverns, he cannot leave them when he knows they are within his reach. Leuren will not willingly help the PCs dig out the rubble and will need a very good argument from the PCs before he will help them. “You’re the pack animals here. You dig it out.” Still, the DM may use his/her discretion in convincing the Yuan-Ti to help.

Since PC parties can vary in make-up, their ability to move the rock will also vary. Regardless of the party, it will take the PCs a full 24 hours to dig through the rubble, half that time if the Yuan-Ti will help.

During the night, the dozens of Kretch hidden in the ruins will engage in a little terror tactics. They will spend the entire night screeching, screaming, and howling. They will always avoid the PCs since they suspect the PCs may be digging up the last surviving Ancient for them. They will scatter throughout the ruins, take turns screeching, and keep moving. Since

the Kretch can mimic any cry they hear, they can sound just like a screaming nubari, saru, etc. This screeching will make sleeping impossible the entire time the PCs are here.

Encounter Seven – Forgotten Father (But Not Ngemba)

At the bottom of the stairs is a set of doors with the four-fingered imprint of an Ancient's hand. Any nubari with four fingers can just place his hand in the imprint and the doors will swing open effortlessly. Otherwise the doors will have to be forced (Open Doors roll).

The room inside is simple, unadorned, and functional. It is 20' x 20', with shelves and desks along the walls. On the shelves is the dust of decay, but several items have survived. Despite the Elders' warnings, the PCs might try to remove an item. The items will be confiscated later by Bengoukee; please refer to the DM's Conclusion.

Though the PCs won't know what they are grabbing, the items are three *tomies*, a *crystal ball*, and a *wand*.

In the center of the room, shrouded in a thousand years of darkness and dust, sits a figure in a chair. The figure wears a massive helmet that covers even his eyes and a necklace with a medallion. The figure has four fingers on each hand. It is perfectly motionless – you cannot tell whether it is alive or a statue.

The Ancient is the Forgotten Father of Malatra. He has no name the PCs will ever know and was the sentinel of his people. When the Tamara came a thousand years ago, the Forgotten Father never saw them coming and was sealed in this room. Since he must have help to remove the helmet, he has been stuck to his chair for all this time. The stone around his neck, known as the *Necromancer's Stone*, has sustained his life all this time.

This Ancient is NOT Ngemba. Ngemba is the name of a bound air spirit that has slept under Malatra since before the Tamara came. Ngemba's full story is left for another module. Suffice to say, the Snake-Mother sensed Ngemba, but this ancient isn't him.

The PCs really only have one course of action – to take the helmet off the Ancient and see what happens.

You remove the helmet and the Ancient falls forward, off his chair and onto the floor. He looks like the figure in the Ancients' vision upstairs, but he is much frailer – pale, emaciated, and fragile. He moves his mouth weakly, and seems to be speaking in a language you've never heard before. Yet in your heads you hear a clear, quavering voice, "Free. Free. Free at last. Free to leave. Free to die." He tries to struggle to his feet and reaches for your help. "I have sacrificed 15 lifetimes for you. Help an old man to his feet."

The Ancient is very weak and confused. He will forego any questions. "Yes, yes you have questions. Where is my wife? What? Look at you! Mere savages. Have the remnants of my people fallen so far? I think my garden needs weeding. My wife, where is my wife? We must leave – the servants of the Tamara are approaching."

If the heroes ask the Ancient, "Are you Ngemba?", the Ancient will give a raspy laugh. "Ngemba? Me? Why, no, I am not that creature. Is that why you freed me, you thought me something else? Miserable children, to leave me in that prison all those centuries. So you wanted Ngemba? Hah! He's mine! I'll not let him loose. Stupid savages. Where...where's my wife?"

Encounter Eight – Ambush, Loss, and Flight.

The PCs now must make their way back to the surface with the Ancient. Once there they will find themselves surrounded by Kretch just waiting for the Ancient to make an appearance. If the captive Kretch is still there, he will make his move.

You emerge into the daylight to find the Yuan-Ti making ready for combat. Encircling you is a large group of the green ape creatures. Upon seeing the Ancient they howl in unison, then pick up anything that happens to near them – rocks, branches, whatever. The rocks and branches instantly change into viciously barbed and bladed weapons.

There is one 5 HD Kretch for every Yuan-Ti and one 3 HD Kretch for each PC. See stats below. The weapons the Kretch use are based on standard metal weapons, but none look like a typical AD&D weapon. For example, the 2-handed sword damage stats refer to a large curved blade with handles on the back (picture a batleth). These weapons can look like anything the

individual Kretch wants. The weapons revert back to their native forms one round after leaving the Kretch's hands.

Kretch (varies): Int High; AL LE; AC 4; MV 12; HD 3 or 5; hp 15 or 25, THAC0 17 or 15, #AT 2 or 1 or 1, Dam 1d6+7/1d6+7 (claw/claw) or 1d4 (bite) or 1d8 (horn gore), or by weapon type; SA nil; SD immune to poison; MR nil; SZ L, ML 20.

Other Abilities: 19 Str, 270 degree field of vision, only surprised on a "1," *polymorph object* three times daily.

During the combat the Ancient will remain disoriented until attacked. Ideally the captive Kretch will still be able to attack the Ancient. If not, more Kretch will arrive at the battle and one of them will attack him.

At the first opportunity the captive Kretch will strike at the Ancient. He will *polymorph* his bonds into smoke, laugh a very human-sounding, evil laugh, and throw himself at the Ancient. The point the DM should try to make here is that the Kretch is far from a primitive animal. It is actually intelligent, malicious, and fearless.

When the Kretch attacks, the Ancient shall win initiative. The attack will wipe away some of the Ancient's confusion and he will kill the Kretch with a *powerword, kill* spell.

Forgotten Father (The Last Ancient), W20: AL NE; AC 0 (*bracers & Dex*); MV 15; hp 60; THAC0 14; #AT 1; Dmg by spell; SA spells; SD immune to 1st and 2nd level illusions; Stats: Str 16, Dex 21, Con 16, Int 20, Wis 15, Cha 11; MR 50%; SZ M; ML 20.

Spells: *magic missile*; *Melf's minute meteors*; *power word, kill*; *power word, stun*; *power word, blind*; *flesh to stone*; *spectral force*; *hold monster*; *wall of fire*.

Hero Point: A PC may earn a hero point if he throws himself recklessly into the path of the Kretch in an attempt to save the Ancient. If this happens, another Kretch will make the suicidal attack on the Forgotten Father and be killed by his spell.

The ancient speaks a single, powerful word and the green ape falls dead at his feet. "Foul beast!" he screams. "Murderous savages!" He looks at all of you with enraged eyes. "All of you! Filthy! Unclean! You are nothing but primitives. I do not serve such as you." Another word, and the ancient disappears.

As more and more Kretch arrive, Leuren will shout, "Go! I am honor-bound to see you safely back to Bengoukee. It is a good day to die for the Snake-Mother. Go! Take word back to your leader what you have seen today. And speak well of the bravery of the Yuan-Ti!"

The DM has access to unlimited Kretch, while Akathasa will arrive to drink the blood of the dead. Give the PCs ample time to observe that the ruins of the ancients are swarming with Tamara's servants. If necessary, Uubarr will urge the PCs to flee. "You must return to Bengoukee and tell him what you've seen." Then, if they still refuse to leave, feel free to slay the PCs.

Conclusion

You head out of the Jungle of Lost Tribes with the terrible sound of battle and carnage behind. Everywhere you see signs of the monstrous green apes called Kretch and the winged grubs called Akathasa. Clearly the Jungle Of Lost Tribes now belongs to the Tamara.

To your surprise, several more minor earthquakes strike before you reach the Tribe of Chief Bagoomba. Bengoukee confirms your suspicions. "The Ancient you released was not Ngemba. You have failed in your task and let loose an ancient whose sanity may be in question.

"Tell me," Bengoukee says. "Did you take anything from that evil place?"

Bengoukee will know if the PC's have brought back the anvil or the mirror (at least if the mirror is intact); they are simply too large to hide. Bengoukee will also "find" and confiscate any items taken from the Forgotten Father's chamber (i.e., the *wand*, *crystal ball*, or *tomes*). It is up to the PCs to admit if they took any of the smaller, mundane objects, which is why these objects have certs at the end of the module. If they admit it, these items will also be confiscated. Any PC who broke taboo and is discovered or admits to taking items from the Jungle of Lost Tribes will be punished for disobeying the council and risking the wrath of the spirits. Each such PC will have their left hand dyed blue as a mark of disobedience (see cert at the end of the module). The dye will last for one REAL year and result in a -2 on all reaction rolls to intelligent Malatrans.

Please refer to the DM's Conclusion to report the items the PCs brought back with them.

Bengoukee will reward the PCs bravery even if they have their hands dyed, "You went into the very camp of the enemy and came out to tell your tale. For this you have earned a respect that will outlast the mark for disobedience." See the reward certs at the end of the module.

Finally, anyone still suffering from madness may surrender all rewards to have it healed by Bengoukee.

DM's Conclusion

This module is a key part of the "Enemy Of The Ancients" story line. As such, it is important to the architects of the story line to hear what happened during game play. Please email us at jungle_tales@hotmail.com with the following information:

1. Did the PCs allow the Yuan-Ti to provoke them? What did the PCs do?
2. Did the party bring back the body of an Akathasa?
3. Did the party bring back the body of a Kretch?
4. Did the party bring back the anvil?
5. Did the party bring back any or all of the items from the Forgotten Father's lair (i.e., the *tomes*, *crystal ball*, or *wand*)?
6. Did the party find the sextant and give or barter it to a lacerial?
7. Did a hero find and claim the jade figurine?
8. Were the PCs provoked to battle with the snake-men?

Experience Points

Introduction

Interact with other PCs at the An-Kwah-Zoh	100 xp
Trade and interact with NPCs	50 xp
Listen to some of the rumors	50 xp

Encounter One

Confronted the snake-men when they first entered the village	50 xp
Volunteer to aid the snake-men and break taboo (as opposed to being convinced to go)	100 xp

Encounter Two

Cross the river without washing off runes	50 xp
Resisted snake-men's provocation and avoided a fight for the good of the jungle	100 xp

Encounter Three

Observe the Akathasa	100 xp
Kill an Akathasa	50 xp
Capture an Akathasa and bring it back to Bengoukee	100 xp

Encounter Four

Afflicted with a madness	200 xp
Search the ruins despite the taboo	300 xp
Capturing and interrogating the Kretch	200 xp

Encounter Five

Experience the temple's illusion	50 xp
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Encounter Six

Excavate the rubble	50 xp
Convince the snake-men to help	100 xp

Encounter Seven

Rescue the Forgotten Father	50 xp
Recover the <i>wand</i> , <i>crystal ball</i> , and <i>tomes</i>	200 xp

Encounter Eight

Fight the first wave of Kretch	500 xp
Bring back the body of a Kretch to Bengoukee	200 xp

Conclusion

Marked for disobedience	50 xp
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Other

Bonus for role-playing	0 to 1000 xp
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Maximum Possible: 3,650.

Treasure Summary

Traded from Enpha, Male Wise One Trader

- Jade and silver earring, made by an oscray smith. The earring depicts a hunting lion.
- Axe with ceramic axehead: The ceramic was made by the ancients and found near Dokuba swamp. Non-magical, its strength, sharpness, and weight make this weapon +1 to hit and damage.
- Obsidian Knife: Non-magical, very sharp and surprisingly well balanced. +1 damage, no “to hit” penalties.
- Woven draw-bag: This bag is made of woven reeds and hemp with an ingenious drawstring that allows objects 3' wide to pass through its opening. The opening can be tightly shut. The bag is highly water-resistant and will leak only after prolonged submersion in water.

From Encounter Four

- Glass oil lamp of the Ancients: First, the hero may take this to any lacerial or oscray to learn how it works. The hero may then render animal fat to produce fuel oil. Hemp or cotton may be used as a wick.
- Sextant: This heavily corroded instrument is novelty to all but a lacerial or an oscray. An oscray shaman or witch doctor can identify it, but has no use for it. ANY NPC lacerial seeing this item will make it a top priority to get the item to Trueblood, leader of the lacerials, and will barter heavily for it. Lacerials are from outside of Malatra, and recognize that a sextant might help them determine where they are now in relation to their lost home.
- Jade figurine: This figurine looks like a nubari with a fish's head. Grasping this item bestows calm, confidence, and restfulness. The owner is granted immunity to fear and to fatigue, never needing to sleep to memorize spells or recover hit points. One hour of light activity equals one hour of restful sleep. This item is cursed, however, and affects everyone that is around the hero. During the first round of every combat encounter, everyone in the hero's party will miss hitting their opponent – no save. This item may only be destroyed with a *remove curse* spell. The hero that owns this item will reject any suggestion that the item is cursed.

From Conclusion

- (one per hero): Favor of the Elders: The hero may ask any one favor from an elder – *remove curse*,

brew of infravision (infravision lasts 5d4 turns),
2d4 goodberries, *brew of plant growth* (to be applied to target area).

DM Aid #1 – New Monsters

Kretch (Warriors of the Tamara)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Military hierarchy
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Very to highly
TREASURE:	Varies, but limited
ALIGNMENT:	Lawful Evil
NO. APPEARING:	2 to 20
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3, 5 or 7
THAC0:	17, 15, or 13
NO. OF ATTACKS:	2 or 1 or 1 or 1
DAMAGE/ATTACK:	1d6+7/1d6+7 (claw/claw), or 1d4 (bite), or 1d8 (horn gore), or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Immune to poison
MAGIC RESISTANCE:	Nil
SIZE:	L (7 to 8' tall)
MORALE:	Fearless (20)

Other Abilities: 19 Str, 270 degree field of vision, only surprised on a "1," *polymorph object* three times daily.

Combat: Highly organized and disciplined, the Kretch are fearless and bold in battle. They do not fear death, but are smart enough not to die needlessly. Kretch are known to employ terror tactics and psychological tactics before battle. Kretch often enter new territory pretending to be animals. Then, once enough of their number is in place, they attack quickly in a coordinated and ruthless fashion.

Habitat/Society: Very little is known. The Kretch are the warriors of the Tamara and are utterly dedicated to serving them. Kretch seem to view all other forms of life with contempt.

Akathasa (Servants of the Tamara)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Solitary or swarm
ACTIVITY CYCLE:	Any
DIET:	Carnivorous (parasite)
INTELLIGENCE:	Animal
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1 to 50
ARMOR CLASS:	6
MOVEMENT:	1, FL 18 (C)
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 (bite)
SPECIAL ATTACKS:	<i>Stinking cloud</i> belch, single target, twice daily
SPECIAL DEFENSES:	Hide in shadows 75%
MAGIC RESISTANCE:	Nil
SIZE:	T (6" to 2' body, wingspan double)
MORALE:	Irregular (5-7)

Other Abilities: Telepathic link and sense warm-blooded creature 60'.

Combat: Akathasa loath combat, seeking only to watch and observe. They will flee when they can, use their 'belch' attack if cornered, and attack in swarms if they have no other choice.

Habitat/Society: Akathasa are imps from Tartarus used by the Tamara as spies. Whatever they see and hear, the Tamara sees and hears.