

The March of the Pangolins

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**Multi-Edition Mini Scenario for
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Recently there have been rumors of a hermetic Grandfather Pangolin roaming around the northern savannah. The Pangolin Katanga tribe of Manis has heard about this, and recently a prophetic dream came to some of their young, claiming that the grandfather was in danger. They have asked you for help escorting some of their shaman to the reclusive Yilgoma tribe of Shu near north of the Savannah to investigate, hoping to befriend and alert the great elder so he could be a teacher to all Pangolin.

After leaving the tribe of the pangolin katanga, you travel north through the Rayanna Savannah with three young novice katanga shaman following you. As you move through the grassy plains, the sun beats down upon you mercilessly. The only sounds are the chirping of insects and the occasional rustling of the grass. After several hours of walking, you move through some tall grass and find you have come across a group of hyenas feasting on a freshly killed gazelle. As soon as they catch your scent they turn, snarl, and bare their teeth.

The heroes must fight off the hyenas before they can continue on their journey. There are a total of six hyenas in the pack (use wolves if need be). The shamans will not assist in the fight but will be on hand to heal if needed (they each have one spell). Once the heroes have defeated the hyenas, read the following.

As the battle with the hyenas ends, you notice that the young shaman with you seem shaken. One of them approaches

you, trembling. "Please, can we stop for a moment? We need to make an offering to the spirits of the savannah to ensure our safety." You can choose to stop and help the shaman make an offering or continue on without him.

If the heroes choose to stop, they will need to help gather materials and to create the offering. Make a moderate difficulty check of the appropriate skill for each of these. If most of the heroes succeed at both checks, the young shaman will perform a ritual, and all will receive a Bless spell for the remainder of the adventure. If most fail, the ritual will be unsuccessful, and you will suffer a minor Curse for the remainder of the adventure.

As you travel further to the north, you begin to see signs of the Yilgoma tribe. Small totems made of bones and feathers line the path, and you catch the sounds of strange music and rituals being performed in the distance. When you finally arrive at the village of the Yilgoma tribe, you are greeted by a group of wary Shu. They ask you do explain who you are and what you want.

Have the heroes explain who they are and their mission, allow them some latitude and reward good roleplaying. Have them make the appropriate checks where necessary, it should be moderately difficult to easy depending on what the heroes say. The Shu will be wary, but not unfriendly. If the heroes attempt to use magic to influence them or make themselves seem greater than they are, it will succeed. Attempts to use magic to circumvent the Shu, flee from them, or attack them, will fail and might instigate combat.

After explaining your mission, the Yilgoma shaman takes you to their

leader, an ancient and reclusive Grandfather Pangolin named Mauja. Mauja listens to your tale and nods slowly. "I have heard of this hermetic Pangolin; we believe he is the fabled Scaled Librarian." he says. "He is a wise and powerful, but reclusive and timid. He has always preferred to keep to himself. If he is in danger, we must assist. We could send a group with you to lead you to his lair."

Finish any discussion they may wish to have with the Yilgoma and continue below.

Mauja sends a pair of Yilgoma scouts, along with you and the young Pangolin Katanga shaman, to search for the hermetic Pangolin. As you travel, the terrain becoming rockier and more difficult to navigate. Suddenly, from ahead you hear a loud rumbling noise in the distance and see a cloud of dust rising from the horizon. As you approach, you see a large herd of giant ants stampeding towards you!

Have the heroes roll for initiative as you try to avoid the stampede. The scouts are smart enough to hide behind some rocks, and the Pangolin Katanga shift to their animal form and roll into balls, both of these are done at the top of the initiative. The ants will arrive at initiative count of 10 (regardless of edition). Any hero who is unable to make an action prior to then is caught in the stampede and takes roughly 1/3 of their health in damage. This number is reduced by one for each ant that was attacked by heroes who went before the stampede. The ants do not stick around to fight after the first encounter. Afterwards, the heroes will notice that one of the young shaman has been injured. They can choose to stop and tend to his wounds, using magic or a low difficulty skill check. If they succeed, the

shaman will be healed, and the heroes will get a more beneficial reaction when they encounter the Grandfather Pangolin. If they fail or decide to have the other shaman use their spells to heal the injured one, they will suffer a penalty in that encounter.

You continue to follow your Shu guides, and soon you come across a huge, secluded cave in the northern foothills on the outskirts of the Savannah. On a nearby cliff face, what appears to be a massive anthill, you can see dozens of the giant ants you saw earlier scurrying about on various duties. They seem to give the cave a wide berth though.

If heroes try to sneak or stealth into the cave, it is an easy check.

You head into the cave, as directed by the Shu guides, and there you find what you were looking for. A trio of wicked jungle hunters have captured and are preparing to cook a massive pangolin in ball form. They have used multiple nets to entangle the creature and it looks like they meant to lift him, but they do not have the strength. So instead, they have piled wood around him as a pyre and intend to cook him that way.

The Jungle Hunters will attack the heroes the moment they realize they have been discovered. Use statistics for Rangers for the hunters, though be sure to theme them with Jungle appropriate weapons and give them each 1 level more than the highest level hero. If captured they will reveal only that they are from a tribe of hunters and that bringing back evidence of such a great hunt would make them great within their tribe.

Once the combat is over, you turn your attention to your quarry. The massive creature seems gentle and kind, and after

freeing him he appears grateful. Soon the Pangolin Katanga have shifted and begun to converse with him in their own way. One of them then turns to you and tells you they are grateful for your help.

If the Grandfather Pangolin is freed from the net, before the hunters are dealt with, he will remain in a ball. Otherwise, he will be very friendly to his saviors. The Huge Elder Pangolin is a normal giant-sized creature. He does not speak, but the Pangolin Katanga will be able to speak with him in their

animal forms. It subsists on a diet of giant ants, and never needs to travel very far to find more. He has lived for a long time though and has knowledge of the Jungle dating almost back to the Ancients. He is more than willing to share his knowledge and wisdom with the young Pangolin Katanga. If the heroes assisted the injured Pangolin Katanga earlier, they will each be given a small reward of their choice from among the available treasures. If not, they will survive on their thanks alone.

Snake Oil

Tiger King
Monkey's Paw

Caiman