

Promises:

Jus Post Bellum

By Ryan Conrad

An expedition to learn the truth about a tribal chief may be the only way to save all of Malatra.

Dungeons and Dragons, D&D, The RPGA, The Living Jungle, Malatra, and all related terms herein are Trademarks of Wizards of the Coast. I (the author) make no claim on any rights or royalties. This product has been distributed for free online.

The Malatra Campaign

A continuation of the setting, storylines, and characters from the RPGA's Living Jungle Campaign, Malatra adventures are intended for use with the 3e Jungle Book of Malatra rules, available online. Players can create or bring their own characters. Characters from the old Living Jungle Campaign are allowable if they still conform to the rules. Unlike the old Living Jungle game, certs are not needed for unique or special items. Though the principle that magical and other unique items should remain scarce in the setting remains.

Attempts have been made to keep the tier system or levels 1-5 for low level and 6-12 as high level. This adventure allows for use of either tier. Future adventures may be forthcoming if time and interest allows. A few characters used or referred to in this were created by players in the Living Jungle Campaign. They have been kept for the sense of continuity, though any statistics for them are mine alone.

Scene 1

You have been called to the village of the Saiyama by Ffft and S'tuth the current Witch Doctors of the tribe. It is still a time of great solemnity, less than a year after the end of the war with Tiger, and only a few weeks before the expected funeral for Bengoukee. Funerals had become very commonplace recently, as many great heroes of Malatra had died in the final battle of the war. The customary ten-day grieving period following each funeral meant that even now, months after the final battle, the work of commemorating the dead had not finished.

So grievous was the state of Malatra that even the annual Council of Tribes a few

months earlier had been barely observed. Only the Koshiva and Simbara had even bothered to send real delegations. Most of the other tribes begged off due to the number of funeral ceremonies they had yet to perform.

In fact, the only thing more frequent in most villages than funerals was weddings. Ordinarily, weddings would not be allowed during periods of communal grieving. But by most estimates, nearly a third of the various people of Malatra had been killed over the past few years, and their absence had not gone unnoticed. The Council of Elders, now barely hanging together with eight members, had decreed that for the survival of the people of Malatra; new children must be born.

You arrive in the village of the Saiyama as one of the biggest funerals is finally drawing to a close. Reesta Nifari, late chief of the Saiyama had fallen in the final battle. Though, like the other casualties in that battle, his body had been buried near where he fell, S'tuth has only today performed the funeral rites so his cremated remains could be given to Fire Mountain. The delay of so many months had been in deference to the wishes of his widow, the wise and cunning Mirmirani, who advocated for other funerals taking priority since she believed Ressta would want to continue to put his people first as he did in life.

As you approach the village, you hear a man some of you recognize as Chaka-Kala, tribal elder and the acting chief of the Saiyama proclaim loudly to the village:

"People of the Saiyama, this has been a sad day, but also a necessary one. As we

put an end to the grieving period for Great Reesta, we now open the door for his widow Mirmirani to take a new husband. As daughter of one chief, and widow of another, her spouse should rightfully take his place as the new chief of our tribe. Many months ago, I was approached about this very subject, and you will be pleased that I have an announcement to make. In just under one moon's time, the great funeral for Bengoukee will be held here, and representatives and tribal leaders from throughout Malatra will be here to pay their respects. On that same day though, I have agreed to not just a funeral but a wedding as well. It is within my rights as interim chief to agree to any proposals for the hand Mirmirani particularly if they could help secure the safety of our tribe. I have done this. On that day the Saiyama people will no longer stand alone, as we will merge with a great ally. For Chief Mufassa of the Simbara has agreed to a union between himself and Mirmirani. Following which, he will be anointed Chief of both the Simbara and the Saiyama!"

There are a few cheers, but more scatterings of confusion following this announcement, several members of the Council of Elders look shocked, not the least of whom is Bevita Sekera the representative of the distant Huroola who seems angered by this decision seemingly having been made without Mirmirani's input. No one looks more shocked than Mirmirani herself.

As Chaka-Kala begins to make assurances that he will consider any objections made to him, but that this agreement was binding. Bengoukee's former apprentice, Horgarim approaches the heroes and tells them that Ffft and S'tuth will see them now and

motions for them to follow him. Let the heroes follow Horgarim, or if they like to try to speak with Chaka-Kala or someone else the apprentice will wait. Any protestations they express to Chaka-Kala are politely ignored with platitudes such as "I will consider that".

Mirmirani has retired to her tent, and the burly warrior outside insists that she wishes to remain alone. If heroes somehow bypass him, Mirmirani screams angrily at them until they leave or get escorted out. Of the Council of Elders, only Bevita Sekera will speak to them, but unless the person approaching her is a woman or a saru, she will be very unpleasant and curt. She believes that her people will not sit by while two powerful tribes merge, particularly if they are going to be under the guidance of a *male* chief. If pressed she admits she was hoping the fair Mirmirani would take an interest in Chieftess Kimichi's newly single nephew Manshka. She is so firm in her belief that the Huroola should have closer ties with the Saiyama, that she believes that even war with the Simbara could result from this merger.

Once the heroes decide to follow Horgarim, they are taken to his hut...once the hut of Bengoukee. There they discover both Ffft and S'tuth waiting for them.

"Greetings heroes." S'tuth says. "We find ourselves in need of some help."

"To be more accurate," Ffft puts forward "I don't need them, but you insisted!"

S'tuth seems to barely control his frustration with Ffft, as if this argument had been going on for some time.

"Nevertheless," he snaps. "They are here now and we had best make use of them. You heard the announcement that was given by acting chief Chaka-Kala?" he

asks. “We have known about this upcoming transaction for some time, but we hoped Chaka-Kala might change his mind. Only now, we have discovered the truth. Chaka-Kala agreed to the wedding and merger of the tribes because it was the best option available to him. Apparently, in order to secure the help of the embattled tribe of the Simbara at the Final Battle with the Tamara, Reesta agreed to a deal with the newly chosen Chief Mufassa. ”

“Without understanding what he was doing, by agreeing he has bound himself to a vow that the shaman of the Simbara, Tigra, has decreed it is sacred to the Spirits themselves, and to back out now would anger them. Tigra has had a vision of the future that declares that the Simbara will merge with another tribe and that the Chief of the Simbara will marry into the family of Bagoomba. When Umbaak arrived at the Council of Tribes a few months ago, he approached Chaka-Kala with his plan. He says that many Simbarans are feeling like their tribe is in danger of extinction unless new blood is added and soon. They lost many great heroes in the war. As Tigra has explained that the Simbara have too few hunters to keep their village fed, and some have already begun speculating that neighbors like the Kokinga or Simbuki might be better might be better off. Joining our tribes in marriage might be the only way to avoid having the Simbarans become more prone to attack their neighbors. A merger between the tribes is the only way to stave off another war. ”

“Keep in mind, a merger might not be a bad thing.” Ffft interjects. “Mirmirani might not be happy with the idea now, but she will come around when she

understands that it will make her people safer in the long run. Tigra's vision shows how the Spirits have blessed the upcoming union and they wish to direct us on the correct path.”

“Whatever the case, we wish for you to assist us with something.” S'Tuth says. “You see, Mufassa, the chief of the Simbara appeared from out of nowhere towards the end of the war. He became chief of the Simbara very suddenly and even Tigra can't quite explain how he became so popular so fast as to secure the support of most of the tribe. The warrior Umbaak was concerned about him for some reason, and shared his concerns with their witch doctor Fenzzica U'Bandalli. She shared these concerns with us when Umbaak went missing the next day with one of her best anti-venom poultices. We have read the omens, and they all say that if Umbaak does not attend the wedding, horrible things will befall both the Saiyama and the Simbara. We need you to find Umbaak if you can, and also try to learn where our mysterious new Chief-to-be came from. You only have 29 days to learn what you can and return here, after that it will be too late to stop the wedding itself. If we find Mufassa has been less than honest in his dealings with us, then we will be stuck with the ill omens we foresaw if Umbaak is not in attendance. ”

“However, if that is case, then I am sure we can find some way to deal with the problem; just like Bengoukee would have.” says Ffft ominously.

S'tuth rolls his eyes. “We do not have much to go on. All we know for sure about Mufassa's past is that he was found by scouts of the Ratikaya who first met him somewhere near the Swamp of the

Snake Men. With the war over, our alliance with them is officially at an end and it may not be too safe to explore that area. Speak to Chief Karatila of the Ratikaya, to learn what they know. ”

Obviously needing the last word, Ffft puts in: “We are not exactly in a rush, but it would be best if you hurry. ”

The pair will attempt to offer the heroes any answers to questions they might have, but they have very little more to offer the heroes about their mission or goals. They hope that their precaution is unnecessary, but they feel it prudent to verify some things.

The heroes can set out to the Ratikaya immediately. Since S'tuth and Ffft are trying to keep the expedition somewhat covert all they can provide the heroes with is enough canoes to transport all of them and a few days worth of supplies. If the heroes wish to spend some time trading or conversing with various other people they may do so. Once they have moved on, continue with Scene 2.

Scene 2

Note: this encounter assumes that the heroes are traveling the river by boat, if they opted for walking instead modify this as needed.

You have been traveling down The River of Laughing Idols for more than three days and have entered lands claimed by the small Tenanga tribe when your peaceful voyage is interrupted by a creature crashing into your boats. Suddenly, it rises from the river. The odd-looking large humpbacked raptor garuda seems startled for a second, then it moves in to attack!

The garuda is actually a Deinocheirus, which was disturbed when the boats

approached too close to it. Being omnivorous, it has no qualms about going for an easy meal but will try to flee if it loses half its hit points.

Low Tier EL 6 (only one garuda is present)
High Tier EL 12, (seven additional River Garuda join combat on round 2. Use the same statistics for the new ones)

River Garuda CR 6; Large Animal; HD 6d8+20; hp 57, Init +3, Spd 60 ft; AC 17 (-1 size, +3 Dex, +5 natural); Atks Bite +4 Melee (2d4+4); SQ Low-light Vision 30ft, Scent; AL N; SV Fort +8, Ref +7, Will +2; Str 17, Dex 15, Con 12, Int2, Wis 12, Cha 9 Skills and Feats: Hide+10, Listen +10, Spot +8, Survival +10; Scent

Upon a successful bite, the river garudas jaws bite down on its target, automatically grappling this round. If the victim are unable to free themselves, they receive automatic 2d4+4 damage each round the garuda successfully holds them. DC 18 to get free of the vice-like grip. During a grapple, the river garuda is unable to attack another target.

Scene 3

Almost two days after encountering the River Garuda, you set off from your campsite and enter territory claimed by the Ratikaya. You make your way to the small cove utilized by the Ratikaya tribe where you land the canoes. It is still very early in the morning, and you know you are in for a small walk to reach their village which is over two hours march inland so you set out immediately.

At this point, any hero possessing the Scent ability can make a Wisdom DC 16 roll. On a success they detect a truly disgusting smell coming in the direction of the Ratikayan

village. The roll can be repeated twice more as the character gets closer to the Ratikaya until the player succeeds on the roll.

As you wander towards the distant village, a sense of unease begins to overcome you. You are increasingly sure that something is wrong. You are just beginning to hear sounds of battle when the stench overpowers you. Arriving over the small butte that nestles next to the village you see that the peaceful Ratikaya have been invaded by a group of 10 greyish-brown lizard-like humanoids. They wielded clubs and javelins and were the obvious source of the stench. Only a few Ratikaya lay injured, but fewer of their warriors remained standing as several were retching and vomiting nearby.

At this point the heroes need to make a DC 13 Fortitude save or be sickened for 10 rounds by the troglodyte's stench. They will need to repeat this save every round of combat unless they take precautions such as plugging their noses. A Gust of Wind spell will also dissipate the stench for 4 rounds.

Low Tier EL 5 (6 Troglodytes, a Ratikayan shaman will help with a cure light wounds spell if any character falls to 0 hp)

Troglodyte CR 1; Medium Humanoid (Reptilian); HD 2d8+4; hp 13, Init -1, Spd 30 ft; AC 15 (-1 Dex, +6 natural), touch 9, flat-footed 15; Atks Club +1 Melee (1d6) or Claw +1 Melee (1d4) or Javelin +1 Ranged (1d6); Full Attack: Club +1 Melee (1d6) and Claw -1 Melee (1d4) and Bite -1 Melee (1d4) or 2 Claws +1 Melee (1d4) and Bite - 1 Melee (1d4) or Javelin +1 Ranged (1d6); SQ Dark Vision 90f; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills and Feats: Hide+5, Listen +3, Spot +8, Survival +10; Multiattack, Weapon Focus(Javelin)

EX: Stench. All Living creatures except troglodytes within 30' of a troglodyte must make a DC 13 Fortitude save or be Sickened for 10 rounds.

High Tier EL 8, (11 Troglodytes, (Use the same statistics as above for the these) + 1 3rd level Troglodyte Witch Doctor

Troglodyte Witch Doctor CR 4; Medium Humanoid (Reptilian); HD 2d8+3d4 +8; hp 27, Init -1, Spd 30 ft; AC 15 (-1 Dex, +6 natural), touch 9, flat-footed 15; Atks Club +1 Melee (1d6) or Claw +1 Melee (1d4) or Javelin +1 Ranged (1d6); Full Attack: Club +1 Melee (1d6) and Claw -1 Melee (1d4) and Bite -1 Melee (1d4) or 2 Claws +1 Melee (1d4) and Bite -1 Melee (1d4) or Javelin +1 Ranged (1d6); SQ Dark Vision 90f; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Hide+5, Listen +3, Spot +8, Survival +10; Multiattack, Weapon Focus(Javelin)

EX: Stench. All Living creatures except troglodytes within 30' of a troglodyte must make a DC 13 Fortitude save or be Sickened for 10 rounds.

Spells: 2/1

Spells available True Strike, Magic Weapon, Expeditious Retreat, Darkness.

If the Witch Doctor is able to, he will cast Darkness at the earliest opportunity since all of the troglodytes have darkvision.

The troglodytes do not speak a language the heroes know, and if a spell such as Tongues or Comprehend Languages is used, the casting hero is ignored and targeted next.

The troglodytes will fight to the death. When combat is over one of the Ratikaya comes to speak with the heroes.

"Greetings, and our thanks be with you great heroes. My name is Karatila, chief of the Ratikaya. Our people have fought these creatures before, many years earlier when we sealed the hidden tunnels below our village. We had thought them all dead. These arrived just after dawn this morning from somewhere to the south. They were clearly agitated by the sun, and looked tired as if they had been marching all night. They were clearly angry that the ancient tunnels had been sealed. But enough of our troubles, what can we do to thank you for assisting us?"

The heroes may ask more pressing questions about the troglodytes, but the Ratikaya know nothing else. If they decide to backtrack the creatures, they will be able to with a successful Spot DC 18. This will lead them more than eight hours away to the south and the last place the troglodytes camped for the day, a very dense thicket of jungle just south of the River of Laughing Idols (downriver from where the heroes landed). Unfortunately, some light rain has fallen in this area since, and DC becomes 28 after that for the next day's travel, which leads to another sleeping site, this one almost directly south of the Village of Lilac. The Lacerials know nothing about the former camp. After this, no further tracks can be found. This expedition could serve as a major distraction from the heroes' mission. Indeed, at the moment this is a mystery that they will be unable to solve.

The heroes best bet in dealing with the Ratikaya, is to simply continue their original mission. Karatila does not exactly know why they have come, but he suspects. Unfortunately,

protocol will not let him speak openly about Mufassa, a chief of a different tribe without being asked first. To do so could be considered slanderous, and invite hostility if his guests were to report him to Mufassa's tribe. Merely saying 'Ffft and S'tuth sent us' is not enough, they must mention Mufassa by name, or at least say 'the chief of the Simbara' and ask what the Ratikaya know about him. When they do, Karatila responds:

"Ah, that one is an odd one. We found him on the borders of the Swamp of the Snake Men just after the dreaded 'Night of Dead Chiefs'. Three of my warriors found him near that old withered tree just north of the end of the jungle overgrowth where the swamp begins. He was confused and disoriented, like he didn't even know who he was. He claimed to have had an encounter with the Snake Men, but somehow he escaped without a scratch. Oddly enough, we had some Snake Men visitors while he was here and not only did he not seem frightened by them, but they seemed to keep their distance from him! I remember meaning to ask them about that, I wonder why I forgot. From here he traveled with the same warriors who found him to the Simbara, where he joined the ranks of their hunters."

If the heroes wish to speak with the warriors who accompanied Mufassa to the Simbara, Karatila apologizes:

"I am sorry, but all three warriors insisted on joining the great final battle against Tiger. They died in the first big push."

There is nothing all that strange about this, the first push was the biggest and bloodiest engagement in the entire war. Many good

Malatran warriors died there.

If the heroes think to ask about Umbaak, Karatilla's expression visually changes.

"Yes!" he says joyfully, "That one was with us for a time. He too was seeking information on his chief for some reason. While he was here he helped us slay a duckbilled garuda which will keep our tribe fed for several more days. He said something about visiting the Tokototania tribe in order to find "proof" of something. He left about six days ago, I am sure he is there by now. I am sorry I cannot help more."

With that, the heroes have learned all they can from the Ratikaya, and are free to go where they will.

If they learned the nugget of information about Umbaak traveling to the Tokototania, they may decide to head there. Skip scene 4 and proceed to scene 5.

They most likely will go toward the Swamp of the Snake Men and ask what the snake men remember of Mufassa. Go to scene 4.

If the heroes decide they have learned enough and head back to the Saiyama, proceed to the Possible Ending A
"A Happy Marriage?"

Scene 4

The trip from the lands of the Ratikaya to the Swamp of the Snake-Men is shorter than you would imagine. It was only a day's walk, though through more hilly and muddy terrain than you are used to traveling. It doesn't take you long to find the area to the north of the edge of the swamp with the withered tree. You

weren't sure what you were expecting to find here, it looks exactly like other portions of the jungle.

Suddenly, from the edge of the nearby swamp, a hissing voice from the edge of the swamp says; "Mammals, why do you travel here?" Turning, you see a group of Snake-Men leaving the nearby swamp and moving right toward you!

If the heroes politely ask about Mufassa being found by the Ratikaya there, they are in luck. One of the snake-men greeting them was also on patrol the day Mufassa came through the area. When the heroes ask, they must succeed on a DC 16 Diplomacy check; the snake-man will tell you what he knows (see below). If they fail however, the snake-men are offended somehow. If this is the case the heroes will need to succeed on a DC 14 Bluff or Diplomacy (hero's choice) AND offer the offended snake-men some sort of gift as tribute. The snake-men are not above suggesting the gift if the apologetic check is made, they understand that the other races of Malatra are limited in imagination so they don't yet expect their groveling to be perfect. Failure on this check will lead to at least one round of combat, followed by more unless a new legitimate attempt to apologize is made (same as the above second attempt). Note, if a lizard man is the one doing the talking due to current tensions between the two races the DC's for the above checks should be raised by 2. If a snake or caiman katanga, or a lacerial is the one doing the negotiating, the DC is lowered by 2.

"I remember the silly Nubari. All nubari look the same to us, but this one I remember. He came wandering through our swamp from the south. He smelled bad, like a korobokuru, but tried to be very friendly with us. He had a strange

green glowing object around his neck as well. The Grand Overseer of the Snake-Men told us to make sure he leaves our swamp, but not to talk to him or get too close. We did as instructed, and watched as three other nubari found him right here. At first we thought there was going to be a fight. But one by one the new nubari lowered their weapons, and they all departed as friends."

If the heroes ask about this "Grand Overseer" the yaun-ti will not say much about him, only that he is now the leader of the snake-men.

If the heroes ask about Umbaak, the snake-men have no knowledge of him, and don't seem to care much.

From what the heroes are able to gather, Mufassa may have come from an area that has numerous korobokuru in it. If they learned from Karatilla about the village of Tokototania being Umbaak's destination, they would be wise to go there next. If they did not learn of the Tokototania from Karatilla, a Knowledge (Lore) DC 10, Wilderness Lore DC 10, or Knowledge (Simbara Tribe) DC 15 could be used to give them the idea to visit the area. It is a long trek, almost 7 more days of travel to reach the far side of Lake Koro. Go to the Scene 5 if they decide to pursue this lead. if they decide to return to the Saiyama with what they have learned, go to Ending 2: "A Happy Marriage?"

Low Tier

2 Pureblood Yuan-Ti: CR 3; Medium-Sized Monstrous Humanoid; HD 3d8; hp 18; Face/Reach: 5ft by 5ft/ 5ft; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft; AC 14

(+1 Dex, +1 natural, +2 Leather); Base Attack +4; Full Attack Shortsppear +5 melee (1d8+3), or Shortbow +6 (1d6); SQ Alternate Form, Darkvision 60ft, Detect Poison, SR 14; AL N; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12; Skills: Concentration +7, Disguise +4, Hide +3, Jump +9, Knowledge (Swamp of the Snake-Men) +5, Listen +4, Spot +4, Feats: Alertness, Dodge, Improved Initiative, Track,
SA: Spell-Like Abilities-(Human-Headed) 1/day—animal trance, cause fear, darkness, entangle, other. These abilities are as the spells cast by a 4th-level sorcerer (Save DC 12 + spell level).

High Tier

6 Pureblood Yuan-Ti/Ftr6 : CR 8; 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 Shortsppear +7/+2 melee (1d8+3), Shortbow +8/+3 (1d6); SA: Spell-like ability; SQ Alternate Form, Darkvision 60ft, Detect Poison, 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 (Shortsppear), Weapon Specialization (Shortsppear),
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 8th-level sorcerer (Save DC 13 + spell level).

This combat could be very deadly, however the heroes need not engage in combat if they act respectfully. The Yaun-Ti consider themselves to be the natural rulers of Malatra, and they will not tolerate any mammals acting disobedient. That being said, the snake-men are not interested in mindlessly slaughtering their former allies. If combat breaks out, they are more interested in taking their opponents alive. They will not injure them if they win, but they will take them back to the 'Grand Overseer of the Snake-Men' as trophies. Three days after this event, the heroes will awaken at the edge of the Swamp of Snake-Men with no memory of anything since their capture but be otherwise unharmed. They will have a desire to travel to the Tokototania for some reason (the effects of a mass suggestion spell they cannot even remember). If heroes wish to return to speak with the Snake-Men again, let them know that they each have an instinctual feeling that if they ever enter the swamp again they *will* be killed. If they persist, use the high tier Yaun-Ti as needed to be deadly to the party, but do not hold back as long as they continue to stay near the swamp. They have chosen their fate.

Scene 5

You have traveled for almost seven days and skirted the edges of Lake Koro and now you have entered the once taboo lands east of the lake. This whole region had been used by the Tamara in the creation of many plant monstrosities such as the Lokesti which spawned the Akathasa during the war. Many other strange creatures had been seen in the area as well, and the taboo was only removed after first contact with the Tokototania tribe of korokbokuru.

You were hoping for a quiet journey, but some sounds of battle up on the trail ahead prove hard to ignore. Rushing there you see a tendriculos; the plant monsters had become more common in the region lately. This one is obviously wounded and fighting against a lone nubari warrior. He wears the traditional pelt of a Simbaran who has survived wrestling with a lion and wields a spear great flourish. Nevertheless, he is obviously out-matched by the creature, and appears to know it.

The lone nubari is, of course, Umbaak. He has taken some minor injuries but is more-or-less unscathed. He has also been very fortunate not to have been grabbed by the creature as of yet. This could change in the next round, as some ill-luck has caused Umbaak to get his foot caught in a hollow log. For the next two rounds he is considered flat-footed as he dislodges himself (remember his combat reflexes). The tendriculos has sustained some damage from Umbaak's spear, but the warrior has not been able to deal with its regenerative capabilities (see below), so virtually all the damage he deals the creature will eventually heal and he will be unable to truly kill it on his own. The heroes can assist with combat, but keep in mind if they use fire to injure the tendriculos in any way; Umbaak will be less inclined to listen to them when it is defeated as using fire against an opponent is the greatest taboo of the Simbaran people. If the heroes have not figured out what damage type is needed to defeat the tendriculos at the end of their second round, Umbaak will suggest it.

When combat is over Umbaak will assess the heroes. If they acted honorably in combat (didn't use fire) he will be the first one to speak. Unless a hero is a member of the Simbara, or they have encountered

Umbaak in a previous adventure such as 'The Golden Child' or 'Eat, Drink, and be Merry', they have never met this man before. Check the heroes fame and renown by rolling a d20 for each hero. On a roll equal to or below their level means Umbaak has actually heard of that heroes' deeds before. Assuming Umbaak speaks first:

"Greetings noble heroes! I, Umbaak pride of the Simbarra, thank you for your assistance in dealing with that monstrosity. Thank the Great Lion Spirit you were in this region. But tell me why have you ventured so far from your villages?"

After the heroes have introduced themselves, and asked that he come with them back to the Saiyama he will state:

"I am sorry, I cannot. I have been given a vision by the Great Lion Spirit that there is a danger which could threaten all of Malatra that I must investigate. The current chief of my tribe, Mufassa, may not be what he appears to be. The Lion Spirit has tasked me with discovering his true nature and bade me steal a poultice from Fenzzica U'Bandalli, though I do not know why. I feel I must go to the village of the Tokototania to learn what their people know of Mufassa and what I must do with this poultice. If you wish, you may accompany me, and regardless of what I discover we can then journey to the Saiyama together."

If told the affects of the poultice, Umbaak will be surprised, but very unsure of what to do with it. He will ask the heroes to help him decide when and on what he should use it, though he will not part with it. Umbaak will say nothing more about his quest, as after witnessing Tigra's change in attitude

toward Mufassa, he does not know who to trust. Short of being bound and carried back to the Saiyama by the heroes, Umbaak will steadfastly refuse to return with them until his mission is fulfilled. The heroes may, accompany him if they wish. If they do so, go to Scene 6. If they decide to give up and return to the Saiyama alone, go to Possible Ending A "A Happy Marriage?"

Umbaak/Ftr12: CR 12; Medium-Sized Humanoid; HD 12d10+10; hp 92; Face/Reach: 5ft by 5ft/ 5ft; Init +1 (+1 Dex); Spd 30ft; AC 13 (+1 Dex, +2 Leather); Atks Spear +17/+12/+7 Damage 1d8+5 (Critical Threat on 19-20/ x3) SA none; SQ none; AL LN; SV Fort +9, Ref +6, Will +5 Str 20, Dex 14, Con 12, Int 13, Wis 12, Cha 12 Skills: Barter +8, Boast +16, Handle Animal +5, Intimidate +16, Listen +8, Taunt +5, Wilderness Lore +13 Feats: Combat Reflexes, Dodge, Expertise, Improved Critical (Spear), Improved Grab, Improved Trip, Iron Grip, Leadership, Mobility, Spring Attack, Wrestling

Low Tier

(If the average level of heroes is below 4, or there are fewer than 5 heroes in the party, they should be allowed every opportunity to escape preferably with Umbaak. The tendriculos will not follow them.)

One Tendriculos: CR6; Huge Plant; HD 9d8+54; hp 94 (currently 59 due to injuries); 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 tendrill 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.

High Tier

One Tendriculos: CR 7; Huge Plant; HD 13d8+74; hp 125 (currently 107 due to injuries); Face/Reach: 10ft by 40 ft/15ft; Init -1 (Dex); Spd 20 ft; AC 16 (-2 size, -1 Dex, +9 natural); Atks Bite +17 melee (2d8+10), 2 tendrils +8 (1d6+5); SA Improved Grab, Swallow Whole, Paralysis; SQ Plant, Regeneration 10; SV Fort +14, Ref +4, Will +4

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 tendrill 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.

Scene 6

It is nearly a day after joining Umbaak on his journey to the Tokototania that you arrive at your destination. The village is unusually quiet as you approach with most of the buildings showing some signs of damage many beyond what is needed for habitation. There are only a few korobokuru going about their daily chores, maybe twenty in all. They seem very solemn as you approach. "Great spirits!" says an elderly male. "Have you heroes come to assist us in our time of need?"

The elder korobokuru is called Ultan, and he is referring to problems the village has recently suffered since before the end of the war with the Tamara. A group of heroes made first contact with the korobokuran tribe of the Tokototania a few months before the end of the war (in the adventure Eat Drink and Be Merry), when they left it was hoped that friendship and trade would flourish between the small tribe and the rest of Malatra. Unfortunately, due to the tribes' remote location near an area long thought taboo, only one or two groups of butu traders ever made it this far. The intervening months were very hard on the korobokuru.

First they started getting attacked by a group of undead creatures which when described sound like lacerials, they lost several warriors in the process. Then their Chief Tolo was murdered in the middle of the night (during the events of the Night of Dead Chiefs). A stranger arrived the next month; a korobokuru named Tolan claiming to be from a distant southern village. He told the villagers that he had a tribe of friends that could help defeat the undead threat, but in return the Tokototania would have to agree to assist the new tribe. Since that time they have come twice and take nearly a dozen of the Tokototania's most useful tribesfolk. They were never returned to the tribe. Kiara, a young shaman, led a revolt against their oppressors, and was able to use a Sound Bolt spell against Tolan. When this happened she witnessed something she hasn't spoken of to anyone. The invading tribe retreated after being defeated in combat, stopping only long enough to disturb a local hydra in Lake Koro, which has menaced the tribe ever since.

This history should be related through conversation, rather than boxed text. Some examples might be; 'What is our need? Well right now to help with the hydra those nubari brought down on us of course!' 'Which Nubari? The ones Tolan brought to help us against those undead.' 'Where is Tolan? You will have to speak to Kiara about that.' 'Where is Kiara? She is at the lake with some warriors, hoping to kill the hydra.' 'What is this about a hydra?' 'Those false-friend nubari disturbed it after we kicked them out of our village.' 'What did the strange nubari want?' 'They offered to help us with some undead, and did at first, but then they demanded help from some of our best villagers in return. On two separate occasions, they came and took more than four hands of our hunters and warriors total.

None have returned.' Questions not able to have the answer gleaned from the above history are beyond Ultan's knowledge.

If asked to describe the men, Ultan will describe warriors and shamans dressed in crocodile skins, and wearing teeth made from the creatures. Anyone making a Knowledge (Lore) DC of 12 or Wilderness Lore DC 15 will recognize the description as members of the distant and wicked Satokoan tribe. The idea that they have explored this deep into Malatra already does not bode well. Since they were taking villagers, the expedition was likely a slaving operation. Since they were expelled from the village, chances are good they will return to destroy it once they have reported their failure. It should be clear to anyone who makes this check that the village is in danger of being wiped out completely.

It should be made clear at this point, that Kiara has some answers the heroes are seeking, and she can be found near the lake. The heroes should head there next. Ultan will provide them with a guide, though one is not really needed as the lake is only about an hour away in a straight line.

Scene 7

As you make your way to Lake Koro, you begin to hear the sounds of a combat almost immediately. You soon come across a group of six korobokuru running. "My name is Kiara, acting shaman of the Tokototania, who are you?" she says.

Kiara and Umbaak have met, and are on good terms. She also will recognize the guide if one was provided. But she is a little wary of the heroes, due to recently being tricked by Tolan into trusting the Satokoans. She is also in a bit of a hurry. After the

heroes say who they are and where they come from, she will say.

"I would love to talk more, but we must hurry. Our ambush of the hydra failed and now it is approaching our village. Come and help us defeat it, and we will discuss things afterward. "

At this point the heroes will hear the beast lumbering through the jungle after the fleeing korobokuru. Initiative should begin at this point; the heroes have 4 rounds to prepare. It will take 2 to return to the village. At the end of the fourth round, the hydra reaches the village. Heroes waiting behind on the path will be able to attack or otherwise interact with the hydra on round 3, however it will completely ignore them and proceed to the village. Once there, the returning korobokuru have rallied a few others to defend their village.

Allies

6 Korobokuru Warrior 4: Medium Humanoid (140 cm tall); HD 4d10+20; hp 54; Init +4; Spd 20; AC 19 (+4 Dex, +3 hide armor, +2 large shield); Atks +9 melee (1d8+6 (crit x3), battleaxe); SA nil; SQ darkvision 60.; AL NG; SV Fort +9, Ref +5, Will -1; Str 18, Dex 18, Con 21, Int 6, Wis 6, Cha 7; Skills: Boasting +4, Craft: Brewing +7, Jump +4; Feats: Cleave, Dodge, Power Attack, Weapon Focus(battleaxe), Weapon Specialization (battleaxe); Equipment: Garuda-hide armor, large wooden shield, battleaxe.

Low Tier

4 Headed Hydra

Size/Type: Huge Magical Beast; Hit Dice: 5d10+28 (55 hp); Initiative: +1; Speed: 20 ft. (4 squares), swim 20 ft.; Armor Class: 15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14; Base Attack/Grapple: +5/+16; Attack: 5 bites +6 melee (1d10+3); Full Attack: 5 bites +6 melee (1d10+3); Space/Reach: 15 ft./10 ft.;

SQ: Darkvision 60 ft., fast healing 15, low-light vision, scent; Saves: Fort +9, Ref +5, Will +3; Abilities: Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9; Skills: Listen +6, Spot +6, Swim +11; Feats: Combat Reflexes, Iron Will, Toughness; Challenge Rating: 4; Alignment: TN

High Tier

Eight-Headed Hydra

Size/Type: Huge Magical Beast; Hit Dice: 8d10+43 (87 hp); Initiative: +1; Speed: 20 ft. (4 squares), swim 20 ft.; Armor Class: 18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17; Base Attack/Grapple: +8/+20; Attack: 8 bites +11 melee (1d10+4); Full Attack: 8 bites +11 melee (1d10+4); Space/Reach: 15 ft./10 ft.; SQ: Darkvision 60 ft., fast healing 18, low-light vision, scent; Saves: Fort +11, Ref +7, Will +4; Abilities: Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9; Skills: Listen +7, Spot +8, Swim +12 Feats: Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite); Challenge Rating: 7; Alignment: TN

With six korobokuru warriors, as well as Umbaak helping the heroes, this combat shouldn't be difficult at all. Kiara will not assist in combat, but will rush over to stabilize anyone who falls below 0 hp. Afterwards she will provide her meager healing (1 Cure moderate wounds 2d8+5, and 3 Cure Light Wounds 1d8+5) to anyone who needs it.

The Hydra seems intent on attacking the korobokuru in lieu of the heroes. Unless there is a hero korobokuru, the first attack will always go to a member of the tribe. Any additional attacks will be distributed equally with preference given to the largest distributor of damage the previous round.

When combat is over the Tokototania have a new problem. The body of the hydra is huge

size and will attract many scavengers. It would take almost a week's time to dice it into enough easily disposable parts, and although edible it is not very palatable. Their best bet would be to organize a group of workers to drag the carcass at least a mile from the village. This could be the work of more than a day, by which point it will have started to stink (Fort DC 14 or be sickened). All of this is time the Tokototania may not have, as the Satokoans have been gone for long enough to gather a force from their distant village and be on their way back.

When the heroes speak to Kiara, read the following:

"You are here because of Tolan, I knew it when I saw you. I suppose you want to know what I learned about him. Tolan arrived as a traveler from somewhere to the distant south or west. A korobokuru like us, we welcomed him as a guest. Within days he had become more than a guest and for some reason, many in my village wanted to make him our new chief!

Then the crocodile wearing nubari came. Tolan assured us that they were friends and that they wanted to trade their services. They helped us deal with the strange undead garuda we were frequently attacked by, and drove off the nearby long-tooth saru as well. Then they told us that they needed our help for a time. Twice they came, and asked for a dozen volunteers to go with them to help them with some project.

When they returned the third time it was clear that those who had gone with them before would not be returning and many of my people were angry in spite of Tolan's assurances. It was during that visit that someone threw a rock and we

soon found ourselves in combat with the strangers.

Tolan tried to prevent me from helping my people, but I used a spell anyway and it must have affected him. That was when I saw Tolan's true face. He was not a korobokuru but some sort pale hairless humanoid with large white eyes. Around his neck he wore a strange metal device, which had a green glow to it. As I watched, he seemed to recover and his form shifted to that of a nubari. He made a call, and a dozen long-toothed saru came from the jungle to assist the wicked nubari and cover their retreat. Tolan escaped in the confusion."

Anyone hearing the description can make a Knowledge (Lore) DC 12 roll. If so they recognized the description of the true form of a Jungle Doppelganger. The amulet Tolan wore matches the description of the thing the snake-men saw around Mufassa's neck.

If the heroes ask Kiara what spell was used to cause Tolan to show himself, she replies it was the 'make big noise spell'. Anyone can make a Knowledge (Lore) DC 10 to realize she means Sound Burst.

From all this the heroes should be able to glean that Mufassa is in fact a Jungle Doppelganger, and return to the Saiyama should be the top priority. Unfortunately, that would be leaving the Tokototania in a precarious position.

It is clear from the story that the Satokoans have allied themselves with or enslaved the long-toothed saru indigenous to the area. With so few korobokuru left in the village, the Tokototania will have a very difficult time fighting off any large attack.

If no one else makes the recommendation, Umbaak suggests that the village of the Tokototania has become unsafe for the time being. He recommends that the tribe move and offers to have the Simbara take them in for as long as they need. This trip would take 12 days for the 35 remaining members of the Tokototania tribe. The journey should be relatively safe, but it would be a major change to their lifestyle to live on the savannah.

If the heroes voice their endorsement of this idea, Kiara agrees and goes to convince elder Ultan. If they appear to oppose the idea, she says that she will bring it up that night, but seems in no rush to convince anyone.

If the Tokototania decide to move immediately, they will be ready to move in less than one hour, and Kiara asks that you wait for them to so that they could travel a good distance in the heroes company. If they do not, the heroes are free to leave when they choose; the Tokototania will have a vote on the subject sometime in the next few days.

For the next seven days Umbaak, the heroes, and possibly the Tokototanians will make their way across the swamps and post rainy season still-flooded estuary of the River of Laughing Idols. Once they reach the village of Lilac, the lacerials are happy to provide enough lacerial sized canoes for all who need it.

If the heroes are helping the tribe move, they should be pleased that the Tokototania korobokuru are less scared of water than other korobokuru, having lived near a lake. But that doesn't mean they like *running* water. Nearly a dozen lacerials have to assist the korobokuru with the boating in order to get the tribe upriver. Once they reach the Tenenga territory three days later,

the Tokototania are led north to the Simbara by Kiara, while the heroes continue on to the Saiyama.

Scene 8

ONLY RUN THIS SCENE IF THE HEROES HAVE MADE IT BACK ON TIME. If the heroes spent any time backtracking the troglodytes, or if they were captured during their first encounter with the snake-men, then they have not made it back on time and have missed their chance for this encounter. Proceed to Scene 9a instead.

After leaving your boats in the Koshiva territory, you make your way on foot back to the Village of Bagoomba, the Saiyama's largest settlement still named after the late great chief in spite the tribes name reverting to Saiyama following his death. You are only an hour or so away, when you hear a sound in the jungle up ahead which makes you think someone is trying to remain out of sight.

The heroes can make a Spot DC 12 or Listen DC 8 to locate the source of the noise--a pair of women in traveling clothes.

On closer inspection you see that there are two women, one of them is Mirmirani! The other is obviously her sister Vee Jaa, though she has been seen little since the death of her Koshivan husband in the Battle of the Blood Bridge. It is clear that they are trying to leave Saiyama territory.

"I am not going back." Mirmirani protests. "I am sure that Tigra sent you, but you can tell him I have no intention of being married again, let alone to someone I do not even know. Bevita Sekera has warned that if the Simbara and the

Saiyama are joined through my forced marriage then there will likely be war with the Huroola. I have decided to go live with my sister's friends amongst the Koshiva."

As the outspoken Mirmirani argues her point, you notice the more timid Vee Jaa reaches to her foot and cries in alarm. "Ouch!" Before you can stop it, you notice a small red-backed snake slither into the underbrush. She begins to hyperventilate as she collapses. Looking down you see that Vee Jaa's left ankle is already swollen from the bite.

(Note: the snake is a messenger of the spirits and as such is undetectable by a Pathfinder's Nature Sense.)

The red-backed snake is one of the deadliest in the jungle and is not often encountered. Even then it is usually rather docile. Vee Jaa will die in 5 rounds if help is not administered. A Wilderness Lore DC 10 will tell the players as much, it will also tell the players that a remedy could take days to prepare and is very rare (this action does not take a round). A healing check or spells will not prevent her death. A Delay Poison spell will give the heroes 5 additional rounds, but a Neutralize Poison spell must be cast by a 14th level caster to have any effect. An antidote gained through a certified item, such as the one from the adventure "Venom" would be effective, otherwise the only option would be the poultice Umbaak has in his possession. If none of them suggest this before the 5th round begins, Umbaak takes it upon himself to use the poultice.

As soon as the balm touched her wound, the swelling begins to die, and her breathing becomes more regular. Within a minute she is able to open her eyes again. "Hello." she says, staring at Umbaak's face with obvious affection.

"Don't try to stand." He responds as he scoops her into his arms. To Mirmirani he says: "Your sister should be looked after by a trained healer. The Saiyama are the closest." With that he begins to walk onward.

The heroes are left to explain to Mirmirani the true nature of "Mufassa". When she learns this, she immediately offers to return and help expose the monster... for the good of Malatra, or so she claims. The thought of seeing Tigra and Chaka-Kala made to look a bit foolish never enters her mind.

Go to scene 9b

Scene 9a

(Run this if you had to skip Scene 8)

The wedding day has arrived. Your group has made it just in time. In the center of the village, near the great hut that once belonged to Big Chief Bagoomba, most of the village awaits. Notably absent from the ceremony is the bride. Standing in front of everyone, is "Mufassa", who you now know to be a Jungle Doppelganger. Next to him, Chaka-Kala is speaking to the crowd: "Do to the regrettable, um, illness of Mirmirani, we shall have to perform a ceremony for her marriage in absentia, so that we can begin the logistics of merging the tribes."

The heroes are now free to make their accusations. Mufassa will deny everything at first. He can be very convincing with his lies. The heroes could offer 'proof', in the form of describing the necklace he wears. He will shrug off its existence as a coincidence. But the player who mentioned it should make a Persuasion DC 14 roll. On a success, Ffft has become suspicious enough to cast a True Seeing spell. If that happens, Mufassa will immediately fight to kill as many people as possible. His first

target is Chaka-Kala, who he automatically hits on the first round. Roll attacks on subsequent rounds as normal. Chaka-Kala has an AC of 12 (from Dex), 11 hp, and he saves as a 1st level fighter but he is otherwise a noncombatant.

If combat breaks out before the heroes can convince anyone of Mufassa's identity, Mufassa will ask that the members of the Council of Elders restrain the heroes, as he 'doesn't want to kill someone on his wedding day'. Council members such as Ffft, Flood, Eater-of-Weeds, or Aantylla may step in to try to use spells such as Sleep or Hold Person on some heroes. (Bevita Sekera will NOT assist in subduing the heroes and remains neutral throughout the scuffle.) If, however, Mufassa takes half his hit points (22 in damage, or is hit with a sonic attack, he will automatically revert for one round. His influence on anyone is automatically broken at that point and he will attack to kill as explained above.

After Mufassa is killed, go to Possible Ending B

Scene 9b

(Use this if the heroes are returning to the Saiyama with Mirmirani in tow.)

At least a day remains before the scheduled wedding of Mufassa and Mirmirani. As you enter the Village of Bagoomba, you can see that preparations are under way. Umbaak wastes no time in taking Vee Jaa to S'Tuth to be looked after. Once she has been dropped off, S'Tuth and Ffft meet with Umbaak, Mirmirani and the rest of you within Horgarim's hut. Once you give your report, the two tribal witch-doctors go quiet. Finally, as if an

inevitability, Ffft speaks. **“If you are sure about this, we need to strike quickly. These creatures are known to have the ability to detect the thoughts of others around them, so any subterfuge wouldn’t last. Perhaps if we...”**

“Enough talk,” Umbaak announces.

“This imposter made fools of my people, damaged our reputations with our allies, and disgraced my father’s memory! He dies now!” Before you can stop him the big warrior marches from the hut and heads directly for the chieftain’s hut, currently being used by Mufassa.

Mirmirani heads after him remarking that she looks forward to seeing this.

If the heroes give chase, they will arrive at the tent just as Chaka-Kala is being thrown bodily from the building by Umbaak. There is already a crowd beginning to gather outside. If the heroes do nothing to intervene, Umbaak will quickly be subdued by Mufassa’s Charm Person spell. At which point, Mufassa will know from Umbaak’s thoughts that his cover has been blown. He will have Tigra, who is in the tent as well, and Umbaak leave and attempt to prevent anyone from getting near him. He will then use his Expeditious Retreat spell to try to escape to anywhere within the village where he can be out of sight for a minute. Then he will change form into another member of the Saiyama and join in the inevitable “hunt” for Mufassa. He will repeat this trick as often as necessary until he can slip away quietly.

If the heroes assist Umbaak, they find him grappling with the shaman Tigra in the tent as Mufassa prepares a spell. As long as Mufassa hasn’t been revealed, Umbaak will be occupied during the combat. Once his true nature has been revealed, Tigra will flee from the hut to Mirmirani, Ffft, S’Tuth who wait with most of the Saiyama tribe just outside.

Mufassa will know that he is in mortal danger, and thus will use everything he has to in order to kill his attackers or escape them. If however, he loses half his hit points (22hp) or gets hit with a sonic attack, his concentration slips for a second and he will stand revealed. When this happens, Mirmirani will coincidentally open the door to the hut allowing many outside to see what the hero’s face. There is now no place for Mufassa to go, so he will fight to the death.

When he is at last dispatched, go to Possible Ending C

Possible Ending A "A Happy Marriage?"

(Use this ending only if the heroes return to the Saiyama without finding Umbaak and helping him)

The information you brought back was of some interest to Ffft and S’Tuth, but it was not important enough of a reason to call off the wedding. Mirmirani took a great deal of convincing apparently, but after meeting alone with Mufassa, she seemed to change her mind about him. The wedding was held in the center of the village, and there were representatives from all tribes except the Huroola who declared their lands closed to all outsiders and recalled every Huroola they could. Mufassa was anointed the Chief of the Simbara immediately after the wedding; at the end of the ceremony a minor eruption from Fire Mountain was interpreted by Tigra as a sign that the spirit of the Mountain had blessed the occasion. Ffft and S’Tuth were not so sure. Their worries had no time to influence others though, as a month after the wedding, Chief Mufassa asked them to visit the Snake-Men and strike a permanent alliance with them. They never did return. After a few months, Mufassa formally petitioned for his tribes to merge with the

Koshiva, surprisingly not only was this petition accepted by the Koshivan Chiefs, but he was asked to be their new Great Chief as well. The union that these three tribes would soon form would be the start of a new 'Jungle King', as the Tribe of Great Chief Mufassa was officially formed. The once willful and sharp-minded Mirmirani, for her part, was never the same again after the wedding.

Here ends Jus Post Bellum

Possible Ending B "Like Bastard Children"

(Use if the conflict with Mufassa occurred at the wedding.)

Tigra will be the one to address the next problem.

"This is a disaster. The Simbaran people now have no chief, and we need to have one marry Mirmirani so that our tribes can merge!" Tigra says.

"Forgive me Tigra," says Bevita Sekera. But did your vision specify that it must be Mirmirani that your chief wed?"

"Well, no. Only that it was someone of the family of Bagoomba." he replies.

"Then I would suggest that you yourself take on the mantle of the new Spirit of Lion, and I know I have spoken at length with the late Bagoomba's cousin Kitari. She is looking for a new husband, the previous four didn't seem to last." Bevita says, seeming to take a perverse sort of pleasure in not only preventing the merger between two great rival tribes, but also on turning the tables on Tigra in forcing a union on participants who were not looking for it.

"...But what of the merger with another tribe? My vision clearly stated that..." Tigra begins.

"I have asked the Tokototania tribe to join the Simbara. I have no doubt they will accept the invitation." Umbaak states.

Ffft and S'tuth approach your group. S'tuth speaks: "You have served your tribe and your friends well and are deserving of a reward. Kitari will marry Chief Tigra, and with the Tokototania joining the Simbara, Tigra's vision is fulfilled. As for the Saiyama, The Council of Elders will act as interim chief until such a time as the tribe chooses a new one."

(If he survives) **"Perhaps Chaka-Kala will accept the position."**

The heroes are granted a single well-made (non-magical +1 bonus) item of their choice, or a spell fetish of their choice as a reward.

Here ends Jus Post Bellum.

Possible Ending C "The Good One"

(Use if the heroes were forced by Umbaak to confront Mufassa in the chief's hut.)

"So that is it. He is dead" says Umbaak. Tigra comes running into the hut and immediately proclaims that Umbaak has defeated the chief in single combat and is therefore the new chief of the Simbara. You know that this is not quite the truth, but as Tigra points out it was Umbaak's quest which led to the defeat of Mufassa. The Council of Elders, all of whom were in attendance, quickly affirm this proclamation. Umbaak seems shocked at first, but then stands tall. "If this is the will of the spirits, then so be it. But no longer shall I be Umbaak. I reclaim the tribal tradition and take the name Spirit of Lion, like my father Ahadi, and his father Mohatu before him!"

Tigra then announces: "With the threat over, we can now begin to plan the marriage of Spirit of Lion and Mirmirani!" He seems to see no reason why the wedding and subsequent tribal merger should not continue as planned. There is an awkward look that passes between Umbaak-er-Spirit of Lion, and Mirmirani. Finally Spirit of Lion speaks: "No. I will not have this one as a wife. I will have no woman who does not want me."

When Tigra protests that his vision clearly stated that the chief of the Simbara will marry from the family of Bagoomba the voice of Vee Jaa interrupts: "Am I an acceptable candidate?" Spirit of Lion seems stunned, but not too displeased. "If you will have me, then I will take you as a bride." He states. The smoldering looks are almost enough to distract from Tigra's protest about still needing to merge the Simbara with another tribe.

Spirit of Lion seems to have a hard time concentrating on the shaman but he is able to reply; "Oh, I have invited the Tokototania to stay with our tribe for a time. They have accepted the invitation. They may even be interested in joining us." He states. At this, Tigra just throws his hands into the air and wanders away muttering about spirits needing to be more clear with their visions.

As the crowd of Saiyama onlookers is ushered away by Ffft and S'Tuth to give the newly betrothed some time together, Chaka-Kala intercepts them. "We still have one problem," he says "Who shall lead the Saiyama? For I know I am not wise enough." Bevisa Sekera of the distant Huroola is the one who responds. "Has your tribe not already tried and

tested the perfect candidate? Mirmirani herself will make a fine chief, and even the Huroola will approve!" Chaka-Kala seems to come to the realization that he had not even considered her before. With silent assent, first Flood, then Antyllya, then other members of the Council of Elders present including Ffft nod in agreement. No one looks happier than Mirmirani, who feels she has been training for this job her whole life.

"As for you", Mirmirani says to you. "Each of you shall be given two items of fine quality of your choosing, or two spell fetishes of power equal to your own in appreciation for what you have done for at least three tribes of Malatra. And, you may call on me for a favor at some point in the future. If it is within my power to grant, I shall do so."

Here ends Jus Post Bellum.

DM's Appendix

Mufassa is a jungle doppelganger sorcerer. In the guise of the korobokuru claiming to be from the Katimaya, called Tolan he appeared after the Night of Dead Chiefs to the tribe of the Tokototania. Tolan brought dangerous enemies with him. During a battle against these enemies sometime later, a Tokototanian named Kiara used a sound burst spell which briefly stunned "Tolan" and she saw him for what he truly was. "Tolan" escaped and made his way to the Snake-Men hoping to cause some trouble there. But although the snake-men couldn't tell he was a doppelganger, they did know something was amiss.

When the Ratikaya found him, he learned that tribes everywhere had become chiefless overnight. He wanted to take advantage of this, but the Ratikaya were too small to be of much use. He therefore headed to the Simbara, where he wormed his way into their tribe, and soon had charmed, or used forget spells to become very popular. He has been spending those months slowly convincing the proud tribe that merger with another tribe is not only the way for the Simbara to survive, but also a stepping stone towards making the Simbara the most dominant tribe in Malatra.

"Mufassa"

JUNGLE DOPPELGANGER/Sor5

Medium-Sized Shapechanger

Hit Dice: 4d8+5d4+9 (44hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 slams +6 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Detect thoughts, spells,

Charm of Memory Alteration

Special Qualities: Alter self, immunities

Saves: Fort +6, Ref +6, Will +8

Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 10, Cha 18

Skills: Bluff +20*, Disguise +22*,

Knowledge (Lore) +3, Knowledge

(Simbara Tribe) +3, Listen +12, Sense

Motive +6, Spellcraft +8, Spot +7

Feats: Alertness, Dodge,

Challenge Rating: 12

Jungle doppelgangers are strange beings that are able to take on the shapes of any being native to Malatra. Jungle doppelgangers make excellent use of this natural mimicry to stage ambushes, bait traps and infiltrate humanoid society. They are interested only in themselves and Tiger and regard all others as mere playthings to be manipulated and deceived.

In its true form, a jungle doppelganger has a more or less humanoid appearance. The flesh is pale and hairless, feeling like oily buckskin. The large, bulging eyes are white and lack a visible pupil. Although slender and frail-looking, jungle doppelgangers are hardy things with a natural agility not apparent from their gangly limbs.

Because they can take the shape of any creature native to Malatra including birds and even trees between 1 and 8 feet tall (or long), jungle doppelgangers are natural spies and assassins for Tiger. They can sneak past guards, slip into secured places, and fool even lovers or close friends. They are cunning and patient, willing to wait until an opportunity presents itself instead of attacking rashly.

When in its natural form or the guise of someone unarmed, a doppelganger strikes with its powerful fists. In the shape of a warrior or other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses *detect thoughts* to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A jungle doppelganger can continuously *detect*

thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A jungle doppelganger can assume the shape of any Tiny, Small or Medium-sized creature native to Malatra including plant life such as trees and vines. This works like *alter self* as cast by an 18th-level sorcerer, but the jungle doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Jungle doppelgangers are immune to sleep and charm effects.

Vulnerabilities (Ex): Sonic damage can cause jungle doppelgangers to revert to their normal form.

Skills: A jungle doppelganger receives a +8 racial bonus to Bluff and Disguise checks.

*When using *alter self*, a jungle doppelganger receives an additional +10 competence bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 bonus to Bluff and Disguise checks.

Equipment: Charm of Memory Alteration. Mufassa stole this trinket from a witchdoctor

hermit living deep in the Howling Mountains. It allows him to use the spell *Modify Memory*. It has 3 charges, each use taking one charge. It recharges automatically at dawn the next day. Will DC 18 to Save. The DC is based on the wearer's Charisma. If all three charges are used for 5 consecutive days or each of the 3 attempts are successfully resisted by anyone in one day, the charm will break. (This quirk is not known to Mufassa, and as of yet he has not had anyone succeed on their saves against its power thanks to his high charisma. He has also not been using it more than normal as preparations are made before the wedding. When the heroes encounter him, he will have used it the maximum number of times for four days straight, but he has yet to use it during the day of the wedding itself. Leaving only three attempts that can be made.)

Witch Doctor Spells: 6 0-level, 6 1st-level, 4 2nd-level; 0-Level: Acid Splash, Daze, Flare, Mage Hand, Ray of Frost, Touch of Fatigue; 1st-level: Charm Person, Chill Touch, Expeditious Retreat, Magic Missile; 2nd-level: False Life, Ghoul Touch.