

Shadows Of Change

**Part Three Of The Lacerial Trilogy
and
The First Living Jungle AD&D 3rd Edition Scenario.**

By Stephen H Jay and Tom Prusa

The Lacerial's are dying. New spirits of Earth, Air, Fire, and Water move about the land. Enemies have become allies while old allies are suspect - and everything has changed. The Living Jungle's first D&D 3rd Edition adventure, as well as chapter 3 in the Lacerial Trilogy. An adventure for heroes of all levels.

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This is a standard RPGA Network adventure. A four-hour time block has been set aside for this event. 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 capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings 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 scenario 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 scenario is designed for characters from 1st to 5th level (low tier) or 6th to 10th level (high tier). As

such, the opponents encountered in the scenario, their number and capabilities, will vary accordingly.

At Death's Door

Living Jungle adventures use a version of the Death's Door rule for the duration of the adventure. 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 The Trilogy

Shadows of Sin is part one of the "Lacerial Trilogy". Statistics on Lacerials is included at the end of the scenario. Please familiarize yourself with it before reading on.

As stated in the entry, the Lacerials are a people whose lives are filled with tragedy. The extent of the tragedy, and their effects on the lacerials, are the primary subject of the trilogy. Through this plot device the lacerials will decide once and for all if they have a place in the Living Jungle. In other words, can the Lacerials survive and prosper, or are they a dying people?

There is, however, another sub-plot that will be resolved by the trilogy. The first has to do with the elemental forces found in Malatra. In a number of scenarios, the elemental nobles of air, fire, and water have been prominently featured. No 'normal' elementals have ever been witnessed, just the elemental nobility. What interest these nobles have in Malatra will become apparent through the trilogy. In practical terms, their machinations will change the very nature of the jungle itself and result in the conversion of the Living Jungle to AD&D 3rd edition.

Shadows of Earth is part two of the trilogy, and centers on the lacerials last hope for survival. The lacerials asked the PCs to search for the last remaining spelljamming helm known to exist. Though the PCs inadvertently destroy the helm, they stumble across an unfulfilled pact between the ancients and the the elemental nobility. As the PCs trigger the earth gate, the path is set for the fulfillment of the pact - a pact no living person in Malatra understands. The end of *Shadows of Earth* begins a subtle but powerful

transformation all across Malatra - and the conversion of the Living Jungle to AD&D 3rd edition.

DM's Background Shadow's of Change

Malatra has suffered a tremendous tragedy. While in pursuit of the last surviving ancient, the Council of Elders is brutally attacked by the ancient. (See the scenarios *Forgotten Father* and *Necromancer's Stone*). Many of the elders are killed, others are wounded. Bengoukee himself was attacked and badly wounded by the Katimayan traitor, Kural.

All of this comes at a time when Malatra is facing its greatest peril. The servants of Tiger are now in total control of the Jungle of Lost Tribes. The Tamara, the people of the Tiger, have crossed from their world into Malatra - a sign many take that the end has begun and doom is at hand. Those who witnessed their crossing at a place called "The Battle of Blood Bridge" say the Tamara were terrible to behold.

The introduction to this scenario is a recap of the end of *Shadows of Earth*. The DM will then pause to convert 2nd edition LJ characters to 3rd edition, using the enclosed conversion rules. This should take about an hour.

Game play resumes with the appearance of the earth elemental noble, demanding that the pact be fulfilled and indicating where the heroes must go to fulfill it. Encounters two, three, and four will take the heroes to these places, presenting them with challenges and granting them information on in-character conversion to 3rd edition - if they are wise enough to to see it.

Encounter five involves placing all the keys of the elements together and fulfilling the pact.

Player Introduction

To be read or paraphrased.

You dreaded returning to Lilac (in Shadows of Earth). Though you strove and fought valiantly, you had failed the lacerials. You did not bring back the spelljammer helm, that strange device that the lacerial mage Trueblood said would help his people return home. Because of this failure, you were told that the lacerials were doomed to dwindle and die out, an extinct people.

Nor were you able to fulfill the quest placed upon you by the great earth spirit Roshink. Though you awoke him by accident, you agreed to deliver his earth key to the great arch at the bottom of the rift. Yet it was not enough. Roshink said that ALL the

keys were needed to fulfill the great pact. Keys you do not have.

What is this great pact he spoke of? You do not know, though Roshink said it was long overdue and vital for the future of Malatra. Perhaps the council of elders can say. All you know is that the earth spirit Roshink seemed good and gentle. Now that the great evil that is Tiger has come, any help would be welcome.

That is why your reception by the lacerials was so surprising. The lacerials saw you and come running, the air filled with the smell of lemon, indicating joy. The lacerials crowded around, patted you on the back, and treated you like heroes. The lacerials credited you with saving their race! How could this be?

Trueblood explained, "You have succeeded in partially opening the gate. I felt it, as may have some of you. The spirits of the land are awakening and draw close to Malatra. The promise of rebirth has returned to our people, strengthening the circle of life. Metila, a young bladeback, has laid the first eggs since we have come to this land. And praise the spirits, they bear the traditional blue markings. Yes, two blue-scale lacerials are about to be born! This is a wondrous thing, for it heralds the rejuvenation of my people.

"The legends of my people say that in our time of greatest need, the five greatest heroes of our race shall be reborn to us. The first two, the soul-singer and the dream-speaker, are hatched from blue tinted eggs such as these. They are the bringers of life to us. The final three will be manifested in already living lacerials - a warrior-chief, a hearth-healer, and a magic-worker.

"I have sent word to the council. We will seek out the locations of the other keys. I may be calling on you again. Now, we should talk about what changes have been wrought to our jungle...."

Break For AD&D 3rd Edition Conversion.

DM Instructions For Conversion

1. Hand each PC a copy of the Living Jungle 3rd Edition conversion sheet found at the end of the scenario. Also hand out new 3rd Edition LJ PC sheets. ****DM NOTE** - You should make multiple copies of each.

2. Assist the players by answering questions. Most importantly, they will all need to see the 3rd Edition *Player's Handbook*, in order to select skills, special feats, and spells.

3. The instructions provided here are for “quick” conversion. There is just enough material to get through the scenario. Full conversion will require access to the AD&D 3rd edition *Player's Handbook*. Other issues specific to the Living Jungle can be emailed to jungle_tales@hotmail.com.

Anticipated FAQ'S

1. Do I get to redo my points, or can I just keep them the same?

Either. Heroes who spent 10 of their initial points to get a 19 strength now have 9 points to spend if they keep their stats otherwise the same.

2. I'm now a sorcerer. How do I pick my spells?

Spells should be selected from your existing spell fetishes. Sorcerers may choose to leave a few slots open, in anticipation of new spells becoming available.

3. Can I now be a (asks about class not permitted in the jungle).

While the new rules open up many possibilities, any changes will be made slowly, over the course of time and campaign play. For now, you are restricted to the classes listed on the conversion sheet.

4. Can I multi-class now, even though I didn't before?

Yes, but only in the future. If you were a 7th level fighter before, you're still a 7th level fighter. When you again advance a level, you may choose to multi-class.

5. I was a 5/5 Ftr/Clr. Now I'm only going to be a 3/3 Ftr/Clr. That's not fair. Explain that

In 3rd edition, they are not a 3/3. They are a sixth level character with three levels in fighter and three in cleric. Urge them to wait and see what actually happens to their hit points, THAC0, and skills before getting too upset. If they still protest, remind them that in 3rd edition, a 5/5 is actually a 10th level character, subject to mandatory retirement. Are they sure they want to win this argument?

6. I'm fourth level, so I get an extra ability point. Can I exceed racial maximums with this point?

Yes.

7. How do I get new spells?

The same way as in the past, as rewards for adventures.

8. Why can't I be a barbarian? Aren't all jungle inhabitants barbarians?

Yes, and no. The chief advantage that barbarians have is the berserking ability. Not only does that not fit the flavor of the jungle, a straight fighter has many more advantages than a barbarian. Of course your personality may still be that of a barbarian, that is a player choice. The barbarian class is not available in the Jungle.

9. What if I have more than one character?

They can be converted at a later time. 'In character,' the conversion happens to them while they are asleep.

10. What's the most important decision I have to make?

For sorcerers, it's spell selection. Most sorcerers will have many more fetishes than they can use. What they pick now is what they will be stuck with for the rest of their adventuring careers. As always, a good balance between offense, defense, and miscellaneous is probably the best choice. Personality of the character and role-playing should be another consideration. For other classes, the selection of special feats bears much the same impact as spell selection for sorcerers.

11. What about my items?

Most of the certified items have not changed. Weapons, for instance, are still non-magical weapons with bonuses to hit or damage due to construction, balance, etc. Only items listed as protection items (actual magic items) have changed. They should be noted as items of Resistance, adding their bonus only to saving throws, not to AC.

12. I increased my Intelligence bonus at 4th level. Do I get the extra skill points for all my levels?

Only for those levels after you increased the bonus. Thus, a 6th level hero who increased their intelligence from 13 to 14 at 4th level would get an extra skill point at 4th, 5th, and 6th levels, but not for the first three levels.

13. I increased my constitution bonus at 4th level. Do I get the extra hit points for all my levels?

Yes, for all the character levels from 4th onward.

14. Are their level limits for certain races?

No.

15. Since most races can now be any class allowed in the jungle, why should I ever play a human?

Humans receive one extra skill point per level, and one free Feat at first level.

16. I'm starting a new character. Can I start out as a 1/1/1/1 Ftr/Clr/Rgr/Sor/Rog?

New characters start as 1st level in one class. As they advance in levels, they may choose to put these levels in whatever classes they wish. But to be a 1/1/1/1 involves being a 5th level character. Each level is considered a separate decision, to stand on its own.

Remind them to consider preferred classes. If any class exceeds the preferred class by more than one, the hero suffers a 20% penalty to earned XP.

18. Why is my multi-class character losing levels, when the single class characters are not? Example: in 2nd edition, a fourth level fighter had to earn 8000 XP. That same 8000 XP would make a 3rd/3rd fighter/rogue. That's two extra levels for the same XP.

In 2nd edition, that was mitigated by the fact that PCs used only the best of the saving throws, THAC0, proficiencies, etc. In 3rd edition, such things are added together. In effect, to allow the multi-class to convert levels straight across would be gifting the Ftr/Rog in the example with an additional 8000 unearned XP. Also, given the large number of multi-classed characters in the jungle, straight conversion would mean that many of them (anyone 5/5 or over) would be forced into retirement immediately, with no warning. Finally, even though they may lose levels, since they are no longer splitting hit points in half, they may well find that they have gained hit points, their THAC0 has actually dropped, and their skills have increased.

DM note - if a multi-class character insists that his hit points have dropped, and his THAC0 and damage have gotten worse, examine the character carefully. It is likely that the character has not been converted correctly. Remember, each level gets full hit points, skill points, and all attack and saving throw bonuses are added together. Feats are also figured on total levels, not the levels in each class (with the exception of the fighter bonus special feats, which are tied to fighter level).

15. What about all the 2nd edition Living Jungle scenarios that are still available for play?

Since the 3rd edition conversion is being done in-character, those 2nd edition scenarios are not being converted and will be retired at some time in the intermediate future (probably 6 months). Advise the players that if they still have 2nd edition scenarios that they want to play, they need to keep and maintain a 2nd edition version of their player character. As they play the older scenarios, the players will have to update BOTH versions of their character.

16. What if, after we get the 3rd edition *Player's Handbook* and read about the various options, we decide that we don't like the options we chose at this "at-the-table" conversion?

You may adjust your character one time after this, if you really need to make changes. This adjustment must be done by the end of 2000.

In-Character Conversion - How To Role-Play The Change. Please see the handouts in the back of the scenario. **DM Note - You should make multiple copies.

The DM should spend no more than 45 minutes handling character conversion. Players should be advised to keep their 2nd edition characters if they still wish to play scenarios written before "Shadows Of Change".

Encounter One - Roshink

Read or paraphrase the following.

You are discussing the changes that have come upon you when suddenly the earth begins to shake violently. Huts sway back and forth and people fall to the ground. In the center of the village a stone figure, tall and broad, seems to be pulling itself from the very ground. In a moment it stands as a giant, 20 ft. tall, and shakes the dust from its body. It speaks in a low voice, loud but not threatening, "Who goes to complete the pact? Which among you are the questors for the keys that will open the gates to this realm?"

This is a call for brave heroes to begin the adventure properly, but many things are happening that no one in Malatra understands. Below is a list of questions the heroes may ask. Read or paraphrase accordingly.

1. What pact are you talking about?

"A short while ago, a mere millennia ago, the ones you call ancients entered into the great pact with us. We are the nobles of earth, air, fire, and water. The ancients feared the return of their great enemy, the Tamara. An enemy of their own making, or so I've been told, though I know not the details. The ancients wanted a way to shut down the Blood Bridge of the tamara and secure this land from the tiger peoples threat. We greater elemental spirits knew how to stop the tamara from entering this land forever. This we promised and so it was agreed!"

2. But the tamara are already here?

"Yes, the ancients were your fathers. You, their children, forgot about us until it was too late. Now

the tamara are here. Still, the pact has been made and must be fulfilled!"

3. Can you send away/defeat/slay the tamara?

(Laughs) "No, of course not. How curious you are to ask. They are here and have become part of your realm, though they seek to destroy you and the very jungle itself. We greater spirits can, however, teach you our wisdom and secrets. It will take time, such as you measure it. Your lives are so short that you learn little before you die, but we spirits would try. Such is the nature of our pact."

4. So you're really no help to us now.

"Not so, petulant one! I tell you now - you have little chance of defeating the tamara on your own. With our help, you may yet prevail and live your brief lives as you see fit. We have much to teach if you are wise enough to learn."

5. What do you get out of the pact?

"That question was spoken to the ancients for many, many nights of palaver. Their wisdom was greater than yours and yet it took them long to understand it. Do you think you could take my meaning? Would you try? No, I am not trying to insult you. The teacher does not insult the student, else the teacher be unworthy to teach. Come, listen, and take meaning."

"When you look around you, what do you see? The jungle, your friends, the great sky and the stars at night. All these things are of the elements. The fertile earth is the power of the earth spirits. The rain that falls comes from the water spirits and sprinkled upon the ground by the air spirits. The sun is a thing of the fire spirits, as is the campfire that cooks your food and the coals that fire your pottery. These things are of we elemental spirits, yet in this world they become something more. They become that which creates LIFE."

"Such it is on countless worlds beyond this one. Yet in nearly all these worlds, it is gods and demi-gods and heroes that are praised, thanked, and sung to. They are worshiped as the well-spring from which their worlds flow, even though it is we elemental spirits, and the existence of our own elemental worlds, that make these prime worlds possible."

"Many elemental spirits are powerful but mindless, and do not care of other worlds. Some spirits would rage and destroy anything unlike themselves. Yet a few of us would continue to build and create something not found in our own world: The Circle of Life."

"All we want in return is acknowledgement for our work and respect for our gifts. Do not worship us for we are not gods and would not be them if we

could. Just listen to us, take learning, acknowledge what we have given you, and show us respect."

"Finish the pact, and let us show you our wisdom."

6. What if we choose not to finish the pact?

"That would be a terrible mistake. With only one gate open, that of earth, there would be imbalance in this land. There are forces in the spirit world, radical and extreme forces, that would take advantage of the open gate for their own purposes. They would make sure the gate stayed open, seek out those among you who are evil and hungry for power, and try to change this world to more mimic their own."

"Nor would the spirits of earth be alone. The other elements would try and force their way into your land. There would be war, not between people, but between spirits. Such a war would destroy your world as surely as the tamara."

"I have seen such a war myself. In the world of the Dark Sun, the elemental spirits have raged war for many, many centuries. That land is desolate and dying. Its people are twisted and changed."

"You must complete the pact and maintain the balance between all the elemental spirits if you are to live."

7. Where are the other keys and what do they look like?

"Most fortunate you are that have meet me, for the spirits of the earth are indeed wise."

"The earth key you have already laid in its place at the arch (In "Shadows of Earth"). Such is the earth spirits nature that we speak most plainly of all the spirits. We are slower to anger than the others, but once angered, we are slower to forgive as well. Remember this, and take meaning."

"The key to water is in the shape of a fish, and it is found with the guardian at Lake Kovo. The water spirit noble can be summoned by striking the water. Water spirits like their secrets and their hiding places, so he keeps the key hidden in a place only he can get to. Be respectful of the water spirit, be truthful, and offer it gifts. Though full of secrets themselves, water spirits do not like it when secrets are kept from them. Like a rainstorm, he can sustain life as easily as he can take it, and is often indifferent to which he does. Once you have the water key, it will help you find the air key."

"The key to air is atop the mountain that no one can see (DM's Note - This is the same mountain where *Necromancer's Stone* took place). It is in the shape of a star. The air noble that resides there is as free-willed as the open sky, and he does not like to return to the place of his former imprisonment. The air noble is subtle, but strong. He, too, gathers knowledge from wherever the winds may blow. Yet

he shares his secrets willingly with those who seem wise enough to use them. I suggest you attract his attention with many songs and stories of adventure, as well as burnt offerings of food and flowers.

"The last key is under Fire Mountain, and is held jealously by the fire spirit that resides there. It is in the shape of a fire. Beware the fire spirit. He is whimsical and undisciplined, prone to hurt or help whenever the notion takes him. Indeed, he at times seems unable to control himself, nor does he seem to understand that his wild nature can hurt others that are unlike him. Sacrifice something beautiful and meaningful to distract him and calm his fury."

"When the three keys have been gathered, take them to the arch at the bottom of the great rift. Place them alongside the earth key you have already brought there (in *Shadows of Earth*). Then shall the pact be fulfilled, the gate opened, and the spirits of the land brought to fruition."

Roshink, Earth Elemental Noble: Large Outsider (Earth); HD 15d8+75; hp 195; Init +4 (Dex); Spd 24 ft., burrow 20 ft.; AC 23 (+4 Dex, +9 natural); Atks +15/+10 melee (5d6+12 [x2], punch); SA guardian abilities; SR 30; AL N; Saves Fort +17, Ref +16, Will +20.

Str 35, Dex 18, Con 20, Int 30, Wis 30, Cha 20.

Skills: Hide +12 (+20 in earth), Listen +12, Move Silently +12, Spot +20. *Feats:* Multitattack.

SA: Guardian Abilities—at will: *detect lie*, *detect evil*.

Encounter Two -Nigella

Lake Kovo is 200 miles east of Lilac, about three days' hard travel. The heroes must slap or strike the lake with their hands in order to summon the water spirit. A few moments after doing so, a water spout 20 ft. high will appear about 2 miles away (the lake is 30 miles across at this point). The elemental will approach the heroes near the shore, but will not leave the lake.

Nigella, Water Elemental Noble; Large Outsider (Earth); HD 15d8+75; hp 195; Init +4 (Dex); Spd 24 ft., swim 30 ft.; AC 23 (+4 Dex, +9 natural); Atks +15/+10 melee (5d6+12 [x2], punch); SA guardian abilities; SR 30; AL N; Saves Fort +17, Ref +16, Will +20.

Str 35, Dex 18, Con 20, Int 30, Wis 30, Cha 20.

Skills: Hide +10 (+20 in water), Listen +10, Spot +20. *Feats:* Multitattack.

SA: Guardian Abilities—at will: *detect lie*, *detect evil*.

For all the water elemental's fury, the voice that issues from it will be calm and soothing - so long as the heroes

don't anger it. Once angered, it roars like a thunderstorm.

Read or paraphrase the following.

"You have summoned me, bright ones. The lake is quiet and calm. Why would you disturb it with your voices?"

The heroes should speak truthfully that they seek the water key. If the heroes lie, Nigella will strike the liar once as a warning. "Do not lie, foolish flimsy creatures!"

The heroes really have no reason to lie. "I have water's key to the great gate; was it not given unto me a short while ago?" A short while being, of course, 1,000 years ago. "Do you have anything for me?"

Nigella is looking for a sacrifice of anything shiny. He would also take an important secret spoken only to him (important to the speaker is what counts). Gems, stones, a bit of mirror from the ruins of the ancients - anything will do. "Your gifts please me. I will retrieve the key that was given me. But first I ask: Would one of you trust me? Would you surrender yourself to me and come with me into the water?"

This is Nigella's mischievous and tricky side coming through. Anyone agreeing to accompany Nigella will be taken safely out to the center of the lake, then plunged underwater. The trip to a dark, submerged cave and back will take only 5 rounds. NIGELLA DOES NOT CONFER WATER BREATHING DURING THIS TRIP! The hero will not drown in this time, but, of course, the hero has no way of knowing this. Let the hero panic, struggle, whatever he wants to do - they cannot break free of Nigella's grip as the hero has given himself to the elemental willingly. If the hero can water breathe on his own, such as a river tam'hi, the hero temporarily loses his ability to breathe water and starts to drown or, if you like, suffocate. Nigella controls his element and can take the ability away. Nigella will return the hero to the shore, choking and gagging, laughing merrily. "Water giveth life, and water can take it away. Only the foolish trust water completely. Remember the lesson I have given you."

Nigella will give over the key. It looks like a fish and is made of blue crystal. "*Honor me by respecting my gifts of life and death. Learn secrets, and tell them only if the listener is worthy.*"

Encounter Three - Ngemba

Read or paraphrase the following.

Whomever holds the water key feels drawn to the west. You travel for three days, cross the River of

Laughing Idols, and travel another two days west by northwest. By mid-afternoon, the key stops leading you. You now stand overlooking a small valley filled with vegetation. Here and there areas of burnt and blasted jungle, remnants from the elders battle with the last surviving ancient (see Necromancer's Stone).

The key is done and will lead the heroes no further. The heroes may travel down into the valley if they wish, but will not see their objective until after dark. The antipathy magic on the mountain will be neutralized by the water key, but the illusion magic remains intact. Only by traveling at night will the heroes notice that the stars seem to be disappearing as if blocked by.... a mountain. The mountain cannot actually be seen until the heroes stand at its foot.

The heroes must climb the mountain. The going is fairly easy until about halfway up. At this point is the entrance of a collapsed cave. Above the cave the going gets very difficult. The ground slopes up at an angle of 45 degrees and more, with loose rock over the face. The heroes should describe how they intend to climb the face of the mountain safely.

Near the mountains peak is a plateau, about 1000 ft. from the cave. This is the only obvious place to camp and build a fire for offerings. It will take 4 climbing checks at difficulty 15 to reach this plateau. Ropes or vines will add a +2. Failure means a strength roll is necessary to stop themselves without damage (DC 10). If the strength roll is failed, the hero takes 1 pt/level abrasion damage.

The heroes must do two of three things to summon the air spirit.

- 1) Build a fire and give burnt offerings of food and flowers. There is no firewood or flowers on this rocky plateau. If the heroes didn't bring some, they will have to climb back down to the cave and gather some.
- 2) Sing songs of heroism and courage to the winds for an entire day.
- 3) 3) Tell stories of courage and battle, love and life - similiar to a boasting contest. This will also have to continue for a day.

After the conditions are met, the breeze will begin to pick up. Through the breeze can be heard quiet words, as if whispered on the wind, repeating the same phrase over and over again:

"At a great feast of heroes, the undefeated champion of the tribe turned to the warrior next to him and said, 'There is something here which you can see and all the other warriors can see, but I cannot see.' What was it?"

The answer to the riddle is that all the other warriors had seen someone that had beaten them, and the undefeated champion could not. If the heroes answer this riddle correctly, the breeze will ask another.

"There is a thing that nothing is and yet it has a name. It's sometimes tall and sometimes short. Joins your talk and joins your sport and plays at every game. What is it?"

The answer: "A Shadow".

"No sooner spoken then broken. What is it?"

The answer: "Silence".

Let the heroes discuss their answers, providing occasional hints to keep them going. You may repeat the question three times.

With this final answer a whirlwind suddenly appears and a silver statuette 6 in. across in the shape of a star is hurled to the ground. *"The key of air is now yours. Complete the pact. I would leave this place of my former imprisonment. Honor me by learning, knowing, and speaking true "*

The air elemental noble had been imprisoned under this mountain until the events that took place in *The Necromancer's Stone*.

Ngemba, Air Elemental Noble. Large Outsider (Earth); HD 15d8+75; hp 195; Init +4 (Dex); Spd 24 ft., fly 60 ft. (perfect); AC 23 (+4 Dex, +9 natural); Atks +15/+10 melee (5d6+12 [x2], punch); SA guardian abilities; SR 30; AL N; Saves Fort +17, Ref +16, Will +20.

Str 35, Dex 18, Con 20, Int 30, Wis 30, Cha 20.

Skills: Hide +12, Listen +12, Move Silently +20, Spot +20. *Feats:* Multitattack.

SA: Guardian Abilities—at will: *detect lie, detect evil*.

Ngemba then envelopes the heroes in a whirlwind and carries them instantly to the top of Fire Mountain. There he leaves them dazed and disheveled but none the worse for wear.

Encounter Four - Faroum

Read or paraphrase the following.

You find yourself atop one of the highest slopes of Fire Mountain, Malatra's only active volcano. Some of you may have been here before. Each year the Tribe of Big Chief Bagoomba chooses a group of heroes to sacrifice a beautiful and ornate staff to

the fire spirit that dwells here, ensuring for another year that Fire Mountain continues to slumber.

All seems relatively quiet now. The earth trembles slightly now and again. Here is a crack in the ground through which glowing magma can be seen. There a vent shoots sporadic fumes of yellowish vapor. The ground is warm to the touch and little plant life grows on these rocks.

At this point some of the heroes might be in serious distress. Jungle tam'hi and plantmen fear fire, as do some saru. While no fire is currently present, the environment promises fire to come - if in no other form than the fire elemental himself.

The heroes afraid of fire have few options. First, they can try and make a Willpower Save of 12 to overcome their fear. Second, they can role-play and say that, save or no, they are not staying. If a hero fails their save or chooses to leave, they don't get far - the fire spirit knows the heroes have come and is not about to let them leave. Every route down the mountain is blocked by lava or venting fire plumes. The only way off the mountain is magical or by flying. If the heroes can leave this way, then have them reunite with the rest of their party in the next encounter. Otherwise, the hero must decide how to role-play their fear.

After getting a feel for their surroundings, read or paraphrase the following.

Suddenly the ground begins to tremble more violently. A crack appears in the earth not more than a dozen yards away. Magma begins bubbling up from its depths and you can feel the heat of it wash over you. The magma belches forth a great glob of molten rock that breaks open and splashes on the dead remains of a nearby tree. The tree bursts instantly into a pillar of flame. From this flame steps a figure, Nubari-like, but made of fire and standing as tall as three Nubari. He looks at you and grins, vapors escaping from a wild fire of a face, and strides towards you. With every step the heat grows greater and greater.

Pause for reactions.

The fire spirit's voice roars like a windstorm and crackles like burning trees. "You have come for the final key, the key of fire. All your plans, all your hopes for the future of Malatra now hinges on this, on me. Would you sacrifice something to me, Faroum, great spirit of fire? Something beautiful and well-made, something that took a great effort to create, something that you hold dear? Would you see what you worked for destroyed by me?"

The heroes must now sacrifice something personally beautiful and valuable. Only one sacrifice per party is

required. They must also convince Faroum that the item to be sacrificed is important to the hero in some way.

Faroum is the spirit of all that fire is capable of. He alternatively likes to use his nature to build great things and to destroy great things. Most of all, Faroum revels in allowing himself to be caught and then escaping those that would use him.

Still, Faroum and all the spirits of fire represent transformation, change, and the energy that drives life. Faroum can be recruited to help save Malatra, for Malatra's future is the building, or perhaps the saving, of a great place in the realms.

After receiving an item of sacrifice, the discussion with the heroes should go something like this:

"A beautiful sacrifice. I thank you for it. I repay you with its ashes." Faroum then burns the (insert item), reducing it to ashes that collapse to a pile at his feet.

"All that you have built or will ever build will eventually turn to ash. Things decay and pass away. All that lives eventually dies." Faroum kicks the pile of ash, scattering it. "Your kind and all your works are destined to become as ash. Tell me, why do you fight the tamara when all they will do is hasten you to your inevitable end? I think you are a waste of time. I think I will not give you my key after all."

Rather metaphysical, but change and transformation often is. Faroum will prompt the heroes into revealing their dreams and reasons for striving and building. He wants evidence that the heroes are strong enough to face the trials that the tamara will pose in the months ahead.

Faroum wants to hear from all the heroes, but a simple majority will do. Any hero present that shows an obvious fear of fire (like a jungle tam-hi) will attract Faroum's particular attention. *"What about you - do you welcome my influence in this land?"*

The discussion continues.

"If you are so determined to defeat your enemies, what do you need the elemental spirits for? The keys are tools, that is true, but they are also symbols. Fire is the power of life and of death, or creation and destruction. You may use fire, but it will always try to escape your control. Would you trust your lives to the fire? Would feel its kiss? Then the key you seek is in there. I do not promise you will retrieve it without permanent injury."

Faroum points to the bubbling lava stream behind him. A hero that puts his hand into the magma will feel excruciating heat, will feel the key immediately, and may withdraw it at once. Though the pain is considerable, it will do no damage to the hero. The test

is in the heroes ability to overcome their fear, withstand the heat, and take the risk.

The key is a piece of red jade carved in the form of a campfire.

The fire key in hand, you turn back toward Faroum and find he has disappeared. Where the pile of ashes were now stands a perfectly formed tree of a type you have never seen before. As if from far away, you hear the fire spirits voice, "Honor me by embracing change. Such is the nature of life."

Faroum, Fire Elemental Noble: Large Outsider (Earth); HD 15d8+75; hp 195; Init +4 (Dex); Spd 24 ft., fly 20 ft. (perfect); AC 23 (+4 Dex, +9 natural); Atks +15/+10 melee (5d6+12 [x2], punch); SA guardian abilities; SR 30; AL N; Saves Fort +17, Ref +16, Will +20.

Str 35, Dex 18, Con 20, Int 30, Wis 30, Cha 20.

Skills: Hide +12, Listen +10, Spot +20. *Feats:* Mulitattack.

SA: Guardian Abilities—at will: *detect lie, detect evil.*

Encounter Five - The Great Rift

Read or paraphrase the following.

With the three keys in your possession, you head for the Great Rift. There you can finish opening the last gate, and complete the ancient pact.

The trek across the Rayanna Savannah is uneventful. Soon you spy the slash in the ground that is the Great Rift. Having been here before, you head for the best spot to climb down into the rift. Last time you were here (in "Shadows of Earth"), three tantor guarded the rift. They were a great aid in lowering you down. Now, however, the tantor are nowhere to be seen.

As you get closer, you do finally spy a pair of tantor. They are lying on their side, motionless and silent. When you reach them you see that they are dead! They show no signs of injury. Instead they look as if all life had been drained from them, their features shrunken and gray.

Behind you a weak trumpeting sounds. (if they investigate) Behind a small knoll you find the third tantor guardian, still alive. It is Beliz, whom you have met before. He, too, looks drained and weak.

"You have come back," he murmurs weakly. "Tiger has been here before you. It may already be too late. Have you the other keys?" (when told that they do). "Hurry, there is no time to waste. Remember, you must be in the element to place the key."

Beliz has been drained by the tamara, although he can't explain exactly how. *"Shadows seemed to swoop upon us, many, many shadows."* He and his fellow tantors attempted to resist the tamara, but were unsuccessful. Now, he is too weak to do much more than talk to the heroes. If any heroes attempt to help him, only a lesser restoration can do him any good. It will give him enough strength back to make his way to the elephant's graveyard, where he can die in peace.

If asked about his last statement, he says that the legend say just that. To place a key, one must be in the element that corresponds. When the heroes placed the earth key, they were standing on the earth, so it succeeded.

The Climb

The heroes have climbed this before. The climb down requires three climbing rolls. The DC is 12, with a +2 bonus for using ropes. Failure means a strength roll is necessary to stop themselves without damage (DC 10). If the strength roll is failed, the hero takes 1 pt/level abrasion damage. If the heroes have plenty of rope (more than 200'), a strong member of the party can lower the rest, allowing them to avoid the first two climbing rolls.

The Rift

Read or paraphrase the following.

Having reached the bottom of the rift, you look about. The rift is several miles across, although it is much narrower down here. Still it spans a few hundred yards, quite a gash in the earth. The first thing you notice is a clearly marked trail running down the rift, near the middle. Something with clawed feet has used this trail for a long time. The trail leads both ways, but to the north the rift slopes down. The place smells strongly of the demons of the deep, a particularly nauseating smell. One thing is different, however. When you were here before, you had a constant feeling of being watched. That feeling is not present now. The rift is as silent as if no one had ever been here.

Let the heroes proceed to the Cave of the Gate. They have no encounters, nor do they see any sign of the troglodytes that were here previously.

The Cave of the Gate

Read or paraphrase the following.

You enter the cave of the earth gate. It is a large cave, with only the one entrance. The cave is lit by natural lichen, glowing a soft green. Near the back you can see an arch etched into the wall.

The Earth noble has been busy, for the cave is different than when you were here before. Previously, it was a simple cave with stalactites and stalagmites, with an arch in the back. Now, the arch sits across a bowl like depression in the cave. There are three tiers going down into the cave, and three climbing back up to the arch. The tiers stretch the length of the cave, and each is 10 ft. deep. Thus, you must climb down 30 ft. feet, and then climb back up to reach the arch.

As you stand at the top of the first tier, you see the body of a Nubari warrior sprawled just below you. A small flutter of movement indicates that she may not be dead. Near her is a pile of rubble, the only thing that mars these smooth steps.

The body is that of a famous Simbara warrior, Tria. Tria thought she had discovered the location of the tamara's lair, but she was only partially right. The tamara have no desire to be this close to the earth gate, and just came to gather their troglodyte allies. All of them have departed for other parts of the jungle, with one exception.

Wait until the heroes climb down to the first tier (or just jump, it's only 10 ft.) Then continue with the following:

As you turn over the fallen warrior, you recognize Tria, a famous Simbara. It is said she counted two kretch and three hyena katanga in the battle at the Blood Bridge. A worthy warrior, but not long for this world. She opens her eyes and grasps your arm. "I tried to stop them, but I was not strong enough. My weapon, look at my weapon. I hit the tamara right over the heart, and look what it did to my spear! I have failed." She closes her eyes for a moment, then opens them again. "Traps it has laid, beware the stone." With that, she breathes her last, another hero gone to the ravages of your enemy.

The spear looks to have been a beautifully balanced ivory tipped spear. (At least +2 to hit and damage). The point of it is shattered and the shaft is splintered.

As you stand over the body of the fallen hero, you are aware of another presence in the cave. Next to the arch is a shadowy figure with glowing green eyes. It is hard to make out, but you can clearly hear the raspy voice. A voice that seems to exude evil. You cannot understand the words, but the intended menace is clear. With an evil laugh, the eyes fade away and are gone.

Any attempts to attack are futile as the image is being projected from somewhere else - a spell unknown to Malatran spellcasters.

The pile of rubble is the remains of a dead xorn, though no hero has ever seen one before and will probably not understand that it was once a living, moving and hostile creature. Tria was attacked from behind by the xorn and wounded too badly to survive. She did manage to slay the xorn, but it cost her life.

The Trap

Each tier is 10 yards broad and 50 yards wide. As soon as someone living steps on a tier, a xorn comes up out of the stone and attacks.

Low-level groups

Xorn (for low tier parties): (5 total, one on each tier but the first): Small Outsider (Earth); HD 3d8+6; hp 19; Init +0; Spd 20 ft., burrow 20 ft.; AC 23 (+1 size, +12 natural); Atks +6 melee (2d8+2, bite), +4 melee (1d3+1 [x3], claws); SA burrow; SQ xorn qualities; AL N; Saves Fort +5, Ref +3, Will +3.

Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +10, Intuit Direction +3, Listen +6, Move Silently +3, Spot +6. *Feats:* Multitattack.

SA: *Burrow*—can burrow through stone and earth and leave no trace.

SQ: *xorn qualities*—immune to fire and cold, electricity resistance 20, half damage from slashing weapons, all-around vision, tremorsense (can sense the location of anything within 60 ft. that is touching the ground).

High-level groups

Xorn: (6 total, one on each tier but the first, one at the bottom): Medium Outsider (Earth); HD 7d8+14; hp 45; Init +0; Spd 20 ft., burrow 20 ft.; AC 22 (+12 natural); Atks +10 melee (4d6+3, bite), +8 melee (1d4+1 [x3], claws); SA burrow; SQ xorn qualities; AL N; Saves Fort +7, Ref +5, Will +5.

Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +10, Intuit Direction +10, Listen +10, Move Silently +10, Search +6, Spot +10. *Feats:* Multitattack, Power Attack.

SA: *Burrow*—can burrow through stone and earth and leave no trace.

SQ: *xorn qualities*—immune to fire and cold, electricity resistance 20, half damage from slashing weapons, all-around vision, tremorsense (can sense the location of anything within 60 ft. that is touching the ground).

Make a Hide roll for each xorn; this is the DC for the heroes' Spot checks to see the creatures.

The xorn fight to the death. Note that these are summoned creatures and can be kept away by a *protection from evil* spell. The xorn will pursue the party throughout the cave, but not outside of it. If anyone attempts to get past them to reach the arch, the

xorn concentrate on them. They can burrow through rock, reaching another tier in one round.

Why the tamara left

The tamara was able to use the life force he drained from the tantor to summon the xorn to fight for him. The task was made easier by the close connection to the earth gate. However, while the heroes cannot hurt him (yet), he has little power left to hurt them. Never one to take chances, the tamara leaves his guardians and disappears to join his comrades.

When the heroes reach the arch

The heroes will probably have to defeat all the xorn to reach the arch. If not, continue running the battle as the keys are placed. If they succeed in getting all three keys in place before the battle is over, the xorn are dismissed by Roshink as soon as he appears.

As told them by Beliz, they must be in the element of each key. This is simple for some, but not so simple for others.

- Air - As long as they have air to breathe, they can do this.
- Water - Several methods. Just dumping a waterskin over a hero as she places the key will work, provided the water touches the key while it is being placed.
- Fire - The tough one. A simple method is holding a torch near the keyhole and placing the key through the fire. This causes 1d8 points of damage to the hero's hand, for it takes a few moments to place the key.

Once all the keys are placed, Roshink returns.

As you place the last key, the arch changes from the swirling black stone to a miasma of light and sound. Air rushes forth, flames leap out, water gushes. Then, suddenly, it solidifies to a solid gray granite. With a rumble the cave floor splits open and the earth noble returns. Roshink stands and stretches, his head almost touching the ceiling far above you. "At last, the pact is fulfilled! You have succeeded where the ancients failed." Indeed, some of you can feel a stronger connection to the jungle. Somehow opening the gate has made you all stronger. Roshink seems to acknowledge this when he adds, "The lacerials are the most sensitive to changes in the land. So long as they flourish, you may take that as a sign that we are near and in attendance to you.

"I can offer only my thanks, but I have a challenge for one of you. It is a both a boon and a bane. The elements must be respected and championed. More importantly, they need beings

such as yourself to learn from us and to teach others of your kind our secrets. One of you may swear to become a champion of an element, knowing full well that the costs may be high, higher than you want to pay. What say you?"

Anyone who even considers becoming a champion of an element receive the knowledge of the benefits and the penalties for this sacrifice as knowledge that just appears in their head. In game terms, they can look at the treasure cert. Feel free to tell them that this is the only treasure in the scenario. All of those who refuse to become an elemental champion will receive an extra 500 XP for this adventure. This applies if no one chooses to be an elemental champion. When someone (or no one) has chosen to take this burden, continue:

"I am heartened that you would take such a burden on yourself. (or - I am not surprised, the burden is indeed a great one). Know that you have fulfilled the pact that the ancients made with us so many moons ago. To understand this, I must tell you a tale.

"Once there was a land that was green and lush, just as our jungle. But the people their enslaved the elements and became drunk upon their power, rather than working with them. The greatest enslavers were known as the dragon kings. For eons they worked their will upon the land, draining it until little was left but deserts and death. This land came to be known as Athas, the land of the Dark Sun.

"When the tamara first came to Malatra a thousand years ago, they wished to destroy all traces of the ancients. Yet they also lusted after the ancients darkest secrets of magic. They wanted to build a power to rival the Dragon Kings, and needed the ancients knowledge of elemental magic. Like the dragon kings, their kind can only prosper by draining the life force of all around.

"So came the great pact. The ancients agreed to open the elemental gate to give us free access to the lands of Malatra. This allowed us, in turn, to bar the way and not become victims ourselves of the tamara's evil. We pledged to protect the jungle from outsiders, keeping out those who have no right to be here. What does this mean to you? The blood bridge will not be reopened as long as the elemental gate remains open. I have heard the legend that the blood bridge can only be opened once every thousand years. This is a false legend, for even as we speak the tamara seek to open the bridge again. Because of the pact, they will fail. The tamara that are already here are your problem as there is little we can do against them. Indeed, we must rely on you to defeat them or they could yet enslave us. But there will be no more.

"Now, I urge you to leave this place, for I must seal it off lest the tamara return."

If the heroes have a lot of questions, he answers as he can, but in just a few minutes, the cave begins to shake and rumble. The whole cave is about to be buried beneath tons of rock.

Conclusion

As you finish your climb out of the rift, there is a great rumble and the ground shakes. You pick yourself up and look down to see a cloud of dust rising from the bottom of the rift. When it clears, you see no sign of the cave of the gate, just a huge mound of boulders covering where it once was.

As you head back to your respective villages, you feel a subtle yet pervasive change. The spirits of earth, air, fire, and water draw near, their voices growing stronger for those who have the will and patience to listen. The whole jungle seems more alive, or perhaps it is your senses that are more alive. The lacerials, whose quest for survival started this entire search for the keys and the fulfillment of the pact, are no longer a dying people - unless the tamara win, of course. Yet hope is born for the lacerials, for the jungle, and for you. If you can defeat the tamara that are here, their threat will be ended forever. It is a daunting task that faces you, but then, that's why they call you heroes.

Here ends *Shadows of Change*.

Experience point summary:

Add up the values for what the heroes accomplished. Then add in the discretionary roleplaying award, which can be different for each hero. The discretionary award should be given on the basis of consistent character portrayal and contribution to the fun of the game. Give the total to each hero.

Encounter One - Roshink

Interact and ask questions - 10 xp

Encounter Two - Nigella

Interact and ask questions - 10 xp

Encounter Three - Ngemba

Find the Mountain-That-Cannot-Be Seen, climb it, and offer sacrifice - 50 xp
Answer the riddles - 10 xp per riddle (Max 30 xp)

Encounter Four - Faroum

Interact and ask questions - 10 xp
PC that retrieved key (individual award) — 50 xp

Encounter Five - The Great Rift

Defeat the xorn —
Low-level (max 750) 150 xp per xorn
High-level (max 1,400) 200 xp per xorn
Take Tria's body back for a decent burial - 10 xp

Those who do not accept the burden of the elements - +500 xp

Total Experience Possible:

Low-level 1,420 xp
High-level 2,070 xp

DM Note - This reflects the 3rd edition scale of xp.

Treasure Summary

This is what they get.

BINDING OF THE ELEMENTS

When you opened the gate of the elements, you received an opportunity to pledge yourself to one element. You have chosen (circle one) Air, Earth, Fire, Water. This does not imply worship, nor are you a priest of this element. Instead, each day you are required to acknowledge the element in some small way (tossing a portion of each meal into a river, for water, or into a fire, for example). The symbol of this commitment is a small amber medallion 2 inches across. Within the amber, like a trapped fly, is a piece of the living, moving element you have selected. This medallion has bonded itself to your chest, right over your heart. It may never be removed without being destroyed in the process.

This is both a boon and a burden, for it has the following effects:

Burdens:

1. Permanent loss of 5 hit points.
2. Subtraction of 50 xp from each adventure's total experience award.

Boons (all spell-like abilities function as if cast by a caster of your character level):

- Air - Ability to *fly* (as the spell) for 1 hour per day. +2 save bonus vs. gases. +1 deflection bonus to AC (air protects you). +2 bonus to Balance and Climbing checks.
- Earth - Ability to cast *stone shape* once per day. +1 luck bonus to Fort saves. +1 armor bonus to AC (tough skin). +2 bonus to Wilderness Lore checks.

- Water - Ability to breathe water (as the spell *water breathing*) for 1 hour per day per level. +2 save bonus vs. poison. +1 armor bonus to AC (compact body). +2 bonus to Swim checks.
- Fire – Act as if constantly protected by the spell *resist elements—fire* (fire resistance 12). +1 insight bonus to Reflex saves. +1 luck bonus to AC (as flames weave, so do you). +2 bonus to escape Artist checks.

Note - if the medallion is destroyed, the beneficial powers are gone, as is the 2nd of the burdens. The hit points are still gone permanently. This item does radiate magic, and has a hardness of 20, and hit points of 50.

Players Handout # 1

Living Jungle Conversion to 3rd Edition

To convert your Living Jungle character to 3rd edition D&D for this adventure, follow these steps:

1. Obtain a 3rd Edition Living Jungle character sheet from your DM.
2. Assign your 75 ability points among the six attributes. You may re-arrange them differently than you had arranged them for your 2nd edition D&D character version. Racial maximums apply still; check the chart below to make sure you are in compliance.

<u>Race</u>	<u>Ability</u>	<u>Min/Max</u>	<u>Ability</u>	<u>Min/Max</u>	<u>Preferred class</u>	<u>Forbidden classes</u>
Aarakocra	Str	3 / 16	Dex	4 / 15	Fighter	
Butu	Con	4 / 15	Chr	3 / 14	Rogue	
Kat—Caiman	Str	6 / 18	Con	12 / 20	Fighter	
Kat—Hedgehog	Wis	7 / 20	Chr	3 / 16	priest	
Kat—Impala	Dex	7 / 20	Chr	3 / 16	Fighter	
Kat—Monkey	Dex	7 / 20	Wis	3 / 16	Rogue	
Kat—Ostrich					Fighter	
Kat—Pangolin	Str	3 / 16	Int	7 / 20	Sorcerer	
Kat—Snake	Str	3 / 16	Dex	6 / 18	Fighter	
Kat—Tiger	Con	10 / 18			Fighter	Rogue
Korobokuru	Con	12 / 20	Int	3 / 16	Fighter	
Nubari					None	
Lacerial—BB					Cleric	
Lacerial—FH					Fighter	
Lacerial—HH	Dex	2 / 14	Int	9 / 20	Sorcerer	
Lizardfolk	Int	3 / 16	Chr	3 / 16	Fighter	
Oscray	Str	6 / 20	Chr	3 / 16	Fighter	
Plantmen					Fighter	
Saru	Str	12 / 20	Int	3 / 16	Fighter	Sorcerer
Shu	Str	3 / 16	Dex	12 / 20	Rogue	
Tam'hi	Con	3 / 16	Chr	12 / 20	Sorcerer	

All other attributes must range initially from 3 to 18.

3. All mages become sorcerers. The prime requisite for sorcerers is Charisma, not Intelligence.
4. Convert your experience points to determine level.
Single classed characters note the new number of experience points to put them at their current level. Old XP in excess of this may be converted to the nearest 10%. Multi-class characters add up the total XP for the two classes.
Find the total on the 2nd edition Fighter XP chart. This is the number of levels you have to split up between your existing classes. You may allocate the levels among any classes you have. If you were multi-classed, you may choose to put all levels into one of your classes, and drop the other. You may not add levels in a class you did not already have.
5. Characters with 4 or more levels may add one extra ability point to any one ability (may exceed racial limits at this time.) Characters of 8th level or higher add 2 extra ability points.
6. Determine hit points. Hit point advancement remains the same, but Constitution bonuses have changed, so you're your new hit point total.
7. Select Feats according to your class. All characters get a Feat at 1st level and at every 3rd character level (3, 6, 9). Fighters get a bonus Feat at 1st level, and bonus Feats at every even level after that (2, 4, 6, 8). Nubari characters get one free Feat at 1st level for being human.

8. Each character receives one heroic feat at 1st level, and an additional one at 3rd, 6th, and 9th level. Fighters receive special fighter feats every even level. Sorcerers receive a special mage feat at 5th level. Humans receive an extra heroic feat at 1st level. Fighters receive one special fighter feat at 1st level.

The following Feats are not allowed in Living Jungle: Improved Unarmed Strike, Stunning Fist, Deflect Missiles, any magic item creation feat, and any feat involving riding.

The following additional Feats are available in Living Jungle:

- A. Reading/writing—this feat allows the character to read and write a selected language. Living Jungle heroes do not have the normal ability of D&D characters to read and write all the languages they speak. Oscray may take this feat at first level; all other heroes can take it at 3rd level and higher.
 - B. Multiattack—for heroes with 3 or more natural attacks, the hero's penalty for secondary attacks is reduced to -2 (from -5). Only heroes with three or more natural attacks (claws, bite) may take this feat.
 - C. Animal Magic—this feat allows Katanga to cast spells while in animal form. Hands, paws, or claws are still required for somatic components of all spells.
 - D. Precision Flight—this feat allows aarakocra to cast spells while in flight.
 - E. Taboo Sense—this feat allows a hero to detect when they are about to infringe on a taboo area.
9. Assign skill points as described in the *Player's Handbook*. The following skills from the Player's Handbook are allowed in Living Jungle: Forgery, Riding, Use Magical Device. Wilderness lore is considered a class skill for all classes in the jungle.
10. Clerics select two domains from the following list: Air, Animal, Earth, Fire, Good, Healing, Luck, Nature, Plant, Protection, Strength, Sun, Water. Tam'hi and plantman clerics cannot take the Fire domain. Plantmen MUST take the Plant domain.
11. Transfer certed items. Living Jungle items are all compliant with 3rd edition D&D, with a few small exceptions. Magical items of which grant protection bonuses become items of resistance, and their bonuses modify saving throws only.
- Note that the spirit tattoo ability adjustments are applied after the 75 ability points are allotted, and they do allow heroes to exceed racial ability score limits.
12. Determine attack bonuses, AC, and the rest of the stats that make a D&D character.
13. Nonhuman characters have racial abilities to note on the character sheets.

Aarakocra: +2 racial bonus to Spot checks; natural armor +3; -1 to all actions underground; natural attack 1d3/1d3 (talons)

The swooping javelin attack suffers normal penalties for multiple attacks (-5). The Multiattack Feat does not change this penalty; to lower it the hero must take the Two-weapon Fighting Feat.

Butu: +2 racial bonus to Bluff, Hide, and Climbing checks; size small; +10 ft. to speed in the mountains; natural attack 1d2 (head butt); darkvision 60 ft.

Katanga, caiman: +4 racial bonus to Swim checks; natural armor +3/+5; natural attacks 1d4/1d8 biped or 1d8/1d12 animal form (tail, bite); lowlight vision.

Katanga, hedgehog: +2 racial bonus to Hide checks; size small; burrow speed 10 ft.; natural armor +1/+4; natural attack 1d4 animal form (quills); low-light vision.

Katanga, impala: +2 racial bonus to Hide checks; Run Feat for free; natural armor 0/+2; natural attacks 1d2 biped or 1d4 animal form (horns); low-light vision.

Katanga, monkey: +4 racial bonus to Climb checks; +2 racial bonus to Hide checks; size small; +1 ranged attack bonus with hurled weapons; natural armor +2/+4; natural attacks 1d3 biped or 1d2 animal form (bite); low-light vision.

Katanga, ostrich: speed 40 ft. (animal form); natural armor +1/+3; natural attacks 1d8 animal form (kick); low-light vision.

Katanga, pangolin: +2 racial bonus to Hide and Climb checks; natural armor +4/+6; natural attacks 1d6 biped or 1d4 animal form (bite); low-light vision.

Katanga, snake: +2 racial bonus to Hide and Climb checks; natural armor +1/+2; natural attacks 1d2/1d4 biped or 1/1d3 animal form (bite, constriction); low-light vision.

Katanga, tiger: +2 racial bonus to Climb checks; natural armor +2/+4; natural attacks 1d3/1d3/1d6 biped or 1d4/1d4/1d10 animal form (2 claws, bite); low-light vision.

Korobokuru: +2 racial bonus to Alchemy and Craft (brewing) checks; +4 bonus to to AC vs. giants; +2 racial bonus to saves vs. poison, spells, and spell-like effects; darkvision 60 ft. Proficient in battleaxe regardless of class.

Lacerial, finhead: natural armor +5; natural attacks 1d3/1d3/1d2; low-light vision.

Lacerial, bladeback: natural armor +6; natural attacks 1d4/1d4/1d6; low-light vision

Lacerial, hornhead: natural armor +6; natural attacks 1d4/2d4/2d6; low-light vision

Lizardfolk: +4 racial bonus to Jump, Swim, and Balance checks; natural armor +5, natural attacks 1d4/1d4/1d4 (2 claws, bite).

Oscray: +2 racial bonus to Bluff checks; natural armor +1; darkvision 60 ft.

Plantmen: +4 racial bonus to Hide checks; size medium (character levels 1-5) or large (character levels 6-10); ½ damage from water-based attacks, double damage from fire-based attacks; low-light vision. *Racial fear of fire damage*—when damaged by fire-based attacks, a plantman must make a Will saving throw or act as if under the effects of a *fear* spell cast at 10th level. The DC is 10 + the points of damage that the plantman suffered. Plantmen get a +1 bonus to the save per character level.

Saru: +4 racial bonus to Climb checks; natural armor +2; natural attacks 1d2/1d2 (fists); low-light vision. *Racial fear of magic*—when presented with flashy visible magic, a saru must make a Will saving throw with a DC of 15 or act as if under the effects of a *fear* spell cast at 10th level. Saru get a +1 bonus to the save per character level.

Shu: +4 racial bonus to Hide checks; size small; +2 racial bonus to saves vs. poison, spells, spell-like effects; +1 ranged attack with thrown weapons; low-light vision.

Tam’hi, jungle: +2 racial bonus to Hide and Listen checks; cast *speak with plants* or *speak with animals* 1/day as caster of their character level; low-light vision. Proficient in short bow regardless of class.

Tam’hi, river: +4 racial bonus to Swim checks; -1 penalty to save vs. fire-based attacks, +1 bonus to save vs. water-based attacks; cast *cure serious wounds* 1/day as caster of their character level, but the spell must be cast while the tam’hi is immersed in water; water breathing; low-light vision. Proficient in short bow regardless of class. *Racial fear of fire*—when presented with fire, a tam’hi must make a Will saving throw with a DC of 15 or act as if under the effects of a *fear* spell cast at 10th level. Tam’hi get a +1 bonus to the save per character level.

14. **Weapon Use:** Fighters and Rangers are proficient in simple and martial weapons. Clerics and Rogues are proficient in simple weapons. Sorcerers are proficient in spear, staff, dart, blowgun, dagger, and sling. Lacerial Fighters and Rangers are proficient with the bladeback flail as well. The weapons used in Living Jungle are:
- Simple weapons – blowgun, club, dagger, dart, knife, spear, javelin, staff, sling.
 - Martial weapons- longspear, battle axe, short bow, mace, flail.
 - Exotic weapons – bladeback flail, long knife (short sword), bolo, boomerang, dwarven waraxe.

Playert Handout # 2

Role-Playing The Conversion To D&D 3rd Edition

With very few exceptions, converting your character to third edition will result in most of the following:

- 1) Your character level will stay the same or go down.
- 2) Your hit points will go up.
- 3) Your saving throws and ability to hit will go up.
- 4) Your skills will increase.
- 5) New skills will become available.

Even one of these results begs the in-character question of 'why?' Fortunately, this scenario provides the in-character answer: the spirits of nature, of earth, air, fire and water, even the spirits of the ancestors, are coming closer to Malatra than they ever have before.

"The spirits are of three types, like clans. First, they are the spirits of the wind and sky, rain and sun, the great spirits that look down upon us from afar. Second, there are those who walk in the wild places, the Grandfather animals from whom all beasts are descended, the lost dead, and darker creatures. Third, there are our ancestors and the heroes whose deeds are told of in legend, to whom most of our sacrifices are given.

"The spirits gave us our laws and our traditions, and they punish us if we offend them. They are like elders of the tribe, but greater; being old and venerable they are wiser, and so must be obeyed." - a tribal shaman from The AD&D Shaman Rules Accessory

"Everything feels. Everything sees and hears. And if you listen hard enough, everything will talk to you. Every speck of earth can tell of the footsteps that have fallen upon it. Every gust of wind can speak of places it has blown across before. The trees are old and wise, the beasts of the forest smell every scent and sense every movement. Is that what you mean when you ask about spirits? Or are you asking about the people who stay behind when their bodies have gone, to finish a task or stand by an obligation? Perhaps those are spirits. I do not know what you mean. Everything is alive!" - A solitary shaman from The AD&D Shaman Rules Accessory.

No matter what your class, please read both entries below.

Fighters and Rogues - As a warrior or rogue, you may begin to dream of how to do new things and make new maneuvers. Perhaps it is within your characters personality to sit by the river and watch the water flow, or to listen to the wind whip through the trees. In these things the spirits of the land speak. Perhaps it is dancing to the drums and telling tales around the campfire. In such a way, the spirits of ancestors may be whispering their tales to you. Perhaps as a hunter or scout you have pondered the flight of gazelle across the savannah and suddenly realized a truth about their speed, grace, and maneuverability. Or perhaps all this is far too thoughtful and pondering for your character, and these new abilities come to you the same way all your natural abilities do - as instinct. In any case, over the coming weeks you begin to feel stronger and more capable in many ways.

However you chose to play, it all amounts to the same thing: the spirits are whispering to you, telling you their secrets, and this has resulted in your new abilities. You must decide who to credit - yourself, or something outside yourself.

Priests (Shamans) and Sorcerers (Mages) - For you, there is no doubt where the new abilities and lost secrets come from - the spirit world! Your abilities always came from dedication to a totem, praising animal spirits or the spirits of your ancestors, or studying upon fetishes, and this you understood well. It took effort and patience, but slowly the spells came to you. Now, you feel the spirits have drawn closer. The spells no longer are born slowly into your mind, but are granted to you directly from the spirit world.

Though the spirits seem ready, even eager, to talk to you, you have a responsibility to honor them and educate others around you about the spirits you listen to. This is not worship, for the spirits do not want blind adoration. They want you take *understanding*, recognize them for the teachers that they are, and enhance the quality of the spiritual and physical life around you.

Shamans communicate with the spirit world through meditation on fetishes and ritual. Sometimes they grant you spells, sometimes they give you secrets. The more people involved in the ritual, the more the spirits are pleased. Above all, a daily acknowledgement of the spirits through sacrifice or devotion is expected. A burnt offering of food for fire or air spirits, a bit of spilled beer for earth spirits, uttering the name of an ancestor before going into battle - these are all tokens of your respect. If someone else wants to know more of the powers you follow, so much the better.

Sorcerers take a slightly different approach. Within a sorcerer's veins runs traces of the blood of the ancients. Some spirits recognize this a sign of the original pact and seek you out - hence the reason the charisma attribute is important to sorcerers. You communicate with the spirits not through ritual but through meditation on fetishes, elements, and listening to the voices within. Indeed, sorcerers may often avoid rituals because they prefer to mediate quietly. Sorcerers may cast the same spells over and over (if they choose) because their blood sings with the knowledge they need, the wind and air hums with the know-how. Even the soil underneath a stone may hide a small earth spirit that can reveal to the sorcerer secrets he had never even suspected before.

PLAYER NOTE

OK, this is all a little metaphysical without a great deal of concrete, rules-based results and target numbers to aim for. But that's ok. The Living Jungle is about role-playing above all else, so the best thing you can do is use the guidelines above as just that: guidelines. No set-in-stone rules. Those will come later. For now, do what YOU want to do with your 3e hero. Forgive the pun: Just get into the spirit of the thing. Oh! And give us feedback and learn what's new at jungle_tales@hotmail.com and jungle_tales@egroups.com.