

Tales From Malatra:

Stories From The Jungles Of Southern Kara-tur.

April 2020 Volume 1, Issue 3

Tags: Malatra Living Jungle Kara-tur Forgotten Realms

Join Us on Facebook:

<https://www.facebook.com/groups/MalatranSpirit/>

Editor: Ryan Conrad (Apotheot@yahoo.com)

(Flag messages as 'Malatra' so they get through spam.)

Margin and Page break Illustrations by Adrienne Szoke

Columns: Leaves On The River – Fiction Set In The Malatran Jungle.
'Chaos in the Jungle' By Trent Brewer and Ryan Conrad

Tales Of Malatra – Narrative and Setting Development
'Idle Hands, part 2' By Ryan Conrad

Jungle Moods—Inspiration for the Setting.
'Boratacha, The Slayer' By J.D. Mount
(<https://www.deviantart.com/ravendyn>)

Jungle Trails – Mini-adventures and Scenarios in Malatra
'Fear and Loneliness' By Ryan Conrad

Warrior Take Instruction – Rules & Role-Playing
Skill chart updated to 3.5

Welcome to another Tales From Malatra!

It has been a crazy and stressful few months for everyone, but I want to assure people that I am still dedicated to getting a few more of these out this year. Personally, I have more story yet to tell, but have many things pulling on my time. I am still hoping for submissions from anyone who would wish to contribute, please contact me via email (address above, put Malatra in the subject line). Hope all is well.

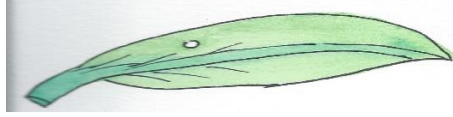
With that, we have our next issue. I hope you approve.

Game Well!

-Ryan Conrad, aka 'Apotheot'



LEAVES ON THE RIVER



Chaos in the Jungle

By Trent Brewer and Ryan Conrad

Once, long before the Ancients arrived in Malatra. The jungle tribes of early nubari were plentiful and peaceful. It was a time when spirits were said to walk the jungle openly. Little is known from this era, but the story of one woman named Molrana has survived.

Molrana grew up in a nameless tribe that venerated the spirit of Malatra itself above all others. They treated all of nature with the utmost respect and were methodical in their rituals honoring it.

Growing up, Molrana was very outgoing and well-liked. She always had an infectious smile that no one could ignore. At an early age she became rebellious to the rigid structure of her tribe. She was often disruptive of rituals, irregular with her duties, and unpredictable in her moods. She soon developed a reputation for causing chaos. Whether this chaos came about through accident, misunderstanding, or willful prank; wherever she went, turmoil was sure to follow. Although her tribe was inconvenienced by her antics, her personality was strong enough that they still deeply liked her and were intensely loyal. They also knew that she would never do anything to hurt the jungle itself.

By the time she reached adulthood she had become a powerful warrior. Her fighting style was too random for most other warriors to defend against. Her frequent attempts to help the tribe with its problems often ended up only creating greater problems instead. In spite of this, many of the village men respected her for her bravery, creativity, and tenacity, while many of the women praised her for her beauty and easy-going nature.

The problems she caused would always eventually result in resolutions that were actually better than what the tribe had originally been intending. For example, while throwing rocks into the fishing pond one day, she accidentally removed a rock which caused the nearby dam to break. The area was flooded, and fishing in the pond was ruined for a few days. But when the river re-asserted itself and the water levels had gone down, the tribe found that dozens of smaller pools continued to hold fish in them. The nearby area had also become more verdant with edible vegetation than it ever had been before. And, best of all, every year thereafter dozens of fish made their way back toward where the dam had once been in order to spawn, and thus ensured good fishing years to come.

It was a testament to Molrana's personality that this incident, and others like it, were the beginning of people starting to venerate her more than the spirits themselves. Some even thought her an equal to the spirits.

One day, Molrana and a few hunters had gone out hunting food for a feast after their latest victory. When they returned, however, her tribe had all been killed, their huts were destroyed, and crops ruined. Molrana heard the screams of her fellow hunters and watched in horror as they dropped in death while a jaded spear pierced her own chest. Who attacked the tribe is to this day still unknown.

The whole of Malatra itself was said to have felt the great warrior fall and wept with great rains. The jungle reached out with her vines and gasped the body of Molrana and carried it deep into the jungle. Other tribes felt the effect as it rained for weeks and the land became strangely quiet.

Molrana's body disappeared into the deep jungles, perhaps the Heart of the Jungle itself. The jungle wrapped her body in plants, herbs, and other poultices that would help to heal her, however it was too late for her body. Molrana's spirit was strong though, and it came to inhabit the natural forces of the jungle around her.

After many years, the jungle began to surge with life. Animals started to wander the lands again, plants produced much more food, and tribes began moving into the region again. Life got back to normal.

One day, long after the Ancients had arrived a lone stranger walked into a tribe of the Wise Ones. The man was naked and had nothing with him. He was pale white with bronze tint to his skin and smelled of many flowers and various plants. He looked confused as to where he was. The elder of the tribe asked if the man had a name. The man simply looked around and eventually stared at his hands. He soon replied "I... I am... White Chaos." He said before collapsing.

After several days, White Chaos awoke and spoke with the elder. White Chaos said "Mother Chaos is calling to me. This land will be in danger soon. I am not sure when or how, but it will come. She needs help to protect the jungles that she loves." White Chaos walked from the hut and disappeared into the jungle.

White Chaos was said to have traveled to the Heart of the Jungle where he saw a woman wrapped in vines and leaves hanging in the air. White Chaos spoke to the woman, asking her who she was, and why he had been drawn there. The woman replied, "I am the Chaos Mother and you, my White Chaos, are my son. You were created from my body and the powers of the jungle." A vine extended a small seed to White Chaos before the woman spoke again; "Plant this seed in my stomach and watch over the seed for a year. After that time, your brother or sister will be born. Each birth of a new child will take a year. After that I will need a year to recover. During that time, you must teach them, guide them, and train them for a year before you alone return here again to plant a new seed and await its birth. Once you near the end of your life you will pass this responsibility to another of your siblings. They all must be trained well, as it will be their job to help protect the jungle and the tam'hi who live in it."

White Chaos nodded at the spirit in submission and asked her what the children should do when he leaves them.

Mother Chaos spoke again to him "You must find suitable parents for them amongst the tribes. All my children will be a tribe that isn't a tribe. For your siblings could be of any race in Malatra. If you listen, you can hear the voices of Chaos throughout the jungle. For even in nature, there is disorder, and within that disorder there is a greater chaotic order. In this way, you will know you are all connected."

She gave White Chaos a glare of seriousness before laughing and speaking again "Of course, while you are out there, feel free to cause as much chaos as possible. Since I will be stuck here, I will want something to entertain me."

So goes the tam'hi legend of the origin of the strange multiracial Chaos clan.

TALES OF MALATRA



Idle Hands

Part 2 of 4

By Ryan Conrad

Flood's narrative analysis of the races of Malatra continues...

Katanga

By far the most abundant creature type I discovered was the katanga, though its sub-species were many and varied. Most of our information comes from conversations with the various katanga tribal elders, witch doctors, and shamans who were willing to speak with us on the topic. We asked why some types of the animals might have katanga counterparts while others, it appears, do not. Most of these learned people either did not know or would not say, but it is interesting to note the cryptic reference Tosk the pangolin katanga from the Inyora said in answer to the question. "It's because of the Spirit Bargain." he said before the old pangolin seemed to lose himself in thought and drifted off to sleep. Unfortunately, the aging symptoms are upon old Tosk and he couldn't even remember who we were when he awoke again. I left instructions with the youth who looks after him that if he should reveal more, his knowledge should be preserved—but you know how hard it is to get secrets from one of The Wise Ones. Strangely enough, the number of various katanga seemingly has not been depleted in the war. Although dozens of valiant heroes lost their lives, particularly in the final battle, and entire villages of katanga were seemingly lost to the kretch, many more katanga have appeared in the jungle. Many previously unknown katanga tribes and dozens of previously solitary katanga from all over Malatra suddenly decided to make themselves known to us. It could be assumed that these katanga had remained hidden as they knew of the prophecies surrounding Tiger and wished to remain out of it. Now that the crisis is over, there is no reason to hide anymore.

Although, there are many known types of katanga, they are all considered one species. One subtype of katanga can breed true with either another from its subtype, with a nubari, or with an animal of the same type as the katanga's subtype. If two differing subtypes attempt to breed, the offspring is always the same subtype as the mother unless the mother remains in full nubari form throughout the entire pregnancy, in which case it could be either subtype. The gestational period for any katanga is the same as that of a nubari. This can add quite a bit of social strain on a katanga living with any normal group of its type of animal, as births will happen earlier or later than would be normal. Katanga have also been known to have been created using powerful magics. The yaun-ti claim to have created snake katanga. This would be laughable if not for the fact that the four great spirits have occasionally returned dead heroes to life in new forms. This however is rare.

Of the known various types of katanga the following have been witnessed to exist.

-Badger Katanga

Although badger katanga are known to exist, only a pair of them have been encountered in recent years. These came as a result of Bengoukee's wounding at the hands of the traitor Kural, and stayed to fight in the war. They were known to be insular, vicious, and short-tempered, but drawing a generalization on the species from these facts alone is perilous. Both were thought to have survived the war as they were witnessed by some during the final battle, but neither made their way to the village of the Kuamu which acted as the post-victory triage and regrouping site.

-Caiman Katanga

These are fairly common near any waterway, and the civilized tribes call many of them friend or even hero. History has shown, however, that they are not beyond corruption or coercion by less friendly groups.

-Caiman Katanga, white (albino)

These strange creatures were first revealed to us by Hilkouri the witch doctor of the Cantombi people. The way he tells it these were normal caiman or caiman katanga when they were trapped in underground lakes and rivers centuries ago. Because of their isolation they are reportedly more xenophobic than the Huroola or Rudra. They also have an innate sensitivity toward light, which is a good thing since they are apparently not as friendly as their cousins. Several are members of the Cantombi tribe, but others may lurk deeper below ground, and be less good natured.

-Crocodile Katanga

The existence of crocodile katanga seems to go hand in hand with the headhunters of Satokoan. Truly, no crocodile katanga has been seen anywhere except with the headhunters, even though crocodiles themselves are plentiful within the jungle. This, of course, leads us to believe that crocodile katanga are innately wicked, or at least pre-disposed that way. No real evidence of any benevolence on their part can be found, so for the most part, it is best to err on the side of caution should you encounter one.

-Elephant Katanga

The famed tontor katanga are a rare breed, with only a few having been discovered so far. Because of this, it is difficult to generalize when speaking about them. A few facts are known though, first all who have been met so far were some sort of guardian or protector. From this we can presume that the race as a whole can be relied upon for aid in the wild so long as those asking are not being disrespectful.

-Frog Katanga, Tree

Although rumors persist among the Lizardfolk and the Zantira of various frog katanga, only two individuals are known as examples, and they are not a natural case. Boo Two and Runk were born a nubari, but when they died during the war Nagila reincarnated them as tree frog katanga. They took the names Two Boo and True Runk respectively. No other frog katanga are currently known to exist. Though it does make one wonder if all katanga are just descendent of reincarnated nubari.

-Hedgehog Katanga

The hedgehog katanga is a rather timid, but also industrious breed. Many are far smarter than one would suspect, and it is not uncommon for them to have buried stashes of useful items in multiple places in the jungle so they are never caught unprepared. They are excellent at finding lost items in the jungle, incredibly fast when they need to be, and skilled at playing on the sympathies or biases of others enough that they tend to make great negotiators. Many are part of the Koshiva tribe, though these tend to live somewhat closer to the earth than the rest of the tribe.

-Hyena Katanga

The bane of the savannah, the hyena katanga have long been enemies of the civilized tribes. They sided with the Tamara during the war, and although many were killed in the various battles, their power was not broken. Indeed, early estimates by Simbara and Inyora scouts are that only roughly a third of their total population died in the conflict. This is all guesswork of course, as no real relationship with the hyena tribes exist in order to verify this information. But one thing of note is that a butu trader told us

that where once there were seven warring tribes of hyenas, they have consolidated into a single tribe. This makes us suspect that the numbers of the hyena katanga is far less than what they have been showing our scouts.

-Impala Katanga

The impala katanga is a relatively new discovery of the civilized tribes, but according to several jungle tam'hi they have been around for many generations. They are very skittish around new people, but many have proved themselves great of heart such as the hero Yvehc.

-Leopard Katanga

The leopard katanga people, are a bit confusing as actually they are two distinct tribes, that seemingly are of the same race. First the leopard katanga who tend to be solitary or hunt in groups no bigger than three. These seem to roam much of northern Malatra, including onto the slopes of Fire Mountain. They are aggressive, unfriendly, and uninterested in any other race for any purpose other than prey. The second tribe most often called the Black Leopard Katanga now controls the Jungle of Lost Tribes. It has been both bitter adversary and potent ally to the people of Malatra. On one hand they casually hunt the civilized races, on the other they revere the traditions of the civilized tribes so much they even felt it necessary to investigate the birth of the new Golden Child. Their assistance during the Battle of the Bloodbridge was invaluable, but it was motivated at least partially in self-interest. They are not without honor, though, and strongly respect the warrior tribes of the Simbara and the Huroola. Recently they have provided us with the haka and have not hunted the civilized tribes openly unless we trespass on their territory. They are uneasy wartime allies and uncertain ones in peacetime. They may one day be accepted into the civilized tribes as true friends. I would not, however, expect to see them at the next Council of Tribes, nor would I think them welcome by all.

-Lion Katanga

One would have thought the noble tiger katanga would be the paragon of goodness and fiercest race in the jungle. At least, they would have thought that until they met a lion katanga. The Simbara always believed these creatures existed, despite most tiger katangas claims that even lions themselves were myths, unfortunately no evidence existed to support their beliefs. As the signs of the coming of Tiger became more plentiful, however, they eventually made themselves known to the civilized tribes. Revealing that they had been watching the Simbara for some time, they made themselves invaluable during the war. Several great heroes were lion katanga, including the late Kacela though he was only lion due to reincarnation. Sadly, shortly after the war ended, all remaining lion katanga vanished possibly returning to the still sealed Valley of the Lion.

-Lion Katanga, Dire

If you thought lion katanga were rare, the dire lion katanga seems to beat them in nearly every way. Only a few of these creatures have been discovered, and like the tontor katanga all seem to be guardians. They also seem to have an enhanced lifespan, possibly living for hundreds of years. It is unknown if the dire lions vanished with the other lion katanga or if they are still around somewhere continuing their appointed guard duties. The mere existence of such a katanga leads to many and interesting questions. If dire versions of normal animals could be katanga, could giant, or megafauna variants also be? What about those tamara-touched fiendish animals we encountered toward the end of the war. In any event, one might worry what a dire or giant spider katanga would be like.

-Monkey Katanga

For some reason, arguably the most prevalent of all katanga sub-types is the monkey. We do not know why this is, but I suspect it might be nothing more than location bias in our survey as the mountains might have many hundreds of goat katanga for all we know. There are many types of monkeys and the monkey katanga seem equally as diverse. Monkeys are well known as heroes and pranksters. They shy away from the truly wicked, but often revel in causing just a little bit of chaos. Many monkey katanga

heroes have aided us throughout the years, most recently the contributions of Cheech, Ochkee Goonygoogoo, and Bonokubee should not be dismissed.

-Ostrich Katanga

The ostrich katanga is also a newly discovered breed by the civilized tribes. Although good natured, friendly, and incredibly observant and insightful many other races find their unique appearance while in biped form to be somewhat off-putting. They have struggled to make real friends or strides among the civilized tribes because of this. Although of noble spirit, many believe most heroes of this race tend toward the tribe of the boos. Indeed, there were frequent slanderous reports that ostrich katanga tended to deal with adversity by burying its head in the sand. The truth is, when attempting to hide, many ostriches do move their face to the ground, but an angered or scared ostrich katanga can be a truly frightful thing as they tend to deal with their problems with a single-minded ferocity that rivals only the tiger katanga.

-Pangolin Katanga

The pangolin katanga is a curious sort. On one hand they are outwardly a timid and cowardly race, frequent members of the tribe of Boos. On the other hand, they are wise beyond their years, frequently become powerful shamans and can frequently exhibit bouts of courage more pronounced than races that appear much more ferocious. Pangolin katanga are relatively common among the civilized tribes with the bulk of them being members of the Inyora.

-Parrot Katanga

The parrot katanga is the first of the known bird katanga we have so far encountered. Unfortunately, we also only have one individual on whom to base our observations. The hero Go'hai, has been invaluable to the people of Malatra in the past. If others of Go'hai's race are even half as friendly and helpful, then they would be a real asset to any number of our current plans and projects. I strongly recommend that we try to find and make contact with more of them immediately.

-Snake Katanga

The snake katanga race is an enigma. Many well-known heroes are snake katanga, but still many have a difficult time trusting them for some reason. And to be fair, some have gone bad in the past, but there is really no call for this paranoia. Also, this seems more than the simple fear many herbivorous races might have against carnivores that might be wanting to eat them, and more likely a genuine contempt towards the snake katanga. Mammalian bias seems even more pronounced than what might be exhibited toward caiman katanga. One wonders if the civilized tribes' historically bad relationship with the yaun-ti might have something to do with it. After all, the snake men have often considered the snake katanga akin to siblings. Another possibility could be due to what has been discovered in the so-called Temple to the Snakes, that was discovered prior to the war. At some point in the past, nubari worshipped and even sacrificed to snake-like beings which kept them as slaves. Even though all those involved are long dead and forgotten, it might be something of a racial ingrained hatred which could take generations to reverse completely.

-Spider Katanga

There are two types of known spider katanga: hunting spider katanga, and spinning spider katanga. These two are identical in many respects, but the spinner's web attack makes them more dangerous. Both types are wicked and dangerous, as never has a pleasant one been encountered. It is known that for some reason they have a matriarchal society, with a single Spider Katanga Mother somehow chosen as the race's leader. This leader, in turn, seems to be the brood mother for both types of her species and has a remarkable fecundity, with several hundred new hatchings a generation and generations coming to maturity within a season or two. It doesn't seem to matter which type of spider katanga this Spider Katanga Mother came from, once she is chosen, both types will follow her. This, ironically, makes the race the most unified of all the various katangas we know about. That in turn, can make them

dangerous. We are lucky that the last Spider Katanga Mother was killed at the end of the war. We fear a time when the surviving spiders have chosen a new Spider Katanga Mother, as their numbers could quickly become troublesome.

-Turtle/Tortoise Katanga

There has been one known encounter with a turtle katanga, it was a somewhat absent-minded shaman named Tutarpanian. Although, he was friendly at the time, he expressed a desire to get ahold of some blood of either a kretch or preferably a tamara. As the heroes who encountered him were unable to retrieve the blood, what it was he desired it for is unknown and we were unable to locate him or his kind. According to the Zantira, the turtles live within deep burrow communities and revere a being called Great Mother Terrapin, upon whose shell all Malatra rests. This belief is similar to the saru's account that the world exists on the back of a giant toad. They also revere a spirit they call the Great Father Terrapin, who seems to represent the great river (sky?) that The Great Mother Terrapin swims along. One point of note is that although a pair of Tortoise Katanga including one name Uunk, assisted the tribes with the execution of the later days of the war, these were not Turtle Katanga. Turtles tend to live primarily within water, while Tortoises are land dwellers. The pair's understandable similarity to Turtle Katanga may have been the source of some confusion. They were at the time alternately called turtle and tortoise by others, and due to this I have decided to group these similar creatures together for the time being. The two tortoises came from the grasslands near to the Howling Mountains, though the exact location of their village has not yet been discovered.

-Tiger Katanga

Long thought the most noble of the katanga, the tigers acted like they had something to prove, and they probably did. Generations of animosity toward the entity confusingly called "Tiger", could easily have affected the breed and made them attempt to overcompensate in their desire to prove how 'not wicked' tigers are. Many were known to be so overconfident in their own righteousness they refused to ever retreat from a combat. This turned out badly for the race in several battles. They also as a race steadfastly refused to admit that lions even existed, instead referring to any lion ever sighted by the Simbara to be simply a hairless Tiger. This was likely in hopes of forestalling the prophecy of Lion fighting Tiger leading to the end of the world. Now, with the vanishing of the lion katanga, the arrival of the guardian Great Spirits, and end of the war with Tiger, the race has been going through something of an identity crisis. Most have rededicated themselves to the cause of protecting the friendly races, tribes, and peoples of Malatra, or to protecting the Jungle itself. But a few, have looked at Ffft and a few others and decided that tradition was a crutch that held the race back from true greatness. What these free thinkers will do in the new world, or what this will mean for the tiger katanga race is unknown.

Korobokuru

The diminutive korobokuru are often dismissed as a joke, or inconsequential. This is a reputation they have cultivated with their incessant boasting, and practical joking. It is only half the story however, as most korobokuru have cunning and devious minds. Although not predisposed toward wickedness, they have the capability to be the greatest schemers in Malatra. Though not widely known, in the distant past the Ancients apparently enslaved the newly arrived korobokuru and used them for a work force. This might go a long way toward explaining why they tend to isolate themselves from other tribes so often. Although there is no evidence of it, they may have also had some sort of negative experience with the saru in the distant past, since there is not a tribe that has been discovered that has not had a tale of the peaceful saru snatching their young. This all may be some sort of act or fabrication that got away from its creator, at least that is what the late chief Yrbom of the Katimaya insisted and took credit for. One would think, because of all this that they could not be trusted. It is worth noting here that Bengoukee himself was a korobokuru and thus his sometimes-negative reputation for manipulation

could be looked at as simply an aspect of his racial traits shining through. Because of this trait, it is entirely possible a korobokuru could go bad, and end up being a real nuisance (remember Kural?) if given any real power. Curiously, our oscray friends occasionally refer to the korobokuru as 'dwarves' a term also used about korobokuru who were encountered when some heroes swapped bodies with heroes in a distant land prior to the war. The oscray also insist that the race is nothing like the dwarves they previously knew. Whether the korobokuru are related to the race called dwarves or not is open to a great deal of speculation. It is very possible that other tribes of korobokuru called "dwarves" exist in multiple far of regions of the world.

Kretch

No race more exemplifies the wickedness and danger the Tamara brought to our world than their servitors the kretch. Resembling powerfully built green-furred saru, they are far more intelligent than you might expect. They also possess a power far more devastating than most races, the ability to polymorph anything. This allows them to be a threat far more dangerous than they would appear. Thankfully, most of the kretch died in the war. The few that remain (estimated at under 200) are constantly being hunted, not just by the civilized tribes but also their former wicked katanga allies. Currently, it is believed that of all the former servants of the tamara, the kretch remain the most numerous and thus biggest threat.

To be Continued....
Next: Lacerial—Shu

JUNGLE MOODS



Boratacha, The Slayer as encountered in Night of Dead Chiefs.



JUNGLE TRAILS



Originally released on the Facebook group, this adventure utilizes 5e rules and takes place *many* years after the 3e era. It is offered here for those who wish to experiment with those rules.

Fear and Loneliness

A side quest style Malatra mini-adventure using 5e rules
by Ryan Conrad

Many weeks have passed since the Great Awakening for the Inyora people, called the Wise Ones by some. In that time the village has slowly been rebuilt. As heroes of the village you have been tasked with many odd jobs that needed doing, including hunting and gathering, guard duty, scouting the area, and trying to contact other villages. It is after one of these runs that your group returned to the village to find it in disarray. Upon learning that while you were gone the village was attacked by a trio of dark skinned creatures not quite the size of shu. They just appeared in doorways of huts and knocked tools from work benches, grabbed food right from the cooking fire, and ripped woven blankets and cloths apart. They retreated in the direction of the rising sun, and left only small puddles of sticky liquid behind. Only Old Arda had a theory as to where the creatures had come from or where they had retreated to. She suspected the cave to the east of the village, which was long thought to have held secrets of the Ancients, and had been taboo most of her life. And so your group decided to explore the ancient cave, and deal with the creatures if they are there. After a short march, you now find yourself outside of the cave.

Area 1 Cave Entrance

Any character with a passive Perception of 14 or higher will automatically notice a small pool of liquid on the ground just inside the cave. Anyone who makes a Wisdom (Perception) roll of DC 14 also notices it, though the check is made with disadvantage if the heroes have not provided their own light source. If heroes notice it, they will have advantage on the subsequent Dexterity saving throw to avoid slipping when it is inevitably stepped in. Any hero who slips will take one point of damage from hitting the ground and be knocked prone. This sound will immediately draw the attention of a nearby **boggle**, who will laugh and chortle with glee when he comes into sight from around the cave wall and witnesses the hero on the ground. The boggle will retreat before any attack can be made against him.

Area 2 Guard

One boggle is stationed here normally. However it frequently gets bored and wanders away, or naps. If the heroes did not attract its attention by slipping in area 1, then there is a 30% chance that it is here and on guard. If it has already fled, it has retreated first to get the boggles from area 3, and then the meenlock from area 5. This means that the heroes could get caught between the meenlock and all eight boggles as they leave their respective rooms. They will arrive 3 rounds and 5 rounds respectively after the first boggle flees. To make matters worse, the first hero into the area must avoid the boggle's sticky oil puddle (DC 14 Wisdom (Perception) or passive Perception to notice the puddle first which provides advantage on the DC 11 Strength saving throw).

If the heroes make it past the boggles back to area 1 or the boggles exited the room prior to the heroes moving on from that area, the creatures will follow the heroes even out of the cave and into the savannah. They will retreat if they lose at least 4 of their number. The meenlock will not follow the heroes, as it is daylight outside.

Area 3 Boggles' Chamber

Upon opening the door to this chamber, your noses are assaulted by the smell of detritus. The room is in shambles, what once might have been sleeping mats are shredded and scattered across the floor.

This room is the main boggle rest area. If the heroes have somehow managed to not have attracted their attention before now, many of them will be here. They are mostly playing games like wrestling, tug-a-war with various objects, or chasing each other around. Think of them as ill behaved hyperactive children. In total 8 boggles are within the cave complex, and it is possible that either seven or eight of them are here. The room also has a few patches of oil puddles when the heroes enter. These are 50% likely each to be sticky oil, otherwise they will be slippery oil. The boggles can generate more as desired. The room was once a storage spot for food and storage gear, and it is possible (30% chance) that heroes with a DC 13 Intelligence (Investigation) might find a small cask of Ancient wine that hasn't turned to vinegar or been destroyed by the boggles.

Area 4 Magic Circle Chamber

The remnants of a large magic circle dominate this chamber. Although once imposing and intricate, its ceramic has been chipped and broken in some areas. In its current state of disrepair it is unlikely to provide a ward against anything.

An Intelligence (arcana) check DC of 15 will allow a hero to determine there is at least a spark of magic still left within the shattered circle.

Any attempt to mend the damage; either with or without magic will succeed after at least a half hour of effort. This does not restore the full functions of the magical ward, but will make it so no creature with an intelligence of 2 or higher can enter the 100ft radius circle surrounding the ward. Those creatures inside the radius currently are unaffected, at least until they leave the radius.

Once, long ago, the Ancients used the cave complex as a storehouse for their nearby astronomical encampment, the remnants of which may have been the origins of the Inyora people. This great magical ward was set up to protect their equipment from various dangers. Over time it has failed due to the earthquakes and various global magical catastrophes. During the last such break, a hundred years ago, the meenlock found its way into the cavern from the feywild. Unfortunately it was trapped far from any other adequate shelter from the long day's sun. Gradually, it grew depressed. This depression

manifested in the form of the boggles. The meenlock only leaves the cave once a month, at night on the new moon, in order to hunt. It has not yet discovered the awakened Inyora people.

Area 5 Meenlock's Chamber

If the heroes have somehow found their way into this room, the meenlock will already know they are coming due to its telepathy. It will shadow teleport to an area where it can try to attack the least armored opponent, preferably one who does not carry a light source, from behind. It will attempt to repeat this as much as necessary, trusting its stealth and fear aura while its shadow teleport recharges. Once the heroes have a chance to look around, read:

This room is seemingly untouched by the ravages of time you have seen elsewhere within the cave. Several crude, but still functional stone tools and two ancient transport devices (wheelbarrows) made of ceramic are arrayed along the wall opposite the entrance. A large pile of bones litters one corner of the room, upon examination it appears to consist of bones of rodents, small garuda, or plains cats, obviously leftovers from the creature's meals. One doorway leads further into the cave system, upon investigation it is obvious that the ancient wooden frame has warped from humidity.

To enter area 6 a hero needs to pass a Strength (Athletics) DC 17 to force the door.

Area 6 Treasure Room

Many things are broken and shattered here. Glass, obsidian, pottery, and high-end ceramics litter the floor up to most character's knees.

The boggles frequented this area for their play, using their innate ability to rift into the room. The meenlock has never entered due to the door being stuck. What can be salvaged with at least of hour of work is based on the highest Investigation roll, and including everything with lesser DC's:

Intelligence (Investigation) DC 12

A 2 foot wide ceramic cylindrical box with a rotating lever affixed to the top. (A Screw Pump)

Intelligence (Investigation) DC 14

Two pieces of mahogany bound together about a foot apart from each other with dried vellum affixed with an odd assortment of beads. (An Abacus)

Intelligence (Investigation) DC 17

2 ft long sealed Ceramic tubes with removable end caps. It is full of long sleeves (12 feet) of papyrus.

Intelligence (Investigation) DC 19

A small intricately carved stone box with ceramic dials. (An Orrery)

Boggle

Small fey, chaotic evil

Armor Class 14

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	13(+1)	6(-2)	12(+1)	7(-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/85 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (acrobatics) checks made to escape bonds, squeeze through narrow spaces and end grapples.

Sticky oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible rift within an opening or frame it can see within 5 feet of it, provided the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggles next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Pummel. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggles choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn the creature can use an action to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

Meenlock

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	15(+2)	12(+1)	11(+0)	10(+0)	8(-1)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

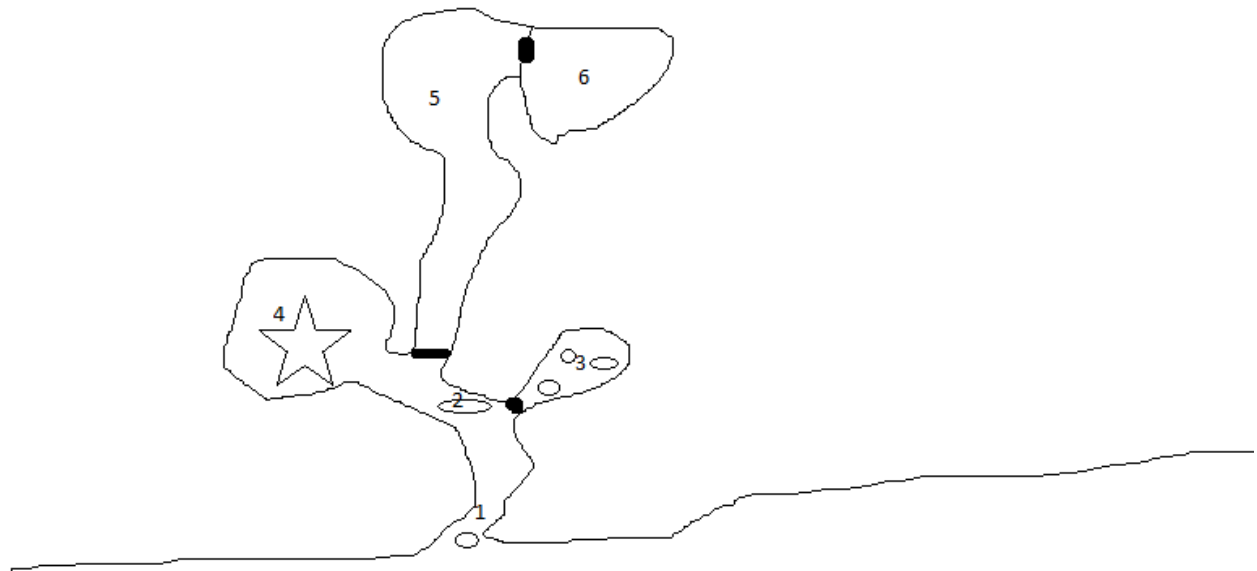
Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space its teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- pool of oil
- doorway
- ☆ magic circle
- 5 ft.

Cave of the Ancients



WARRIOR TAKE INSTRUCTION

3.5 Skill Chart

The 3e ruleset as presented in The Jungle Book (found [here](#)) was released prior to the transition to 3.5. This did not affect any individual adventure, as by that point the RPGA had discontinued the setting, but a few fan made adventures (Such as Steve Jay's 'Day of the Saru Part 1" (and its forthcoming rewrite and sequel), were intended to be used with the 3.5 rules. A few minor modifications are necessary for the conversion.

MALATRA SKILLS

	Fighter	Ranger	Rogue	Shaman	Sorcerer	Ability	Untrained?
Appraise	•	•	!	•	•	Int	Yes
Balance	•	•	!	•	•	Dex	Yes
Barter	!	!	!	!	!	Cha	Yes
Bluff	•	•	!	•	•	Cha	Yes
Boast	!	!	!	•	•	Cha	Yes
Climb	!	!	!	•	•	Str	Yes
Concentration	•	!	•	!	!	Con	Yes
Craft	!	!	!	!	!	Int	Yes
Decipher Script	W	W	!	W	W	Int	No
Diplomacy	•	•	!	!	•	Cha	Yes
Disable Device	•	•	!	•	•	Int	No
Disguise	•	•	!	•	•	Cha	Yes
Escape Artist	•	•	!	•	•	Dex	Yes
Gather Information	•	•	!	•	•	Cha	Yes
Handle Animal	!	!	•	•	•	Cha	No
Heal	•	!	•	!	•	Wis	Yes
Hide	•	!	!	!	!	Dex	Yes
Intimidate	!	•	!	•	•	Cha	Yes
Jump	!	!	!	•	•	Str	Yes
Knowledge(ancients)	•	•	•	!	!	Int	No
Knowledge (lore)	•	•	•	!	!	Int	No
Knowledge (tribe)	•	•	!	!	!	Int	No
Knowledge (any)	•	•	•	•	•	Int	No
Listen	!	!	!	•	•	Wis	Yes
Move Silently	•	!	!	•	•	Dex	Yes
Open Lock	•	•	!	•	•	Dex	No
Perform (x)	•	•	!	•	•	Cha	Yes
Profession	•	!	!	!	!	Wis	No
Read Lips	W	W	!	W	W	Int	No
Search	•	!	!	•	•	Int	Yes
Sense Motive	•	•	!	•	•	Wis	Yes
Signaling	!	!	!	•	•	Wis	Yes
Slight of Hand	!	!	•	!	!	Dex	No
Sound Imitation	!	!	!	•	•	Wis	Yes
Speak Language	•	•	•	•	•	None	No
Spellcraft	•	•	•	!	!	Int	No
Spot	!	!	!	•	•	Wis	Yes
Survival	•	•	•	!	!	Wis	No
Swim	!	!	!	•	•	Str	Yes
Taunt	!	•	!	•	•	Cha	Yes
Tumble	•	•	!	•	•	Dex	No
Use Rope	•	!	!	•	•	Dex	Yes
Vine Swinging	•	!	!	•	•	Dex	No

! = Class Skill

• = Cross Class

W = Restricted

