

TEN TIMES THE HERO

**A One-Round D&D Living Jungle Adventure for low-level
(1-5) heroes**

by Tom Prusa

You have traveled to the village of Bentfang, leader of the Oscray. Here the annual Council of Chiefs will be held for the first time since the Battle of the Blood Bridge. Although no one has seen the Tamara since that fateful day, everyone knows they are still out there, somewhere. Meanwhile, a new weapon is being developed, one that may bring hope in the battle to save Malatra. It will be unveiled at the festival of Chiefs, and with it, Malatra's hopes for the future.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a nametag 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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player-voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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 PC's 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.

DM's please note: The maximum experience points available for this tournament is 625. This is attainable only if the PC's do everything correctly and make it through the entire scenario.

This adventure is designed for low level characters. Low level characters are those of levels 1 – 5.

Fame

As stated in the Jungle Tales 2000 Compilation, fame and renown are a function of a heroes level times 10, expressed in percentiles. For example, a 3rd level hero has a base 30% chance of being recognized or heard of. A 5th level hero has a 50%. There are two exceptions to this rule, however. A first level hero has no chance of being recognized outside their own tribe, an 8th level hero has a base 100% chance of being recognized in all but the most isolated areas of Malatra. The DM is free to modify these numbers as he/she sees fit.

Contact The Campaign Directors

If you or your players have any further questions or concerns, you may contact the campaign directors at jungle_tales@hotmail.com or join the list at jungle_tales@yahoo.com.

Adventure Summary and Background

A year has passed since the Battle Of Blood Bridge, when Big Chief Bagoomba died and the Tamara came to Malatra. No sign of the Tamara or their servants have been seen since. No one knows where they have gone or what they have been doing.

Meanwhile, the heroes of Malatra have not been idle. Working together, ten of the most prominent spell weavers in the jungle have created a new weapon; one that they hope will stop the Tamara. For the heroes of Malatra know that tiger is still out there, somewhere.

The adventure begins in the village of Bentfang, the lone village of the Oscray. Flood, chief weapon smith of the Council of Elders, has designed a weapon he calls a 'Ballista', hoping it will prove effective against the Tamara. When it is finally tested, the ballista bolt flies much farther than they had expected. In fact, it flies clear across the Rayanna Savannah. A group of low-level heroes must travel in search of the bolt and return it to the village.

The first encounter takes place in Bentfang. The heroes can socialize, participate in some rather rough Oscray contests, or seek advice from the elders. The next morning the ballista is tested with spectacularly unexpected results. Scouts are sent out but quickly return. They report that the bolt has flown so far as to reach hyena Katanga lands (and possibly even further), where no one is safe.

At this point the Council of Elders calls upon the heroes. They are charged with recovering the bolt and returning it to the village. As they prepare to leave they are approached by a trio of Blue Hands, one of the new societies that have sprung up in Malatra since the change (to 3E). The Blue Hands offer them many healing potions in return for any ancient artifacts that they may find along the way.

As the heroes leave they are also approached by Mali, known as the Great Hunter of Malatra. He tells them of a little known and magical path that leads through the savannah and safely past hyena lands. They must not leave the path, however, or they will never find it again. Mali gives the heroes the name of a hero, Pathfinder, whom he claims can help. With a horn that Mali provides, the heroes summon Pathfinder and ask for help.

As the heroes set out they have an encounter with a tyrant lizard and are helped by a rather eccentric pair, a pair of Shu. They reach the area Pathfinder inhabits and summon him. By dropping a few names, the heroes can obtain his help and find the path they need.

Once on the path the heroes must avoid a few temptations meant to lure them from the path. If they

resist these temptations, they will pass safely across the Savannah and through Hyena lands.

After leaving the path the heroes find themselves near the entrance to the Valley of the Lion. The Valley of the Lion rests within the mystical Dreamlands. The entrance is guarded by the Great White Tiger Katanga, a spirit of strict adherence to law and custom. He refuses to let the heroes pass, but does steer them in the right direction for this adventure (and lays the ground work for a future adventure).

Heading north into the Mountains of Pain, the heroes come upon the village of the Kang. The native tribe is call Kangeria, who show great respect to any saru. They remark that saru are made in the image of the greatest of all jungle spirits, Kang. The village is worried. Kang has not been seen for a few weeks. This is exactly the amount of time the heroes have been on the trail.

The heroes are allowed to proceed through the village and up into the mountains. There in a hidden valley the party finds the largest saru they have ever seen. Kang is fully 60' tall. He is dying, with the ballista bolt stuck through his chest. It is up to the heroes to save Kang, for he is helpless.

Assuming the heroes rescue and start to heal Kang, they are opposed by a number of hyena katanga who have long wished for Kang's death. If they succeed in saving him, Kang is grateful. He agrees to come if they need him to fight against the Tamara.

Introduction

It has been a full cycle of the seasons since the Tamara came to Malatra. Many heroes have gathered at the village of Bentfang, chief of the Oscray, to celebrate the summer festival. The great council of Chiefs will be held here for the first time since the oscray came to Malatra. Also meeting here is the Council of Elders, as well as many powerful shamans and spell-weavers who have come to enact a great magic.

Flood, council of Elders member and one of the premier weapon smiths of the jungle, has a project. It is not a secret. He has spoken openly of it to many people. He is developing a weapon to help fight the Tamara. It was this that drew the respective councils away from their normal meeting at the Tribe of Big Chief Bagoomba, the chance to see this new weapon demonstrated. For, of all the tribes, only the Oscray have seen the weapon Flood is developing.

DM's Note – The Oscray had ballista on their spelljamming ship, but they were destroyed when the ship crashed on the Malatran plateau.

Of course, everyone can see it now; it dominates the central square of the village. It resembles a short bow on its side, but what a bow! The arrow this thing will shoot must be fully ten times as long as a shu. And for the past week, some of the most powerful shamans of Malatra have been working their fell magics upon it. You recognize Flood, Ffff, and Syanya of the Council of Elders, the noted shamans Mashok Bonedrinker, Sabar the Gruesome, Cheech, and Tanya, and the witch doctors Kamak Thuldar, Kiva St. Croix, and the cowardly Boo Dos. The one notable exception to this who's who of magical power is Bengoukee, who has said from the beginning that the weapon wouldn't work. The decision to build the weapon is the only time Bengoukee has ever lost a vote in the Council of Elders.

Finally the construction is complete. The first test firing of the weapon that Flood calls a 'Ballista' is scheduled for morning. It is this that brought most of the heroes from across Malatra to the festival at Bentfang's village. For tonight, however, it is the hunters that have been busy. Bentfang has proclaimed a feast to honor those who fought at the Blood Bridge, which includes many of the heroes present. In all accounts, of course, the most fame went to a hero who did not survive, the Great Bagoomba. Bagoomba, it is said, defeated over a dozen kretch single-handedly and saved those heroes attempting to destroy the Blood Bridge.

The chief of the Oscrays, Bentfang, stands upon a tree stump and addresses the crowd. "Friends, villagers and honored guests. I welcome you to our village and to the summer festival." A loud cheer rises up. "Tomorrow, we unveil the newest weapon against the evil that is tiger, but for tonight we celebrate the victories we have won. Many of the brave heroes who fought in the battle of the Blood Bridge are here and I especially want to welcome them." Again a cheer rises. "We have many contests of skill. There is Bash, Tangle, Chill, and Hide and Seek contests, which you are all invited to participate in, if you wish. There will be plenty of chilled ale after the Chill contest, and the feast will be ready in just a few hours. For tonight, enjoy the hospitality of the Tribe of Bentfang." With a loud cheer, the crowd disperses, many to the various contests, others to the tables laden with fruit, wines and ales.

DM's Note: The Great Council Of Chiefs is a meeting of some of the war chiefs and tribal leaders that led the attack at the Battle of Blood Bridge. Unlike the Council of Elders, the Council Of Chiefs is not a permanent organization. It meets only during times of war or great upheaval.

Encounter One

The Heroes can mingle and take part in the feasting and the games. A number of contests of skill are going on; the heroes can take part in whatever they wish.

Contests of Skill?

Night is falling as you mingle with the crowd. You see a large group gathered to watch some contest of strength. An oscray and a korobokuru stand 20' apart, snorting and pawing with their feet like a pair of angry bulls. With a roar, the two charge each other, their heads meeting with an audible crack. The oscray slumps to the ground with a surprised look on his face, while the korobokuru raises his arms in triumph. The crowd cheers wildly, as two more contestants take their places for the next match. Now you know why they call this game Bash.

Bash: The simplest game the Oscrays have devised, and one that is very popular. Two contestants start out about 20' apart, lower their heads and charge. Resolved by making opposed Strength rolls, with a +2 bonus if the Improved Bull Rush feat is possessed. Each contestant deals 2d6+str bonus in subdual damage.

If one contestant beats the other's result by more than 10, he has knocked down the other and is declared the winner. If not, they line up and try again. Obviously, if subdual damage knocks out one contestant the other is declared the winner.

Any large or medium sized hero is invited to partake in the Bash matches. Some opponents are listed below.

Harelips: Male oscray. HP 33, strength 17. Bash modifier +3.

Tengula: Male saru, HP 14, strength 17, +2 bonus for Improved Bull Rush feat. Bash modifier +5

Salt Face: Male oscray; HP 12; strength 14; +2 bonus for Improved Bull Rush Feat. Bash modifier +4.

Grofus: Male korobokuru, HP 32, strength 15. Grofus has never tried Bash before. He is a good first opponent for a hero in the same circumstances. Bash modifier +2.

Gof: Male saru, HP 78, strength 18. Gof is actually a high level PC fighter. His friend Red Eye has goaded him into this match. Gof does well, until he faces Kneebreaker, who puts him down in one charge. Gof should only be used as an opponent for a hero who has

a goodly number of hit points, an 18+ strength, or both. Bash modifier +4

Kneebreaker: Male Oscray, HP 55, strength 22, +2 bonus for Improved Bull Rush feat. Kneebreaker is the reigning Bash champion. He'll only meet a hero if the hero has defeated at least one other Bash opponent. Bash modifier +8.

Depending on the heroes' involvement, you can run this as just a match or two or as a full-fledged tournament. If several of the heroes are having fun with it, let them continue to face other opponents, possibly even each other. Any hero who wins two bash matches should get to meet any other hero who has won as many as they have. If there are no others, the hero can meet Gof. If he defeats Gof he is allowed a chance at Kneebreaker, with the title of Bash champion on the line.

No matter what the result, any non-oscra who takes part in Bash is accorded respect from the tribe. A defeated bash participant is likely to find his opponent waiting with a skin of grog when his/her eyes uncross.

Tangle: The oscra also have a contest for shamans. They call it tangle and any shaman is allowed to enter. It involves a small patch of grass and vines, with a 30' pole set in the center. Each shaman casts an *entangle* on the area. The higher the vines and grasses climb upon the pole, the better the result. This contest is resolved by a wisdom check. The more focused the shaman, the better the result.

Have the shaman roll a Wisdom check, with any shaman with a Plant discipline receiving a +2 bonus to the check. The highest result is declared the tangle winner. (This reflects the shamans ability to shape the spell 'up the pole' instead of over a large area).

Optional: If the shaman makes an plea or sacrifice to the nature spirits, or in other ways role-plays a sincere effort, you can grant them a bonus of up to +2 to the roll.

The pole is 30' high. The die rolls show how many pair of nubari hands in length (i.e., feet in length) the plants move up the pole. Opponents and their result checks:

Krejjic: Male oscra. Result – 14.

Mashok Bonedrinker: male nubari: Result 18.

Sabar the Gruesome: male nubari: Result 12

Cheech: male monkey Katanga: Result 13.

Tanya: female tiger Katanga: Result 15.

Trelfid: Plantman: Result 19. Wisdom 14, with a +2 bonus for Plant discipline.

Thus, Trelfid the Plantman will be declared the winner, unless a PC shaman can beat the 19 result. If they do, they are declared the winner. If there is a tie, they must do it again to break the tie.

Note: any PC can be assumed to have at least 2 *entangle* spells memorized, they knew about the tangle match before they started.

Chill: The game of chill is for witch doctors (sorcerers) only. It involves the use of the *Ray of Frost* cantrip. Each sorcerer casts the cantrip on a flask of ale. The coldest temperature that does not destroy the flask is declared the winner. The flask will split open if 6 or more points of damage are inflicted on it in a single round.

Resolve as follows: Charisma check is rolled, as well as 1d3 damage for the cantrip. The damage is increased by the result of the Charisma check. Each sorcerer gets three tries and may take the best result of the three for her total.

Check	Increase to damage
4 or less	-1
5 –10	0
16-19	1
16-20	2
20+	3
Natural 20 = additional +1.	

Best total damage is declared the winner. Again, in case of a tie, those who are tied try one more try.

Opponents:

Ffft – Male Tiger Katanga – Best result is 4 points.

Flood – Male river tam'hi – best result is 4 points.

Sharp Eye – Male Oscra – best result is 5 points. Charisma 16.

Kamak Thuldar – Male monkey Katanga – best result is 2 (he is not pleased with himself, either).

Thunder – male hornhead lacerial – best result is 5. Thunder lucked out, rolling a natural 20 on his last result. Charisma 14.

If someone can total 5 points, they are tied with Thunder, Sharp Eye, and any other PC who totals 5 points. If no PC does, Thunder manages to get a total

of 5 on the final try, and wins. If a PC is involved in a tiebreaker, resolve by rolling checks and damage for Thunder and Sharp Eye.

Note: Metamagic feats are not allowed for this contest. Given the time to prepare, those competing (like Ffft and Flood) will know if someone tries this. No penalty, except that the result is considered a zero and a skin of wine is probably ruined by the extra cold.

Since some sorcerers may not have *Ray of Frost* on their spell list, they can get fetishes to use for the contest. These are uncerted and are used up in the contest. Resolve just as though they had cast them. In other words, every sorcerer who wants to should be allowed to compete.

Hide and Seek: This contest is primarily for Rangers and Rogues, but is open to anyone. It involves spot and hide checks. The contest takes place in a brush filled stand of trees, 100 feet (15 oscray lengths) across.

Description of Hiding grove:

The grove selected for hide and seek consists of 20 large trees of various types, as well as three patches of brush. The first patch is a thorny bunch of brambles, the 2nd is a thick patch of berry bushes and the 3rd is a oscray height swath of plains grasses. Of the trees, six of them are thickly-leaved, the others are a bit sparse. Three of them form a light triangle, although they are of the sparse variety. The thickly-leaved trees have plenty of low branches, suitable for an easy climb.

The heroes may choose where they wish to hide in the grove. Modifiers are listed below.

Hide in brambles - +3 to hide

Hide in plains grasses - +2 to hide

Hide in berry bushes - +1 to hide.

Hide in triangle - +1 to hide.

Hide up in thickly leaved tree - +3 to hide.

Hide up in sparsely leaved tree - +0 to hide.

Each contestant is allowed one full minute to hide herself. Her opponent then has five rounds to find her, using vision only. They then reverse the order. Whoever finds the opponent fastest wins that match. If neither one finds the other, or they tie, the highest Hide roll is declared the winner.

Bonuses/minuses to checks

Hide: +2 bonus for underbrush, +3 for darkness.

Spot: +2 bonus for low-light vision.

Spot: +1 bonus for carrying a torch.

Spot: +3 bonus for darkvision.

Note: spot bonuses for vision do not stack.

DM's Note: The contest takes place at night. The moon is currently at half, enough to grant a bonus for low-light vision.

Opponents:

Adinu: male shu: Hide +12, Spot +6.

Grey Shadow: male nubari: Hide +10, Spot +7

Torn Back: male Oscray: Hide +5, Spot +3

Stengu: male jungle tam'hi: Hide +8, Spot +3 (+3 for low-light vision).

Reesta Nifari: male nubari: Hide +9, Spot +7. Reesta is the current Hide and Seek champion.

K'lariss: female lizardman: Hide +5, Spot +7 (+3 for low light vision).

Pair off any heroes against NPC opponents. If they win, they can be paired off against each other. When only one PC hero is left they can be paired against Reesta, who has managed to defeat any remaining NPCs. The winner is declared champion of Hide and Seek.

Note: Reesta, Grey Shadow, and Adinu are all PC rogues/rangers of high level. If their players are present, and object to the skill totals, simply remind them that they have had a good amount of ale or grog, and these are their current totals. Since the players will be playing other heroes, they may not roll for these heroes, only against them.

Event: I need a hero:

At some point during the festivities, the heroes notice a large Oscray, covered with tattoos, stalking through the crowd and studying them. This is Red Eye, the owner of the only Heroes Hut in the village of Bentfang. He is looking for a young hero to present a specific present and a quest.

Red Eye is the keeper of Darg's gear, a young Oscray who perished in a battle against some kretch. Red Eye has honored his memory and pledged to find someone worthy of the honor of wearing Darg's armor and carrying his axes.

Darg's gear includes a brass battle axe, brass hand axe, brass chain mail and a helmet with a carving of a kretch on the side. All except the helmet are masterwork items. This is a certed treasure, with some stipulations on it. It can only be worn until the bearer reaches 5th level. Then it must be returned to Red Eye to be given to a new hero.

Red Eyes selection criteria:

To receive Darg's gear, the hero must meet the following criteria:

1. Fighter or Ranger of 1st or 2nd level (no higher).
2. Willing to agree to return the armor as specified.
3. Prefers someone brave enough to enter the Bash contest.

Red Eye picks in the following order:

1. 1st level Oscray fighter or ranger
2. 1st level nubari or korobokuru fighter or ranger
3. 1st level tam'hi or Katanga fighter or ranger.
4. 1st level shu or butu fighter or ranger (will not receive chainmail, only helmet and weapons.
5. Repeat as first four steps, but for 2nd levels.

Thus, Red Eye favors 1st level heroes over 2nd, Oscray over other races. Anyone who has entered the Bash contest and meets any of the criteria is selected over someone who has not entered. Provided someone meets this criteria, Red Eye calls them to him.

A large Oscray approaches. His arms are covered with tattoos of kretch and tyrant lizards, and his chest has scars that could have only come from a lion's claws. "You. Come. We talk". From the murmurs of those around you, you realize that this is Red Eye, one of the most powerful of the Oscray. He leads you to a hut, one of the fine huts called Kamakers, or Heroes Huts. Truly he must be a great hero; only the best receive an honor like this. He ushers you in to the hut and tells you simply "Sit."

Assuming the hero follows, enters, and sits, Red Eye continues.

"Have you heard the tale of Darg, the hero that was not? Well, he was young and foolish, just like you. But he was brave. Are you?"

If the hero replies in the affirmative, he is pleased. If they reply that they are not, he just says "Spoken like a true hero."

Pointing to some extremely well made armor and axes hanging on the wall, Red Eye continues: "These are the armor and axes of Darg, the bravest young Oscray I have ever met. It is not fitting that such gear should go unused, but it must not be dishonored. I offer you the chance to bear Darg's armor and axes. What say you, are you up to the burden of bearing the tools of a brave lad?"

It is entirely up to the hero, she may or may not take the armor and/or axes as she wishes. Be sure that the hero knows that this is masterwork gear, and will provide significant bonuses to the young hero. If they agree, give them the cert, initialing the items taken. If they take either the axes or the armor, they are also given the helmet. When they are given the items, Red Eye points to the etching of the kretch on the helmet.

"This is the kretch that slew Darg. He is no more, for Darg took the foul beast into death with him. See that you fare as well." Red Eye then ushers you out and returns to his hut without a backward glance. In the homely and proud face, you could swear you saw a tear glisten for a moment, but you could not be sure.

As specified on the cert, the PC must agree to return the armor, by notifying Red Eye of the passage of the armor. In other words, when the hero reaches 5th level, he must E-mail Red Eye (Bob Lauderdale) at the address given, and inform him of the deeds of the bearer of Darg's armor.

When the contests are over, and the heroes have all had a chance to mingle for a bit, draw the festivities to a close. Move to the morning, and the next encounter.

Encounter Two – The Test

Morning brings a buzz of excitement as all move to where the ballista is ready. The 'bow' part of the ballista is raised off the ground and the 'arrow' portion is pointed out towards the savannah. Flood and Sabar are arguing good-naturedly about the range this new weapon will have. Sabar claims it will fly no farther than twice the width of the village (about 600 yards), while Flood is certain it will reach the edge of the savannah (about 2 miles).

The honor of the first shot has been awarded to the current Bash champion (either a PC hero, or Kneebreaker). The selected champion is led to where a slave is locked in place, and instructed to give it a firm sharp pull. As he does so, there is a very loud twang and the ballista almost leaps from the ground. The ballista arrow flies off through the air to the cheers of the crowd. It flies straight and true, much farther than Sabar claimed, much farther than Flood claimed. As the crowd watches, now in silence, the arrow passes out of sight, still rising into the air.

Swift runners chase the arrow out into the savannah, intent on retrieving this new weapon. It is not long before they return, unsuccessful. "I told you that was too much magic": Ffft accuses Flood.

"But you said it wasn't enough magic, if we were going to use it against the Tamara," replies Flood.

"Sabar, what was in that last potion you poured on it?" asks Flood.

Sabar looks down at the dozens of empty flasks at his feet and sheepishly says "I don't remember, exactly."

About then, Bluefeather, an aarakocra scout, lands and reports. "I kept up with it for as long as I could, but I think the arrow may have flown all the way across the savannah. That's more than twelve day's march! What kind of weapon have you built?"

Mali, the great hunter of Malatra, comes up to Flood and slaps him on the back. "Good arrow. Mali impressed. First time ever see witch doctor make terrible death."

Flood looks around at the gathered heroes. "Well, we need to find out just how far it went, and we need to recover the arrow. It is good we have so many famous heroes present. Gof, Grey Shadow, Mali, Mwa, Gareth, and Curious George, I call upon you to retrieve the arrow!" Grey Shadow looks at the others gathered and responds "The most famous fighters in the jungle, to pick up an arrow? I don't think so. Bengoukee has called us for an important mission. Find someone else." The other named heroes agree and move off shaking their heads.

Flood looks desperate, but then his eyes light upon you. "Ah, new heroes in need of a trek across the savannah. What say you, are you too proud to go on a simple arrow recovery mission?"

Of course if the heroes don't agree, they have no mission, but let them decide.

Once they agree, Flood asks Mali to give them some information, assuming that they have never crossed the Savannah.

Mali's advice:

Mali is a tiger Katanga ranger, well known as the Great Hunter of Malatra. He has crossed the savannah many times, and knows some secrets even Flood and Ffft do not.

"Since some of you may not have crossed the savannah before, I will give you some warnings, and some advice.

- 1. The savannah is lush with both grasses and game. Supplies should not be a problem. Streams and springs abound, water is also not a problem.*
- 2. The southern savannah is almost cut in two by the Great Rift. On this side of the great Rift the*

lion katanga hold sway. They are a proud race; speak no harsh words if you meet one of them.

- 3. The trip will be long, perhaps too long, for the far side of the savannah is home to the hyena Katanga, dread enemies of the lions, and certainly allies of the Tamara. If, as Bluefeathers has said, the arrow has crossed the entire savannah, you will be in much danger. Therefore, I must tell you of the Great Trade Way. In the time of the ancients, there was a hidden road, one which bordered on the dreamlands. It allowed for fast travel, as well as hiding those who used it from casual sight. It is not something you will be able to find on your own. It was not something I could find on my own. Instead I was led there by the original Pathfinder, whose name was Pathfinder. He lives with the lion Katanga, or he did when I last spoke with him. He gave me this (he holds out a bone horn), and said to use it near the mouth of the Great Rift if I ever needed to summon him. Take it and use it, for the way is long and you should return before summer ends. I ask only that you leave it with Red Eye when you return. I can help no more, but I will give you the warning that I am sure Pathfinder will repeat. Once on the Trade Way do not leave the path, else you will not be able to return.*

Mali will answer any questions he can. He knows that to the north and northeast of lion country is hyena Katanga lands. There is danger if the heroes leave the Great Trade Way in this country, for it will place them at the mercy of the Hyena Katanga. The Great Trade Way leads all the way through hyena country to the entrance to the Valley of the Lion. He warns them against entering the Valley of the Lion. Many taboo spirits protect it. (According to Mali – he's never actually been there).

The heroes can obtain normal traveling supplies, food, water skins, spare arrows, and so on. Nothing too elaborate, but since the council of Elders is sponsoring this mission, normal items should be readily available. If they ask for healing potions and the like, Flood replies that such things should not be needed. This is a simple mission. (See next encounter for more on this).

Encounter Three – Blue Hands

You have set out upon your 'simple' mission, one that may take you across the entire savannah. As you trek across the savannah, the village drops out of sight behind you. Around midday, you come to a slight depression in the savannah. There wait three beings, and as you draw close you recognize them. It is Reesta Nifari, nubari ranger, Ahg, the

Oscray shaman, and M'tarn, the Plantman witch doctor. All three hold up a hand or appendage, which is dyed a bright blue. "Come, we must speak before you continue your journey." They have apparently been waiting for you for some time. A fire is set roasting a small garuda, and skins of wine await.

Note: If any members of the Blue Hands prestige class are present, they recognize these three as the founders of the Blue Hands.

Reesta does most of the talking, in a Rastafarian manner.

Hey mons, we have a deal for ya. We are da seekers of knowledge, da breakers of taboo. Is your chance to help us learn new tings, mons, and get rich reward for its. Be ya interested?

Assuming the party shows interest, Reesta lays out the deal. Ahg and M'tarn have made up some 'healing kits', which they will provide to the party in return for any items of the ancients the party might stumble across.

The deal is simple. If the party comes upon any items of the ancients, they must turn them over to the Blue Hands without mentioning it to the Council of Elders. Reesta refers to the Council as 'de council of elders', who think that nothing new is ever good. Ahg and M'tarn agree with this assessment. If the party refuses this deal, the Blue Hands are willing to accept that the council must be told, but they want any ancient items before that is done. "Hey, mon, Bengoukee himself be lettin' us study dis stuff, for in knowledge dere is power, and we gots to get some before de tiger come out of his hiding places'.

They do not urge the party to violate taboo areas, but if they must go there anyway they can keep their eyes open and pick up what is there. They are particularly interested in any stone tablets or the like, which may carry information on how the ancients fought tiger.

Note: It is widely known that Bengoukee does not condemn the Blue Hands, but neither has he publicly supported them. In reality, he would love to support them, but he is not in a position to alienate so many of the Elders with a public statement.

If any of the PCs have the 'unknown spell fetishes' from the Monkey City adventure, the Blue Hands will take these as payment in full. They don't really need them, but they will take them for study.

In return, they provide each party member with a 'healing kit'. This consists of *potions of cure light wounds*, *cure moderate wounds*, *cure serious wounds*, and a *delay poison* potion. Certs are provided for these items.

Reesta Nifari – male human ranger 6, Blue Hand 2, Cha 19.

Ahg – male Oscray fighter 4/cleric 3/Blue Hand 1, Cha 3

M'tarn – Plantman witch doctor 7/Blue Hand 1, Cha 14.

Reesta tends to do most of the talking, although if asked, he attempts to claim that Ahg is actually the leader of the Blue Hands. Ahg stands behind him shaking his head and pointing at Reesta. The hierarchy of the Blue Hands is obviously still not settled.

The heroes can make their own decision. The Blue Hands put a little pressure on them, but accept whatever decision they make. If the heroes refuse then the three leave, muttering about the Council of Elders and how they are teaching the young to be afraid.

Encounter Four – Two Short Things And One Real Big Thing.

For four days you have trekked across the savannah with no sign of the great arrow. Soon you should be reaching the Great Rift, where you can summon Pathfinder. As you look for a place to camp, you spot a large copse of trees. Some of the trees qualify as true forest giants, a sure sign that they are tended by nature spirits. A small stream cuts through the copse, meandering off to the south.

The heroes may choose to have someone climb one of the taller trees to get a good look. The trees are easy to climb (DC 5). Once there, they spot the Great Rift, still another four or five days march away. Far off in the distance, they can spot herds of zebra, antelope, sailbacks, and even a tantor or two. The copse of trees extends for two hours nubari walking (5-6 miles). The trees do block any sight of the danger that is about to befall the heroes.

When they have had a chance to make camp, continue with the danger.

No sooner have you finished setting up your camp than you hear a tree crash to the ground. It is some distance away, but the sounds of branches breaking and trees crashing continue, getting ever closer. Something very big is coming this way.

The heroes have three rounds to prepare, unless they are out away from the trees. If so, adjust based on their

distance from the trees. If they choose to run, the tyrant lizard will soon catch them, but it may delay things for a round or two.

Emerging from the trees is your death. Well, that may be a little dramatic, but it is the largest garuda you have seen in some time, a tyrant lizard of impressive size. It is bleeding from a number of small wounds. Upon spotting you, it roars and picks up speed as it moves in for a meal.

Give the party a round to react; they may try missile fire, spells, or just running. If they used the preparation time to climb trees (DC 5), whoever has made the worst climbing roll is lowest on the trees and is the one that the lizard pursues.

This garuda is far too much for a low level party to handle, at least not without some losses. But the gnasher is wounded for a reason and the heroes are not alone. After party reactions, interject the following.

As you prepare for the arrival of the gnasher, you spot two small forms moving out of the trees. One is a shu clad in many, many, necklaces. They actually clatter as she runs forward, but they do not seem to hinder her at all. You recognize her as Moo-lana, holder of the Heroes Hut in the village of the Simbuki. Next to her is a shu in the trappings of a Huroola warrior, none other than Jakra, self-styled Great Huroola Warrior. Jakra leaps upon the gnasher's back and delivers a nasty blow with a shortspear. Enraged, the gnasher turns, throwing Jakra off and into a nearby tree. Moo-Lana executes a very fancy tumbling maneuver, just avoiding the gnasher's frantic bite. Jakra calls from the tree where she sits looking somewhat stunned. "Hurry, young ones. Flank it, stab it, and hurt it a lot." This is your chance, the gnasher's attention is centered on the two small heroes. You can move in or get away.

Give the party at least three rounds, unless someone manages to do more than 30 points with one blow (presumably on a critical hit). Otherwise, the gnasher concentrates on knocking down the tree with Jakra and Moo-lana, which takes it two full rounds. The following round, it attempts to find the shu, who leaped to another tree when hers was going down. Failing in that, it turns on the heroes.

Tactics for the Gnasher:

The gnasher is not an intelligent beast, but it does respond to pain. If/when it turns on the heroes, Moo-lana and Jakra will move to aid the heroes. Don't let them carry the battle, at least not to the heroes knowledge.

The two shu have managed to hurt the gnasher for more than 50% of its total hit points. If the heroes are in trouble, either or both of the shu can and will help the heroes. Jakra can leap on its back when it turns, getting her flank attack on it. Moo-Lana will stab it and then tumble away, although she has a chance to be bitten in doing so. The impression that the heroes should have is that they are getting some aid from the shu, not that the shu are carrying the battle. Of course they are, but the heroes shouldn't know that, at least not until after the battle.

Judge the amount of help based on what the heroes do in the first three rounds. If they have almost killed the gnasher (20 hp or less left), it turns on them and the shu merely cheer the heroes on. If they have done less than half of its remaining hit points, Jakra makes another leap and/or Moo-Lana distracts it with an attack and a tumble away.

Jakra, Shu female Rog8: Small Humanoid (2 ft. 5 in. tall); HD 8d6+16 (hp 50 - currently 40); Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+5 Dex, +3 hide armor); Atks +9/+4 melee (1d8+2 [crit 19-20/x3], shortspear), or +12/+7 ranged (1d8+2 [crit 19-20/x3], shortspear); AL CG; SV Fort +4, Ref +9, Will +3.

Str 15, Dex 20, Con 14, Int 13, Wis 10, Cha 12.

Skills: Bluff +4, Climb +10, Hide +9, Knowledge Huroola Custom +2, Move Silently +9, Spot +5, Wilderness Lore +4. **Feats:** Dodge, Improved Initiative, Mobility, Weapon Focus Shortspear

Rogue Abilities: Evasion, Uncanny Dodge, +3d6 flank attack.

Equipment: *Keen Shortspear*, Knife, Hide Armor

Moo-Lana, Shu female Ftr 7/Rog1: Small Humanoid (3 ft. tall); HD 7d10+21 + 1d6+3 (hp 86 - currently 66); Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+4 Dex, +3 hide armor); Atks +11/+6 melee (1d8+5 [crit 19-20/x3], shortspear), or +13/+8 ranged (1d8+3 [crit 19-20/x3], shortspear); AL NG; SV Fort +8, Ref +7, Will +3.

Str 14, Dex 18, Con 17, Int 12, Wis 10, Cha 11.

Skills: Bluff +4, Climb +9, Hide +6, Move Silently +9, Spot +4, Tumbling +10, Wilderness Lore +5. **Feats:** Dodge, Improved Critical Shortspear, Improved Initiative, Mobility, Skill Focus - Tumbling, Weapon Focus Shortspear, Weapon Specialization Shortspear,

Equipment: *Masterwork Shortspear*, Knife, Hide Armor

Gnasher, Tyrant Lizard (tyrannosaurus Rex): huge animal; Hit Dice: 18d10+90 (189 hp - currently 89), Initiative: +0, Speed: 50 ft, AC: 16 (-4 Size, +10 Natural), Attacks: bite +20 melee, Damage: bite 5d8+7,

Face/Reach: 5 ft by 10 ft/20 ft, Special Attacks: Leap Attack, Special Qualities: Scent, Saves: Fort+11 Ref +4 Will +2, Abilities: Str 29 Dex 10 Con 21 Int 2 Wis 12 Cha 10, Skills: Listen +11, Spot +11, *Feats*: Scent, Swallow.

SA – Swallow. With a successful grapple attack, the gnasher can swallow a foe whole. By the time the gnasher attacks the heroes, it is too angry to think of mere feeding. It wants to bite them and tear them to bits. Do not use this on a hero.

Who gets credit for the Kill?

After the battle is over, the two shu introduce themselves and have the heroes do the same. Jakra and Moo-Lana both have very flamboyant personalities. They immediately want the heroes help on an important question. Who should get credit for the kill?

Jakra points out that her skillful back stabs did a lot of damage. Moo-Lana counters with the fact that she distracted it and still did a lot of damage. If a hero points out that she did the killing blow, or mentions a spell that did a lot of damage, they both shrug that off. “We just allowed you to help, we didn’t really need you, did we Moo-Lana.” Moo-Lana replies “It was a fine opportunity to get such young heroes a chance to be in on a real kill, unlike the sailbacks and zebras they usually have to hunt.” The two do not intend to be insulting, but that’s certainly how the heroes should feel. In fact, they are both certain that either of them could have taken the gnasher by herself (this is probably not true).

For those who may know these heroes (player controlled), Moo-Lana is very proud of her necklaces (she calls them her necklace-mail), and resents any questions about the noise it makes. Jakra, Great Warrior of the Huroola, is also known as ‘Mate of Urre’, by those who like to tease her. Since Urre is a korobokuru warrior, she does not think this is funny.

Gifts from the Shu:

The two shu are both proud, and both want credit for the kill of a tyrant lizard. If the heroes rule in favor of one or the other, the winner gifts her spear to the party. If they come up with an acceptable way of granting them both credit, both will give their spears as gifts. If the heroes insist on the credit for themselves, they obviously don’t need the spears.

After the credit for the kill is decided, Jakra and Moo-Lana ask about the heroes’ mission. Let the heroes explain, then Jakra comments:

Four days ago? That was an arrow? It flew overhead, far, far overhead. Don’t tell me, let me guess. Flood and Ffff made it, right? Those two

should never work together, they never get anything right.

If told about Pathfinder they do not know him, although they do know the country between the current location and the Great Rift. If told about the Great Trade Way, they have heard of it. Neither of them has ever seen it, and neither is sure it really exists. But, according to the shu, it supposedly starts on the other side of the Great Rift, near the mouth. They can give directions to the area where it is supposed to start.

Encounter Five: Lion Katanga

The last two days have been peaceful, as you trek towards the Great Rift. Game and food is plentiful, and the predators you have seen seem more interested in following the herds of grazing animals than in bothering you.

Now you are at your most alert as you have come to the country ruled by the lion katanga. No sign of them can be found, but as you draw closer to the Rift, you know you are in their lands. When dawn breaks the next morning, you are not alone in your camp.

A nubari emerges from the tall grasses near you. As he moves closer, his shadow gives him away. It is the shadow of a full-maned lion. Even in nubari form, he is impressive, standing 7’ tall with a sturdy spear in his hand. He stops and glares at you. “Why have you come to the lands of the lion?”

The lion Katanga is Storek, a ranger who patrols the area near the Great Rift.

Storek, Lion Kat male Rgr9: medium Humanoid (7 ft. 1 in. tall); HD 9d10+27; hp 77; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 hide armor); Atks +15/+10 melee (2d6+6 [crit 19–20/x3], longspear), AL LN; SV Fort +8, Ref +5, Will +5.

Str 18, Dex 15, Con 17, Int 13, Wis 13, Cha 12.

Skills: Climb +5, Hide +9, Intimidate +5, Move Silently +6, Spot +5, Swim +4, Wilderness Lore +9. *Feats*: dodge, Improved critical longspear, Power Attack, Track, Weapon Focus longspear

Ranger Abilities: favored enemy Hyena Katanga, +2 bluff, intimidate, sense motive, wilderness lore and damage, favored enemy animals, +1 bluff, intimidate, sense motive, wilderness lore and damage.

Equipment: *masterwork longspear*, Hide Armor, Katanga backpack.

Storek is proud and haughty, as befits the most powerful of the katanga races. He has little use for tiger katanga, seeing them as weak cousins. If someone has the lion scars of bravery cert, he notes that the hero was

lucky to face an extremely small lion katanga. If challenged on this, he can turn into biped form and show that even in that form, his claws would have left wider scars than those the heroes have.

Storek wants a good explanation for the hero's presence. Searching for the Great Trade Way is not a good reason, but searching for Pathfinder is.

If the party refuses to tell him why they are here, he orders them to leave. He will not attack under any circumstances, even if attacked himself. He is too smart to take on six to one odds, when he can retreat and pick them off at his leisure.

If told that the heroes are looking for the Great Trade Way, he snorts and replies that many have looked for it, but none have found it.

If the heroes tell him of looking for Pathfinder, he shows a bit of respect. "You know Pathfinder?" He recognizes the bone horn, and as soon as he is shown it, he backs away. "Your business here is worthy. Come, we go to the Rift."

Assuming the PCs follow, Storek leads them to the mouth of the Great Rift. He answers no questions, and carries on no conversations.

Another day and a half journey and you reach the Great Rift. The Great Rift is really only a small slash at this point. You are at what is called the mouth of the rift. Storek breaks his silence: "Sound the horn and wait here. Do not wander about lion country. It is not safe for the likes of you." He then turns and runs off into the tall grass, disappearing from view in only a few moments.

Sounding the Bone Horn

The bone horn has a strange, high pitched call, one that causes three nearby herds of grazing garuda to stampede away. But it carries quite a distance. Now you have nothing to do but wait.

All the rest of the day, you wait. Occasionally you spot a glimpse of the lion katanga, off in the distance. Finally, as the sun is setting, the grasses part to reveal a short elderly nubari. He looks older than Bengoukee, but moves with the spring of someone your age. "Mali, you called me?" he cries as he emerges from the grasses. Looking at your party, his expression changes. "What have you done with Mali?" he asks sternly.

Pathfinder is a ranger 7/pathfinder 8, and is one of the more experienced travelers in the whole jungle. He keeps a sharp eye on the heroes until they explain their possession of his bone horn. When/if the explanation is given, he asks for the horn back, and agrees to lead them to the start of the Great Trade Way. Pathfinder is given to cryptic statements like "I sense you speak the truth (if they do). When one learns to track the breeze,

one can track down the truth of a matter as well." And "The Great Trade Way is a holdover of the ancients. They could force the earth to remember them, long after they are gone."

Pathfinder also has a test for them. "If Mali told you of the Trade Way, he should have given you a warning about it. What was it?" Mali has told them that if they leave the Trade Way, they cannot find it again.

Pathfinder leads you out into the savannah for an hour or so. Several times you see lions approaching, but at a wave from Pathfinder, they turn and do not approach. Finally he stops at an unremarkable spot and says "here is the way you seek." You see nothing unusual, just a patch of grassland. At your uncomprehending looks, Pathfinder takes a step forward and disappears. He reappears just as suddenly, smiling at your looks of amazement. "It would do little good to have a hidden way if everyone upon it could be seen. I will repeat Mali's warning; do not leave the path until you have reached your destination. The trade way branches only two days hike from here. Take the left branch to travel to the north. The Trade Way ends just outside of the Valley of the Lion. It is there you may find it again, when you wish to return. Due north of the Valley of the Lion is the village of the Kagera. They should be able to aid you in finding this mystical arrow you seek."

"I will give you an additional warning; do not seek to enter the Valley of the Lion. It is protected from all but the most powerful and the most wise. Even I have not faced the White Tiger Katanga that guards it, for that is not my destiny. He hands (pick a PC – ranger or tam'hi preferred) a small pot of paste. When you seek to return, rub this over your eyes near the entrance to the Great Trade Way. It lasts but a moment, but you will see and be able to enter. It will not work any place but there and here, so do not leave the path under any circumstances. Hyena country is dangerous for such young ones."

"Well," he says, "are you going or not?"

As soon as someone steps to the area he indicates, they feel a chill, and things become strange.

Once on the Great Trade Way, you can see that it is indeed the work of the ancients. You are on a wide flat trail covered with grooved ceramic plates. The trail stretches three nubari across and cuts straight as an arrow flight to the northeast. The edges of the path are misty, as is the view of the savannah from here. It is like seeing things from under water; everything is a bit distorted. When you walk, things seem to flicker and flow into each other. Looking about, you can see that Pathfinder and the start of the Trade Way is already small in the distance. If

this is true, you have covered almost an hour's walk in just a few steps. What manner of magic is this?

Those who have played the adventures “The Great Hunt”, or “Dark Village”, or shamans who have the dreamlands boon from “Sound of Silence,” recognize this as similar to the dreamlands they have visited. It is actually not in the dreamlands, it is merely on the border of the dreamlands. But it does allow them to cover the rest of the distance across the Savannah in only three more days.

Encounter Six: On the Great Trade Way

The heroes have a number of small encounters while on the Trade Way. They are designed to test the heroes' resolve. The heroes must stay on the path or they will have a difficult time.

Stampede:

You have been walking along the Trade Way for only a few hours, but you have traveled the distance that would have taken you several days to cover. For the first time, you have a problem along the way. A herd of several hundred zebra are leaping your way, headed directly towards you. A large boulder that would provide shelter from the stampede juts from the ground only a few feet away, but it is clearly off the path. What do you do?

The heroes can attempt to run forward and clear the edge of the herd. Call for Run checks (DC 20) to clear the edge of the stampeding herd. Failure means that the herd tramples them, or appears to. Pick a hero who failed the roll, and read/paraphrase the following:

As you run (or stand) on the Trade Way, zebras are passing all around you. With a bound, a zebra leaps in the air, and lands on you. Well, actually, it lands in you. Stumbling a bit, the zebra continues on, passing through you like you were smoke. A chill and an itching pass over your whole body as you begin to shake and shiver. Then, after a few moments, the herd has passed. It takes longer for the creepy feeling to pass, but in a few minutes it is gone as well. You look around and see that there are no hoofprints on the Trade Way, no sign that anyone but you passed this spot.

If the heroes choose to stand and wait for the herd to pass over them, they have the same experience and are otherwise unharmed.

If someone left the path:

The only way to get back on the path once you have left it is with the help of someone on the path. The ancients had spells and devices that allowed them to do so. The heroes do not.

To re-enter the path, a hero who has left must move back onto the area the path covers. When they do so, someone on the path can touch them, causing the chill and itching mentioned above. At this time, if the person on the path can make a Will save against a DC of 15, they can pull the person back onto the path. Both parties take 2d6 points of damage from this effect and are thrown apart rather violently. Remember that they cannot actually grasp each other's hands. Instead, the person on the path must put his hand into the outside person's hand. When the person comes over, there is a reaction causing damage.

The second method applies only to those with the Dreamlands boon from the adventure “Sound of Silence”. Such a shaman can actually enter the dreamlands. From there they can see both the path and the person outside the path. Again, a Will save of 15 is required, but this transition is painless and causes no damage.

If the Will save is missed in either case, it may be retried, but the damage (in the first case), still occurs.

Garuda Mountain.

On your 3rd day of travel on the Trade Way, you come to an obstacle. A gigantic garuda, a long neck, lies right across the path. It is asleep, and knowing these large beasts, could sleep for the rest of the day or even the rest of the week.

The heroes may assume that they can just walk right through it, and so they can. However this requires a prolonged time (2 or 3 rounds) when they are occupying the space that something else is also occupying. Again, call for Will saves, DC 15. Success means they make it through with no more than the itchy/chill feeling, lasting a good ten minutes this time. Failure means that they still make it through, but when they do, they pass out for an hour. A Fortitude save is also required (DC 15), or the hero suffers the loss of 1d4 temporary Constitution points.

Note: It will take two more days of travel to reach the end of the Great Trade Way, allowing for recovery of two constitution points lost.

Ancient Artifact

As you continue on the Great Trade Way you spot something on it besides the ceramic roadway. A small disk is lying in the center of the Way. It is

about a hand across and covered with strange runes.

The disc was once a device that allowed one to enter and leave the Trade Way at other than specified entry points. The magic on it has long since died, but the writing could be of use to the Blue Hands. It is not a certified item. If the party does not turn it over to the Blue Hands, it goes to the Council of Elders.

Should someone have the Decipher Ancient Script skill, a check at DC30 allows him or her to realize that the writing is various command words to get the device to function. Any attempt to use it meets with failure; the device is dead.

Note: If someone decides to keep it from both the Blue Hands and the Council of Elders, they find that it deteriorates rapidly. Outside of the dreamlands, the device breaks down and turns to dust within a month. Of course this also happens if they turn it over to someone, but it would fulfill their obligation to the Blue Hands or be welcomed by the Council of Elders for study.

Encounter Seven: The Valley Of The Lion

Quickly you pass out of the savannah and into the jungle. As you adjust to the novelty of walking through trees, you suddenly realize that you are no longer on the Great Trade Way. One minute you were striding along the ceramic roadway as it moves northeast into the mountains. The next moment you are in the mountains and at the entrance to a large valley. To the north lies a small village. Nubari and shu are headed in your direction. To the east of you lies a very strange valley. In fact, it is almost as though you were seeing two valleys at once, one overlaying the other, just as the garuda overlaid you when you passed through it on the Trade Way.

The lower, or more solid of the two valleys appears to be a barren lifeless waste. The upper, misty valley seems to be a huge village that spans the entire valley. You see many strange buildings, almost like some of the ruins of the Ancients. At the head of the valley is the biggest building of all. It must be 5 nubari tall, with many columns along the front and the figure of a large lion poised to strike sitting atop the roof.

The heroes may wait for the people from the village to approach or they may try to enter the valley of the lion.

Entering the Valley of the Lion

When you set foot on the trail entering the Valley Of The Lion, an image appears before you. It is of a tiger katanga in biped form. But instead of the ordinary black and orange stripes, this tiger has white and black stripes. It is also as tall as the tallest saru (7 ½'). With a growl, the white tiger katanga holds up a paw and says 'I am Whiteclaw, guardian of the Valley Of The Lion. Go back, this way is forbidden. You may not pass.'

If the heroes turn around and head somewhere else, the image gradually grows misty and fades away. If they attempt to continue on, Whiteclaw does nothing, letting them step around him. As soon as they pass him, a fog grows up around them:

Read or paraphrase:

As you pass Whiteclaw, a fog billows up around you. Your head swims and it takes all your concentration to take one step, then another. Finally, with a great effort you burst free of the fog - only to find yourself back at the entrance of the valley and heading out of it.

At this time, the Valley of the Lion lies in the dreamlands protected from the Tamara by Whiteclaw. Whiteclaw guards both directions, allowing nothing to enter or leave the valley. To enter the valley, the heroes must defeat Whiteclaw. Since they cannot even fight him now, they cannot enter. For all practical purposes, both Whiteclaw and the Valley can be treated as though they were ethereal.

Whiteclaw will answer no questions about the valley or himself beyond what is listed above. He is merely a teaser for the upcoming adventure "Come The Lion."

Village of the Kangera.

The village of the Kangera is a small village (50 inhabitants) of nubari and shu that worship the Great Kang. They were very disturbed when the arrow of doom flew overhead and into the valley of Kang. The Valley of Kang lies due north of the village, and of the entrance to the Valley of the Lion.

As long as the heroes do not run away from the villagers, the villagers arrive and greet the heroes with great joy. Their language, which they call Kangesi, is related to Malatra Common but is unintelligible to the heroes. Kangesi and Malatra Common evolved from the language of the ancients but diverged a thousand years ago. *Comprehend languages* or *Tongues* allow communication.

Three nubari and a pair of shu come running up to you. Wide smiles dot all of their faces, and while

they carry spears, and knives, none of them have weapons ready for use. Instead, the leading nubari rushes right up to (choose a PC – saru first, then tam'hi, then nubari, then at random) and hugs you tightly. 'Thee blentina! Koranika malta thou oricka, saltin thou prisa oricka. Kang kinuta die nextis, pleckrat?'

Of course the PCs have no idea what he's talking about. If none of the Heroes have a spell available, one of the shu casts a *tongues* spell to allow communication – but not until it becomes obvious that the heroes can't understand them. If the party has a good idea for establishing communication, go with it for a while before using a spell.

Probable questions and information possessed by the Kangera.

Who are you? We are the Kangera, the people of Kang. We have been here since the Valley of the Lion went away and since the time of the ancients. I am Tormik, leader of the Kangera. The nubari with me are San, and Jin, the little ones are called Beret and Kovil. We be so happy – Kang not die now!

Who is Kang? Kang is the most powerful being in all Malatra. Only he protects us from the dread hyena hordes to the west. For as everyone knows, all country to the west is in the hands of the hyena. The shu fled here hundreds of years ago, when the hyena took over the majority of the jungle.

Why do you say that Kang not die, now? Legends say that when the arrow of doom comes from the sky, Kang will die and the evil masters of the hyena will rule over all. Only if brave heroes come out of the west can Kang be saved.

Why should we save Kang? If you do not, the jungle will die. So say the legends and the legends are always true. After all, the legends said that an arrow of doom would come from the sky, and less than two weeks ago the arrow fell from the sky. Since then, we have not seen Kang. We feared he was dead, but now strangers from the west have come. Maybe you can save him.

What is Kang? Kovil moves forward, and holds up a small jade statue of a saru. Kovil looks very proud, and says "Kang."

Why would Kang die? They don't know, only that the legends say that an arrow of doom is the only thing that could slay Kang. The doom is not only Kang's, but the doom of Malatra as well.

After answering as many questions as they can, they have plenty of their own.

Questions from the Kangara:

What happened to Kang? The villagers have not seen him for a fortnight, and are starting to get worried. Of course Kang has disappeared for longer amounts of time, but with the portents (the arrow), they are worried.

Who are the Heroes? They want to know about races, locations, weapons carried (they use only spears and knives), and other minutia of the heroes.

Where did they come from? They have a hard time believing that the Heroes come from Hyena infested country. To them, all country west of the Valley of Kang is hyena country. Everyone knows the hyena overran Malatra hundreds of years ago, these two valleys are the only remnants of the ancient's legacy remaining. The heroes should have a hard time convincing them otherwise.

Why have they come? Are they responsible for the Arrow of Doom? Or was it the Hyena Katanga? Even if the Heroes say they are responsible, they are not treated with hostility. It is, after all, part of a legend. The Kangera assume that the Heroes had no choice in the matter.

Is Kang really dead? Of course the heroes don't know. When they say this, the Kangera urge them to seek out Kang in his valley, and to make sure he is all right.

When the heroes have finished conversing with the Kangera they are taken to the village where they are not made welcome. Well, actually, they are, but they are hustled through the village (lots of wide eyed staring villagers, children especially).

Points of interest in the Kangera village.

At first glance the village of the Kangera could be any small village of nubari and shu. Closer inspection, however, reveals several striking differences. First, people are staring at your bows and arrows, and none of them seem to carry such weapons.

The second sight is an old nubari with many fetishes around his neck. He is pushing a... a... a... device of the ancients? It looks like a large basket mounted on a piece of a tree trunk on its side. (DM's Note – A wheelbarrow. Crafted wheels do not exist in Malatra.) The basket has handles, and when the old nubari pushes it, the slice of tree trunk turns

and rolls just as a tree trunk will when pushed! He looks at you for a moment, then pushes this device into a large hut. Your guide sees you staring, and tells you "That is our holy man, Marre. He is the librarian and keeper of the ancient tablets."

As you pass the holy place, you can see that the hut is filled with shelves, and the shelves are filled with clay tablets.

Other things that seem strange are a small group of women sitting around a campfire working with a basket of black fruit (DM's Note – Black Olives). You have never seen such fruit before. Another has two hollow gourds connected by strings and tied together with bamboo strips. She is using it to make music that sounds strange and haunting, yet pleasant at the same time (DM's Note – a primitive acoustic guitar called a 'Vina').

Holy Place: The holy place is also called The Library.

Holy Man: Marre is the librarian of the Kanger, the keeper of the ancient tablets. He will not trade for them unless the heroes have something significant or impress him in some way. Only one cert is provided, the 'glass vial of liquid silver'. Likely candidates for a trade are the unknown spell fetish from Monkey city, any other device of the ancients or perhaps a well-made (certed) bow, with promises of instructions in its use.

Device of the Ancients: It's a wheelbarrow.

Strange black fruit: Olives, heretofore unknown in Malatra

Bamboo reed instrument: It's called a Vina, and was the precursor to the acoustic stringed instruments that exist today.

Encounter Eight: The Valley Of Kang.

The Kanger villagers hustle you through their village and up a sharp incline. At the top of the incline is a broad entrance to a lush valley, filled with fruit trees of unusual size. "The Valley of Kang", says Tormik. "It is taboo for the members of our village to enter, but no taboo to great heroes from across hyena lands. Go, find Kang and make him safe." Behind him an entire village waits, hope on every face.

When the heroes enter the valley, continue:

The Valley of Kang is huge, as are the flora that grow here. The grasses are familiar, but grow much

taller than the grasses you are used to. The valley abounds with fruit trees, all of them worthy of being called forest giants. At the head of the valley rises a great mountain, and high up on the side of the mountain is a cave. Even though it is many days walk away, the cave mouth appears huge, big enough for the largest garuda to walk through without stooping. Even stranger is the first sign of fruit you come to. The tree is a simple papaya tree, but the fallen fruit at the base is like nothing you've ever seen. Oh, they are still papayas, but never have you seen a papaya that was as large as a shu.

Ask the heroes what they are doing to search for Kang. In a valley this size, it could take weeks to mount a thorough search. It won't, but it could. Let them do what they will, but eventually the heroes must begin looking. Someone must make Tracking rolls or Wilderness Lore rolls. DC 10 for tracking, DC 15 for Wilderness Lore. They may retry failures once per hour, so eventually they should stumble across the clues they need.

Finally, you have stumbled across evidence of an inhabitant. Actually, you stumbled into the evidence. What you thought was a simple depression in the ground turns out to be a footprint. But what a footprint! It looks exactly like the footprint of a saru, but it is large enough for a nubari to lie down in. Ahead, at a distance of about 20 strides, you spy another footprint, then another.

Call for Tracking (DC12), or Search (DC16) rolls. Those who succeed notice smaller footprints, footprints of hyenas. They hyenas are also following the tracks. There seem to be at least a half dozen of the hyena's following these tracks.

Continuing to follow the tracks, you move through the valley until the sun starts to set. Finally, you hear something up ahead. You cannot make out the words, but it sounds like an argument is going on up ahead.

There is plenty of cover for the heroes to hide. They can sneak up on the hyena katanga merely by stating they want to (DC0). Let them get a bit closer, then set the scene:

You peek out of the jungle to see the maker of the footprints. A foot fully as large as a nubari is the first sight you see. It is attached to a saru. The saru is lying on its back and is ten times as large as any saru you have ever seen. Even lying on its back, the unconscious saru's chest reaches to the height of 2 nubari.

Atop Kang's chest are ten hyena katanga clustered around the 'Arrow of Doom' as the Kangeria called it. Yes, the arrow you have come so far to seek is sticking out of Kang's chest. The hyenas are trying to work the arrow in further, and it is this goal that seems to be the source of the argument. A twitch from the gargantuan hand tells you that Kang still lives, but for how long you do not know.

Obviously, to save Kang they must drive off the hyena katanga. Let the heroes plan their strategy as they will, but remind them that spells like *entangle* won't work on a living humanoid. (They cannot use Kang's fur to entangle the hyenas.)

Sneaking up on the hyenas is very possible. They can stay by Kang's side and get good cover (+10 bonus to hide rolls, +5 bonus to move silently due to the arguments the hyenas are having).

Climbing up to Kang's chest is very easy, DC5 climb rolls are all that is required.

If they listen to the hyena, some of them apparently want to kill him now, while others think that if they keep him this way they'll have fresh meat forever.

Hyena Katanga (9); Medium Humanoid (5 ft. tall); HD 2d10+4; hp 18; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 from hide armor, +3 Dex); Atks +4 melee (1d6+1 [crit 20, x3], halfspear), or +5 ranged (1d6+1 [crit x3], halfspear); AL NE; SV Fort +5, Ref +4, Will +2.

Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills: Climb +3, Listen +3, Spot +2, Wilderness Lore +1, *Feats:* Weapon Focus halfspear, Iron Will.

Equipment: hide armor, halfspear, knife.

Hi'sl, Hyena Katanga Leader; Medium Humanoid (5 ft. 5 in. tall); HD 6d10+12, hp 62; Init +6 (+2 dex, +4 Imp. Init.), Spd 30 ft.; AC 16 (+4 *masterwork hide armor*, +2 dex); Atks +8/+3 melee (1d6+3 {crit 20, x3} halfspear, or +8/+3 ranged (1d6+2 {crit x3} halfspear); AL NE; SV Fort +8, Ref +5, Will +4.

Str 16, Dex 14, Con 15, Int 14, Wis 12, Cha 12.

Skills: Climb +6, Listen +5, Hide +3, Spot +5, Wilderness Lore +2, *Feats:* Weapon Focus halfspear, Weapon specialization halfspear, Toughness, Iron Will, Improved Initiative.

Equipment: halfspear, *masterwork hide armor*, knife.

The hyena katanga are all in nubari form and they will fight that way. If the battle goes against them they may revert to hyena form, but only to flee in fear. Remember that these hyena katanga, never the bravest sorts in good conditions, have grown up with the fear of Kang ingrained in them. Any sign of help for Kang

is likely to get them running. Also, the heroes have a good chance to surprise them, further shaking their confidence.

When the heroes appear and attack, the hyenas have five of their number go to meet the heroes. Hy'sl, the leader, leads the charge against the heroes, after ordering, 'No more argument, finish the great beast now!' Five of them continue working with the arrow, trying to drive it further into Kang's chest.

Under no conditions do the hyena all fight to the death. If more than five of them are slain, the rest try to flee. If time in the slot is running short, the hyena katanga may even flee as soon as the heroes appear. This is especially true if the heroes start with flashy magic or a devastating attack. If they try a two-pronged attack, attacking from both sides of kang, (probably with rogues trying for sneak attacks) this will thoroughly demoralize the hyenas and cause them to flee immediately.

When the hyenas have fled, the heroes are left with Kang. He has a 30' arrow stuck in his chest and it seems that it just missed his heart. They must remove it, requiring a strength check of 26. All of the heroes may cooperate on this roll.

Other possibilities include healing Kang enough so that he can pull the arrow out himself. This requires 50 points of healing in one round, which could be accomplished by pouring numerous *potions of cure serious wounds* into his mouth at the same time. A heal check of DC 12 reveals this solution.

Finally, if no other solution presents itself they could chop up the arrow. This takes a few hours and causes Kang to grunt in unconscious pain, but presents no real difficulty. It does mean they can't bring the arrow back in one piece, but they do save Kang.

What's with this arrow?

The Arrow of Doom is obviously more than a simple magical ballista bolt. With all the spells cast into it, Flood ended up creating a ballista bolt that would seek out and slay the most powerful creature in Malatra. Flood had some idea of this, but he assumed that this would be a Tamara so he was not concerned. By the strict rules of magic, he ended up creating a bolt that would slay the creature with the most hit points in Malatra: Kang.

Kang: CR 20+; Gargantuan Humanoid, 60' tall, HD 50d12+400; hp 1000 (currently at 0); face/reach 20'/40', Init +1 (Dex); Spd 90 ft.; AC 33 (+1 Dex, -8 size, +30 natural); Atks +65 melee (5d8+15, 2 slams); SQ fast healing 5, AL NG; SV Fort +22, Ref +11, Will +12

Str 40, Dex 13, Con 26 Int 8, Wis 10, Cha 14.

Feats: Multi-attack, scent.

SQ: Fast Healing 5. Kang heals 5 points every round (after the arrow is withdrawn).

Kang's Background: Kang remembers when the ancients were here. He was young then and just a normal saru. One of the ancients' did something to him when he and a tribe of monkey katanga friends interrupted the ancients' magical experiment, and he has been growing ever since (see the upcoming adventure "Day Of The Saru"). He does not speak common, but he does speak saru. Kang does not know what happened to the other saru.

Kang was hidden here during the attack by the Tamara and knows nothing about them. He just knows that one day there just weren't any more ancients.

If healed, Kang is grateful to the heroes but doesn't feel like talking much. He has a lot of healing to do and would prefer to go off by himself and rest in his cave for a few days. If the arrow is still intact, he picks it up and hurls it back in the direction it came from. (Yes, it will end up back at the village of the Oscray. Kang is a little upset with the whole Arrow of Doom idea). All he will say, in saru, is "I owe you my life. If time comes when I must fight for you, I will come."

Upon their return to the village of Kangera, the grateful villagers present each of the heroes with a jade statuette of Kang. (certs provided). If any healing potions were given to Kang, the villagers, at their insistence, replace them.

If time permits, the heroes can try to trade with Marre the Librarian. No certs are provided for the tablets, but the heroes could use this to meet the obligation to the Blue Hands. A cert is provided for a sealed glass vial of liquid silver (mercury), that Marre has. He says that the ancients felt it was very important, but he doesn't know why.

Conclusion

Upon your return to the village of the Kangera, the villagers are overjoyed at the news that Kang still lives. They present each of you with a jade statuette of Kang, one that declares you are always welcome in the Valley of Kang or in the village of the Kangera.

The trip back is uneventful, now that you know the secret entrance to the Great Trade Way, You make good time and soon reach the village of Bentfang.

(If they allowed Kang to throw the spear back, add) Ahg is a little miffed, it seems that the Arrow of Doom landed right in his hut, although fortunately no one was home at the time.

Flood thanks you for your help and promises to make sure your names are spoken at the fires of

many villages. He does not seem to believe you when you speak of the saru that was ten times as big as a hero, but you know what you saw and you know you have made a valuable ally for Malatra in the war with Tiger.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Participate in some games	50 xp
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Encounter Two

Volunteer for mission	25 xp
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Encounter Three

Agree to help the Blue Hands	50 xp
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Encounter Four

Make a difference in the combat	50 xp
Settle argument between Moo-Lana and Jakra amicably	50 xp

Encounter Five

Show respect for Storek and Pathfinder	50 xp
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Encounter Six

Deal with the Trade Way without panic	50 xp
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Encounter Seven

Deal with the Kangera with respect, getting answers to questions, and supplying answers as best they can	75 xp
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Encounter Eight

Drive off the hyena	50 xp
Heal Kang	75 xp

Total experience for objectives	525 xp
Discretionary role-playing award	0-100 xp

Total possible experience	625 xp
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Encounter One

- Arms and armor of Darg. A masterwork battle axe, masterwork hand axe, masterwork brass chain mail, and brass helmet with a etching of a kretch on the right side. These items will only be given to a young hero, and may only be used until the hero reaches 5th level. At that time, they must be returned to Red Eye (Bob Lauderdale, E-mail Chididock@worldnet.att.net)

Encounter Two

- Healing kit (*potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure serious wounds*, and a *potion of delay poison*) one per hero. It also includes a mysterious device of the ancients, a small ceramic device that fits over one finger. This tapping totem must be placed on the smallest finger (or appendage), and used to tap on wood three times before using any of the healing. This provides for maximum effect. (In reality, it is a ceramic thimble, and it has no effect on the healing effects).

Encounter Four

- *Keen halfspear*. This is a present from Jakra, mighty warrior of the Huroola. She gave it to you in return for helping her kill a tyrant lizard.
- *Masterwork halfspear*. This is a present from Moo-Lana, a hero of the Simbuki. She gifted it to you for your aid in her kill of a tyrant lizard.

Encounter Eight:

- Jade statuette of Kang. This statue of the mightiest of all saru was given to you by the grateful village of the Kanger, for your help in saving Kang, whom they worship. Possession of it means you are always welcome in the village of the Kanger, and in the Valley of Kang.
- Glass vial of liquid silver. This is actually a sealed glass (yes, glass) container of mercury. It comes from the time of the ancients. Marre, the librarian of the Kanger, said it would act as a charm against the Tamara.