

What is Malatra?

A 5e Setting Primer

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Based on Information from Polyhedron Magazine
and the Living Jungle Campaign

Far beyond the Sword Coast lies an undiscovered land of primitive tribes, fabulous creatures, and the mysterious ruins of an ancient forgotten race. Soaring above the jungles of southern Kara-Tur, the Malatran Plateau has been invisible to the natives of Toril for thousands of years. Most sages consider the area nothing more than an uninteresting wilderness. They couldn't be more wrong.

The Malatra campaign setting was once The Living Jungle campaign for the RPGA.

The setting is at once simpler and more exotic than the regions of Toril commonly known to most players. What follows is a modified version of the original information presented within Polyhedron

History

The current human inhabitants of the Malatran Plateau called Nubari are descended of two separate human races: the indigenous humans of southern Kara-Tur, and an ancient spelljamming race from a distant crystal sphere. Living in relative harmony with the modern Nubari are the diminutive shu, the wild Korobokuru, the elusive tam'hi, and the shape-changing katanga. None of the modern people of the Living Jungle remember their ancient origins, and archeological clues are rare. Here, then, is a brief sketch of the history that contemporary characters do not know.

Thousands of years ago, the ancient Nubari were a very tall and lithe race of humans, dark brown of skin and golden yellow of eye. While still essentially human, the Ancients had slightly larger heads, tapering to an elongated crown, and but three fingers and a thumb on each hand (missing the "normal" human pinky). They were a people of art and magic, science, and philosophy. Nubari technology was quite advanced in some ways, but mostly it was simply alien to, not superior to, the current magic and technology of Toril's more advanced nations. For instance, though they used metal for ornamentation, the Nubari had developed a fantastically hard form of ceramic which they used for tools such as knives. Traditional weapons were unknown to them, as they lived a sort of Utopian existence, using their magical technology to live with, rather than against, nature.

The Ancients were a celestial race, traveling among several home worlds shared by other spelljamming peoples. Each of these worlds was a veritable paradise, so while the Nubari knew of Toril for millennia, they deemed the planet unworthy of interest when so many more beautiful worlds were theirs for the visiting. In all crystal spheres, there are gods of strife and misfortune. Ultimately, then, the paradisiacal existence of the Nubari came to an end, as war came to the Nubari and their neighbors. As in every war, the worst aspects of the people came to the fore, and even the otherwise peaceful Nubari

found themselves embroiled in conflict. One faction of the Nubari, however, refused to give in to conflict. They chose to flee the war, making no claim to any of the worlds disputed by the others. Rather, they came to Toril.

Arriving in great spelljammers, the Ancients barely escaped the powerful invasion fleet which conquered the last world they had inhabited. Resolving not to duplicate the mistakes of their own ancestors, the Ancients swore to form a society without war. In this, they were largely successful.

They chose the central jungle of Malatra as their home, reasoning that it would not seem a desirable location to the indigenous races of the planet. To dissuade visitors further, they devised a great magic to raise the land they had chosen far above the rest of the jungle floor, creating a vast, insurmountable plateau. It was an ideal place for them to live, since--once carefully removed from the inhabited regions--the surrounding dinosaur population could not easily climb the high cliffs surrounding the plateau, and neither would the Ancients disrupt the natural course of indigenous life on the planet. This was their new paradise. They practiced their philosophy of non-violence very strictly, never killing the natural predators which remained in their lands but learning to live in harmony with the animals and the land.

The Ancients began to create their vision of a Utopian world. Unknown to them, they were not as alone as they had hoped. River and bamboo spirits had lived in the area for centuries. At the arrival of the Ancients, they hid. Seeing that the newcomers seemed peaceful enough, the spirits did not trouble them,

nor did they approach to greet them. Each lived in harmony with the other, the Ancients never knowing of their neighbors. The newcomer culture thrived and grew, ever mindful of keeping itself secret.

Unfortunately, eventually, disaster struck.

The nature of the disaster is a mystery. It may have been a natural disaster, an incredibly fast plague, or even a magical experiment gone awry. Whatever it was, it left the surviving Nubari without their former civilization, reducing them to a primitive existence. The disaster also destroyed most of the Nubari culture, buildings, and knowledge. For whatever reason, the surviving Nubari fled the fragments of their homes and took to life in the jungles and plains. The ancient humans and Nubari gradually inter-bred, eventually becoming the new race of Nubari which inhabit Malatra today. For reasons unknown to the Nubari, the dinosaur population rose, effectively isolating the plateau from the surrounding world.

In more recent years, a great enemy of the ancients called the Tamara, or 'Tiger' returned to destroy their legacy, and the jungle united as never before in order to defeat them. A devastating war was fought against the enemy, but in the end the people were victorious. The destruction of the enemy set off a golden age of cultural advancement among the tribes, but after many discoveries and advances as well as massive setbacks and new adversities, it all ended in the Great Sleep.

No one knows what caused the Great Sleep, but none could deny that it occurred. One day, very suddenly, all

nubari, tam'hi, katanga, shu, and korobokuru suddenly found themselves seemingly frozen in time. This left only the saru, and a few other minor races to try to mind the villages, fight off the encroaching jungle, and keep their friends safe. Then one day, a hundred years later, all of the 'sleeping races' were suddenly freed from their temporal stasis. Now, new heroes are needed to help rebuild, explore, and once again tame to jungle.

Geography

The jungle setting is situated high upon a magically created plateau near the center of the southern jungles of Malatra. None of the civilized cultures surrounding the plateau, however, are aware of its existence or of its inhabitants. There are three main barriers between the inhabitants of the plateau and the rest of Malatra and the Forgotten Realms.

First, the Malatran jungle itself is a formidable barrier, especially considering the carnivorous dinosaurs which make their home around the plateau. The few bands of humans, Korobokuru, or other oriental races which have delved deeply enough into the jungle to find the dinosaurs have not survived long enough to find the plateau. Second, the plateau rises thousands of feet above the floor of the Malatra jungle. Even should some explorers win past the dinosaurs, they would need extraordinary mountain climbing skills or potent magic to reach the plateau itself. Both of the first two obstacles would certainly be overcome by now, if not for the third. In forming the plateau for their own needs, the Ancients built a long chain of magical domes around the territory in which they

settled. In addition to a vast and permanent illusionary magic spell, the Ancients incorporated extended powerful and permanent Antipathy spells into the battery of domes.

None can detect the Malatra jungle from above, and any who approach the surrounding cliffs from below must make a Wisdom saving throw DC 35 or feel compelled to leave the place and not return while forgetting ever having a desire to approach in the first place. Except from the hints of legend which suggest that their ancestors came from "beyond the edge of the world", the inhabitants of the Malatran Plateau are unaware of their borders, since they too are subject to the effects of the spells. None of the Nubari or other intelligent races of the plateau have been to the giant cliffs and seen the limits of their own land.

On the plateau itself, Fire Mountain is the most conspicuous feature. The southern-most peak in the small central range, Fire Mountain is an active volcano around which several of the tribes have developed part of their religions.

From the central mountains spring three rivers: The Dreaming River to the southwest, the River of Laughing Idols to the southeast, and Hebika River to the north. The Dreaming River is so called because of the perpetual mist which rises from Sleepy Lake and its southern branch. Past the lake the fog grows even more dense as the river opens into Kumo Swamp near the base of the Miranuma Mountains. This whole area is taboo to the Nubari and other intelligent peoples. The few who have disobeyed the taboo have never

returned to explain what lies within the obscuring shrouds of those lands.

Little is known of the Hebika River, also known as the Serpent River, except that it feeds the Dokuba Swamp. There live the savage lizard races, with whom the Nubari, Korobokuru, and shu have an ancient enmity which has only recently become a concern after long years of relative peace as the lizard tribes have attacked everywhere.

The most familiar of the plateau's rivers is the River of Laughing Idols, so named for the curious statues which lie along its length, planted at the edge of or even in the river itself. Those which still function "laugh" as the current flows into them, bubbling with humor and music as the water courses through their cunning chambers, only to rush out of mouths, nostrils, eyes, or ears. No two of these idols are alike, and some are considered taboo while others have become centerpieces of the more distant river villages. The River of Laughing Idols ends, as far as the Nubari know, at the edge of the Valley of Spirits undoubtedly the most dread of the taboo regions on the plateau. Where the river spills over the sheer cliff edge, colossal waterfalls explode into white mist which seems to expand to fill the entire area.

The Valley of Spirits itself is a severe canyon hidden in mist, just like the region to the southwest. Blood-chilling screams of alien throats rise from the obscured valley, and its edges are ringed with taboo totems warning away any so foolish as to approach the place for a view of its spectacular falls--though romantic legends of some Nubari tribes do impel young men and women to defy the taboo. Some of them even return to

their people, but they never speak of what they saw, and they never go back to the falls.

The Screaming River flees the Howling Mountains to languish in the Koro Lake before crashing into the Valley of Spirits. The Nubari know little about either of these places, as both are strictly avoided, though few tribes have formal taboos about them. Both the mountain and the river are named for the terrible sounds which those who have braved them report. It is said that only the korobokuru approach these areas with impunity, though some add that the saru may also visit.

The plateau is home to two great plains: the Rayana Savannah and the Yaku Plains, also known as the Plains of Ash. The Rayana is home to all of the known plains tribes, as well as to such beasts as the elephants, the gazelles, the zebras, and the mighty simba, or lion prides. It is a rolling plain, full of good grasses, regular water holes, and what few tilled fields as the Nubari create.

The Yaku Plains are yet another taboo place. Here the once-verdant hills are grey with ash and husks of trees. At its edges, the jungle sends tentative fingers of greenery into the bleak expanse, but nowhere has it gained a hold. None of the tribes seem quite sure how this place was burned, and no one remembers the fire which turned this area into a blackened ruin. Either that, or no one will speak of it when the youngsters ask. No jungle tam'hi will willingly approach this area, and the older tam'hi grow very quiet when asked about it. Similar questions to Nubari shamans and elders are met with enigmatic answers, but those who

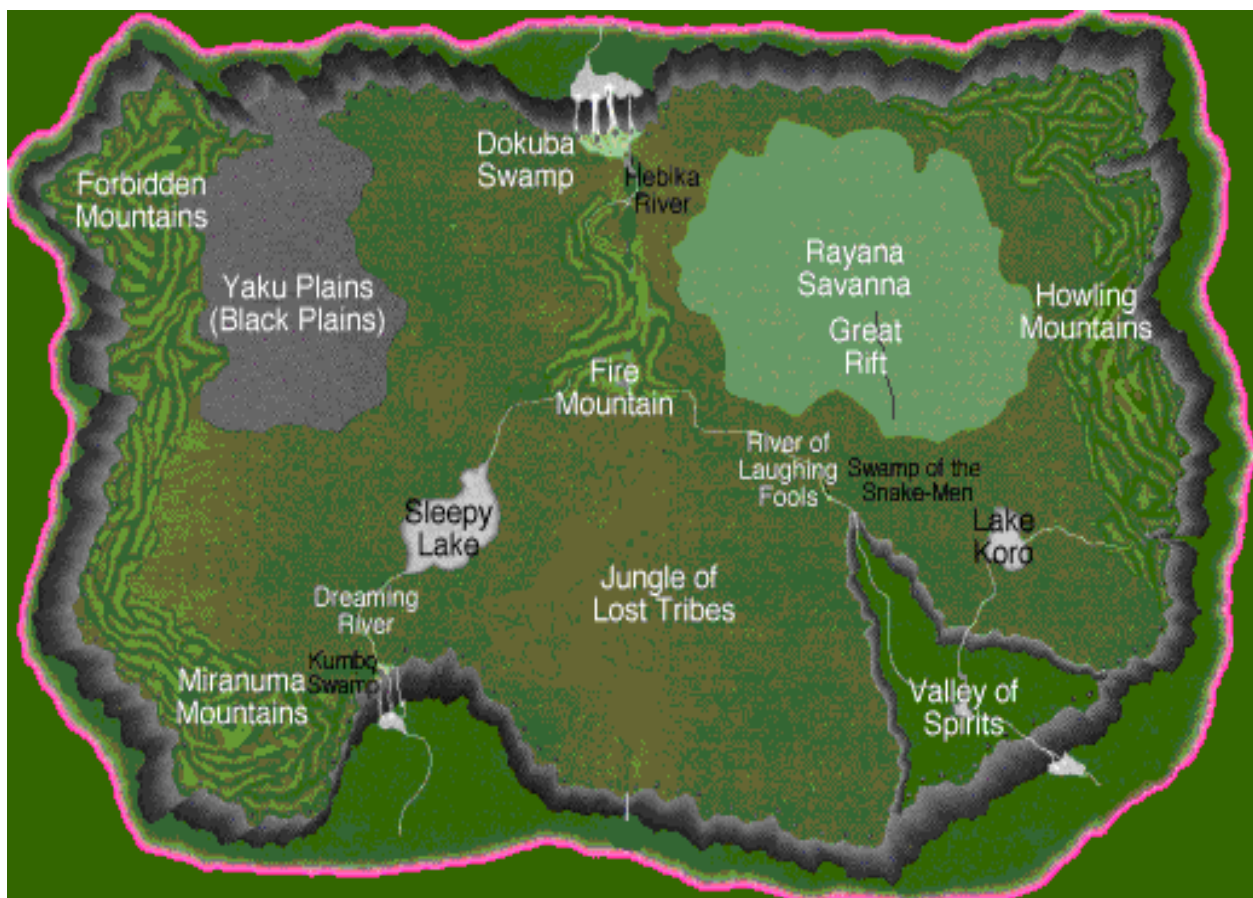
aspire to become shamans or witch doctors are often brought here by their teachers to be told a vague lesson about the foolishness of all humans.

Ruins of the Ancients

Within the setting, heroes will certainly discover some remnants of the culture of the ancients. The most common and most enigmatic of these remnants are certainly the domes which ring the edges of the plateau. But other structures of the ancients abound. And fragments of houses, streets, tombs,

temples, and even more unusual artifacts are spread throughout the jungle. Some of these are simple art objects, colossal statues, or overgrown segments of carved walls, which the Nubari use as landmarks, but little else. Others are far more interesting, their original functions forgotten over the centuries. Could they be ancient observatories? Tombs filled with lost magic and science? Magical foci which need only a little repair before they evoke some amazing result?

You decide.



The Player Character Races **of Malatra**

There are six major races including two new ones that are available for play, though with subtypes there are eleven real options. No other races are currently available. For expediency of play, all races are approximate, with future rules being more accurate depictions of what they are like. They are:

Nubari

Nubari are Humans (as per PHB). The terms will be used interchangeably here.

Korobukuru

Korobukuru are Hill Dwarves (as per PHB).

Shu

Shu are Lightfoot Halflings (per PHB).

Tam'hi

Tam'hi are Half-Elves (as per PHB). Heroes must choose their variant lineage from either Wood Elf, or Aquatic (Pg 116 Sword Coast Adventurer's Guide). These represent the two subtypes (Jungle and River).

The first of the two new races actually is five races in one. It is the Katanga.

Katanga

Katanga are intelligent shape-changing animals. They can shift between animal, biped (hybrid), and human (nubari). Several sub-races or subtypes of katanga exist, each a different type of animal. The ability to change shape is

natural to all katanga. They appear as normal animals for all intents and purposes.

Living on the Fringes

Katanga are typically found on the fringes of settled lands, where they can mingle on human form but retreat to their animal communities when they desire. Katanga often live alone or in small bands of their own kind; often dwelling with a mixture of both katanga and non-katanga animals. They can be secretive, and reclusive, though each display personality types related to their animal form. Katanga usually do not try to fit into tribes, knowing their differences and finding themselves more connected to the animal world.

Skinwalkers

Katanga can shapeshift between three different forms: animal, biped, and human.

In animal form, katanga are indistinguishable from other animals even through magic. Their behavior, however, may betray their natural intelligence.

In human form, katanga retain one or more distinctive features of their animal form. For instance, the caiman katanga's skin has a leathery texture when the creature is in human form. In all other respects, they have the same abilities as normal humans.

In biped form, a katanga looks like a anthropomorphic animal that can stand on its hind legs. The front appendages change into hands capable of gripping and using weapons, though they can still use a limited form of their natural attacks.

The rest of the body retains the animal's general appearance, including fur, tail, or any other characteristic features. In this form, katanga can converse both with people and with animals of their same type.

Regardless of their current form, katanga always cast a shadow in the shape of their animal forms.

Katanga Traits

Age. Katanga reach adulthood in their mid to late teens and generally live less than a century.

Alignment. This varies by subtype.

Size. Katanga can vary widely in height and build depending on their respective subtype. Regardless of which animal form you are, in human and hybrid form your size is Medium. Your size may vary between Medium and Small in animal form.

Speed. In human form, your base walking speed is 30 feet. You may acquire additional movement speeds from your respective subtype.

Shapechange. A katanga is able to shift between nubari, animal, or eventually bipedal form; bipedal form is not accessible until 4th level. Beginning at 1st level a Katanga can shift into his human or animal form (or bipedal form at 4th level) and back again once per long rest. At 2nd level, it increases to twice per long rest, and 3 times per long rest at 6th level.

Katanga in bipedal form gain limited abilities of their animal subtype but still can wear and use their equipment. Katanga in animal form gain all the abilities of their animal subtype but are unable to make use of any of their

equipment. Katanga in any form always keep their current hit points and ability scores. When they shift to animal form, any items worn will be transformed as well and inaccessible. Items held in hands will be dropped. While in animal form they can understand other intelligent races and, though they often cannot speak to them, can communicate in other non-conventional manners.

Languages. You can speak Malatran Common (Nubari) and the language of your animal race.

Subrace. Katanga come in many shapes and sizes, depending on their animal form. Subraces of the katanga include: the ferocious caiman katanga, the curious monkey katanga, the quiet pangolin katanga, the scheming snake katanga, and the brave tiger katanga. Other subtypes exist but are not currently available to Player Characters. Choose one of these subraces.

Caiman Katanga

Caiman katanga live by their instincts and oppose the ways of humans, preferring their natural animal state to any contrivance of civilization. Solitary and territorial creatures, caiman come together only twice a year (spring and fall) to mate and lay eggs, before returning to their isolated homes. The caiman have an uneasy relationship with the river tam'hi, as wicked caiman sometimes devour tam'hi young. A few caiman katanga crave adventure and join Nubari river tribes, serving as hunters or warriors. In human form the skin of this katanga is thick and leathery, and the stub of the creature's tail can be seen on its lower back.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Hybrid Form.

Bite. *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* 1d8 + Str piercing damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained and takes bite damage each round on the caiman's turn, and the caiman can't bite another target.

Swim Speed. While in bipedal form, you have a swim speed of 15 ft.

Hold Breath. While in bipedal form, you can hold your breath for 10 minutes while underwater.

Natural Armor. While in bipedal form, your armor class increases by 1.

Animal Form.

Caiman

Medium Beast

Armor Class [11 + Dex]

Hit Points As character

Speed 20 ft., swim 30 ft.

Hold Breath. The Caiman can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* 1d10 + Str piercing damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained and takes bite damage each round on the caiman's turn, and the caiman can't bite another target.

Death Roll. If the target is grappled and submerged in the water, the caiman can dive up to five feet and violently rotate its body causing the target to make a Constitution Save (DC=8 + Proficiency Bonus + Strength) or be Stunned for 1

round and gain one level of Exhaustion.

Monkey Katanga

Monkey katanga are a wild, chaotic group of creatures thriving on mischief and pranks. None of these acts are violent or terribly destructive but serve the monkeys' need for entertainment. Monkey Katanga seldom stay in one place for extended periods unless affected by harsh weather, fierce predators, or held captive by victims of their pranks. Groups of monkeys come together several times each season to relate stories or to breed, then soon wander back to the jungle. Monkey katanga's diet consists of roots, fruit, fish, and sometimes raw meat. In human form the monkey katanga has thick hair of varying colors, and unusually long arms. Since Tam'hi are difficult to find and possess little humor, they are often the focus of this katanga's antics when the two cross paths. Monkey katanga are excellent climbers.

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Hybrid Form.

Climb Speed. As a hybrid you gain a 10' climb speed/

Small Size. You are considered small.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Vine Swing. You can move at twice your movement speed when swinging through a jungle canopy.

Fling Waste. You hurl waste material at a creature or object within 30 feet. Make a ranged weapon attack against the target. On a hit, the target takes 1 point of damage + Str, and must roll a constitution saving throw (DC = 8 + your proficiency bonus + your constitution modifier) or be Poisoned for 1 round.

Animal Form.

Monkey

Small Beast

Armor Class [8 + Dex]

Hit Points [as character]

Speed 30 ft., climb 30 ft. 60 ft. brachiation (vine swinging)

Actions

Bite. *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* [3] (1d4 + Str) piercing damage.

Fling Waste. *Ranged Weapon Attack:* reach 30 ft., one target. *Hit* [1] (1 + Str) bludgeoning damage, and target must roll a constitution saving throw (DC = 8 + your proficiency bonus + your constitution modifier) or be Poisoned for 1 round.

Pangolin Katanga

The pangolin is a small tropical mammal whose body is covered in plate-like armor. The pangolin katanga can roll itself into an armored ball for protection. Only creatures with large jaws (great cats and garuda) have a chance to unroll them.

Pangolin katanga are common to the savannah and jungle, but rarely travel into mountain regions. The pangolin has a prehensile tail which it uses to hang from trees, while on the ground this katanga is incredibly fast. The pangolin

katanga also have long claws used for digging burrows and can climb trees. Pangolins eat insects and larvae, though in human form will consume limited amounts of vegetables and meat. Pangolin katanga live on the edge of the jungle, sometimes venturing out into the savannah where they form burrows or families of 4-8 creatures. They forage on the ground, taking to the trees to rest or escape from predators. Pangolin katanga are rarely found in human or demi-human savannah or jungle tribes.

Ability Score Increase. Your Constitution score increases by 2 and your Wisdom Score increases by 1.

Hybrid Form.

Natural Armor. Your armor becomes 12 + your Dex bonus.

Climb Speed. In this form you gain a climb speed of 10 ft.

Burrowing Speed. In this form you gain a burrowing speed of 5 ft.

Stinking Spray. Cause a stinking cloud effect on a target within 10 ft. This ability can't be used again until the pangolin completes a long rest.

Animal Form.

Pangolin

Small Beast, unaligned

Armor Class [14 + Dex]

Hit Points [As character]

Speed 30 ft., climb 10 ft.

Actions

Claw. *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* [average] (1d6 + str) piercing damage.

Stinking Spray. Cause a stinking cloud effect on a target within 5 ft. This ability can't be used again until the pangolin completes a long rest.

Protective Ball. Take a move action to roll into a ball. In this pose you have

resistance to all physical damage but are unable to take any actions. Uncurling is a full action.

Snake Katanga

True to stereotype, snake katanga are subtle and scheming — but not all are evil. In fact, few snakes are evil or good; most are neutral. The most prominent features of a snake katanga in its Nubari form are its sibilant voice, faintly scaly skin, and its long, thin forked tongue. In animal form, snake katanga are either constrictor snakes like the boa and anaconda, or poisonous snakes like vipers and coral snakes. Snake katanga are generally solitary creatures, seeking out others of their kind only to mate. On the few occasions that they join human tribes, they remain aloof and even haughty, though individuals can overcome this natural impulse to gain another's confidence; snake katanga are subtle and manipulative, though most are forewarned by the creatures' reputation for scheming. When in Nubari company, snakes often seek out the leader and attempt to maneuver themselves into an advisory position, from which they can wield power subtly. Snake katanga are carnivorous.

Venomous or Constrictor. At character creation, you must choose if you want to be a Venomous (Poisonous) Snake or a Constrictor Snake Katanga.

Ability Score Increase. As a Poisonous Snake Katanga, your Dexterity score increases by 2 and your Strength score increases by 1. As a Constrictor Snake Katanga, your Strength score increases by 2 and your Dexterity score increases by 1.

Hybrid Form.

Venomous Bite (Venomous).

Melee Weapon Attack: reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw with advantage, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one

Constrict (Constrictor). *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the creature is restrained, and you can't constrict another target and are otherwise considered prone to any enemies besides the one grappled.

Blindsight. You gain blindsight out to 10 ft.

Slither. You are able move through spaces one size smaller than you.

Animal Forms.

Constrictor Snake

Large Beast, unaligned

Armor Class [8 + Dex]

Hit Points As character

Speed 30 ft., swim 30 ft.

Actions

Bite. *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until the grapple ends, the creature is restrained, and the snake can't constrict another target.

or

Venomous Snake

Small Beast

Armor Class [8 + Dex]

Hit Points As character

Speed 30 ft., swim 30 ft.

Senses blindsight 10 ft.

Actions

Bite. *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Tiger Katanga

Tiger katanga are solitary hunters, though a few individuals enjoy the company of a human tribe, where they often rise to positions of respect or leadership. Older, more experienced tiger katanga often appoint themselves guardians of the jungle. In human form, tiger katanga appear with faint orange or off-white striping on much of their bodies. In animal form, tiger katanga are always small tigers. They enjoy the protection of a common jungle tribe taboo against killing any tiger. The myth

Animal Form.

Tiger

Large Beast

Armor Class [8 + Dex]

Hit Points As character

Speed 40 ft.

Senses Darkvision 60 ft.

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger

of a terrible animal called Lion does not worry the tiger; none has seen Lion, or if one ever did, it refused to acknowledge it as Lion. Legend has it that if Lion ever appears in the jungle, no more tigers will be born. Tiger katanga are carnivores but are always Lawful Good. If a Tiger Katanga ever loses this alignment, they will no longer be playable.

Ability Score Increase. Your Strength score increases by 2 and your Wisdom Score increases by 1.

Hybrid Form.

Claw Attack. Your claw attack deals 1d6 damage.

Bite Attack. Your bite attack deals 1d8 damage.

Increased Movement Speed. While you are in bipedal form, your base walking speed is 35 feet.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell, while in bipedal form.

Darkvision. You gain Darkvision out to 30 ft.

can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

The second new race is the Saru.

Saru

The Saru are a race of intelligent apemen, harking back to their heritage of being the hyper-evolved great apes of the jungle. They are slow to learn, but

quick to adapt as a species often emulating other races they have encountered.

Damn, Dirty Apes

Saru have heavy upper-body strength, short legs, feet with limited grasping ability, and black or copper-red fur covering their body except on their faces, palms, and soles of their feet. Most saru are five to six feet tall and have arm spans up to nine feet wide. Their minds are strong and appear to be getting stronger for some reason. They have yet to truly master the common tongue of Malatra though, with occasional words missing from their sentences. Their own language consists of mostly grunts and gestures, but with these and the use of Malatran Sign Language, they have been able to communicate with many cultures that even the most intelligent Nubari have difficult relating to.



Guardians of Nature

The Saru are much more in touch with nature, and the jungle than even the Tam'hi. They have the innate belief that everything, in its own way, is alive and are often found talking to rocks, trees, fruits, small animals and really whoever will listen.

This belief partially manifests in the Saru's strict vegetarianism, as they would be loath to eat a truly sentient creature like a katanga by mistake. This trait is also apparent in their innate distrust of most obvious magic, which they feel is somehow working against the natural order of things. Although this fear appears to be weakening, it is unknown if it is a remnant of whatever force or group evolved them to their current state.

Saru Traits

Ability Score Increase. Your Strength score increases by 2 and your Wisdom Score increases by 1.

Age. Saru mature at a little faster rate than humans, reaching adulthood at around age 14. On average, a Saru will live to about 55 years.

Alignment. Saru are always good, being Vegetarians and caring for all living creatures.

Size. Saru vary widely in height and build from about 4 to 6 feet tall. Regardless of your height within that range, your size is Medium.

Speed. Your base walking and climbing speed is 30 feet. You can also climb along the branches of the jungle, as a result of your arboreal heritage.

Languages. Saru have their own language of grunts and gestures. They also can take Malatran Sign Language and a broken form of Malatran Common for free.

Ape Fists. Regardless of your height, you are stocky creature and your limbs are like clubs. Your base unarmed strike damage is 1d6.

Strength of the Saru. Saru are a very strong people, if you are required to make a Strength Check to lift, push or pull on object you receive an advantage on that check.

Wild Talent Recently, Saru's minds have been greatly awakened to their true potential. You have immediate access to the Wild Talent feat (UA2020 Psionic Options). You also have access to choose the Metabolic Control Feat when you advance in levels.

Fear of Magic. When a spell that is obvious to an observer is cast near you, you must make an Intelligence Saving Throw against the caster's spell save DC or be Frightened for 1d4 rounds. If the caster informs you one round in advance as a bonus action, or you are of level 6 or greater than you receive an advantage on your Intelligence Saving Throw. Due to this Fear, Saru cannot become Shaman, or Witch Doctors, but they have no problems choosing other casting classes, though they still fear those classes spells if they are not casting them.

Player Character Classes of Malatra

Hunter (Ranger Variant) - A variant of the Ranger class. The only Ranger Archetypes allowed are the Hunter (PHB), the Gloom Stalker (Xanathar's), and the Horizon Walker (Xanathar's).

Kwaku (Rogue Variant) - A variant of the Rogue class. The only Roguish Archetypes allowed are The Mastermind (Xanathar's), The Scout (Xanathar's), The Inquisitive (Xanathar's).

Mystic (Warlock Variant) - A variant of the Warlock class. The only Warlock Patrons allowed are The Archfey (Xanathar's), The Undying (Sword Coast Adventures), or the Elemental Lord (see below).

Shaman (Druid Variant) – A variant of the Druid class. The only Circles allowed are The Circle of the Land (PHB), The Circle of the Moon (PHB), and the Circle of the Shepherd (Xanathar's).

Storyteller (Bard Variant) - A variant of the Bard class. The only Colleges allowed are The College of Lore (PHB), The College of Whispers (Xanathar's), and The College of Swords (Xanathar's).

Warden (Barbarian Variant) - A variant of the Barbarian class. The only Primal Paths allowed are The Path of the Berserker (PHB), The Path of the Totem Warrior (PHB), and the Path of the Ancestral Guardian (Xanathar's).

Warrior (Fighter Variant) - A variant of the Fighter class. The only Martial Archetypes allowed are Champion (PHB), Battle Master (PHB), and Brute (UA2018.01.08).

Witchdoctor (Sorcerer Variant) - A variant of the Sorcerer class. The only Sorcerous Origins allowed are Wild Magic (PHB), Storm Sorcery (Sword Coast Adventures), or Ancient Bloodline (see below).

Sorcerous Origin

At 1st level, a Witchdoctor will choose a Sorcerous Origin. Here is a new option for that, Ancient Bloodline.

Ancient Bloodline

You draw your power from a distant relation to enigmatic Ancients. Your connection is a gift bestowed seemingly at random throughout the generations, and feels like a sixth sense, a silent tugging to places of great power. By tapping into these magical reservoirs, you have learned to channel a surplus of arcane energy throughout Malatra into your Metamagic, and can use this to extents normal spellcasters could never hope to achieve.

Metamagic Savant

When you choose this origin at 1st level, you gain 1 Metamagic option of your choice and 1 sorcery point.

Improved Metamagic

Starting at 1st level, your connection to the land's ley lines grants you a boon to your magic. All known Metamagic costs 1 fewer sorcery points, to a minimum of 1.

Free Metamagic

At 6th level, you learn to store the land's magic in your own body and may use

any Metamagic you know without expending sorcery points. After using this ability, you cannot do so again until completing a short or long rest.

Connecting the Streams

At 14th level, you learn to connect others to the stream of magic. As a reaction you may apply any Metamagic you know to any spell cast within 30 feet. This Metamagic costs double the normal number of sorcery points.

Metamagic Mastery

By 18th level, you have perfected the use of Metamagic. You gain the ability to use any Metamagic that is not currently on your list of known Metamagics. Using one of these costs double the normal number of sorcery points, and is not reduced by Improved Metamagic.

Otherworldly Patron

At 1st level, a mystic gains the Otherworldly Patron feature. Here is a new option for that feature: The Elemental Lord.

THE ELEMENTAL LORD

You have made a pact with one of the powerful elemental lords that inhabit Malatra, such Ngemba the Noble of Air, Roshink the Noble of Earth, Faroum the Noble of Fire, or Nigella the Noble of Water. Which patron you choose will determine some of the features you gain.

ELEMENTAL LORD FEATURES

Mystic Level Feature

- 1st Expanded Spell List, Elemental Affinity
6th Elemental Deflection, Elemental Infusion
10th Elemental Armor
14th Elemental Power

EXPANDED SPELL LIST

The Elemental lets you choose from an expanded list of spells when you learn a warlock spell. You add the spells from the Expanded Spell List table appropriate to your patron's element to the warlock spell list.

AIR ELEMENTAL EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	Feather Fall, Thunderwave
2nd	Dust Devil, Gust of Wind
3rd	Call Lightning, Wind Wall
4th	Freedom of Movement, Storm Sphere
5th	Control Winds, Steel Wind Strike

EARTH ELEMENTAL EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	Earth Tremor, Heroism
2nd	Maximilian's Earthen Grasp, Spike Growth
3rd	Erupting Earth, Meld into Stone
4th	Stone Shape, Stoneskin
5th	Transmute Rock, Wall of Stone

FIRE ELEMENTAL EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	Burning Hands, Searing Smite
2nd	Scorching ray, Flame Blade
3rd	Flame Arrows, Melf's Miniature Meteors
4th	Fire Shield, Wall of Fire
5th	Flame Strike, Immolation

WATER ELEMENTAL EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	Fog Cloud, Ice Knife
2nd	Lesser Restoration, Snillo's Snowball Swarm
3rd	Tidal Wave, Wall of Water
4th	Control Water, Ice Storm
5th	Cone of Cold, Maelstrom

ELEMENTAL AFFINITY

At 1st level, you gain resistance to all attacks using your chosen element. Your connection to your patron also allows you to channel energy from the elemental planes. As a bonus action, you the option below that corresponds to your patron and gain its benefits for 1 minute per warlock level. You have two uses of this feature, and you regain all uses when you finish a short or long rest.

Air's Agility. Your base walking speed increases by 15 feet, and you can take the Disengage action as a bonus action.

Earth's Might. You count as one size larger for the purpose of determining your carrying capacity and the amount you can lift, drag, or push. You have advantage on Strength (Athletics) checks to grapple a creature or escape a grapple, and you can move a creature one size smaller than you with no penalty to your speed.

Fire's Destruction. When you cast a spell that deals fire damage, you can add your proficiency bonus to one fire damage roll of that spell against one of its targets.

Water's Empathy. You are affected by the spells Water Breathing, and Freedom of Movement. As a full round action, you can pass this ability to an ally you can see within 20 feet. This

counts as a separate use of your ability for the day.

ELEMENTAL DEFLECTION

Starting at 6th level, the element to which you are bound is even more reluctant to harm you. You have advantage on saving throws against spells and damaging effects that make use of your chosen element, and attack rolls made against you making use of your bound element are made with disadvantage. In addition, you gain resistance to attacks using some versions of elements directly opposed to yours. Air is resistant to Acid, Earth is resistant to Lightning, Fire is resistant to Cold, and Water is resistant to Fire.

ELEMENTAL INFUSION

Starting at 6th level, you can at your will alter the type of damage of any of your Invocations or spells to a type closer to your chosen element. Air becomes Lightning, Earth becomes Acid, Fire becomes Fire, and Water becomes Cold. No other effects of the Invocation changes. This change must be declared prior to rolling any damage dice.

ELEMENTAL ARMOR

Starting at 10th level, you can sometimes channel even more power from your patron's native plane. You can use a bonus action to expend two uses of the Elemental Conduit feature to garb yourself in your patron's element for 1 minute, gaining benefits that differ depending on the element.

If your patron is Ngemba, you surround yourself with a whirlwind, gaining the benefits of the air's agility Elemental Conduit option and a flying speed equal to your walking speed.

If your patron is Roshink, you garb yourself in stony armor, gaining the benefits of the earth's might Elemental Affinity option and ensuring that your Armor Class can be no lower than 17. If your patron is Faroum, you wreath yourself in a fire that does not burn you, gaining the benefits of the fire's destruction Elemental Conduit option, shedding bright light for 30 feet and dim light for another 30 feet, and causing any creature that hits you with a melee attack to take 1d6 fire damage immediately afterwards.

If your patron is Nigella, you surround yourself with soothing water, gaining the benefits of the water's empathy Elemental Affinity option and gaining 1d6 + 1 temporary hit points at the start of each of your turns.

ELEMENTAL POWER

At 14th level once per turn, when you roll for any damage you have dealt using your aligned element, you can reroll the damage dice and use either total. Whenever you deal damage of your type to a creature, you ignore resistance to those damage types and treat immunity to them as though it were resistance.

In addition, you can cast the following a level 6 spell based on your patron as a standard action once per day. Ngemba: Investiture of Wind, Faroum: Investiture of Flame, Nigella: Investiture of Ice, Roshink: Investiture of Stone.

Standard Languages

Languages	Typical Users
Malatran Common	Most races and tribes
Koshivan	Koshiva Tribe
Rudran	Rudra Tribe
Simbaran	Simbara Tribe
Inyoran	Wise Ones (Inyora) Tribe
Jengese	Jengi Tribe
Simbukese	Simbuki Tribe
Huroolan	Huroola Tribe
Zantiran	Zantira Tribe
Katimayan	Katimaya Tribe and most other Korobukuru
Malatran Sign Language	Saru, Plant Folk, Lacerials, deaf characters
Saru	Saru
Katanga	Any Katanga

Exotic Languages*	Typical Users
Primordial	Elemental Spirits
Sylvan	Fey Spirits
Oscray	Oscray
Lizard Speak	Lizard Folk
Kukula	Kukulatu Tribe
Butese	Butu
Aarakocran	Aarakocra
Kangese	Tribes in the Valley of Kang
Ancient	----
High Saru	Great White Saru

*Heroes taking these languages should have the Linguist Feat, they are not available on character creation.

The Backgrounds of Malatra

Malatra is home to many tribes; each with their own cultures and traditions. These tribes have differing ways of life that may sometimes put them at odds with other tribes, but the harsh and punishing land of Malatra encourages the various tribes to work together to survive. Competitions, rituals, and festivals help to strengthen

cohesiveness among the tribes, and relieve tension between them, as well.

Most of the tribes of Malatra are primarily nubari, while a few tribes, such as the Katamaya and the Jengi, are only composed of a different individual race. Human tribes often accept other races into their society, seeing it as a necessity for survival.

Individuals rarely live alone in the jungle and even those that live on the outskirts of society, like the katanga or primal wardens, have membership in a tribe. These tribes will serve as available Backgrounds for your hero. Choose one tribe to be a member of, you gain any proficiencies, abilities, and taboos of that tribe.

The Saiyama Tribe

Available to: Nubari, Shu, Korobokuru, Katanga (any), Tam'hi (both)

Skill Proficiencies: Choose two from among Athletics, History, Insight, Persuasion, or Religion

Languages: Any two of your choice.

Tribal Taboo: Every tribe member (including honorary ones) **MUST** return for the entire month of the Council of Tribes. This taboo is seen not as a burden by the membership of the tribe, but as a benefit, as feasting and carousing are commonplace.

Feature: Cultivated Talent

The members of this tribe have been spoiled more than any other tribe; they have therefore had the time to devote to becoming better at one of their skills. You may choose one of two options: You may choose one of your skill proficiencies and gain double the proficiency bonus.

Alternatively, any downtime activities for crafting require half the required time to complete.

Tribe Description and History

Once this tribe was known as the Tribe of Big Chief Bagoomba, but the tribe's name was changed back to its original name during the war with Tiger. In recent years the tribe has been ruled by the cunning and forward thinking Chieftainess Mirmirani.

Being only a day's walk from Fire Mountain—Malatra's only known active volcano and center of many beliefs, superstitions, and taboos—the Saiyama was afforded a great deal of prestige. At one time, the tribe numbered more than 600 men, women, and children, making it the largest known concentration of nubari civilization. The tribal lands are vast, but most lived in one village on the bank of the River of Laughing Idols. A hub of politics, trade, and culture; its central location in the plateau made the village ideal for the location for the yearly gathering of the Council of Tribes and the meeting hut of the Council of Elders—representatives from most tribes who acted as a representative political body and a check on the power of any individual chief.

The tribe is predominantly nubari; however, the Saiyama have become accustomed to a somewhat cosmopolitan attitude. No member of any race desiring to live there is turned away, and eventually they also counted a number of races among its tribe, primarily these were katanga, korobokuru, and a few shu. A few members of other races such as saru, tam'hi, or thri-kreen often visited, but were not considered a part of the tribe unless they specifically requested the honor. Following the War with Tiger, the Saiyama were the most involved in accepting refugees and the foundation of the refugee Kimbo tribe. In this respect, the Saiyama is the most unusual of all the Nubari tribes as each of the other tribes is far less homogenous.

The Saiyama produce several crafts to trade, including weapons, pottery,

jewelry, and food; nearly anything made anywhere in Malatra sooner or later can be found and traded for here. Food, in particular, has helped establish the tribe's power in the region, since it is so important to smaller tribes during seasons of drought or excessive rain. Additionally, its central location and access to the river has made it the largest bartering market in Malatra. The language of this tribe is also the language of trade and is known as Malatran Common.

Since the Saiyama is a melting pot of races, specific dress, strict rituals, and long-time traditions vary between elders and families throughout the tribe. They also have begun developing a rather regimented societal class system based upon seniority of tribal membership. Those who have been members of the tribe longer could be considered higher class and more influential in their society. Whether this system will continue or collapse due to the changing nature of their tribal demographic, remains to be seen.

Once at the end of every year the Saiyama hosts a War Council called the Council of Tribes. It is a gathering of tribal representatives who meet for one moon to trade, negotiate peace treaties, have celebrations, and even declare war on blood enemies. They also act as a semi-permanent home to the Council of Elders, who individually act as Ambassadors from the various tribes they represent.

Tribal Demographics

Saiyama 1 very large (300-400 people) and 19 very small (10-25 people) villages (60% nubari, 15% korobokuru, 10% shu, 10% various katanga (caiman,

monkey, pangolin, tiger, snake are roughly 18% each, 10% other types), 2% Tam'hi, 2% Saru, 1% other (aarakocra, butu, lacerial, lizardfolk, oscray etc); Heroes 35% average (this number fluctuates).

When Saiyama die, their bodies are taken to Fire Mountain and thrown into the pits of fire as an offering to the God of Fire Mountain.

The Huroola Tribe

Available to: Nubari only

Skill Proficiencies: Choose two Acrobatics, Athletics, or Nature for females; OR Arcana, Insight, or Medicine for males.

Languages: Huroolan and Malatran Sign

Tribal Taboo: Men are not allowed to wield weapons within the tribe for any reason.

The Huroola are a closed and xenophobic people. A matriarchal society, they keep to themselves for the most part, only considering other Nubari tribes as true allies. These distinctions are the results of lessons learned through their tragic history.

Feature: Light Sleeper

Both male and female Huroola are trained from birth to be ready for anything. Consequently, you may make a Wisdom (Perception) check anytime you are asleep. If successful, you are instantly awake and ready for action. You may act as normal during a surprise round if you have been asleep.

Tribe Description and History

Many generations ago, the Huroola were a great, warlike people. They were dominant over nearly a 3rd of all of Malatra. Their villages spread from their side of Fire Mountain, all the way along

the River of Laughing Idols to the Valley of the Spirits. They encompassed everything from the northern portions of Sleepy Lake and The Jungle of Lost Tribes, to the western reaches of the Rayanna Savanna and the the Dark Moors south of Dakuba Swamp. It is very clear that most of the known tribes in the Malatra today were once part of, ruled by, or heavily influenced by the Huroola.

All was not paradise in this kingdom, however. There was much internal strife, as the demands of ruling such a vast region was taxing upon the tribal warriors. Some of this conflict was mitigated as the women in the tribe acted as “Speakers for the Dead,” priests who are said to speak with the words of their ancestors.

The aggressive tendencies of the Huroolan men were not curtailed by these problems, and they often pushed the boundaries of their territory. Often the men made war on other tribes, but they fought among each other just as often, stopping only when one of the villages in conflict was destroyed or negotiated a peace through the speakers, who were the administers of healing and reconciliation.

Finally, the cycle of revenge for past slights escalated beyond the means of any speaker to negotiate a peace or even a victory, and the Huroola very nearly destroyed themselves as civil war broke out. It was during this turmoil that an old enemy (some say it was the ancestors of the Kukulatu) marched upon the Huroolan capitol village and nearly destroyed it.

As their dreams of empire crumbled, and far-flung villages and outposts began to assert their independent authority, the remaining Huroola began to look inward. They chose new leadership, and speakers. They consulted the ancestor spirits and the spirits of the land. Then the Huroola speakers declared that all weapons of war or hunting were taboo for all men. From that day forth, only women of the Huroola tribes could make war, and did so only when the speakers commanded. The roles of both women and men changed drastically, as most (but not all) women learned to defend the tribes against predators and invaders. Men learned to keep the homes, protect the fires, forage and set traps for food—but not to hunt with weapons. Those few who disobeyed the taboo were punished with death, often being tossed into the boiling lake hidden on the slopes of Fire Mountain.

This arrangement held for several generations, but in recent years, some Huroolan men have learned to speak with ancestors and the spirits of the land, and some of the first male speakers of the Huroola now guide the villages with their female elders. This push for equality also extended to their taboo against men using weapons. It is unusual—but not unheard of—to find a Huroolan man far from his village bearing weapons of war—but he knows that he may never return to his home, lest he be killed. Many of these self-appointed outcasts have been sheltered by or even become members of the extreme progressive society of taboo breakers called the Blue Hands.

Huroola of either gender are rarely encountered away from their villages,

which usually consist of 10-30 huts made of bamboo and reeds supported by dried mud. Due to construction techniques lost to most tribes, Huroolan huts are far more resilient against the ravages of the elements than those of others and can last several generations without need of major repair. The villages are defended by female warriors, though about half of the female population is gone during the day, hunting, or exploring. The men remain behind, tending to the children and the homes, preparing meals, or crafting simple baskets, pots, and other tools—with the important exception of weapons.

Within a given village, 3-6 women and (rarely) one or two men act as the speakers of the village (the term “speaker” is used for both genders). These speakers keep the stories of the tribe alive in their nightly recitations of the dozens of tales of their ancestors, adding a new one whenever a woman of the village performs a particularly daring act of hunting or combat.

Both male and female members of the tribe dress in scant hide clothing and wear ornaments of brightly stained wooden and clay beads on leather thongs when dealing with other tribes or outsiders. Because of their reversed traditional gender roles, women of the tribe have an open and relaxed tendency toward nudity, though men have become more prudish. When defending against invaders or leaving on a war party, Huroolan warriors daub their faces with blue-stained mud, their hands with white chalk as an honorific to the spirits of their ancestors.

The Huroolan women hunt boar, giant snake, and other jungle mammals and reptiles, while the men who hunt set traps for small game and (in those villages near a river) trap fish in nets. For a short time, women would join them and spear-fish, but in their wisdom, the speakers decided that using weapons so close to the men who were fishing with nets would remind them too much of the power they used to wield unwisely, and so spear-fishing is another minor taboo of the tribe.

Tribal Demographics

Huroola 1 medium (75-150 people) and 9 small (25-100 people) (100% Nubari, though they are frequent hosts to shu, jungle tam'hi, or tiger katanga provided that they are female; Heroes 25%.) When Huroolan women die, they are given warrior's pyres. When Huroolan men die, they are buried with honor outside of their villages.

The Koshiva Tribe

Available to: Nubari, Monkey Katanga, Korobokuru

Skill Proficiencies: Persuasion plus choose two from Athletics, Insight, Water Vehicles, or Survival

Languages: Koshivan, plus one additional of your choice.

Tribal Taboo: Several smaller taboos exist, such as the prohibition about a man letting a woman cut his hair, or a refusal to re-use a boat that has previously swamped, but the major taboo is a restriction on travel prior to a tribal election. Those Koshiva who find themselves away from the tribe on the day of the election will remain where they are until another Koshiva finds them to tell them the results of the election. Returning to the tribe and not

knowing who is currently in charge is likely to get a Koshiva exiled.

Feature: Tree Topper

You gain advantage on any Strength (Athletics) checks related to climbing.

Tribe Description and History

The Koshiva or “Boat People” derive most of their food by fishing, though older women and men also forage to supplement their diet. Rare hunting parties will bring back a boar or some other jungle beast for special occasions. Fishing and boat-making are the trademarks of the Koshiva, but their tree villages are the most spectacular feature of their villages. Woven bridges cunningly fitted treehouses, and open platforms sprawl across their territory, sometimes even crossing over narrower portions of the River of Laughing Idols.

The Koshiva are a very political people both externally and internally. This comes from a long history of bloody conflict which followed the fall of the old Huroolan tribe. Various tribes of the region all vied for power, and soon began to directly compete. One tribal witch doctor couldn’t bear to see more carnage and called for a summit, where each of the seven neighboring villages would get one vote on how to proceed. At the end of the summit, weddings between several of the various tribes were arranged to help secure a lasting peace. Of course, this temporary peace didn’t last, and the next season another summit and accompanying weddings were required. And then one the year after that, and so on. After a generation of such tribal votes and weddings the seven separate tribes were looking rather uniform, and the decision was made to merge the tribes permanently.

Several aspects of this time have carried through to modern times. The Koshivans mostly live in tree villages because it was found to be more defensible against the other warring tribes. Their open friendship with other tribes is a result of their belief that other tribes could one day themselves be Koshiva. Taronee, the Koshiva witch doctor prior to the war, was instrumental in setting up the Council of Elders likely for just this intended purpose. Indeed, since the problems that befell the Katimaya, many korobokuru have joined the tribe.

Being very political, the Koshiva think of voting as a duty. Each of their villages has its own chief, though each of those chiefs are subservient to the Tribal Chief, and the head shamans or witch doctors appointed to each village. Each village chief has their own field of responsibility, such as the War Chief, Justice Chief, Harvest Chief, Hunting Chief, Infrastructure Chief, Trade Chief, or Craft Chief. Only village chiefs are eligible to run for Tribal Chief.

Choosing any chief is done through an election in which all tribe members vote. Since there are no restrictions on the vote, corruption and intimidation is sometimes rampant, and there can be several votes before a new chief is chosen. So accomplished have some members become at this process, that a few are even considered career politicians. The youth of the tribe is trained at an early age to respect the law and to be thoughtful and conciliatory in its implementation, making it a tribe of ambassadors, politicians, and bureaucrats. This attitude has helped keep them safe from harm by allying

with other more warlike tribes, such as the Simbara or Huroola.

Koshiva hunters (both men and women) make good defenders on the occasions when they are raided by the korobokuru (more common since the events at the end of the war), lizard men, or evil caiman katanga. Indeed, the Koshiva would be more likely to simply offer any opposing tribes membership within their tribe than they would be to go to war. They are an industrious people, especially clever with crafted items. Their pottery, carving, and jewelry-making are among the finest of the Nubari.

Koshiva women wear elaborate head ornaments contrived to raise their hair in tall coifs. The higher the hair, the greater the relative social position of the woman. Woe to she who presumes too high a station, for the other women will catch her and cut her hair short. "She wears her hair too high" is the phrase used to describe haughty or arrogant Koshiva women. Koshiva men, on the other hand, shave their heads almost completely, leaving simple ornamental shapes of hair. Men never let women shave their heads; only their closest male friends are given this privilege. It is considered bad luck to let a woman shave a Koshiva man's head.

Other tribes are friendly with the Koshiva. But the river tam'hi, though rarely seen, are coldly neutral to most of the Koshiva villages; on the rare occasions that the Koshiva harm or show disrespect to the river, relations between the tam'hi and the Koshiva turn drastically worse. The usual Koshiva reaction to these times is to make amends as soon as possible, usually in

the form of repairing damage, seeking advice of the tam'hi, and offering restitution in the form of gifts. Other tribes sometimes refer to the Koshiva as an inevitability--as in, "one day we will all be Koshiva". But they bear the tribe no ill will.

Tribal Demographics

Koshiva 7 medium (100-200 people) villages (85% nubari, 8% korobokuru, 6% monkey katanga, 1% other races; Heroes 15%).

When Koshiva die, their bodies are buried with a newly planted tree. Loved ones and family members will spend time clearing brush and the overhead canopy for some time afterward to ensure the new tree gets enough light.

The Rudra Tribe

Available to: Nubari, River Tam'hi, Jungle Tam'hi

Proficiencies: Water Vehicle Proficiency, plus choose two from Athletics, Deception, Nature, or Stealth

Languages: Rudran

Tribal Taboo: Members of this tribe consider excessive talking a taboo, such things increase the risk of enemies discovering secrets about the tribe that the tribe doesn't wish learned.

Feature: Life Blessed

If killed due to combat damage, you are given the benefit of already having succeeded in 1 Death Saving Throw. Meaning you will only need to succeed at two more to survive.

Tribe Description and History

Nestled against a crook in the river is the proud tribe of Rudra, the river people. Fishers and hunters, they derive their livelihood from the river and

zealously protect their territory. Their homes are built on stilts to accommodate the swelling riverbanks, and there are two towers in which warriors sit to watch for trespassers and other threats. They are an aggressive and suspicious people, quick to strike out if others hunt in their territory. For this reason, many other tribes give them a wide berth. And when others opt to visit the Rudra, they bring numerous gifts, which make them more welcome. The only people the Rudra seem openly to accept are the saru, who are mobile and seem to pose little threat to their way of life.

All Rudra youths are taught to use the spear and bow. Even the few spellcasters in the village are proficient with those weapons.

Rudra villagers are among the tribes to weave rough linen and coarser fabrics. All of the adults and most of the children wear at least some fabric clothing. The more prestigious villagers wear long, white togas, while most others dye their clothing red or brown.

The village is ruled by a chief and his two hand-picked assistants. The chief is selected through a rigorous contest, in which the most able and clever warrior rises to power. The contest often proves fatal to lesser challengers. The chief reigns for three years, when another contest is called.

Tribal Demographics

Rudra 3 Medium (75-150 people) villages (93% nubari, 4% river tam'hi, 3% jungle tam'hi, less than 1% other races; Heroes 9%).

When Rudra die their bodies are placed in specially made canoes, which are partially swamped and sent down river.

The Simbara Tribe

Available to: Nubari, Tiger Katanga, Korobokuru

Proficiencies: Athletics, plus choose two from Medicine, Survival, Intimidate or Stealth

Languages: Simbaran

Tribal Taboo: The Simbara have a taboo against using any kind of fire in combat. This extends to fire-based spells.

Feature: Foe Hunter

Your critical hits are stronger against an enemy who has previously injured you. They do x3 damage instead of x2.

Tribe Description and History

The Simbara, or People of the Lion, as their name suggests, revere the great cats of the plains. They believe firmly that the greatest of their warriors and shamans are reborn as lions. It is also said that the greatest of Nubari warriors can wrestle a lion into submission, stealing away some of its strength and wisdom in the victory. In actual practice, though some of the Simbara boast of wrestling a lion, none really have done so. The few who have tried in recent memory died in the attempt. Clever warriors will sometimes attempt to shame their rivals into "dancing with the lion," hoping the great cat will dispose of their nemeses.

Once the legend of Tiger was whispered among the Simbara, as popular belief had it that should Lion and Tiger ever meet, a terrible apocalypse would occur. But ever since the end of the war with the Tamara, now the stories of Tiger's

defeat at the hands of the Great Heroes of the Jungle are told instead. This has not stopped people from believing that Tiger could someday again return, indeed many Simbara are the self-appointed guardians against that event. These Simbaran fanatics zealously hunt down the former servants of Tiger and expose evils which might be related to leftover Tamaran schemes. They are one of the most vocal opponents of the great threats to the south. Unfortunately, these efforts have accomplished very little, other than to have an unexpected consequence: A youth or two of the tribe have become ambitious for the power a few of the Tamara were known to have displayed during the war. Only time will tell if anything will come of this youthful rebellion.

Simbara culture is based largely on status and achievement, so pride often gives way to arrogance among the more adept warriors. Threats and boasting are not uncommon, though the Simbara have devised contests of strength, dexterity, and endurance to keep their young warriors from killing each other while competing for attention and praise. This same pride often leads the Simbara on raids against their neighbors, the object of which is to prove their prowess by stealing cattle or weapons without bloodshed—though almost inevitably a fight ensues when the raiders are discovered. The Simbara win far more often than they lose, though they are feared and distrusted by the tribes who have suffered most from their raids.

Aside from war and raiding, the Simbara are a hunting-based tribe, although they also practice limited agriculture, raising potatoes and other tubers, as well as

some grains which they use for a sort of porridge. When hunting, they most often prey on deerlike game (antelope, gazelles, sable, and other herd animals), but they also relish boar, water buffalo, and tapirs. Most Simbara tribes also raise cattle and pigs. However, to call a warrior a “pig herder” is a dire insult.

Constructing straw huts in small clusters, the Simbara rarely relocate, though flash fires and other natural disasters displace villages occasionally. They seek out homes near water holes, or not far from the jungle’s edge. Water is never so scarce that they suffer, but dry periods make water very precious. The Simbara are a tall, thin people. They wear minimal clothing during the day, favoring coarsely woven robes and simple cloaks on cool evenings. They value bone and fiber ornaments and armor. Basket weaving and bone carving are the predominant crafts, though the quality cannot rival that of other tribes’ products.

Their warriors carry tall, oval shields and prefer the spear. When they go to war with villages of their own tribe or (more often) with other tribes—usually over water or hunting rights—the Simbara are fierce and brave. Using fire in war, however, is considered evil and dishonorable, though some of the villages will stoop to burning the huts of their enemies. Any village accused of using fire in such a manner is almost always attacked immediately and relentlessly, until destroyed by the other local Simbara tribes. Individuals accused of such a crime are dealt with in much crueller fashion; there is no greater taboo among the Simbara than using fire in combat.

Tribal Demographics

1 Large (100-200 people) village (Named Simbara), formerly 100% Nubari, after the war it became 80% Nubari and 20% Korobokuru; heroes around 10%)
Village is adobe huts
When Simbara die their bodies are burned.

The Inyora Tribe (The Wise Ones)

Available to: Nubari, Pangolin Katanga, Shu

Proficiencies: Religion plus choose two from History, Nature, Medicine, or Arcana

Languages: Inyoran plus one of your choice.

Tribal Taboo: The Wise Ones have a taboo against keeping secrets. They will freely give knowledge to any who ask for it.

Feature: Armor Masters

You start at first level with woven thatch armor, and never suffer levels of Exhaustion for wearing it.

Tribe Description and History

The Inyora refer to themselves and are referred to by the name Wise Ones, in honor of the tontor whom they revere. This appellation may have gone to their heads somewhat, as younger generations increasingly tend to be arrogant of their knowledge. The tribe has a very unique relationship with the truth and has a taboo against lying. This human tribe of the savanna pride themselves on their intellect and their ability to treat all beings equally. They revere shamans and witch doctors, and it is the oldest of these people who make up the tribe's council. The tribal

council serve as advisors to the chief and act as jurors when anyone is charged with committing a crime against the village.

The current chief is Aantylla, the highest-level shaman in the village, and former member of the Council of Elders. She is 40 years old, newly elevated to her position, and it shows.

The Wise Ones are peaceful, though the tribal council makes sure one-half of the village's youths are trained in the arts of combat. They realize other tribes in the area are not so peaceful, being especially wary of the Simbara. The most agile and healthy of the youngsters are selected for the training. The others are encouraged to study arts of the mind, and to pursue shaman or witch doctor training. Because of this, the tribe members look like thin, scholarly people and muscular, active ones. There is little in between.

The Wise Ones are gatherers and fishers, and their trade is woven baskets. It takes years to perfect the skill of basket-weaving, and the baskets the Wise Ones make range from small containers the size of a man's fist to large ones as big as a hut. The latter are used for feasts to honor the elephant. It is the Wise Ones' skill at weaving that make their huts remarkably waterproof. So tight is the thatch woven, that nary a drop finds its way inside, even during the hardest showers of the rainy season. The most skillful weavers often continue to embellish their homes, making some into true works of art. Some few warriors wear cunningly woven thatch armor, and most tribe members have at least one piece of

clothing made of straw or thatch, usually a skirt or sun cape.

The Wise Ones' totem animal is the elephant, which they consider the wisest of the jungle animals. Elephants are often found near the village, as the shamans speak daily with the great beasts to learn what is transpiring in the area. Injured elephants somehow find their way to the village, where shamans heal their wounds. Sometimes the thankful beasts stay on for years. In fact, there will always be elephants living on the edge of the village. A shaman is considered blessed by the gods if an elephant selects him or her for a companion. Such a shaman soon finds a place on the council.

Tribal Demographics

Inyora (The Wise Ones) 1 large (100-200 people) village (named Inyora)

Heroes: 5%

Villages are made of earth lodges.

When Inyora die they are buried within a specially woven basket. Through means known only to their elders, the basket enhances decomposition of the corpse, so that by the end of one full cycle, the body has become brittle bones. It also somehow makes the surrounding land more fertile, and growth above old graves is very strong. They are more than willing to share the method of creating such a basket with anyone who asks, but most people do not have the patience to study for the required ten years it takes to learn the proper procedure.

The Katimaya Tribe

Available to: Korobokuru, Snake Katanga, Tiger Katanga, Monkey Katanga

Proficiencies: Stealth, Perception and choose Performance, Deception, or Intimidation

Languages: Katimayan

Tribal Taboo: The Katimaya have a taboo against retaining personal wealth. What belongs to one Katimaya, may as well belong to all of them. Items held for too long a time are often chosen by tribal elders to be sacrificed to War'dango.

Feature: Cunning Boaster

When in a Boasting Competition a member of the Katimaya can use their Insight instead of Persuasion, Deception or Performance in order to sway their audience.

Tribe Description and History

A loose translation of "Katimaya" is "borrowers," and the korobokuru of this tribe do have a great fondness for things belonging to others. This is not a typical trait of all korobokuru.

The Katimaya do not practice agriculture, except foraging for those fruits and vegetables which require little effort to collect. Hunting is considered hard but necessary work, and it carries some status. Those Katimaya with a more honest nature make good hunters and defenders. But it is in trading, raiding, and scavenging that the Katimaya prosper.

The Katimaya take great pride in a successful raid. A warrior is not considered a true adult until he has stolen his first weapon. Thus, any group of Katimaya encountered will have a variety of weapons, ranging from rough clubs to decorated mahogany spears. These korobokuru live near but not on the River of Laughing Idols, downstream from the Koshiva, whose excellent

pottery is often the target of Katimaya raids.

Katimaya raids are carefully calculated affairs, planned weeks in advance. During the raid itself, the korobokuru creep into a sleeping village, gathering up as many goods as possible. Inevitably, one of the raiders loses his nerve and releases a terrific ululating scream, at which point all the raiders run shrieking back into the night. The Katimaya themselves claim that these are not shrieks of fear, but screams meant to wake and terrify their victims. Some victims decline to exact revenge for these comical raids, though others pursue the thieves with a vengeance. The Koshiva are among the former. The one productive skill of the Katimaya is the secret of brewing a fermented drink they call ru'uka. Perhaps it is because they are generous in trading this drink with the Koshiva that the latter have never exacted a punishment for the many pottery raids.

Evenings in the Katimaya villages are always celebrations. Boasting contests are common, with the winner decided by the consensus of the tribe. Boasters who include physical proof with their tales, such as a claw with a tale of escaping a leopard, tend to win such contests.

Tribal Demographics

1 medium (75-150 people) village 3 small, (largest named Katiman, the name became the default name for the refugee village they founded during the war)
Villages are ramshackle hovels. When Katimaya die they are buried exactly where they fell, this custom even

applies to within buildings or in other tribal lands. To make matters more complicated, everything within immediate sight of the newly buried Katimaya is afterward considered to be Katimayan land and sacred territory.

The Jengi Tribe

Available to: Shu, Jungle Tam'hi, Pangolin Katanga, Snake Katanga

Proficiencies: Athletics, Stealth, and chose one Perception, Nature, or Medicine

Languages: Jengese, Shu

Tribal Taboo: The Jengi have long held a taboo against outsiders sleeping within the confines of their village, since this war this has become even more strict and now no outsiders are allowed within their village unless accompanied by an equal number of Jengi.

Feature: Gifted Learner

Once a day, you can apply your proficiency bonus to any skill which it currently does not apply. The Jengi also are very organized and have provided a reading and writing education to all tribe members. (Starting Heroes are automatically literate, heroes who become honorary members can then take the Literacy Feat.)

Tribe Description and History

The Jengi are typical of shu tribes, living just close enough to the Nubari to be considered neighbors. They do not encourage visitors, but they receive guests pleasantly, if not eagerly. No visitor is allowed to sleep within the circle of leafy huts of a Jengi village, though one may sleep just outside if there is no other place to go. That sleeper, however, will be watched by a group of six or more Jengi guards all

night. The shu are very cautious when it comes to strangers.

The Jengi live by hunting, and by foraging to a small extent. Jengi hunting parties usually consist of most of the tribe, and they are a formidable force indeed, organized and deadly.

Employing a combination of teamwork and carefully laid traps, the hunters can bring down even the most dangerous predators of the jungle.

Unlike most of the Nubari and korobokuru tribes, the Jengi shu have no concept of individual challenges. Should a boastful korobokuru lose his temper and challenge a shu warrior in a Jengi village, he will be surprised to find himself suddenly set upon by all the shu in sight. There is no such thing as individual honor among the Jengi; they share it among themselves, just as they share the dangers of survival.

Tribal Demographics

1 medium (75-150 people) village (called Jengi) and 2 small (25-100 people) villages (Sulaki and Rhulanas) Villages are huts made from hollowed out trees.

No one knows what happens to the Jengi when they die, their bodies are taken into their village after sunset, and the tribe has never told anyone what happens next. It is known when the daylight comes no trace of the dead can be found.

The Zantira Tribe

Available to: Nubari, Caiman Katanga, River Tam'hi

Proficiencies: Athletics, Nature, Water Vehicle Proficiency

Languages: Zantiran

Tribal Taboo: Zantira have a taboo against dying anywhere except upon

water. If a member of the tribe does die upon land or in the air somehow, then tribal warriors are sent to retrieve as much of the body as possible so that it can be sent into the mists of Sleepy Lake. This is the only way to ensure that their spirit can join with the other ancestor spirits. Reincarnated characters are NOT immune to this taboo, and occasionally a living character has to be captured and sent into the mists, never to return.

Feature: Born Swimmer. The Zantira tribesmen all have advantage on Athletics checks related to swimming. They also are adept divers and may add their proficiency bonus into the number of rounds they can hold their breath while underwater.

Tribe Description and History

Malatra's better known Nubari tribes have settled near Fire Mountain, at the edge of the Rayana Savanna and especially along the River of Laughing Idols. Much of the land near the mysterious borders of Malatra is considered dangerous, taboo, or both. One area of such trepidation is the land engulfed by the mists of Sleepy Lake and Dreaming River. The area shrouded by the mists are taboo to all Nubari and most other inhabitants of Malatra. Even the Zantira, who live upon the waters of Sleepy Lake, fear the mists.

Members of the Zantira tribe live on Sleepy Lake far down river from the xenophobic Huroola tribe. The Zantira, or "raft dwellers", fashion their floating homes from bamboo, reeds, grass, fish bones, sticks and other readily available materials.

There are approximately 250 Zantira, divided into 12 separate family-group villages. These villages are tied approximately 100-200 feet off the shores of Sleepy Lake and are thatched together by intricate floating bridges. Zantirans travel to and from shore on small rafts made from the same material as their homes.

The Zantira are small people, rarely exceeding 5'6" in height or 150 pounds in weight. Since they make their homes upon the water, families tend to be small. Zantirans will rarely have more than two children. It is considered a great insult to be called "the third one", because the phrase implies the child was unwanted and most likely a mistake. In the event a son is not born, the second daughter often is sent to live with other relatives or with a family whose children are grown. This is especially the case with more prestigious families.

The Zantira have very dark skin, for there is no shade from the blazing Malatran sun upon the lake. Due to the extreme heat and lack of shade, Zantira villagers wear scant, woven clothing. The men of the tribe wear necklaces made of crocodile teeth, representing successful hunting expeditions. Zantira women often weave tiny fish bones in their hair as a form of decoration. Both males and females use a green dye extracted from a local plant to color their skin during tribal water ceremonies. Water ceremonies are an intricate part of the Zantiran lifestyle. Before each sunset the families will gather on the center raft and give thanks to the water spirits for providing food and protection. The Zantira believe that as long as they live on the water, they will be protected

by these water spirits. The Zantira maintain that each night the water spirits guard the rafts and ward off both the evil black leopard katanga, who hunt the shores and shallows of Sleepy Lake, and the swimming garuda who occasionally approach the water villages.

In ancient times, the Zantira lived on the land near Sleepy Lake, but the villages were constantly ravaged by the merciless black leopard katanga. As Zantira witch doctors have recounted for generations, on the night of the most savage attack of the black leopards, a great watery form rose from Sleepy Lake and engulfed the evil katanga. The water spirit spoke to the Zantira and offered them protection from their enemies. The water spirit, known as Jung'r'na, told the people to fashion floating homes, and they would be safe upon the water. To this day, Zantira can only rest peacefully upon the water.

The Zantira believe that the water spirits protect their floating homes from drifting into the dangerous mists. Though they live near the perpetual mists of Sleepy Lake and Dreaming River, no Zantira has ever ventured into the unknown fog and returned to tell about it. In addition, even though Sleepy Lake has a large crocodile population, the Zantira are not menaced by the creatures.

The crocodiles will not come onto the rafts. Most Zantiran villagers believe the water spirits keep the crocodiles at bay. Some of the more "progressive" Zantirans believe the friendly caiman katanga that live in Sleepy Lake keep the crocodiles from disturbing the villages. Of course, this belief is never pronounced publicly for fear of upsetting

the water spirits. Others compromise and believe that the water spirits have instructed to caiman katanga to control the crocodiles.

Despite the protection offered by the water spirits, the Zantira still train their strongest for battle. In the event of war, the Zantira will travel to shore to prevent the enemy from invading their homes. Because they choose to fight on soil, their training rituals take place on solid ground, so the warriors can become accustomed to their “land-legs”. Their weapon of choice is the javelin. Zantirans prefer the range advantages of the javelin, in the event they must attack from their rafts. Additionally, Zantiran women often train with the bow in the event a raiding party tries to cross the water to their homes. Male Zantiran adventurers gain the javelin proficiency at no cost, and female Zantiran adventurers gain the short bow proficiency at no cost.

The Zantira are hunter-gatherers. The women and children of the tribe forage for the numerous plants that grow either on the edge of the lake or under the water, while the men hunt crocodiles, turtles, and frogs. The root of one of the plants they gather, the Shameo Water Lily, is ground to extract the juice, which is then fermented to provide Shameo, a colorless, bitter, alcoholic beverage. Zantiran men hunt the plentiful crocodiles using lassos and javelins. They are careful not to confuse the crocodiles they hunt with the small population of caiman katanga the inhabit Sleepy Lake. The most skillful hunters take pride in their use of knives, rather than javelins, to kill the crocodiles. The best crocodile skins are made into armor (hide armor, AC 11+ Dex, weight

30) and along with Shameo, comprise the tribe’s main trade items. Zantiran spearfishers prowl Sleepy Lake for the dangerous S’repic fish. These flesh-eating fish are sought for their tasty meat and their large, shiny, silver scales, which the Zantira use to ornament their bodies and clothing.

S’repic are long, slender fish, often reaching lengths of four feet. They sometimes dwell under the Zantira rafts, hoping to catch morsels of fallen food or, as legend has it, unfortunate children. Woe to the bad Zantiran child who must endure stories of the monster under the raft. Zantira are so accustomed to life upon the lake, they are unable to sleep unless water is beneath them. In rare instances, some Zantira will wake during their fifteenth year of life to discover that they can no longer find rest upon the water.

These Zantira, called Goval or “travelers,” are destined to walk the land of Malatra for no less than ten years in search of rest. Despite their reluctance to leave the comfort and safety of the village, the Zantira Goval learn many useful skills while traveling, often becoming witch doctors, wizards, or warriors of great power. If they survive, past their twenty-fifth year a time of sleeplessness will again occur, and the Goval must return to the lake to find rest. Upon returning, they are referred to as Goval’Ma, or “true travelers” and are hailed as leaders.

Tribal Demographics

1 medium (75-150 people) village (named Zantira)

Villages are huts built on interlocking rafts permanently upon the lake.

When Zantira die, the tribe places them onto a raft which is sent into the mysterious mists in the south of Sleepy Lake. No bodies have ever returned.

The Skills of Malatra

Malatran characters have a wider array of skills as Malatra is a less resource heavy setting. Malatran characters may need to know how to weave rope, knap or grind a stone into a weapon, use smoke signals to communicate long distances, or build a boat. Most of these have been rolled into downtime activities, and DMs are encouraged to give at least 1 downtime day per day of adventuring.

In addition, there are several Alternate uses for existing skills

Athletics – Vine Swinging: Used for travel and mobility mostly. Characters may use vines to traverse a river or move through the jungle at their normal movement rate.

History – Lore: Myths, legends, taboos and gossip can factor into what is considered lore.

Nature – Animal Mimicry: Used to mimic the call or sound of an animal. This may attract certain animals or repel them depending on the sounds used.

Performance – Signaling: Used to both create and interpret drum signals and smoke signals.

Performance – Boasting: Used to tell very compelling stories of your deeds.

Persuasion or Diplomacy – Bartering: Used in trading items using opposed rolls.

Religion – Spirit Lore: Used for any knowledge about the spirits of Malatra

The Feats of Malatra

Most feats from the currently published books are able to be chosen in Malatra. There are a few exceptions. Feats from the Players Handbook, and Xanathars Guide are fine, so long as other requirements are met. Beyond those, the following are available:

Arcane Weapon Wielder

Prerequisites: The ability to cast at least one spell.

You have learned to channel your arcane energy through your weapon, granting you the following benefits: Your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can perform the somatic component of spells with a range of touch using a melee weapon you are holding instead of your hand. You can also use the weapon and its reach to deliver the spell instead of your hand. You gain a bonus to spell attack rolls equal to the magic bonus of a magical weapon you are holding.

Astute Mind

Prerequisites: Intelligence or Wisdom 13 or higher.

You use your mental acuity to address incoming physical harm. You gain the following benefits:

Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Whenever you make a Strength, Dexterity or Constitution saving throw, as a reaction, you can add your ability modifier of the chosen ability to the roll. You can use this feature a number of times equal to your chosen ability

modifier. You regain all uses of this feature when you finish a long rest.

Blood of the Ancients

Prerequisites: The ability to cast at least one spell.

Your blood flows with an abundance of magical energy, allowing you to greater access to a well of magical power. After each long rest roll 1d4-1, you then gain a temporary spell slot of equal value to the number rolled for that day. After each short rest you can regain a combination of spell slots equal to your spellcasting ability modifier (Minimum of 0) (For example; a wizard with an intelligence modifier of +4 could regain 4 1st level spell slots, 2 2nd level spell slots, 1 3rd level spell slot and a 1st level, and so on, like a point buy system). If the spell slot is not used by the time you take a long rest, it becomes temporary HP for the following day. You may not gain a spell slot with this ability that you would not normally be able to cast with.

Bluehands

Prerequisites: Intelligence or Wisdom 13 or higher. Already have or choose to permanently dye one hand blue. Have explored one Taboo area.

You are more willing to challenge the common beliefs of the jungle and explore long forgotten areas. This translates into the following benefits: You increase your Wisdom by 1 to a maximum of 20

Gain advantage on all History skill checks when it relates to Lore or Taboos.

Gain advantage on any save vs taboo effects.

You are literate.

Boomerang Master

Prerequisites: Dexterity 13 or greater
"A boomerang has so much more to offer":

You gain proficiency with boomerangs if you didn't already have it.

Boomerangs now deal 1d8 bludgeoning damage, instead of 1d4.

Thrown boomerangs will now return to your hand even when they hit their target.

Dirty Fighting

You have mastered the arts of cooperated and somewhat dirty tactics. You gain the following benefits.

Whenever an allied creature attacks a creature within 5 ft of you, you may use your reaction to attack them. This attack is made with a -4 penalty to attack rolls. Whenever you have disadvantage on a melee attack roll you make, you may use your reaction to gain a +4 bonus to attack roll of that attack.

Exploding Critical

Prerequisites: 13 Strength or higher
Your strikes hit so hard that they compress air and then explode it upon impact, warping the very energies around it. You can roll one additional damage die when determining the extra damage for a critical hit with a melee attack. This deals force damage instead of the weapon's damage type.

Garuda Rider

Prerequisites: Dexterity 13 or higher, must have ridden a garuda or 'Counted Coop' (touched the Garuda on the shoulder, stomach, or head. (Melee touch roll required) only allowable equipment is a rope. No magical aid is allowed. Garuda must be a meat-eater at least 12' long and 8' tall to qualify.)

You have demonstrated your bravery against a fearsome garuda! This gains you the following benefits.

You increase your Intelligence by 1 to a maximum of 20.

Your base movement speed is increased by 10 feet

Nature skill checks can now be used for all things when dealing with garuda including tracking, understanding their behavior or lifecycle, and how best to flee or hide from them.

You gain proficiency in Performance in relation to Boasting about garuda.

Garuda Tamer

Prerequisites: Wisdom 13 or higher, proficiency in Animal Handling

You have spent enough time with the herbivorous garuda that most garuda now innately trust you. This gives the following benefits.

You increase your Wisdom by 1 to a maximum of 20.

Your Animal Handling skill now will work with any garuda, though carnivores will need to make a Wisdom save (DC 10+ your Animal Handling proficiency bonus) once every 8 hour period, or it will consider you a threat and either attack or flee.

Hawkeye Shooter

Prerequisites: Dexterity 13 or higher, proficiency in the Perception skill

Over the course of your journeys, you have gotten quite adept at targeting your enemies' weak spots with ranged weapons. You gain the following benefits:

Your ranged weapon attacks score a critical hit on a roll of 19 or 20 when the target is a creature that is below its hit point maximum.

As long as you are wielding a ranged weapon or a weapon with the thrown

property, you can use a bonus action on your turn to try and find a weak spot in a creature you can see within that weapon's normal range. Make a Wisdom (Perception) check against that creature's AC. On a success, the next attack you hit it with before the end of your next turn using that weapon deals an extra 1d6 damage of the weapon's type.

Hero's Heart

Prerequisites: Good Alignment

You have the heart of a hero granting you the following benefits:

You increase your wisdom by 1, up to a maximum of 20

You have advantage on saving throws against poisons, being poisoned, frightened, paralyzed, stunned, and petrified.

If an ally within your movement speed range is selected to be attacked, using your reaction, you use a flash of speed to step in front of the attack, making the target of the attack you. Due to the speed of this sprint, It counts like the disengage action. You can use this ability equal to your wisdom modifier. You regain the uses after a short rest.

Indomitable Rager

You constantly feel the adrenaline rushing through you as your blood boils through your veins. You gain the following features:

Increase your Strength modifier by 1, to a maximum of 20.

When you take bludgeoning, slashing or piercing damage while you have resistance to that damage type, you can use your reaction to instead take no damage.

Literacy

Prerequisite: Cannot be Warden

You have learned the formerly taboo "Black Art" of reading and writing. Your Intelligence increases by 1, to a maximum of 20. You now have the ability to read and write any language you can speak, though note some languages may have a difficult or impossible vocabulary to transcribe, and the only alphabet currently known is that of the Ancients (Malatran Common, in other settings it is the Elven Alphabet).

Lost Tradition of the Ancients

Prerequisites: The ability to cast at least one spell

You are descended from the ancient spellcasters who had different ways of mastering magic, and you follow in their tradition. Choose one ability score. You gain the following benefits:

Your chosen ability score increases by 1, to a maximum of 20.

Choose one spellcasting class that you have at least one level in. Your spellcasting ability for that class is your chosen ability score, instead of that class' normal spellcasting ability. Your chosen class cannot have its spellcasting ability changed again.

You can select this feat multiple times. Each time you do so, you must choose a different spellcasting class.

Metabolic Control

Prerequisite: Saru with Wild Talent feat
You have refined psionic control over your body's functions. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- If your Psionic Talent die is available, you can take an action to channel your psionic power to nourish yourself for the next 24 hours, as if you consumed

sufficient food and water for a day. When you take this action, your Psionic Talent die decreases by one die size.

- If your Psionic Talent die is available, you can meditate for 1 minute, at the end of which you gain the benefits of finishing a short rest, and your Psionic Talent die decreases by one die size. You can't meditate in this way again until you finish a long rest.

Perceptive

Prerequisites: Proficiency in Perception

Your ability to perceive the world around you is beyond what most could imagine.

+2 to Passive Perception

Once per long rest, if you fail a perception check, you can reroll it and you must take the second roll.

While blinded or you otherwise can't see, once per long rest you can use an action to gain blindsight for 30 feet for up to 1 hour or until you can see again, whichever comes first. This feature is deactivated if you are Deafened and cannot be activated while Deafened.

Whip Mastery

The whip is an unconventional weapon, but you have learned to utilize it's unique properties to great advantage.

You gain the following benefits:

You become proficient in whips, if you are not already.

You gain a +1 bonus to attack rolls made with whips.

When you are using a whip, the damage die for it increases from a d4 to a d6.

As a bonus action on your turn, you can increase your reach with the whip by 5 feet until the start of your next turn.

When you take the Attack action and attack with a whip, you can make a special weapon attack to grab a creature with your whip. If you're able to make multiple attacks with the Attack

action, this attack replaces one of them. The target must be no more than one size larger than you and must be within the reach of your weapon. Make an attack roll with the whip, which the target must contest with either a Strength (Athletics) or Dexterity (Acrobatics) check. If you win the contest, you successfully grab the creature with your whip. While the creature is grabbed with your whip, you can choose two of three effects to occur:
You knock the creature prone.
You pull the creature 5 feet in a direction towards you.
The creature becomes grappled.

Wild Talent

Prerequisite: Saru

You awaken to your psionic potential, which enhances your mind or body. Increase one ability score of your choice by 1, to a maximum of 20, to represent this enhancement.
You also harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.

Psionic Talent Options. You can use your Psionic Talent die in the following ways:

Psi-Boosted Ability. When you make an ability check with the ability increased by this feat, you can roll your Psionic Talent die and add the number rolled to the check. You can choose to do so before or after rolling the d20, but before you know whether the check succeeded or failed.

Psi-Guided Strike. Once on each of your turns when you hit with an attack roll that uses the ability increased by this feat, you can roll your Psionic Talent die after you make the damage roll and then

replace one of the damage dice with the number rolled on the Psionic Talent die. **Changing the Die's Size.** If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. For example, if the die is a d6 and you roll a 6, it becomes a d4. If it's a d4 and you roll a 4, it becomes unusable until you finish a long rest.

Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6.

Whenever you finish a long rest, your Psionic Talent die resets to its starting size. When you reach certain levels, the starting size of your Psionic Talent die increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

If you have a Psionic Talent die from another source, such as a class feature, you don't get more than one die; use only the one with the largest starting size.

Psi Replenishment. As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest.

Wrestler

Prerequisites: Proficiency in Athletics

You are skill in a variety of combat effects. While you have a creature grappled, you can use an attack to do one of the following:

- The creature makes a strength (athletics) check, opposed by your strength (athletics) check or dexterity

(acrobatics) check. If it fails, it becomes prone.

-The creature must a strength (athletics) check or dexterity (acrobatics) check opposed by your strength (athletics) check. If you succeed, you and the creature move 15 feet in a direction of your choice.

-You roll 5d6. If you roll above the creatures current hit points, the creature is knocked out.

Weapons and Equipment

The Materials of Malatra

Materials available to Malatrans are primarily **reed, wood, bone, and stone**. Metals are extremely rare in Malatra. Metal technology, apart from some small amounts of gold, silver, copper, and brass, is unknown in Malatra. Full rules will have ways to address this, but for ease of quick play the weapons made from non-metal material inflict the same damage listed in the Players Handbook.

Starting Equipment

Every hero starts play with only their basic loin cloths plus a number of items equal to their Charisma ability score.

These starting items represent gifts the character has received in the past. For example, a hero with a charisma of 10 may pick 10 items from the following list of clothing, food, equipment, weapons, and armor. Generally, the weight of any items aside from armor and weapons is of little import, and heroes are simply limited to what they can reasonably carry.

Malatra heroes will have no money, as Malatra has an economy of barter. Spell fetishes, magic, or additional items are acquired through play and trade activities. DM's are encouraged to allow

interparty trading every session, in addition, they should prepare some unique (non-magical) items available for trade at any village or tribe visited by the players.

Clothing:

Belts, caps, halters, leggings, loincloths, rain capes, robes, sandals, sashes, shoes, snakeskins, straw hats, togas, tunics, vests woven from hemp. Tattoos are also considered "clothing" and count toward your starting possessions.

Food:

Beer, berry juice, bread, cheese, coconut shell full of honey, eggs, fruit, grain, meat, milk, nuts, roots, water, wine.

Equipment:

Arrows (6), darts (6), backpack-wicker, basket, bedroll, blanket, candle, charcoal stick, fish hook-bone, fishing net, flask, grappling hook of stone, gourd, jug (clay), pouch, reed flute, rope-hemp, rope-vine, sack, wax-bees, sewing needle, straw sleeping mat, torch, waterskin, wooden bracelet.

Armor

Armor is very uncommon in the Malatra. Merely wearing it for an hour confers a level of Exhaustion due to the oppressive heat and humidity. After six hours, a second level is gained, though it does not go above that. Beginning heroes may pick from leather, hide, bone & leather (studded), reed (padded), and small wooden shields.

Armors Available	AC	Str	Stealth	Weight
Light Armor				
Padded (Reed)	11 + Dex	--	Disadvantage	8 lbs
Leather	11 + Dex	--	--	10 lbs
Thatch*	11 + Dex	--	--	5 lbs
Studded Leather**	12 + Dex	--	--	13 lbs
Medium Armor				
Hide	12 + Dex	--	--	12 lbs
Bone	13 + Dex	--	Disadvantage	15 lbs
Scale Mail	14 + Dex	--	Disadvantage	45 lbs
Breastplate***	13 + Dex	--	--	25 lbs
Half plate***	14 + Dex	--	--	35 lbs
Heavy Armor				
Splint****	16	--	Disadvantage	40 lbs
Shield				
Shield, wood	+2	--	--	4 lbs

(* Gives Disadvantage to the attacker when they are using bludgeoning weapons, but the wearer has disadvantage on saves vs fire spells and fire-based attacks requiring a save. On a failure, the armor ignites, and the wearer takes an additional 1d6 fire damage.

** This item would use beads instead of metal studs.

*** These items are incredibly rare, and most often created with brass. They are unavailable to starting characters.

**** A new creation; this uses hollowed out wooden logs tied together with twine.

Weapons

Name	Damage	Weight	Properties
Simple Melee Weapons			
Club	1d4 bludgeoning	21b.	Light
Dagger	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	1d8 bludgeoning	101b.	Two-handed
Handaxe	1d6 slashing	21b.	Light, thrown (range 20/60)
Javelin	1d6 piercing	21b.	Thrown (range 30/120)
Light hammer	1d4 bludgeoning	21b.	Light, thrown (range 20/60)
Mace	1d6 bludgeoning	41b.	
Quarterstaff	1d6 bludgeoning	41b.	Versatile (1d8)
Spear	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	1 bludgeoning		
Simple Ranged Weapons			
Dart	1d4 piercing	1/4lb.	Finesse, thrown (range 20/60)
Shortbow	1d6 piercing	21b.	Ammunition (range 80/320), Two-handed
Sling	1d4 bludgeoning		Ammunition (range 30/120)
Martial Melee Weapons			
Battleaxe	1d8 slashing	41b.	Versatile (1d10)

Flail	1d8 bludgeoning	21b.	
Longspear	1d10 piercing	181b.	Heavy, reach, two-handed
Longsword	1d8 slashing	31b.	Versatile (1d10)
Shortsword	1d6 piercing	21b.	Finesse, light
Trident	1d6 piercing	41b.	Thrown (range 20/60), versatile (1d8)
Warhammer	1d8 bludgeoning	21b.	Versatile (1d10)
Whip	1d4 slashing	31b.	Finesse, reach
Martial Ranged Weapons			
Boomerang	1d4 bludgeoning	1	
Blowgun	1 piercing	11b.	Ammunition (range 25/100), loading
Longbow	1d8 piercing	21b.	Ammunition (range 150/600), heavy, two-handed
Net		31b.	Special, thrown (range 5/15)

Enemies of the Peoples

Common non-human enemies of the Nubari and other tribes of non-human people are the bullywugs, lizard men, mold men, sahuagin (an unusual freshwater breed), tabaxi, tasloi, wemics, and yuan-ti. While these creatures are arguably “people” by Nubari standards, they are wicked, alien, warlike, or just difficult to get along with.

They raid the Nubari and other peoples with such frequency that the disparate tribes find it easier to get along, since -- at least recently -- they are too busy fighting off these enemies to fight each other. As the heroes of the tribes explore their world further, more and more unusual enemies will certainly appear to threaten the Nubari and their neighbors.

In addition, several new threats have made themselves apparent since the Great Awakening. The Oscrays, once great allies of the people of Malatra

have become territorial and belligerent following the deaths of most of their leadership. Pteramen, ophidians, and twig blights have appeared in the jungle in greater numbers since the end of the war with Tiger, the enemy of the ancients. Wicked fey and undead creatures have made themselves known again. The once nearly extinct hyena katanga apparently have a new king. And, from distant Satokoan, the secret society of evil headshrinkers, jungle priests, cannibals, and dark hunters called the Allumseri are doubtless preparing to attack again.

The biggest danger, of course, is the garuda (dinosaurs). Although not intelligent or an organized race, they are large, lumbering, sometimes carnivorous, and are completely immune to spells such as Animal Friendship, or others that work on Beasts. Garuda in some ways are considered Monstrosities. They are not usually affected by the Handle Animal

skill, and the Nature can usually only give information with higher DCs. It is because of this alien nature, that garuda are considered a threat to all the peoples of the jungle.

Running Malatra

Malatra is a VERY low magic and technology setting. Spells of 6th level or higher should rarely be used. Permanent magic items should be extremely limited, with perhaps only 1 per hero or fewer. Travel into or out of Malatra should NEVER be allowed. So only race and character combinations detailed here should be used.

Likewise, no spell or ability should be able to make contact with the outside world. Even true gods do not have a presence on the plateau. Reading and Writing are rare, with only a few dozen characters who have the ability as of yet, so scrolls are unheard of. Some well-known spells like Fireball, Resurrection, and Wish are completely unknown and likely taboo to the people of the Jungle. Lycanthrope is unheard of and dragons and their kin are extinct. Races such as goblins, gnomes, dragonborn, ogres, tieflings, drow, and illithids have never existed there in any number.

The setting is often about survival, with typical missions being “fetch”, “protect”, “escort”, or “gather” with rarely any direct “kill” quests. Rewards are just as often “shiny” objects and bragging rights as they are useful tools or treasures, though it is worth giving casters at least one new spell per successful adventure. Lastly, the game is about heroism. PCs should most often be referred to as “Heroes” rather

than “Adventurers”. This means they should be actively trying to be heroic. Running away is permitted of course but opting to do so at the expense of innocent lives should be strongly discouraged. The DM should feel free to be liberal with rewarding Inspiration points for those who act heroically.

More Information

Malatra is one of the more obscure settings of Dungeons and Dragons. It is located on the world of Toril which houses the better-known setting of Forgotten Realms.

Specifically it is in the southern part of Kara-Tur. Malatra was the site of the RPGA’s Living Jungle campaign, and most of the development of the setting was done through member exclusive adventure modules for use in organized convention play or through meta-game events. As such, most people will not know much about the location or history. However, the setting was detailed in Polyhedron Magazine Issue 102 with most major updates in issues 121 and 129. These issues are out of print but can be found on online sales sites such as Amazon or eBay. A few websites may also still have some information. The most active place is currently the Facebook Group:

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

Game Well!