

The Lonely Chief

**A One-Round D&D Living Jungle Adventure for Six
Heroes**

by Tom Prusa

A new chief has been crowned in the tribe of the former Big Chief Bagoomba. Reesta Nifari has taken over the tribe of the Saiyama, the Near Mountain tribe. Now he calls upon you for a mission that is dear to his heart. His bride, the daughter of Bagoomba, is missing. Are the forces of tiger at work here, or is there another, more sinister plot?

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

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points:

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

The Living Jungle Campaign

Players bring their own characters to Living Jungle events, and are responsible for keeping records of the characters experience, wealth and possessions. Look over the characters that are brought to your table, both to familiarize yourself with them and to check for unusual magic items or discrepancies. Magic in the Living Jungle is very rare, with permanent magic items being very, very rare. Most Living Jungle possessions will be ornamental, symbolic, or items carried for barter. If a player has an unusual item or items, question them where they got it. If you are not satisfied with their answer, you may disallow the item for the round.

During the course of the adventure, the PC's will earn experience points based upon completion of the story. If time does not permit the completion of this module, award 50-75% of the story award, depending on how far the heroes got in the adventure.

DM's please note: The maximum experience points available for this tournament is 1200. This is attainable only if the PC's do everything correctly and make it through the entire scenario.

This module is designed for characters of any level. Low tier refers to parties with an average character level of 1-5. High tier refers to parties of 6-12th level.

At Death's Door

Living adventures use a version of the Death's Door rule for the duration of the tournament. If a PC is reduced to zero or less hit points, he/she does not die immediately. Instead, the PC continues to lose one hit point at the end of each round until aided by another PC or NPC, or unless they are able to stop their own bleeding. PC's who go unaided die when they reach -11 hit points.

A PC who is saved "At Death's Door" will have one hit point and will be unable to perform any physical action greater than walking

unless magically healed.

Fame

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

Contact The Campaign Directors

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

Adventure Summary and Background

This adventure deals with the disappearance and hopefully the recovery of Mirmirani, the daughter of Bagoomba, and bride of Big Chief Reesta Nifari.

When the Heroes are summoned to Reesta's hut, they find him beside himself with worry. His bride is missing, and he has no clue as to her whereabouts. He wants to lead the expedition himself, but his tribal elders will not allow it. He is chief now, and his duties are too important to allow him to be gone for an extended period of time. Instead, he must trust in the heroes to rescue his bride.

The adventure begins with the heroes tracking the missing bride. The only clue they have is that a canoe is missing, indicating that she left or was taken via the river.

Traveling upriver, the heroes come across the missing canoe after only a few days travel. At the canoe, they can find Mirmirani's footprints, as well as a pair of saru footprints.

Mirmirani has not been kidnapped. Instead, she is on a heroic mission of her own, one she is not prepared for. She took two tribesmen with her, a pair of saru named Uglok and Crunch. They are on the trail of the missing witch doctor, Bengoukee. At least, so she has been led to believe.

Continuing across the jungle, the heroes soon enter yuan-ti country, where they are confronted by a number of yuan-ti warriors. The snakemen are not friendly, but will allow the heroes to pass.

As soon as they clear snake country, they are in unknown and uncharted jungle. An encounter with a pack of garuda follows, possibly combat, but it is possible to avoid it with good strategic play.

As they continue on, they realize that the trail turns north, heading for lizardman country. The heroes seem to be gaining on her, but cannot quite catch her.

An unexpected meeting with a familiar face happens when they encounter Abu, the trader. He is despondent, since without Bengoukee's backing, he is no longer the master trader of the jungle, instead he is a simple hedgehog katanga with little to back up his former position of power. But he does have a few items for trade, as well as a bit of information about Mirmirani. He saw her three days ago, just south of the swamps where the lizardman hold sway.

Stealth is the next order of business, as the heroes must enter the swamps and attempt to locate the bride of the chief. Tracks found indicate that Mirmirani was taken captive by a large group of lizardmen, her two saru companions were gravely wounded. One has died, but the other still lives, and can give them more information. A confrontation with freshwater sahaguin makes this a potential combat encounter, but roleplaying can get the sahaguin as allies instead of enemies.

The climax of the adventure is the lizardman village, where the bride is being held captive. The heroes may use several different means to rescue her, ranging from a frontal assault to a diversion to a pure stealth path.

With the bride recovered, the heroes have a dilemma. She is certain she knows where Bengoukee is hiding, and insists that the party accompany her to his hideout. If they choose to follow her, she leads them north to the mountains of pain, where they find an old cave. The cave reeks of magic, and it could have been a refuge of Bengoukee. Now, it is unoccupied. With little else to go on, the party should set out for the village of the Saiyama, but before they go, there is one last encounter. On top of a mountain crag, they spot an old korobokuru, who could be Bengoukee. He flees as soon as they see him, but some questions are now

answered. Bengoukee is alive, and deliberately avoiding contact with the heroes.

PLAYERS INTRODUCTION

There was much rejoicing and feasting. The tribe of the former Big Chief Bagoomba has a new leader. Reesta Nifari has been selected as the bride of Mirmirani, daughter of the former chief. He is a respected hero and well-known diplomat, as he was an apprentice to Abu the trader before winning the hand of Mirmirani.

Given the festivities usually associated with a new chief being named, you have journeyed to the tribe of the Saiyama to get in on the feasting, the merrymaking, and the hope for the future.

But all is not without care. Bengoukee, that most fierce of witchdoctors is missing, and the greatest weapon against the Tamara, the Vizerathu, the Spirit of Lion, is either missing or dead. No one knows where Bengoukee has gone.

Reactions to Bengoukee's disappearance are mixed. "Bengoukee hiding, still plotting to entrap all heroes of jungle and see them come to harm." So says Boo Dos, the cowardly mage. "No, Bengoukee hiding the Spirit of Lion. After all, if Tamara think vizerathu is dead, they will not hunt for it;" responds Grey Shadow, the ranger. Ffft, the sage of Malatra says nothing, only spending hours staring into the fire, working his divination magic. Others have a more practical view, as Kamak Thuldar, witch-doctor, tribesman and holder of a Heroes Hut begins measuring Bengoukee's hut to see if all of Kamak's stuff will fit there.

The feasting is all you could hope for. In spite of the missing Bengoukee, and the questions about the Vizerathu, the heroes of Malatra have slain the Rosh'shok, the assassin tamara. Where there were nine tamara, now only eight remain, certainly cause for rejoicing. But the morning reveals a troubled chieftain.

"Mirmirani. Mirmirani! Where be ya, woman of me life;" calls Big Chief Reesta. A few chuckle at the new chief, but others think this is not a laughing matter. Still more so when a determined search of the village and nearby jungle do not turn up any sign of her. All that day the village searches. While a headstrong and excitable woman, the

tribesmen of the Saiyama also love Mirmirani, one and all. But there is no sign of her anywhere. Finally, at the close of the day, one tribesman discovers a set of feminine footprints, leading to where his canoe was beached. A canoe that is now missing.

Trackers reveal that two others got into the canoe with her. According to the tracks, the other two were a pair of saru of impressive size. No sign of this canoe was seen downriver, so the current thinking is that they went upriver.

"Come, I will lead the mission to rescue the kidnappers of my bride;" announces Reesta. Old Caarsh, the eldest elder in the tribe of the Saiyama tugs on his elbow. Together the two talk for a few minutes. Reesta is insistent, then angry, and then finally, he accepts whatever old Caarsh is saying.

"I cannot be leavin' the tribe now, so say the elders. It be an obvious ploy to weaken de tribe, so I gots to stay here. I must be callin' for heroes to rescue my bride. Be you available for a rescue?" asks Reesta, looking straight at you.

Of course others want to volunteer, but Reesta picks the heroes to follow the canoe. Other volunteers are being sent downriver, and alongside the river, just in case the trail is a false one. But Reesta's main hope rests with the heroes. He wants them to set out immediately, although if pressed, he admits they can't travel up the river at night, it would be too easy to miss any signs of where Mirmirani might have left the river.

He orders two canoes placed at the heroes' disposal, and has them stocked with food and water skins. Extra arrows, rope, and traveling gear are stored in the canoes. In the morning, he has some additional news for them.

Reesta is waiting when you are awakened, before the dawn. As the sun rises, he offers some news, and some aid. "I tink we has found anodder missink tribesman. Crunch, who be de leader of the hunters of de tribe is gone missink as well. I knows dis saru, and I don't tink he would turn traitor and kidnap me bride. So he might be following dem. It be up to you to watch out for him, if he be after Mirmirani, you might have help you didn't know. But if he be part of de plot to kidnap her, you be bringin' him back here to face me." "Oh, and one odder

tink. If you see Abu, send him home. He is my friend, and I not be seein' him since Bengoukee went away."

Reesta also provided seven potions of healing, (non-certed) for you in case Mirmirani is wounded when you find her. "Use it if you gotta, but being sure that some be left if Mirmirani is hurt. De tribe need her, and I need her too. Be bringen her back to me, and I be grateful."

The healing potions are cure moderate wounds potions. (2d8+3)

Encounter One: Tracking on the River

It takes the better part of two days, but finally you have found the canoe that was used to transport Mirmirani. It is beached on the northeast side of the river.

Pause to let the heroes make tracking rolls or spot rolls.

Tracking – 10 (spot 12) sees the footprints of Mirmirani and two saru.

Tracking – 20 (spot 25) notices that Mirmirani clearly exited the canoe first, and held the boat while the saru climbed out.

Tracking – 25 (plus knowledge of Crunch) identifies the footprints of one of the saru as those of Crunch.

The trail leads north, directly into snakeman hunting country. An uneasy truce with the snake men has held for the past eight seasons, but they are not friendly to mammals that enter their territory.

The heroes can make their way north. The trail is not difficult to follow for the first day, require a tracking roll (DC 10) with retries allowed. On the 2nd day, it rains, and the tracking difficulty climbs to 20, retries allowed. After two days, they enter snake country, and are confronted by some yuan-ti.

Encounter Two: Snake confrontation.

Two more days have passed, and the trail is getting colder. In spite of your efforts, the two saru and Mirmirani have gained on you. Yesterday's rain did not help, slowing your efforts at tracking the three. Now you are entering the hunting territory claimed by the yuan ti, and the trail is becoming even more

difficult to follow. Occasionally you lose the trail, but by continuing on in the indicated direction, you have always picked it up again. But now it has been half a day since you have seen the tracks, and you are getting worried.

If the heroes protest that they have a good enough tracker to not lose the tracks, remind them that Crunch is a skilled tracker himself, and quite adept at covering tracks. If the tracker can make a tracking roll (DC 25), they still feel they are on the right track. In reality, they did not cover their tracks, but backtracked to avoid yuan-ti country.

Allow spot and listen rolls. Spot DC 15, Listen DC 20. A yuan ti patrol has spotted the heroes and is moving to surround them. Those who succeed at spot or listen checks notice that the swamp has gone too quiet around them, or see a flash of movement through the cypress and vines. They cannot get a clear look at the yuan ti, but are not surprised.

A 10' tall – or long, snake man slithers out of the hanging cypress about 20' ahead of you. Between you and he is a scummy pool of stagnant water. He carries a long spear, and his expression is one of disdain.

"Why have you entered our homelands? Truce we have, but mammals do not belong in snake country. " Another of the snakemen appears to your left. "They have come to attack the snake mother again. Let us kill them now."

"Hold Trasssic. They have shown no sign of hosstility, and are clearly lost. They could not find our home if we led them there. Remember, these are mammals!"

He turns back to you and says "What is your businesss in the country of the Snake Mother?"

Let the heroes explain. Always remember that the yuan ti consider any mammalian race inferior, and reptilian races only a little better. Only snake katanga and lacerials are treated as anything close to equals. Lizardmen and caiman katanga are treated as poor cousins, the rest as just above animals.

Responses to the Party:

"We seek the missing wife of our chieftain".

We have seen no mammals we did not eat. No nubari has come this way since the last rainy season. You are lost, and you are fools. Look somewhere else."

"But they came this way, we have been following the tracks for two days"

"Thiss way they may have come, but when did you see the last tracks? They may have turned north, to lizardman country. Foolish mammals, to wander in parts of the jungle that belong to the true people."

"We're sure they came this way, we have an excellent tracker"

"You are wrong. Thiss way they did not come. Would you like us to find the way they went, since you cannot do so yourselves?"

or, if the heroes have made the tracking roll (DC 25):

"Yess, thiss way they came, but they retreated and went another way. Thiss you do not know, since no mammal can track properly."

If the party agrees, Olissar asks about the composition of those the party is seeking. He then sends out two of his warriors to search the area. In a few hours, they return with evidence, a tuft of saru hair found on a tree to the east.

In the interim, Olissar refuses to talk to the party, instead he and his warriors withdraw and keep watch on the party. The only exception is if the party contains one or more reptilian characters. Even then, the reptiles in the party must at least pretend to share his view of mammals. Have them exchange a few mammal jokes, and generally put down the warm bloods.

Example: "Why don't mammals lay eggs? Because no mammal is smart enough to find his way out of an egg." The yuan ti think this is hilarious, and chuckle in a hissing manner.

Further information for reptilian PCs

"You said we were going to attack the snake mother again? Has she been attacked recently?"

"Yess. Some vile mammals actually attempted to slay our leader. We ate them, although they didn't deserve the honor. They took a very long time to die."

"Who attacked her" There were two ape things, a little nubari (shu), and a short thick nubari (korobokuru). They were even more foolish than

most mammals, they attempted to penetrate the lair of our Mother, and were discovered just as they attempted to attack her. She was not hurt, at least not seriously. They were."

"Why would anyone want to kill the Snake Mother?"

or

"Do you think it could have been the servants of Tiger?"

"I do not. But the Snake Mother, wisest of all, said that it was a possibility. So we did not declare war upon your allies, although many warriors were eager to get a nubari scalp. But the Mother said we have a truce, and she would not see it broken for the actions of a few mammals with no more brains than any normal mammal. The warriors did not like this, but she is our leader, and as you know, reptiles keep their word, unlike mammals."

Any of these questions posed by a mammalian PC are ignored.

After a bit of time has passed, and you've insulted the mammals in the party long enough, the two warriors return with a tuft of saru hair. They report that they found it north an hour's travel. There is other evidence that the mammals turned that way when they approached snake country. One of them is detailed to lead the party to the spot where they found the sign. The rest of the yuan ti follow a safe distance behind. They are not actually in view, but the party should know they are there.

Yuan-Ti warriors (7); large monstrous humanoid; CR 7; HD 9d8+27; hp 65; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft, climb 20, swim 20; AC 21 (-1 size, +1 Dex, +10 natural, small shield); Atks +13/+8 melee (1d8+6 longspear); Face/Reach 5ft by 5ft/10 ft; SQ Spell Resistance 16; AL LE; SV Fort +6, Ref +7, Will +10.

Str 19, Dex 13, Con 17, Int 15, Wis 13, Cha 15.

Skills & Feats: Hide +9, Listen +15, Spot +15, Wilderness Lore +10; Alertness, Blind-Fight, Dodge, Imp. Initiative, Track.

This encounter is not tiered because combat will ensue only if the heroes insist on it. If they do, the yuan-ti defend themselves while they withdraw. They will not break the truce, under orders from the Snake Mother.

If the party does initiate hostilities, they will of course not gain any aid in tracking Mirmirani. Harass the party a bit, but do not wipe any of them out. They may try tracking rolls (DC 15), or Spot or Search checks (DC 20) to locate the tuft of hair left by Crunch.

Also, if the party does attempt to initiate combat, remind them that this is obviously an elite patrol, all abominations, and probably a match for all but the most powerful parties. It would also reflect badly on the heroes, and on Reesta, if the first act of a new chief was to break the truce.

Encounter Three: Garuda

Now heading north, you continue to follow the tracks left by Mirmirani and the two saru. This trail continues for two more days, past the foothills of Fire Mountain. Then you see that the footprints you have been following are overlaid with large garuda footprints. Something else is following Mirmirani, something pretty big. Her tracks are about a day old, the garuda tracks are much fresher.

It does not take long for you to spot the garuda that are following the tracks. As you come over a rise in the jungle, you can see the telltale tracks of raptors. A small pack, it seems, but probably enough to handle Mirmirani and her guardians, if that's what they are.

The scene ahead of you is deceptively quiet. A relatively large plain, perhaps a days walk (20 miles) stretches out ahead of you. The trail of the raptors leads across it, they are perhaps a third of the way across. In the distance, to the east, a small herd of 4 hands of hands (100) of duckbills grazes contentedly. Of Mirmirani and the saru there is no sign, although an older trail leads across the plain. North of the plain is the beginning of the Dokuba swamp, lizardman country.

The heroes can see the telltale marks in the grasses that indicate raptors. The raptors are at most an hour ahead of the party, and moving slowly to follow the trail by scent. The heroes have several options for dealing with them.

1. Catch up to them and attack. Simple and straightforward.

2. Lure them away – a flyer or fast runner (aarakocra, lacerial, or mage for flying, ostrich or impala katanga or mage with *expeditious retreat* for running) could get them to follow her away from the trail, and lead them far enough away to ensure that they won't pick up the trail again.
3. Distract them. They spot a small herd of duckbills, a hundred or so. By driving them across the trail, the raptors will turn and follow this easy food and leave the nubari alone.

Options:

Combat: They party has little chance to surprise the raptors (flyers not included), but make the spot rolls anyway. If the party is spotted, the raptors quickly split up to surround the party. They attack as soon as they have surrounded the party.

Lure them away: Flyers may be subject to several attacks, as raptors are very proficient leapers. Roll a few attack rolls, but only for slashing attacks. A flyer will have to swoop low enough for the raptors to think they have a real chance at her, and a runner will have to go slow enough to give them the same idea. In either case, allow the raptors three attacks (claw damage only, no leaping and grabbing the hero), and the raptors go off to find other prey.

Note: the players may decide to combine the two options, luring the raptors into an ambush. If they think of this, it should probably work. Give the party at least a surprise round to deal with the raptors.

Distract them. The party needs to catch up to the duckbills and stampede them in the direction of the raptors trail, but not straight along Mirmirani's trail. This is the easy way; the duckbills will stampede at the sight of flashy or loud magic, if a hunter kills one of them, or if the party gets behind them and just jumps up and yells. If they choose this option, make sure they get into the proper position, and the raptors follow the duckbills with no rolls required.

Raptors: (NA 3 – low tier, 7 high tier). Medium beast, HD 3d10+9; hp 25; Initiative +7 (+3 Dex, +4 imp. Initiative); Speed 50; AC 18 (+3 Dex, +5 natural); Atks Rake +5 melee, 2 claws +3 melee, bite +3 melee; Dmg Rake 2d6+3, claw 1d3+1,

bite 2d4+1; Face/Reach 5ft by 5ft/5 ft; SQ Scent, AL NA; Sv: Fort +6, Ref +7, Will +2

Str 17, Dex 17, Con 17, Int 2, Wis 12, Cha 10

Skills & Feats: Hide +9, Jump +13, Listen +11, Spot +11, Wilderness Lore +9; imp. Initiative, multi-attack.

Encounter Four: Abu? Out here?

As you finish crossing the plain, you see that the country is getting swampy, marsh grasses have begun to proliferate, and the trees are moss covered and dark. It is quite a surprise when you stumble across a small hole near a cypress tree. Coming from the hole is a distinct blubbering. "No one likes me any more. I am nothing" Someone is down in the hole, probably a hedgehog or pangolin katanga.

Assuming the party calls out, sends someone in the hole, or otherwise attracts attention, Abu shows himself.

A small head pops out of the hole. It is familiar, everyone knows Abu the trader, former cohort of Bengoukee. He sounds most depressed. "Hello, brave heroes. Have you come all this way to make fun of poor Abu? Abu no longer cohort of Bengoukee. Was famous trader, now is nothing. Go away and leave me to fade away in peace. Better yet, cover me over, no one have to see pitiful Abu any more."

Abu is convinced of the following:

1. He was only famous because of Bengoukee.
2. Without Bengoukee's power behind him, no one likes him.
3. He has no place to live, since he used to live in Bengoukee's hut.
4. Most of his trading goods disappeared the night Bengoukee left, further convincing him that he is without a job.
5. He was never very good at his job in the first place.

The heroes must convince Abu that he is not worthless, that he is respected in his own right, and that he has a home with Reesta, in the

village of the Saiyama. (Actually, Reesta wants him as a cohort, and a friend).

Play Abu as the terminally depressed hedgehog. Do your best to twist the arguments of the heroes around as further evidence of his worthlessness. The only real way to convince him is to engage him in trading. And the heroes had better make sure the trades are in his favor, or he'll take that as proof that any foolish garuda has more trading skill than he does.

Abu has the following items for trade: (his inventory is way down).

1 brew of fast movement (grants the user the *expeditious retreat* spell)

1 masterwork knife, balanced for throwing (additional +1 to hit when thrown).

1 pretty rock (small ruby).

1 obsidian and amber necklace.

The party should be willing to trade at least two for one, but three would be better. If they start out driving a hard bargain, Abu agrees to the first trade, and gets even more depressed. "See, I am lousy trader. Can't even make good trade with friendly hero. Abu is worthless."

Play this up for all it's worth. Abu is convinced he is of no use to anyone; let the heroes give him a lot of arguments as to his general worth. The single best way is if the heroes trade something for one of his items, and then trade two items for one he has just picked up from them. Example – trade a pair of pretty rocks for the healing kit, then have a different hero trade two daggers for one of the pretty rocks.

Such bartering starts to get his blood up, he even reverts to the famous line he used to use when attempting to trade away something he has just received; "Been in Abu's family for hundreds of seasons".

One other possible Abu-heartener is the knowledge that he is considered the friend of Big Chief Reesta. Actually, Reesta intends to make him his cohort, and his time training Reesta is one of the few times Abu ever felt important.

Assuming the heroes buck up Abu (and don't make it too easy), he also has some information for them.

What heroes do in lizardman country? Not afraid of savage scalefaces? Oh, Abu get it, traveling with Mirmirani, just slow, right?

When they ask about Mirmirani, Abu says that he saw her, Crunch, and Tiktik just yesterday. They wouldn't let Abu travel with them, he's just too useless. (Pause for further confidence building on the heroes' part).

They said they were on the way to get Bengoukee, and Abu was glad. But then Mirmirani said that Bengoukee did not want to be found, so Abu was sure he ran away to get away from Abu. (more bucking up needed). Abu is in a very fragile emotional state right now, and his mood should shoot up and down like a yoyo.

Mirmirani, Crunch, and TikTik headed north, straight into lizardman country. If anyone asks, Mirmirani was in charge of the group, although Crunch kept trying to get her to turn back. She got exasperated and told him to run back to the village where he would be safe; she and Tiktik were going after Bengoukee. Crunch just grimaced and followed along.

Abu: Stats - Abu is too depressed right now to have stats. If the party wants to kill him, for no reason anyone could think of, he does not resist. If they try spells on him, he fails the saving throws automatically. If they perk him up, his modified Bartering skill is 20.

Encounter Five: Crunch

The trail has been at once easier and more difficult to follow, now that you are in the Dokuba swamp. Easier, because you are closing in, and the trail is fresher, Harder, because the swampy land fills in the footprints quickly.

Then you hear sounds of a battle. A high pitched cry sounds, it could only be a saru in great pain. It does not sound too far away.

The tree cover here prevents any flying heroes from getting a quick view of the battle. The best they can see is several lizardman, carrying someone who is struggling, disappear under the cypress cover. They can land near the battle.

Assuming the party rushes forward (or even proceeds cautiously), they come upon the recent battle.

It is quickly evident that there was a battle here, and Mirmirani lost. The saru TikTik lies dead, next to the bodies of three lizardmen. Over near a tree lies Crunch,

apparently dead as well. Around him lie a full half-dozen of the wild lizardmen. Of Mirmirani there is no sign.

Checking reveals that Mirmirani's footprints stop in this small copse of dry land. Three lizardmen carried her away.

Crunch is not dead, he is at zero hit points. Any kind of healing (even a heal check) brings him back to consciousness.

"Where is Mirmirani? Crunch has failed chief, failed to protect wife of chief. We must go after her." He lurches to his feet, although he is clearly unable to continue without a lot more healing. He breaks out in a sweat, not only is he wounded, but he seems to be suffering from some kind of disease as well.

Crunch may be added to the party, he is an excellent climber, hunter, and fighter. If the party is mostly high level (6th and above), he volunteers to go back and tell Reesta what has happened. If not, he volunteers to go along, in spite of his wounds and sickness. Note: either way, he will follow the party, although he won't aid a high level party in combat.

Crunch: F2/R2/T2 – male saru: (8 ft. tall); HD 4d10 + 2d6; hp 42 (currently 0); Init +4 (Dex); Spd 30 ft.; AC 16 (+2 hide, +4 dex); Atks +11 melee (1d6+5 (single scimitar) or +9/+9 melee (1d6+5/1d6+2 two scimitars) or +9 ranged (1d8+5, mighty longbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA sneak attack for 1d6; SQ uncanny dodge; AL NG; SV Fort +4, Ref +7, Will +1.

Str 20, Dex 19, Con 10, Int 13, Wis 8, Cha 6.

Skills: Balance +15, Hide +14, Move Silently +14, Tumble +16, Wilderness Lore +8, Vine Swinging +15, Jump +12, Climb +12.
Feats: Dodge, Mobility, Exotic Weapon (Scimitar), Expertise, Track, Two Weapon Style, Ambidexterity, Spring Attack.

Equipment: wears a mask of the saru (a white mask with three gems placed in it), and carries two scimitars (one bone, one obsidian, both +1 to hit), and a mighty long bow – strength (20).

Crunch's Story:

I found Mirmirani by the river, preparing to leave the village. I tried to get her to stop, but Mirmirani has a heart of fire, she would not stop. She said that she was going to find Bengoukee, that her husband needed his

help. I could not let her go off with just Tiktik as a guard. Tiktik was brave, but he was not much of a fighter.” He looks over at the lizardmen bodies at Tiktik’s feet and says; “But he died well, and took three of them with him. He was a hero, but together we still failed.”

Mirmirani said that she found out from a nature spirit that an old korobokuru was seen heading into lizardman country, so she was going to get Bengoukee back. I had to follow her. For a while our travels went well, until we reached the swamp. Both Tiktik and I felt weak, I think we have the swamp fever. Then, the lizardmen set upon us. I fought as well as I could, and Tiktik fought better than he could, but they took her. How can I go home without the wife of the chief?

The heroes are free to take Crunch with them or not. If they are a low level party, he follows on his own. If they are high level, he does what they say, he is confident these well known heroes will accomplish the rescue. He still follows them, as he feels responsible for Mirmirani’s safety.

Crunch is suffering from swamp fever, a cure disease is what he really needs, although delay poison works for a day, long enough to help rescue Mirmirani. A heal check (DC 20) lets the heroes determine the exact nature of his sickness, and a Wilderness Lore check (DC 16) lets them find some herbs and leaves that they can mix into a mixture that will gradually heal him. (3 days)

Finding Mirmirani: The trail is gone. The lizardmen headed straight into a large swamp lake, covered with scum and weeds. There is no trail left. Fortunately, someone else has noticed the battle.

Encounter Six: Fresh Water Sahuagin.

Background on the Fresh Water Sahuagin:

The sahuagin (known as fish-men in Malatra), inhabit the eastern third of the Dokuba swamp. They are lawful evil in nature, but due to an ancient legend, they do not eat nubari. In the dim past, one of them captured and ate a nubari that had a sickness. That sickness spread through the sahuagin as a plague, killing most of them. Only now are their numbers returning to what they used to be. But no sahuagin will eat a

nubari, or any nubari-like creature (shu, korobokuru, katanga, butu, oscray or tam’hi). Their favorite intelligent food is lizardman, although they consider saru a tasty dish as well.

Any lizardman PC recognizes the fish-men upon sight, and should be told the background. There is no love lost between sahuagin and lizardmen, but only if the party is entirely made up of lizardmen will the sahuagin be hostile.

A successful Lore check (DC 20), or Wilderness Lore check (DC 25) reveals the history of the fishmen to those with the appropriate skill.

As you stand at the edge of the swamp lake, you realize that you have no hope of following the lizardmen across this lake. Then you notice fins cutting through the water, heading in your direction. It’s quite a healthy number of fins, as a matter of fact. The fins rise up out of the water to reveal a scaled gray creature, the fin rising from their heads. They are clad only in belts that their most efficient weapons hang from. More than a dozen of them stand just off the shoreline, weapons at the ready, gazing at you. Finally, the largest of them, who stands as tall as the tallest saru, speaks in broken Malatran common.

“Nubari? Why are nubari in fishman country? Have you come to kill the fishmen?”

Let the heroes respond. The sahuagin are tense at first, but if they hear that the heroes have a reason to fight the lizardmen, they relax somewhat.

We hate lizardmen as well. Well, we like them, but only for dinner. You seek lizardman village across lake? We help you. Must make deal though. We keep all lizardmen bodies, including these (pointing to the ones slain by Crunch and Tiktik). Even keep dead saru. Let live saru go, he look sick, maybe got nubari plague. Lizardmen feed fishman tribe for several weeks. But how you cross lake? Few swimmers among poisonous nubari.

There are enough trees and large reeds to allow the heroes to build a large raft, or a pair of small ones. It will take two people-hours, so 20 minutes if six heroes work on it. The sahuagin will not help, they’ll just watch.

Rescuing Mirmirani: *"You want to get poisonous female back? She must be in chief's hut. How about fishmen attack from water? Lizardmen are clumsy in water, at least compared to fish-men. When lizardmen rush to attack fish-men, we withdraw with dead lizardmen for feast; you sneak through jungle, attack chief, kill chief, and take poisonous nubari away. Then you go away and not come back, okay? If possible, drop chief's body by lake, eating chief makes for brave fishmen."*

What do you mean by poisonous nubari? *All fish-men know, eat nubari, fish-man die. Nubari are poisonous to fish-men. Only lizardmen and saru are good eating. Well, green saru kind of stringy, but have lots of meat. Only eat one so far, maybe nubari know, are all green saru stringy like first one?* (they captured and ate a lone kretch, something that should definitely put the heroes at ease).

Leaving Tiktik's body to the fish-men: Saru have no burial rituals, dead saru are generally left for the jungle to reclaim. There is no real restriction on them leaving the body of Tiktik for the fish-men. The heroes may still have a problem with that, so all they really have to do is mention that Tiktik had the nubari plague as well. That will get the fish-men to all move away from his body. But if they decide to leave it, no customs or taboos are being violated. The circle of life encompasses everything; all is part of the natural order.

Sahuagin: (NA 12). Medium humanoid (aquatic), HD 2d8+2; hp 15; Speed 30, swim 60; AC 16 (+1 Dex, +5 natural); Atks Trident +3 melee, 2 rakes +1 melee; Dmg: Trident 1d8+2, rake 1d4+1; Face/Reach 5ft by 5ft/5 ft; SA Blood Frenzy; SQ underwater sense, light blindness, amphibious; AL LE; Sv: Fort +4, Ref +1, Will +1
Str 14, Dex 13, Con 12, Int 14, Wis 12, Cha 10

Skills & Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (Hunt) +2, Spot +7, Wilderness Lore +1; multi-attack.

Blood Frenzy: Once per day a sahuagin that takes damage can fly into a frenzy the following round, attacking madly until it or it's opponent is dead. It gains +2 Constitution and +2 Strength and suffers a -2 AC penalty.

Underwater Sense(EX): A sahuagin can locate creatures underwater within a 30' radius. The

ability negates the effects of invisibility and poor visibility.

Light blindness: Abrupt exposure to bright light blinds sahuagin for 1 round. In addition, they suffer a -1 morale penalty to attacks, damage, and saves while operating in bright light.

Amphibious: Sahuagin can survive out of the water for 1 hour per 2 points of Constitution. After that, refer to drowning rules on page 85 of the Dungeon Master's Guide.

Encounter Seven: Lizardfolk Village

The heroes may have built rafts, or they may choose to circle the lake. Circling the lake takes much longer, and the fish-men don't think much of that. They advise that the poisonous female (Mirmirani) may well be eaten if the heroes take a full day to circle the lake. Assuming they build a raft, the fish-men help by pushing it through the water at a rate that heroes cannot match by using poles to push. It takes about an hour to cross the lake with the fish-men's help, two by themselves.

Scouting the village: The heroes may have numerous ways to scout the village, aarakocra, flying mages, invisible, flying mage, invisible monkey katanga in the trees, whatever. If they choose to employ a scout, give her the following description.

The wild lizardfolk village is a small, crude village of perhaps a dozen huts. It sits right at the edge of the lake, the hut nearest the water is no more than a few nubari-lengths (12') from the water's edge. A pair of lizardfolk warriors sit at the waters edge, watching the water and surrounding jungle. Many more lizardfolk move about the village, some sharpening their javelins, others carving slabs of meat from a large sailback and passing them about. At a quick guess, there are perhaps fifty lizardfolk of various sizes in sight.

The interior of the village boasts several larger huts, with the largest being the furthest from the water, guarded by two large lizardfolk. A relatively clear space of land separates the village from the surrounding swamp, leaving a strip three nubari in length of cleared space between the forest and the huts.

If they are close enough to hear, they can get confirmation the Mirmirani is still alive.

As you get closer, you hear a familiar voice coming from the largest hut. "Kratiss, you must let me go, if you want your village to survive. I am the wife of a chief, and the student of Bengoukee. He will burn your village to the ground, and make a cloak from your hide. I'm warning you, this is your last chance to survive". A hissing voice replies "Ha. Bengoukee lizardfood now. Kratiss is chief. Kratiss eat many nubari. Soon, Kratiss eat loud she. For now, she quiet!" There is a load slap, followed by a feminine cry. A hissing roar, and another slap quickly follows it. A moment later a huge lizardman appears at the door to the hut, licking a wounded hand.

Mirmirani bit him, and he knocked her unconscious as a response.

Scouting Report: General layout. 12 huts, scattered about loosely in no organized fashion. They spread out over almost 100 yards, with trees and moss breaking up the area. The largest hut is near the rear of the village (farthest away from sahuagin attacks) flanked by a pair of other large huts. One is empty, the other is the hut of the village shaman. The shaman was slain by Crunch, and no immediate replacement exists. The hut is poorly constructed, of reeds, logs, and other junk, and has numerous small holes in the sides and roof. No hole is provided for a fire, lizardfolk do not cook. The entrance faces the lake.

Numbers: Over 50 lizardfolk inhabit this village, ranging from the grizzled elder chief to young lizardlings. They move about on their business, and unless *invisible*, no PC has a chance to sneak up to the hut without being spotted. Of course hero distractions could affect this. If someone is determined to try, assume that the hide difficulty is 30 to cross the cleared area.

Landing near the village: If the heroes take rafts, they are urged to land at least a mile from the village, to prevent detection. The sahuagin give them no more than an hour to get into place, and then they start their diversionary attack.

Diversionary Attack: The sahuagin are taking this opportunity to have the useless and

poisonous nubari face the only lizardmen in the whole village they truly fear, the chief and his two elite guards.

Stealth plan: The heroes may decide that by use of spells and skills they could sneak up to the back of the hut, rescue Mirmirani and leave without facing the lizardmen. This won't work, because there is no actual door on the chief's hut. The guards can see Mirmirani lying on the ground in the hut, and will certainly notice if she is moved. (or disappears, or whatever). They may be able to grab her and run off, but they will be pursued. The one advantage to this plan is that they will face the chief and his guards away from the rest of the village, and do not have to worry about reinforcements coming.

Low Tier

Lizardfolk – Malatran Wild (elite guards): NA (2); medium humanoid (aquatic, reptilian); HD 4d8+12 (36); Initiative +0; Speed 30, swim 40; AC 18 (+6 natural, +2 large shield); Atks: 2 claws +5 melee (or greatclub +5 melee), bite +3 melee; or javelin +3 ranged, Dmg: claw 1d4+2, greatclub 1d10+3, bite 1d4+1, or javelin 1d6+1; Face/Reach 5ft by 5ft/5ft; Sv Fort +3, Ref +4, Will +1

Str 17, Dex 10, Con 16, Int 9, Wis 10, Cha 10

Skills & Feats: Balance +6, Jump +7, Swim +9; Multi-attack.

Lizardfolk – Malatran Wild (chieftain): NA (1); medium humanoid (aquatic, reptilian); HD 6d8+18 (51); Initiative +4; Speed 30, swim 40; AC 20 (+8 natural, +2 large shield); Atks: 2 claws +8 melee (or greatclub +8 melee), bite +6 melee; or javelin +6 ranged, Dmg: claw 1d4+5, greatclub 1d10+5, bite 1d4+2, or javelin 1d6+1; Face/Reach 5ft by 5ft/5ft; Sv Fort +5, Ref +5, Will +3

Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 14

Skills & Feats: Balance +6, Intimidate +10, Jump +7, Swim +9; Multi-attack, Improved Initiative, Skill Focus – Intimidate.

High Tier

Lizardfolk – Malatran Wild (elite guards): NA (2); medium humanoid (aquatic, reptilian); HD 6d8+18 (47); Initiative +4; Speed 30, swim 40; AC 18 (+6 natural, +2 large shield); Atks: 2 claws +10 melee (or greatclub +10 melee), bite

+8 melee; or javelin +6 ranged, Dmg: claw 1d4+4, greatclub 1d10+4, bite 1d4+2, or javelin 1d6+1; Face/Reach 5ft by 5ft/5ft; Sv Fort +4, Ref +5, Will +2.

Str 18, Dex 10, Con 16, Int 9, Wis 10, Cha 10

Skills & Feats: Balance +6, Jump +7, Swim +9; Multi-attack, Improved Initiative.

Lizardfolk – Malatran Wild (chieftain): NA (1); large humanoid (aquatic, reptilian); HD 8d8+24 (66); Initiative +4; Speed 30, swim 40; AC 19 (+8 natural, +2 large shield, -1 size); Atks: 2 claws +13 melee (or greatclub +13 melee), bite +11 melee; or javelin +8 ranged, Dmg: claw 1d4+5, greatclub 1d10+5, bite 1d4+2, or javelin 1d6+1; Face/Reach 5ft by 5ft/5ft; Sv Fort +6, Ref +5, Will +4

Str 20, Dex 10, Con 16, Int 10, Wis 10, Cha 14

Skills & Feats: Balance +6, Intimidate +10, Jump +7, Swim +9; Multi-attack, Improved Initiative, Skill Focus – Intimidate.

Reinforcements:

Lizardfolk – Malatran Wild: NA (2-low tier, 5-high tier); medium humanoid (aquatic, reptilian); HD 2d8+2 (11); Initiative +0; Speed 30, swim 40; AC 17 (+5 natural, +2 large shield); Atks: 2 claws +2 melee (or greatclub +2 melee), bite +0 melee; or javelin +1 ranged, Dmg: claw 1d4+1, greatclub 1d10+1, bite 1d4, or javelin 1d6+1; Face/Reach 5ft by 5ft/5ft; Sv Fort +1, Ref +3, Will +0

Str 14, Dex 10, Con 14, Int 9, Wis 10, Cha 10

Skills & Feats: Balance +4, Jump +7, Swim +9; Multi-attack.

So, at some point the heroes will end up facing the chief and his two elite guards. If they are too flashy, obviously attracting a lot of attention, up to five more lizardmen will come as reinforcements, arriving five rounds after the combat starts. Circumstances that bring reinforcements include attacking before the diversionary attack begins, heading in a direction other than straight back out into the jungle, or some loud flashy spells (*Evard's Black Tentacles* is a spell that will draw attention, for example).

Complication: When the diversionary attack by the sahuagin starts, the chief starts off to lead the counterattack. After two rounds, he realizes that it might indeed be a diversion, since a

dozen sahuagin cannot mount a serious attack on the whole village, they are obviously just here to try to get a few lizardmen for food. So he turns back to the hut to make sure that no one is trying to rescue Mirmirani. He joins the combat after three rounds. (he runs back).

Crunch's Role:

Crunch wants to play a part in the rescue of Mirmirani. He should not carry the combat, even if the party is all 1st level. He can aid in several ways (listed in order of his preference - He will defer to party wishes):

1. While the party fights the chief and his guards, he can grab Mirmirani and get her back to the jungle.
2. He can stay in the trees and cover them with his strength bow.
3. He can aid in the combat, drawing the attacks of the chief, since he is likely to be one of the largest in the party. If he faces the chief one on one, he should lose. Not die, just need some help from the PCs. Do NOT let him defeat the chief on his own, the PCs need to have a role in this combat.

Also, if Crunch is taking a part in the battle, choose someone to roll dice for him. It would be best to choose someone who is unlikely to have much of an impact on the battle (like a 1st level sorcerer or rogue), this gives the players a feeling that they are controlling things.

So, the most likely plan is that three or more of the tougher heroes engage the lizardmen, while one or two grab Mirmirani and flee. Other things may occur, but the following results should guide any interpretation of the situation.

1. Unless the chief is dead, the heroes will be pursued.
2. If the chief's guards are dead, but he is alive, he grabs the reinforcements and pursues.
3. If the guards and chief are all dead, the heroes can get away clean. They will not be pursued, the lizardmen don't want anything to do with fighters who can kill their three best that easily.
4. Mirmirani remains unconscious until she gets some kind of healing, whether from spell or brew. She must be carried at least back to the rafts.

The party may have plans that make all of this inappropriate, for instance if the party has enough high level sorcerers that they can all fly, they can grab Mirmirani and flee with just a few attacks by the guards to mess with them. If so, give them credit for superior tactics, and let them get away. If you're feeling mean, or there's lots of time left, the three tough lizardmen pursue them and come upon them the first night they camp. (Fly spells will not last long enough for the party to make it out of the swamp).

Encounter Eight: Mirmirani.

With the rescue of Mirmirani (and the defeat of the lizardman chief), you are prepared to set out for home. Mirmirani is still woozy from the blow she took from the chief, a line of claw marks runs down her cheek. It is likely that in spite of healing spells, she will bear scars for the rest of her life. She is currently unconscious, although she is breathing normally, and while injured, she looks to be in no danger of her life.

Pause for heroes to do any healing they wish. Any healing, brew or spell, allows Mirmirani to regain consciousness.

Mirmirani stirs and then sits up. "Where is he? I'll singe his tail with magic thorns. I want his hide for my hut."

Let the heroes tell her of the outcome of the battle. If the chief is dead, she wants to know who got the kill. Whoever it is, she tells them that she owes them a debt, and she will see to it that her husband repays it. However, when told that they are going home, she has other ideas.

"Home. No, we are going to find Bengoukee. We're so close. We didn't come all this way to go home without him. Tiktik died on this quest, I will not see his sacrifice in vain. You have a choice, you can come with me, or you can retreat from the swamp while Crunch and I go find Bengoukee. What is it to be?"

The heroes will literally have to tie her up hand and foot and carry her all the way back to the village of the Saiyama, or she will go after Bengoukee. If they do tie her up, she escapes her bonds on the first night, although if there is a watch at night, they will notice her doing so. Mirmirani is a strong-willed young female, and

will not back down in the face of threats, logic, or pleading. This is her quest, Bengoukee was her mentor. She will resort to name calling, threats of her own, (banishment, being branded a coward, whatever it takes), biting, scratching, kicking, screaming, etc. She wants to go after Bengoukee.

Swamp Fever: Any saru or monkey katanga with the party will catch swamp fever from Crunch. This lowers their con by 2 for three weeks, or until they receive a *cure disease* or find the proper medicinal herbs (Wilderness Lore or Herbalism check – DC 16). If cured with herbs, it takes three days to clear up. Once cured, a saru is forever immune to swamp fever. It has no effect on anyone but a saru or monkey katanga.

Swamp fever causes light-headedness, loss of appetite, and a good case of "Bagoomba's Revenge".

With Mirmirani in the lead, you follow her across the swamp. After two days, you reach the foothills of the mountains that border the Dokuba swamp on the north. As you emerge from the swamp Mirmirani says, with a great deal of satisfaction; "There, what did I tell you?" She is pointing at a fresh set of footprints, korobokuru size. "If those aren't Bengoukee's tracks, then whose are they?"

Rangers or trackers may make a Wilderness Lore roll (DC 25) to determine that the tracks are the right size and distance to be the tracks of Bengoukee.

Once found, the tracks are easy to follow (Tracking DC 10), or Wisdom check of 13.

With Bengoukee's tracks clear in front of you, and the swamp left behind, you are gaining swiftly. It is apparent from the tracks that whoever made them is slow, and perhaps injured. In many places one track is heavier than the other, indicating that whoever left them was limping.

Pause for Spot checks (DC 15). Those who succeed see the following:

High above you on a rocky ledge, you see a grizzled old korobokuru. From this distance it is impossible to make out the facial features, but it sure looks like it could be Bengoukee. The figure turns and limps

out of sight. “See, I told you we were on the right trail. Come on, we’re going to be heroes to the village when we bring him back;” says Mirmirani.

But upon reaching the ledge, you find that the tracks have disappeared. Well, make that changed. For a few paces, the tracks are those of a korobokuru, but then they change, become those of a lion. “No worry, Bengoukee told me he liked the Take Animal Shape (polymorph self) spell, that’s probably what he’s using up here in mountains. We’ll still catch him; urges Mirmirani. But then she sees some strange markings on the rocks ahead. “Oh no. Do you see this? Do you understand what it says?”

Anyone with the read/write feat can make it out, otherwise they have no chance.

The writing says: “Mirmirani, my most favored pupil. Go back to your husband, and take care of him and my village. The village needs your wisdom in the seasons to come. I will return when the time is right. For now, I can see no one, and no one but your husband should know that I am still alive, if life is the proper term.

My life will be forfeit for what I have done, and I can only hope that the life of the jungle is not forfeit as well. Go with the good will of the jungle, and take care of Reesta.

B.

P.S. If you see Abu, take the little quillball home with you, he should not be out on his own.

Mirmirani is concerned with one thing, however. “I have studied with Bengoukee for many moons. This is not his normal way of making marks. I wonder if it was truly him. No, it must be that he was in animal shape when he made these marks. That’s it. I just know that it was Bengoukee, only he would be worried about someone as foolish as Abu.”

Mirmirani insists on finding something she can use to write with, to copy down the message for Reesta.

Heroes who have been to the Valley of Lion (in the module “Comes the Lion”) recognize the

scratching in the rock as similar to those they saw there.

If the party chooses to keep following the tracks, they lead for a few miles into the mountains, where they come to a ledge and simply continue off the edge. (Bengoukee used a fly and an invisibility to make his escape with no chance of them following him.)

At last, given a clear message from her mentor, Mirmirani will agree to return to the village. She is jubilant, she has proved he is alive, and will aid the jungle when the time is right.

Epilogue:

You return to a heroes welcome. Reesta is overjoyed to see Mirmirani, he openly weeps at the sight of her. His gratitude is overwhelming, and also takes a tangible form.

The reaction of the village to the news that Bengoukee is believed to be alive is mixed. Why, if he is alive, is he out in the jungle someplace, instead of here aiding the village he has sworn to protect? And what became of the vizerathu, slain in his hut? Many questions remain, but for tonight, you are heroes, and friends of the chief. The fight against the forces of Tiger remains, but the mate of the chief has returned, and her praise of you makes you almost embarrassed. She has other words for Reesta, however. “What do you mean, the elders wouldn’t let you come after me? Who is the chief here? And I was perfectly safe, Crunch is the chief of your hunters, isn’t he? Well, did you think he couldn’t protect me? What, that lizardman never had a chance. Crunch and I could’ve handled him. I will give you credit for one thing, you picked a good bunch of heroes to come after me, but you must get over the idea that a witch doctor in the jungle is helpless. What kind of chief are you?” As they retire to their hut you can see that while Reesta may make an effective chief, he obviously has a few things to learn about being a husband, especially to a firebrand like Mirmirani.

Reesta rewards the heroes with their choice of the following: (certs provided)

1. Healing kit of the Blue Hands.
2. Keen longspear.

3. Spell fetish for *invisibility*, *haste*, or *polymorph other*.
4. *Heal* spell fetish (acts as a scroll)
5. *Branch to Branch* spell fetish (usable by rangers or shamans).
6. +1 Hide armor of *silent moves* – actual magical armor that provides +10 to move silently bonus.
7. Necklace of the Red bird. A necklace made of red copper, shaped as an eagle.
8. Coffee – 8 uses of coffee. When drunk, provides the benefits of Alertness feat for three hours.

Here ends 'The Lonely Chief'

Experience Point Summary:

To determine the experience point award, determine how much of the adventure they completed. Then add the discretionary roleplaying award.

Story Award	1,100 XP
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Roleplaying Award	0-100 XP
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Total possible	1,200 XP
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If the party did not complete the adventure, award them 50-75% or even 90% of the award, depending on how close they came.