

# **An Army of One Thousand**

**A One-Round D&D Living Jungle Adventure  
for Heroes of All Levels**

**by Gregory A. Dreher**

The jungle drums summon the heroes to the Village of the Wise Ones, where the jungle is dying, and a familiar foe is again active. The heroes must rescue other heroes of Malatra, and stop the machinations of the Spider Katanga Mother, lest Malatra fall to an army of one thousand. A Living Jungle adventure with separate tasks for heroes of low level (1-5) and heroes of high level (6-10); tables should be segregated by character level.

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

**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.

## ADVENTURE SUMMARY

The jungle drums again summon the heroes, calling the heroes to the Tribe of the Wise Ones. An old enemy has again appeared, threatening all of Malatra. There are signs of the jungle dying: waters flowing dark; areas of the

jungle with no animals, not even the sounds of animals; and garuda dogs found dead, sucked dry. The spider katanga are again active, and the spirits tell the shamen of the Wise Ones that the Mother of a Thousand Young is near.

Upon arriving, the heroes learn that a war party was sent to scout out the land of the spider katanga. However, the group was attacked, and only one returned, a Huroola warrior. This lone warrior was found badly injured, with poison lingering in her system, and near death. Still, she brought back important information. Low-level heroes are asked to free the captured warriors, and cause a distraction. High-level heroes are asked to go into the cave and slay the Mother of a Thousand Young, lest she spawn an army of one thousand.

The party can speak with the injured warrior. Although in obvious pain, with the wounds still discolored and swollen, she will speak of what she discovered: the location of the cave, the number of guards encountered, a stream flowing with a poisonous dark liquid, and the location of a pen. She will also describe fighting bravely, being bitten by a foul spider katanga, and succumbing to the poison. But, she was stronger, and stirred as a spider katanga tried to take her to the pen. She overpowered the captor, and managed to escape, with barely enough strength to return to the village.

After a couple of days of travel towards the spider katanga lands, the party might slip into some quicksand. However, careful observation, or talking to the plants or snakes, might alert the party to the danger.

Not far ahead, the party encounters someone who wasn't alert to the dangers of the quicksand. A web is strung between two trees. And the web appears to be pulled back in its center, like a slingshot. This isn't the work of the spider katanga. Rather, it's a *web* spell. Upon closer investigation, the web is being pulled by a dumb korobokoru and a dumb saru. They have vines roped around a tiger katanga who is trapped on the web. He deliberately attached himself to the web to stop himself from sinking in the quicksand, but his dumb companions aren't helping him get free. If the heroes can free the tiger katanga before his companions choke him or release the slingshot, they can trade with the trio.

Days later, the party arrives at the poisoned stream. A trickle of black liquid flows through the stream, and the effects of the poisoning are evident in the surroundings. The effects are also evident in a group of poisoned animals, who attack the heroes in trying to block out the pain in their mind.

On the way to the spider katanga lair, the party meets a kindly spirit of earth. In his slow, rambling words, he speaks of his suffering at the hands of the poison from the center of the mountain. He speaks of being lonely, his brother being gone.

Eventually, the party attacks. Both the low and high tiers have their primary target. Secreted in the center of the mountain, however, is another female spider katanga sorcerer/cleric, who would become the new mother should the attack succeed. If the party follows the earth spirit's clues, or looks for the source of the water's

pollution, they might search out the hidden foe and make Malatra even safer.

## Introduction

The village of the Wise Ones is busy with activity as many heroes gather there. You remember hearing the messages carried with the sound of drumbeats: the jungle is poisoned, animals are dying, and the spider katanga have been found again. As you neared the village, the news turned worse. The sound of the drums carried word that many great heroes of Malatra have been lost.

The news is indeed grave. When hunters of the Wise Ones discovered the poisoned land, a group of warriors who were visiting the tribe set out to find its cause. Only one warrior returned, poisoned and near death.

With a few whispered words, the survivor, a Huroola warrior named Nathani, confirmed the presence of an enemy of great but unknown power. The Mother of a Thousand Young, a mysterious leader of the spider katanga who was present at the formation of the Blood Bridge, is in the lands near the village. What this foul villain plans is unknown, but as the destruction of the jungle proves, her presence can only be a bane for all the good people of Malatra.

For a table of mostly high-level heroes, read the following:

Kovarka, the chieftain and eldest shaman of the tribal Council of Elders of the Wise Ones tribe, approaches you. "Heroes, the Wise Ones ask you to undertake a vital task, to destroy the vile Mother of a Thousand Young. Nathani has told us about a cave at the edge of Fire Mountain, which is infested by the foul spider katanga. We do not know for what end they have gathered, but the poisoning and destruction of the land shows that it is not for good. You must hurry, and destroy the spider katanga.

"The spirits have told me that the Mother of a Thousand Young exerts a powerful control over the spider katanga, and she is responsible for gaining the power of the spider katanga to aid the Tamara. To destroy her will strike a powerful blow against those Tamara that infest our land. Tell me, heroes, will you undertake this crucial mission?"

For a table of mostly low-level heroes, read the following:

Kovarka, the chieftain and eldest shaman of the tribal Council of Elders of the Wise Ones tribe, approaches you. "Heroes, the Wise Ones ask you to undertake an important task, one which will help destroy the vile Mother of a Thousand Young. Nathani has told us that the captured warriors were taken to an area near the edge of Fire Mountain, to the north. We do not know for what end they are being kept, but we can be sure they will not be kept for long. You must hurry, and save them from their captors. In doing so, you will create a distraction, and help other warriors strike a fatal blow to the spider katanga."

If a high-level hero is wondering why he or she is not joining the group that will fight the Mother, Kovarka will mutter "You will see," and wait until the hero is alone.

"Great hero, do you remember when you were just making a name for yourself? There were many dangers you faced, many greater than you. Many brave warriors have fallen, and the jungle mourns their loss. The spider katanga are powerful and evil foes, and I do not want to see these young heroes suffer the fate of the fallen heroes of the past. Know that the spider katanga are responsible for taking the wise Arkari before her time, and I do not want these heroes to fall when they are so young. Please, protect them, give them guidance, so that they too may become great heroes of the Jungle."

Of course, the heroes will accept the mission, else there is no adventure for them.

## Scene 1: Nathani

Allow the heroes to ask some questions of Kovarka.

- Can we speak to Nathani? "Of course, once she wakes. She is very weak, and the treatment to remove the spider katanga venom from her body has sapped her strength even more." (See below)
- Who are the captured heroes? "Yakato, a brave warrior of the Saiyama tribe, one who many think should lead that tribe. Saurdurak, a proud lizardfolk of the Dokuba Swamp. Aloko, a shaman of my tribe, one I trained in the ways of the spirits. And three of the strongest warriors of the Wise Ones, Gortho, Clymnas, and Zorsha.
- [Note: The Saiyama tribe is the original name of the Tribe of Big Chief Bagoomba.]
- Of what tribe is Nathani? "Nathani is a warrior of the Huroola tribe."
- When did they get captured? "It was but two days ago when a hunter spotted Nathani crawling back to the village. She had traveled for four days after her band of warriors was captured."
- How long will it take us to travel there? "It should take but two days for you to make the trip. We shall provide you food and supplies, so that you may travel as quickly as possible."

After the party has taken some time to talk to Kovarka, a young shaman approaches the group.

"Wise Kovarka, Nathani is stirring. Her fever has broken, but she is still weak."

The heroes will be able to question Nathani.

The young shaman takes you into a hut, bare but for the woven straw mat, upon which a muscular but pale woman rests. Discolored, swollen blotches cover her body. She strains to turn her head to look at you.

"Look at me," she says through gritted teeth. "I fight alongside men, and disaster has fallen us. I have nearly died, as I have ignored the wisdom of my ancestors. Surely I have angered the spirits for fighting alongside men."

Some information the party can get from Nathani:

**“Two days’ travel to the north, you will find a small stream. Black ichor flows through the water, a foul black poison. The plants nearby were losing their green color, and several small animals lay near-dead near the stream.”**

**“You must follow the stream to its source, near the edge of Fire Mountain. There is a cave, facing in the direction of the rising sun, where we spotted the vile spider katanga entering and leaving.”**

**“Be wary, heroes! The spider katanga and their spider allies patrol these lands, and no doubt have nasty traps awaiting those who enter their land. We did not find any ourselves.”**

**“To rescue the captured heroes, do not enter the cave. Travel instead to the right, and you will see a pen. There, too, are guards. The warriors I fought alongside were taken there.”**

**“I saw the foul Mother of a Thousand Young when I fought to prevent the coming of Tamara. She was in her hybrid form, but even then, one could see her swollen, distended belly, covered in egg sacs. I do not know how or why she exists, but the good people of Malatra cannot allow more of these foul creatures to come into existence.”**

**“If you can (destroy the Mother of a Thousand Young)/(rescue my comrades in battle), retreat quickly! There are unknown numbers of the spider katanga, and you cannot suffer the fate of my companions.”**

Nathani knows something else, which no one else in the village knows. There is another powerful spider katanga named Talunuku hidden in the caves, one who is secretly performing the rituals to allow her to become a new Mother of a Thousand Young. For that to happen, however, the current Mother must be slain. Nathani suspects that her rituals are the cause of the poisoned stream, not just the presence of the spider katanga.

Nathani is secretly working with Talunuku to ensure the death of the current Mother. Nathani knew to follow a certain path, such that her band would learn about the cave, and to expect battle. She and the other warriors battled with Talunuku and her loyal followers, and Nathani deliberately fell to Talunuku. Talunuku poisoned Nathani only enough to weaken her, not kill her. And when Nathani stirred, her guard deliberately fell to allow Nathani to escape, letting her bring knowledge of the Mother to the Wise Ones tribe.

Talunuku agreed not to kill the captured heroes, and hold back those spider katanga loyal to her when the heroes invade to destroy the Mother or rescue the heroes. Talunuku, then, will be safe, and many spider katanga loyal to the current Mother will be defeated.

Nathani was leery about this arrangement, but eventually agreed, rationalizing away her doubt. The Mother of a Thousand Young would be defeated, not to rise again for some time; the spider katanga would be less useful to Tamara; and the people of Malatra would see that the spirits were angered by the Huroola women fighting alongside men.

In most cases, this information will not be revealed. Nathani will not bring it up, and no one suspects anything. However, it is possible a *detect thoughts* spell, along with the right questions, might reveal this information. Note that the Sense Motive skill will not work here. The skill requires an examination of body language, speech habits, and mannerisms, which are concealed by her very real pain.

## Scene 2: Departure

After speaking with Nathani, the Wise Ones present the heroes with any supplies they might have asked for, including food, water, vines, and arrows or darts. Kovarka personally presents the heroes with four small gourds.

**“Heroes, you face foes who possess great strength and cunning, and your bravery for facing these foes is to be commended. To protect you from the foul effects of their poison, please, take these gourds of herbal brew. The yellow gourds contain the essence of herbs that can combat poisons, and the orange gourds contain brews of powerful healing herbs.”**

The brew in the two yellow gourds acts as a *potion of neutralize poison*, as if cast by an 8<sup>th</sup> level cleric. The brew in the two orange gourds acts as a *potion of cure serious wounds*, as if cast by an 8<sup>th</sup> level cleric.

Two bands of heroes will now depart and take separate paths to the lair of the spider katanga. They are not to stay together; they should only meet briefly before the final attack. One is the heroes played by the players at the table, the other is a band of either noted heroes (if the players are playing low tier) or beginning heroes (if the players are playing high tier). If you desire, have the players role-play with these other heroes, which could be the players’ other characters. (See Scene 8 for brief descriptions of generic heroes, or use heroes familiar to you and the players.)

Both low tier and high tier face the same set of encounters on the way to the lair of the spider katanga.

## Scene 3: Quicksand!

**You depart from the village, separate from the second band, with the sun still rising in the sky, and quickly move from the savanna’s edge into the jungle. The jungle here is thriving, and the chattering of animals is comforting. You keep a steady pace, and as darkness falls, you find a nice place to rest for the night.**

Nothing happens during the night.

**The next morning, you journey onward. Before midday, the ground over which you travel becomes swampy. The drone of insects becomes stronger, and you must constantly swat them**

**away, or be bitten. This swamp is unfamiliar to you in your past travels.**

Any lizardfolk hero, or a hero that makes a Wilderness Lore skill check versus DC 20 (DC 15 if the hero is specifically examining at the trees), can observe the following:

**Strangely, the trees in the area are like those of the jungle, not the spindly ones normally found in the swamp.**

The heroes are traveling through a new swamp. The past earthquakes have disrupted the normal flow of an underground stream, which has instead been emptying into this low-lying area. The local animals can remember when the ground was different, and the trees can feel that the ground is too wet, that they cannot draw the right nourishment from the soil.

All swampland is treacherous. The heroes may choose to ask the animals or plants about the hazards of the land. If so, they may reveal the existence of the quicksand. Alternately, the party may be alert to the dangers of quicksand, and may slow their travel, looking for quicksand. Depending on what they do, give up to a +5 circumstance bonus to their spot check.

After giving the heroes a chance to take precautions, ask the lead hero to make a Spot check against DC 15. Success means the hero has spotted the danger.

**Ahead, you notice the marsh grasses near the edge of a pool of water vibrate slightly. Actually, the water ahead does not appear to be normal. It covers a large area of thin, silty quicksand!**

If the hero does not notice, they are in for a surprise!

**You continue through the marsh grasses, step in a puddle, and stumble forward as the ground sinks under you! The puddle covered a large area of thin, silty quicksand! And you're in the middle of it!**

A hero who falls into the quicksand will sink for 1d4+1 minutes until they are completely submerged.

If a hero struggles, he or she reduces the amount of time he or she has until going under by the same amount of time. For example, if a hero panics and struggles for thirty seconds, thirty additional seconds are deducted from the 2-5 minutes the hero originally had until becoming submerged.

Heroes who fall into the quicksand can escape in a number of ways. A hero has a 1 in 6 chance of being able to find a vine that they can reach and use to climb out. Heroes may also be helped out by others who are not in the quicksand, or can help themselves out by using spells. If a hero has some vine, he or she can attempt to lasso a tree limb, accomplished by hitting AC 14. Fashioning a lasso will take 5 rounds, and pulling the lasso back is a move-equivalent action. Creating and using a lasso will count as struggling, as above.

Heroes who are submerged may hold their breath for a number of rounds equal to twice their Constitution

score. Afterwards, the hero must make a Constitution check against DC 10 (increasing by 1 each round), or go unconscious. The round the hero goes unconscious, his or her hit points are reduced to zero. The next round, the hero is at -1 hit points and is dying. The round after, the hero dies. (See Page 85 in the *Dungeon Master's Guide*.)

Water breathing does not allow the hero to breathe in quicksand. Sorry, river tam'hi and champions of water.

If a hero dives into the quicksand to rescue a submerged hero, they can, with a successful Strength check, pull a submerged hero to the surface. This action will count as struggling, as above, for the rescuing PC. The drowning hero will receive another 2 minutes before sinking again.

## Scene 4: Katangapult

**Increasingly wary about further areas of quicksand, you are easily able to stay on solid ground. Ahead, you find another patch of quicksand. In the middle of this patch, however, you see an unusual sight. Stretched across this patch of quicksand is a large web, anchored to trees at its edges and pulled back in the middle. A young tiger katanga is attached by his back to the middle of the web, half-submerged in the quicksand, and he looks quite uncomfortable.**

Upon closer examination of the scene, the heroes can see two ropes around the tiger katanga, one looped under one arm, the other looped around his neck. He is clutching the rope around his neck, trying to prevent it from pulling tight. The ropes go over the top of the net to some point behind the net.

The heroes might think the spider katanga are involved, but the truth will be revealed if they go around and look behind the web.

**Behind the web, you find two individuals holding the ropes. One is a saru, the other is a korobokoru, and both seem oblivious to what they are doing to the tiger katanga.**

**Rowr, male tiger katanga Ftr1/Sor4:** Medium Humanoid (177 cm tall); HD 1d10+4d4+5; hp 27; Init +2; Spd 30; AC 14 (+2 Dex, +2 natural); Atks +3 melee x2 (1d3 (crit x2), claws), +1 melee (1d6 (crit x2), bite); SA nil; SQ low-light vision; AL LG; SV Fort +4, Ref +3, Will +5.

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

Skills: Alchemy +4, Climb +6, Concentration +8, Knowledge: Lore +6, Jump +1, Spellcraft +5. Feats: Animal Magic, Dodge, Multiattack, Still Spell.

Equipment: Quarterstaff, fetishes, brew of *cure disease*, brew of *cure moderate wounds*, dried meat.

Spells (6/6/3): 0-level—*daze*, *detect poison*, *mage hand*, *open/close*, *prestidigitation*, *resistance*; 1<sup>st</sup> level—*magic missile*, *shield*, *true strike*; 2<sup>nd</sup> level—*web*.

Role-playing: Overly curious, overconfident, and oblivious to many dangers.

**Crash, male saru Ftr4:** Medium Humanoid (170 cm tall); HD 4d10+16; hp 50; Init +4; Spd 30; AC 16 (+4 Dex, +2

natural); Atks +11 melee x2 (1d2+5 (crit x2), fists) or +10 melee (1d8+7 (crit x3), longspear); SA nil; SQ low-light vision; AL NG; SV Fort +8, Ref +5, Will -1.

Str 21, Dex 18, Con 18, Int 6, Wis 6, Cha 7.

**Skills:** Climb +12, Jump +7, Vine-swinging +8. **Feats:** Cleave, Dodge, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

**Equipment:** Longspear, shortspear.

**Role-playing:** Dumb and prone to single-minded devotion to any “good idea” he gets.

**Budd, male korobokoru Ftr4:** Medium Humanoid (140 cm tall); HD 4d10+20; hp 54; Init +4; Spd 20; AC 19 (+4 Dex, +3 hide armor, +2 large shield); Atks +9 melee (1d8+6 (crit x3), battleaxe); SA nil; SQ darkvision 60'; AL NG; SV Fort +9, Ref +5, Will -1.

Str 18, Dex 18, Con 21, Int 6, Wis 6, Cha 7.

**Skills:** Craft: Brewing +7, Jump +4, Vine-swinging +4. **Feats:** Cleave, Dodge, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

**Equipment:** Garuda-hide armor, large wooden shield, battleaxe, necklace of gnasher teeth.

**Role-playing:** Also dumb and also prone to doing foolish things.

If the heroes do not intervene here, the saru and korobokoru will let go of their vines after about five minutes. The heroes' ears will be greeted by the sound of rushing wind, a long scream, breaking branches, a crash, and soft moaning.

If the heroes *do* intervene here, they had better be careful! The two individuals pulling upon the web are willing to listen to the heroes' good ideas, and they will think most any idea is a good idea. However, being none too bright, either Budd or Crash is likely to release their vine when moving to implement a hero's suggestion. If both release their vines at the same time, poor Rowr is liable to go flying through the jungle.

Once Rowr is freed from the web and recovers from his ordeal, he will be interested in talking to the PCs. Rowr will do most of the talking, with Crash and Budd interjecting with brief, simple phrases (in brackets below).

- We were sent by wise Bengoukee to investigate disturbances in Dokuba Swamp. [Big swamp!] [Lizard people!]
- They feared they had angered the spirits. [Taboo!]
- The problems were actually caused by a rogue yuanti. [Snake-man!] We defeated the villain. [Bash snake-man!]
- He wielded powerful magic. [Mojo!] He even commanded the power of the headshrinker. [Bad juju!] [Make Crash run!]
- We did not see any spider katanga, but did see evidence of their presence. We saw in one tree the desiccated husk of a large bird. [Very dead!]

- On the way back, we found a stream flowing with black poison. [Bad water!] There were dead, bloated fish on the banks of the stream. [No good to eat.]
- No, we can't aid you, as we must return to the Saiyama tribe and warn Bengoukee. [Tribe of BaG000000Mba.]  
[Note: Rowr didn't think much of Big Chief Bagoomba, and prefers to refer to his tribe by its original name now that he's gone.]
- Do you want to trade?

Rowr, Crash, and Budd have the following items to trade:

- A fetish for the arcane spell *true strike* (a rune-covered arrowhead). Rowr had come across this fetish, but chose to hone other magical talents.
- A fetish for the divine spell *sound burst* (a shard of cracked crystal). Rowr is not a divine spellcaster, so he cannot use this item.
- A gourd filled with an herbal brew concocted to fight disease (*potion of cure disease*, as if cast by an 8<sup>th</sup> level cleric).
- A gourd filled with an herbal brew concocted to cure wounds (*potion of cure moderate wounds*, as if cast by an 8<sup>th</sup> level cleric).
- A necklace of gnasher teeth, with a red garnet set in one of the teeth.
- A quality shortspear with an obsidian spearhead. Its quality gives the spear a nonmagical +1 enhancement bonus to hit and damage.

After the heroes finish talking and trading, Rowr and companions wish the heroes luck on their travels. **“May the spirits of air protect you!”**

## Scene 5: Dark Stream

*As you proceed, soon the swamp gives way to solid ground. By the time the sun sets over the jungle, the comforting feeling of the healthy jungle again surrounds you.*

The heroes can rest for the evening, uneventfully.

*The next day, you resume your journey to the lair of the spider katanga. The surrounding jungle is full of life, but after walking for part of the morning, (select hero with a keen sense of smell, like a tiger katanga) can detect something wrong. It's just a faint scent, but it is there, the scent of decay, of death.*

A few more hours will pass before the heroes find the source of the decay. As they proceed, the scent becomes more noticeable and stronger.

*The scent of decay grows stronger as you hear a stream some distance ahead. The leaves and vines, normally green, first show yellow blotches, then turn brown, and finally a withered black. The stench is almost overwhelming when you lay eyes on the stream. A foul black ichor flows through the water. All*

*the plants at the banks of the stream are shriveled, wilted husks. Small fish and birds lie on the riverbank, black and decaying.*

Move immediately to the attack below.

## Scene 6: Animals in Pain

*You hear the sound of dead branches breaking as several forms approach you from many sides. They are animals, but move awkwardly, as if each step causes them pain. Their fur/skin is blotched, and they have many open wounds. The creatures bellow, and lurch towards you.*

The animals are driven mad with rage due to being affected by the poisoned and diseased water, and are only attacking the heroes because their demented minds tell them that fighting might ease the pain.

The poison in the water inflicts 1d4 points of temporary Dexterity and Constitution damage when ingested, Fortitude save against DC 20 to avoid. One minute later, the poison inflicts 1d4 more points of temporary Dexterity and Constitution damage, Fortitude save against DC 20 to avoid. It further inspires fevered delusions and causes great pain. The effects of the poison are factored into the animals' stats below.

It should not be hard for the heroes to figure out that these animals are affected by the water. Either *cure disease* or *neutralize poison* will stop the effects of the poisoned water. At this point, they likely have potions for both spells, and may be able to cast the spells. Attempting to cast a spell or use the poison on the animals will provoke a normal attack of opportunity, and trying to feed a potion to an animal will provoke a special bite attack of opportunity. A hero attempting this risky maneuver should deserve a Hero Point for his self-sacrificing action.

An animal cured of the effects of the poisoned water slumps unconscious for 10-60 minutes as the body fights back the poison's effects.

Attempts at communication, such as using the *Speak with Animals* spell, will be met with a cacophony of delusional, enraged thoughts. The emotions of rage, anger, confusion, and especially pain come through very clearly.

### Important Note: Varied Combat

A variety of animals are listed below. The heroes do not face them all. Rather, the judge should select an appropriate group of animals, looking at their Challenge Rating. Try to choose the animal form of katanga heroes or other animals towards which the heroes have an affinity; doing so will add an element of moral dilemma to the combat.

Review the section on Challenge Ratings and Encounter Levels in the *Dungeon Master's Guide*<sup>™</sup>, pp. 100-102. In general, a party that averages X level is challenged by a single creature with a CR of X-1 to X+1, or N monsters with a CR of X-N. Because the animals are weakened a bit (they have taken 2 points of temporary Dexterity and Constitution damage), consider treating the party as if they were 1 level higher.

**Ape:** CR 2; Large Animal; HD 4d8+4; hp 22; Init +1 (Dex); Spd 30, climb 30; AC 13 (-1 size, +1 Dex, +3 natural); Atks +7 melee x2 (1d6+5 (crit x2), 2 claws), +2 melee (1d6+2 (crit x2), bite); SA nil; SQ Scent; AL N; SV Fort +5, Ref +5, Will +2.

Str 21, Dex 13, Con 12, Int 2, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

SQ: *Scent*—The ability to detect foes and track by scent.

**Crocodile:** CR 2; Medium Aquatic Animal; HD 3d8+6; hp 19; Init +0; Spd 20, swim 30; AC 14 (+4 natural); Atks +6 melee (1d8+6 (crit x2), bite) or +6 melee (1d12+6 (crit x2), tail slap); SA Improved Grab; SQ nil; AL N; SV Fort +5, Ref +3, Will +2.

Str 19, Dex 10, Con 15, Int 2, Wis 12, Cha 2.

Skills: Hide +6, Listen +5, Spot +5.

SA: *Improved Grab*—To use, it must hit with its bite. If it gets a hold, it can drag its victim into the water, pinning it. It inflicts bite damage for each round of its pin. It can only hold Medium-size or smaller creatures.

**Leopard:** CR 2; Medium Animal; HD 3d8+3; hp 16; Init +3 (Dex); Spd 40, climb 20; AC 14 (+3 Dex, +1 natural); Atks +5 melee (1d6+3 (crit x2), bite), +1 melee x2 (1d3+1 (crit x2), 2 claws); SA Pounce, Improved Grab, Rake 1d3+1; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 16, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +11, Climb +11, Hide +8, Listen +6, Move Silently +8, Spot +6. Feats: Weapon Finesse (bite, claw).

SA: *Pounce*—If it leaps, it may take a full attack despite moving. *Improved Grab*—To use, it must hit with its bite. If it gets a hold, it can rake. *Rake*—It can make 2 rake attacks (+6 melee) for 1d3+1 points of damage with a successful hold, or if it pounces.

SQ: *Scent*—The ability to detect foes and track by scent.

**Lion:** CR 2; Large Animal; HD 5d8+5; hp 27; Init +2 (Dex); Spd 40; AC 14 (-1 size, +2 Dex, +3 natural); Atks +7 melee x2 (1d4+5 (crit x2), 2 claws), +2 melee (1d8+2 (crit x2), bite); Face/Reach 5 ft x 10 ft/5 ft.; SA Pounce, Improved Grab, Rake 1d4+2; SQ Scent; AL N; SV Fort +5, Ref +6, Will +2.

Str 21, Dex 15, Con 13, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5, Jump +5, Listen +5, Move Silently +10, Spot +5.

SA: *Pounce*—If it leaps, it may take a full attack despite moving. *Improved Grab*—To use, it must hit with its bite. If it gets a hold, it can rake. *Rake*—It can make 2

rake attacks (+9 melee) for 1d8+3 points of damage with a successful hold, or if it pounces.

SQ: *Scent*—The ability to detect foes and track by scent.

**Lizard, Giant:** CR 2; Medium Animal; HD 3d8+6; hp 19; Init +1 (Dex); Spd 30, swim 30; AC 14 (+1 Dex, +3 natural); Atks +5 melee (1d8+4 (crit x2), bite); SA nil; SQ nil; AL N; SV Fort +5, Ref +4, Will +2.

Str 17, Dex 13, Con 15, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +6, Listen +4, Move Silently +5, Spot +4.

**Snake, Constrictor:** CR 2; Medium Animal; HD 3d8; hp 13; Init +2 (Dex); Spd 20, climb 20, swim 20; AC 14 (+2 Dex, +2 natural); Atks +5 melee (1d3+4 (crit x2), bite); SA Improved Grab, Constrict 1d3+4; SQ *scent*; AL N; SV Fort +3, Ref +4, Will +2.

Str 17, Dex 15, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +10, Climb +14, Hide +10, Listen +9, Spot +9.

SA: *Improved Grab*—To use, it must hit with its bite. If it gets a hold, it can constrict. *Constrict*—It inflicts 1d3+4 points of damage with a successful grapple check, only to Medium-size or smaller creatures.

SQ: *Scent*—The ability to detect foes and track by scent.

**Snake, Giant Constrictor:** CR 5; Huge Animal; HD 11d8; hp 49; Init +2 (Dex); Spd 20, climb 20; AC 14 (-2 size, +2 Dex, +4 natural); Atks +13 melee (1d8+10 (crit x2), bite); Face/Reach 15 ft x 15 ft./10 ft.; SA Improved Grab, Constrict 1d8+10; SQ *scent*; AL N; SV Fort +7, Ref +9, Will +4.

Str 25, Dex 15, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +10, Climb +18, Hide +2, Listen +9, Spot +9.

SA: *Improved Grab*—To use, it must hit with its bite. If it gets a hold, it can constrict. *Constrict*—It inflicts 1d8+10 points of damage with a successful grapple check, only to Large-size or smaller creatures.

SQ: *Scent*—The ability to detect foes and track by scent.

**Tiger:** CR 4; Large Animal; HD 6d8+12; hp 39; Init +1 (Dex); Spd 40; AC 13 (-1 size, +1 Dex, +3 natural); Atks +9 melee x2 (1d8+6 (crit x2), 2 claws), +4 melee (2d6+3 (crit x2), bite); Face/Reach 5 ft x 10 ft./5 ft.; SA Pounce, Improved Grab, Rake 1d8+3; SQ nil; AL N; SV Fort +7, Ref +6, Will +3.

Str 23, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +5, Hide +4, Listen +3, Move Silently +8, Spot +3, Swim +11.

SA: *Pounce*—If it leaps, it may take a full attack despite moving. *Improved Grab*—To use, it must hit with a claw or bite. If it gets a hold, it can rake. *Rake*—It can make 2 rake attacks (+9 melee) for 1d8+3 points of damage with a successful hold, or if it pounces.

After the combat, the heroes can easily follow the poisoned stream, which will lead to the base of Fire Mountain and the cave housing the spider katanga.

## Scene 7: A Spirit In Pain

*The jungle thins as the ground gets rockier. Soon, the blue sky is clearly visible, and you walk among the grasses that thrive in the rocky land. You are approaching the caves that Nathani says hold countless spider katanga, including the foul Mother of a Thousand Young.*

Take some time to get any special actions from the heroes as they approach, perhaps asking for a marching order.

*Alert against the threat of the spider katanga, you see movement ahead, but it is a large boulder that moves! It slowly shifts, stretching into a form as tall as three Nubari!*

The earth spirit sensed the approach of the heroes, and desires to speak with them. The boulder shapes into a vaguely humanoid shape, about two meters tall.

Heroes who are Champions of Earth (earned in play of *Shadows of Change*) should immediately show respect to this spirit of earth.

**Kuya, minor earth spirit, Large Earth Elemental:** CR 10; Large Elemental (Earth); HD 8d8+32; hp 68; Init -1 (Dex); Spd 20; AC 18 (-1 size, -1 Dex, +10 natural); Atks +12/+7 melee (2d8+10 (crit x2), slam); Face/Reach 5 ft x 5 ft./10 ft.; SA Earth Mastery, Push; SQ Elemental, DR 10/+1; AL N; SV Fort +10, Ref +1, Will +2.

Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +11. Feats: Cleave, Power Attack.

SA: *Earth Mastery*—+1 to attack and damage if both elemental and foe touch the ground; -4 to attack and damage if foe is airborne or waterborne. *Push*—Can bull rush without provoking an attack of opportunity.

SQ: *Elemental*—Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Role-playing: Kuya speaks in a slow, ponderous voice. He has existed for millennia, so he can afford to take things slowly. He is curious about the strange heroes. However, he is alone, and lonely.

Topics Kuya would like to discuss include:

- Why is the water poison? It pains me so.
- There is so much life, and now there is only suffering. Why?
- I am so lonely. There is no one to talk to.
- What caused the land around me to shake, disturbing me so?
- What causes some of you creatures to cause destruction?
- It is in the nature of some to destroy. But you do not destroy, yet others like you destroy. Why?



- You are not of one element, but many; still, do you identify with one element?
- Why do you take with you items of earth?

Information that Kuya can give the heroes in their conversation can include:

- I had a brother spirit, who lived to the west. But now he is gone, and his land has no life. (Yaku was his name. He is uncertain of his fate, only knowing that he is gone and there is much pain in the land he once loved.)
- This water that is poison comes from under the mountain ahead, first reaching the surface in a cave. (He will describe a cave that is obviously part of the lair of the spider katanga.)
- Pain has slowly come into the land here, starting but moments ago. (Moments, to him, is about one cycle of the seasons. This is when the spider katanga retreated here.)

If the heroes are willing to talk to Kuya in a friendly and respectful manner, and answer his questions, he will ask to bless items of earth that the heroes have. (Earth here means an item of mineral, such as stone, obsidian, or metal.) Any blessed item that is used as a weapon will have a temporary +1 magical enhancement. This enhancement will last until the end of the module.

## Scene 8: The Spider Lair; Heart of Pain

Here, low-level heroes split off from high level heroes. As the heroes are approaching, ask them for any special preparations. The terrain is rocky, with occasional boulders and patches of vegetation. There are a few trees around, but not many.

### Low Level Heroes:

*Finally, your travels through the rocky terrain have brought you to your goal. You have seen no spider katanga, but you find the desiccated bodies of several small animals littering the ground.*

*Up ahead, you spot a cave in the distance, with a lone figure standing outside. From this distance, it is difficult to see if this is a spider katanga.*

*A slight rustling off from behind you indicates the presence of the other heroes, who have arrived before you and hidden themselves. They greet you, and motion for you to approach.*

The Great Heroes: DMs are encouraged to describe a party consisting of powerful heroes known to the heroes. They can be heroes whom they have traveled with before, or the players' other characters. A few heroes are described below if you need other heroes to round out this party.

- Temenu Farseer, shaman of the Wise Ones, male Nubari, knowledgeable and wise.
- Green Spirit, hunter and ranger of the Koshiva, male Nubari, self-confident and boastful.
- Roq Silent Hunter, river dweller, male caiman katanga, not too bright and speaks only of hunting.
- Allanna, river dweller, female river tam'hi, sorceress, a friendly peacemaker.
- Tan'u, "warrior" (rogue) of tribe Courage, male butu, overly boastful to cover his fear.

Now is the time for the party to make final plans. The heroes are to attack the pens first, to create a distraction. The other heroes have been watching the scene and can give the heroes some information. Unfortunately, the other heroes have a much greater task, and cannot spare any magic or items to aid the heroes.

Information the heroes can provide:

- The pen has been consistently guarded by three spider katanga, one of whom appears to be some form of shaman or witch doctor as she carries a number of fetishes.
- They have seen other foes emerge briefly from the cave. They think there are two, but they're not sure.
- Scouting to the north of the cave complex, they found the recent tracks of 6-8 spider katanga, probably a patrol force. They found a similar set of tracks heading south.
- There doesn't appear to be a very good way to approach the pen without being spotted by the spider katanga.

Adjust the text below to reflect the heroes' chosen actions. The text sets the environment and details some expected actions, but do not dictate player actions. Allow the heroes to tackle the approach in any way they see fit.

*The other heroes wish the blessings of the spirits upon you as you depart. Skirting around through the boulders and isolated trees, you are able to keep out of clear view of any enemies that might be watching you.*

### Area E: Pen

*Ahead, you spy a wooden stockade, sharpened logs pointed inward onto a small area near a cave entrance. Several Nubari and a lizardfolk can be spotted locked into wooden stocks. Three spider katanga in biped form, two holding longspear, stand guard at the gate of the stockade.*

The gate can be opened easily from the outside.

The heroes stand about 150 feet away from the stockade. The three spider katanga are clearly visible, but have 50% cover from the stockade. There are a few rises, rocky patches, and boulders to hide behind, but no clear path to approach unseen. Reward creative plans by delaying when the spider katanga can attempt to spot the heroes.

When they do, the spider katanga will act as the heroes approach into melee range; Lulaku and Turanu throw daggers while Fusamu enhances them. Fusamu (or one of the warriors, if she is disabled) also raises an alarm. Five rounds after the heroes are noticed, two other foes enter the fray, if the battle is still going on. (See Web Room, below, for stats on Ramu and Taru.)

These five spider katanga are loyal to Talunuku. They suspect something is up, since a large number of spider katanga are out on patrol today. They are unwilling to give up their lives here, and will attempt to flee if overwhelmed.

### Low Level Heroes (Characters Levels 1-3)

#### Lulaku and Turanu, Female Hunting Spider Katanga

**Ftr3:** Medium Humanoid [shapechanger]; HD 3d10+6; hp 32; Init +3 (Dex); Spd 30, climb 20; AC 14 (+3 Dex, +1 natural); Attacks +7 melee (1d8+3 (crit x3), longspear) or +6 ranged (1d4+3 (crit 19-20), dagger) or +6 melee (1d8+3+poison (crit x2), bite) and +4 melee x6 (1+1 (crit x2), 6 claws); SA Poison, improved grab; SQ nil; AL NE; SV Fort +5, Ref +4, Will +1.

Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 9.

**Skills:** Climb +3, Hide +10, Jump +9, Listen +2, Spot +9. **Feats:** Cleave, Dodge, Multiattack, Power Attack, Weapon Focus (longspear).

**Equipment:** Longspear, bone daggers, assorted bone fragments.

These two fledgling warriors are training in the spear. While they fight in biped form, they eschew their natural attacks and attack with their longspear. They will try a power attack on a foe only after a normal attack hits without missing. Only if they cannot maneuver to use the longspear (it has a 10' reach and cannot be used against adjacent foes) will they drop their spears and fight with natural attacks.

#### Fusamu, Female Spinning Spider Katanga Sor3:

Medium Humanoid [shapechanger]; HD 3d4+15; hp 25; Init +5 (Dex, Improved Initiative); Spd 30, climb 20; AC 16 (+1 Dex, +1 natural, +4 *mage armor*); Attacks +2 melee (1d4+1 (crit 19-20), dagger); SA Poison, web, improved grab; SQ nil; AL NE; SV Fort +5, Ref +2, Will +3.

Str 12, Dex 12, Con 18, Int 7, Wis 10, Cha 16.

**Skills:** Concentration +9, Hide +5, Spot +5. **Feats:** Improved Initiative, Multiattack, Toughness.

**Equipment:** Bone dagger, assorted bone fetishes.

**Arcane Spells (6/5):** 0-level—*daze, detect magic, flare, mage hand, ray of frost*; 1<sup>st</sup> level—*enlarge, mage armor, magic missile*.

A subtle foe, Fusamu likes to aid those who fight with her. Still, she can unleash potent powers when the need arises.

### Low Level Heroes (Characters Levels 4-5)

#### Lulaku and Turanu, Female Hunting Spider Katanga

**Ftr6:** Medium Humanoid [shapechanger]; HD 6d10+12; hp 62; Init +7 (Dex, Improved Initiative); Spd 30, climb

20; AC 14 (+3 Dex, +1 natural); Attacks +10/+5 melee (1d8+3 (crit x3), longspear) or +9/+4 ranged (1d4+3 (crit 19-20), dagger) or +9/+4 melee (1d8+3+poison (crit x2), bite) and +7 melee x6 (1+1 (crit x2), 6 claws); SA Poison, improved grab; SQ nil; AL NE; SV Fort +7, Ref +5, Will +2.

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

**Skills:** Climb +5, Hide +10, Jump +9, Listen +3, Spot +10. **Feats:** Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

**Equipment:** Longspear, bone daggers, assorted bone fragments.

These two warriors are continuing their training in the spear. While they fight in biped form, they eschew their natural attacks and attack with their longspear. They will try a power attack on a foe only after a normal attack hits without missing. Only if they cannot maneuver to use the longspear (it has a 10' reach and cannot be used against adjacent foes) will they drop their spears and fight with natural attacks.

#### Fusamu, Female Spinning Spider Katanga Sor6:

Medium Humanoid [shapechanger]; HD 6d4+27; hp 46; Init +5 (Dex, Improved Initiative); Spd 30, climb 20; AC 16 (+1 Dex, +1 natural, +4 *mage armor*); Attacks +4 melee (1d4+1 (crit 19-20), dagger); SA Poison, web, improved grab; SQ nil; AL NE; SV Fort +6, Ref +3, Will +5.

Str 12, Dex 12, Con 18, Int 8, Wis 10, Cha 16.

**Skills:** Concentration +9, Hide +5, Knowledge (arcana) +5, Spellcraft +5, Spot +5. **Feats:** Empower Spell, Improved Initiative, Multiattack, Silent Spell, Toughness.

**Equipment:** Bone dagger, assorted bone fetishes.

**Arcane Spells (6/6/6/4):** 0-level—*daze, detect magic, disrupt undead, flare, mage hand, open/close, ray of frost*; 1<sup>st</sup> level—*enlarge, mage armor, magic missile, reduce*; 2<sup>nd</sup> level—*bull's strength, cat's grace*; 3<sup>rd</sup> level—*slow*.

A subtle foe, Fusamu likes to aid those who fight with her. Still, she can unleash potent powers when the need arises.

### Area D: Web Room

*A thick layer of webs covers the ceiling of this rough stone cave. Sheets of web drape down, even touching the floor in places. The husks of small animals litter this foul-smelling room.*

The webs contain immature spider and spider katanga, and the heroes are well advised to burn these webs when they get the chance.

Ramu and Taru begin here. If they haven't been drawn into the action in the stockade, they are still in this chamber. They attempt to hide and ambush the heroes.

### Low Level Heroes (Characters Levels 1-3)

#### Ramu, Male Hunting Spider Katanga Rog3:

Medium Humanoid [shapechanger]; HD 3d6+6; hp 20; Init +4 (Dex); Spd 30, climb 20; AC 15 (+4 Dex, +1 natural); Attacks +4 melee (1d4+2 (crit 19-20), dagger) or +7\*

ranged (1d6+3\* (crit x3), shortbow); SA Poison, improved grab, sneak attack +2d6; SQ Evasion, uncanny dodge (doesn't lose Dex bonus to AC); AL NE; SV Fort +3, Ref +7, Will +1. (\*includes Point Blank Shot; applies within 30 feet)

Str 15, Dex 18, Con 14, Int 12, Wis 10, Cha 6.

Skills: Bluff +4, Climb +6, Escape Artist +8, Hide +14, Jump +12, Listen +4, Move Silently +10, Search +5, Sense Motive +4, Spot +14, Tumble +10. Feats: Multiattack, Point Blank Shot, Precise Shot.

Equipment: Bone daggers, mighty short bow, bone-tipped arrows.

Ramu is the most skilled Bowman of the spider katanga. He wields a hand-carved bow specially seasoned so as to be able to be drawn back further, inflicting additional damage. Knowing he is not the strongest of spider katanga, he prefers to stay in the shadows, with enough room to step back and fire his bow if someone approaches him.

**Taru, Male Spinning Spider Katanga Clr3:** Medium Humanoid [shapechanger]; HD 3d8+6; hp 26; Init +2 (Dex); Spd 30, climb 20; AC 15 (+2 Dex, +1 natural, +2 large shield); Attacks +4 melee (1d4+4 (crit 19-20/x3), obsidian dagger); SA Poison, web, improved grab; SQ nil; AL NE; SV Fort +5, Ref +3, Will +5.

Str 14, Dex 14, Con 14, Int 10, Wis 15, Cha 8.

Skills: Concentration +8, Hide +8, Spellcraft +2, Spot +8. Feats: Combat Casting, Dodge, Multiattack.

Equipment: Obsidian dagger, skulls, assorted bone fetishes.

Domains: Death, Fire (Domain spells in bold.)

Divine Spells (4/3/2): 0-level—*cure minor wounds* x2, *detect magic*, *resistance*; 1<sup>st</sup> level—*bless*, **burning hands**, *command*, *cure light wounds*; 2<sup>nd</sup> level—*cure moderate wounds*, **death knell**, *hold person*.

Taru is especially devoted to harvesting the power of death. He wears the skulls of 27 different animals and sentient creatures upon his body. He fears little.

### Low Level Heroes (Characters Levels 4-5)

**Ramu, Male Hunting Spider Katanga Rog6:** Medium Humanoid [shapechanger]; HD 6d6+12; hp 38; Init +4 (Dex); Spd 30, climb 20; AC 15 (+4 Dex, +1 natural); Attacks +7 melee (1d4+2 (crit 19-20), dagger) or +9\* ranged (1d6+3\* (crit x3), shortbow); SA Poison, improved grab, sneak attack +3d6; SQ Evasion, uncanny dodge (doesn't lose Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +9, Will +2. (\*includes Point Blank Shot; applies within 30 feet)

Str 16, Dex 18, Con 14, Int 12, Wis 10, Cha 6.

Skills: Bluff +7, Climb +8, Escape Artist +10, Hide +17, Jump +14, Listen +6, Move Silently +13, Search +7, Sense Motive +6, Spot +17, Tumble +13. Feats: Multiattack, Point Blank Shot, Precise Shot, Rapid Shot.

Equipment: Bone daggers, mighty short bow, bone-tipped arrows.

Ramu is the most skilled Bowman of the spider katanga. He wields a hand-carved bow specially seasoned so as to be able to be drawn back further, inflicting

additional damage. Knowing he is not the strongest of spider katanga, he prefers to stay in the shadows, with enough room to step back and fire his bow if someone approaches him.

**Taru, Male Spinning Spider Katanga Clr6:** Medium Humanoid [shapechanger]; HD 6d8+12; hp 50; Init +2 (Dex); Spd 30, climb 20; AC 15 (+2 Dex, +1 natural, +2 large shield); Attacks +4 melee (1d4+4 (crit 19-20/x3), obsidian dagger); SA Poison, web, improved grab; SQ nil; AL NE; SV Fort +7, Ref +4, Will +8.

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

Skills: Concentration +11, Hide +9, Spellcraft +3, Spot +10. Feats: Combat Casting, Dodge, Empower Spell, Multiattack.

Equipment: Obsidian dagger, skulls, assorted bone fetishes.

Domains: Death, Fire (Domain spells in bold.)

Divine Spells (5/4/4/3): 0-level—*cure minor wounds* x2, *detect magic*, *light*, *resistance*; 1<sup>st</sup> level—*bless*, **burning hands**, *command*, *cure light wounds*, *shield of faith*; 2<sup>nd</sup> level—*aid*, *cure moderate wounds*, **death knell**, *hold person*, *sound burst*; 3<sup>rd</sup> level—*blindness*, *prayer*, **resist elements (fire)**, *searing light*.

Taru is especially devoted to harvesting the power of death. He wears the skulls of 27 different animals and sentient creatures upon his body. He fears little.

### High Level Heroes

*Finally, your travels through the rocky terrain have brought you to your goal. You have seen no spider katanga, but you find the desiccated bodies of several small animals littering the ground.*

*Up ahead, you spot a cave in the distance, with a lone figure standing outside. From this distance, it is difficult to see if this is a spider katanga.*

Here, the heroes should wait for the arrival of the other heroes of Malatra. If they take the time to observe and scout the area, they can learn the following information:

- The pen has been consistently guarded by three spider katanga, one of whom appears to be some form of shaman or witch doctor as she carries a number of fetishes.
- The cave is guarded by a lone individual, assumed to be a spider katanga, who keeps his bow at ready. No one else can be seen.
- They can see other foes emerge briefly from the cave entrance by the pen. They think there are two, but they cannot be sure.
- Scouting to the north of the cave complex, they can find the recent tracks of 6-8 spider katanga, probably a patrol force. They can find a similar set of tracks heading south. (DC 15 check against Wilderness Lore, only for heroes with the Tracking feat.)
- There doesn't appear to be a very good way to approach the pen or the main cave entrance without being spotted by the spider katanga.

**After a brief wait, a slight rustling off from behind you indicates the arrival of the other heroes, themselves ready for battle. They greet you, and motion for you to approach.**

**The Other Heroes:** DMs are encouraged to describe a party consisting of less powerful heroes known to the heroes. They can be heroes whom they have traveled with before, or the players' other characters. A few heroes are described below if you need other heroes to round out this party.

- Joru, shaman of the Huroola, male Nubari, unarmed and respectful to the warriors of both groups.
- Ruula Splitfang, warrior bristling with spears, female oscray, very large, very ugly, and none too bright.
- Zantu, warrior of tribe Courage, female butu, without fear and a surprisingly good tactician.
- Lalilana, jungle dweller, female jungle tam'hi, warrior, a kind hunter who undertakes this mission because it is the right thing to do.
- Baluu, sorcerer, male pangolin katanga, pessimistic coward and reluctant hero.

Now is the time for the party to make final plans. The heroes are to wait for the other heroes to attack the pens first, to create a distraction. The others face a daunting task for such inexperienced heroes, and cannot spare any magic or items to aid the heroes. They will gratefully accept any aid from the heroes, of course.

Adjust the text below to reflect the heroes' chosen actions. The text sets the environment and details some expected actions, but do not dictate player actions. Allow the heroes to tackle the approach in any way they see fit.

**The other heroes wish the blessings of the spirits upon you and depart. Peeking through the boulders and isolated trees, you think you are out of clear view of any enemies that might be on the lookout.**

**Soon, you hear cries of alarm, shouts, see activity from within the cave. Still, the one guard remains at the entrance to the cave, bow at the ready.**

Eventually the party will have to deal with the guard or approach. As soon as the spider katanga hears or spots them, he will fire upon the party, focusing first on any obvious spellcasters or other apparently weak foes. Of course, it's possible a skilled or lucky party could neutralize him from a distance

**Zulamu, Male Hunting Spider Katanga Ftr8:** Medium Humanoid [shapechanger]; HD 8d10+24; hp 90; Init +8 (Dex, Improved Initiative); Spd 30, climb 20; AC 17 (+4 Dex, +3 hide armor); Attacks +12/+7 melee (1d8+6 (crit x3), shortspear) or +14/+8\* ranged (1d6+5\* (crit 19-20/x3), mighty shortbow); SA Poison, improved grab; SQ nil; AL NE; SV Fort +9, Ref +6, Will +1. (\*includes Point Blank Shot and Weapon Specialization; applies within 30 feet)

Str 18, Dex 18, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Climb +10, Hide +9, Intimidate +3, Jump +14, Listen +0, Spot +9. **Feats:** Cleave, Dodge, Improved Critical (shortbow), Improved Initiative, Multiattack, Power Attack, Weapon Focus (shortbow), Weapon Specialization (shortbow).

**Equipment:** Large wooden shield, mighty shortbow, halfspear, bone-tipped arrows, lizardhide armor.

This warrior is the strongest bowman ever to walk among the spider katanga. Deadly at range and close-up, it is rare for him to pick up his halfspear and shield in combat. When approached by the heroes, he backs into the cave slowly, bringing Ruquuri into the battle. Zulamu stays in Nubari form.

## **Area A: Vacant Living Quarters**

**Signs of recent activity fill this room. Half-eaten animals, weapons being repaired, cloth woven—all lie abandoned in great haste. Only one spider katanga remains here; unfortunately, he is the tallest spider katanga you've ever seen. He stands in biped form, a dagger in each of his six hands, and looks at you. A menacing glint shines in his four pair of eyes.**

**Ruquuri, Male Hunting Spider Katanga Ftr8:** Medium Humanoid [shapechanger]; HD 8d10+24; hp 90; Init +8 (Dex, Improved Initiative); Spd 30, climb 20; AC 17 (+4 Dex, +3 hide armor); Attacks +13/+8 melee (1d4+8 (crit 17-20/x3), obsidian dagger) and +11 melee x5 (1d4+4 (crit 17-20), 5 daggers); SA Poison, improved grab; SQ nil; AL NE; SV Fort +9, Ref +6, Will +1.

Str 18, Dex 18, Con 16, Int 10, Wis 8, Cha 5.

**Skills:** Climb +10, Hide +9, Intimidate +3, Jump +14, Listen +0, Spot +9. **Feats:** Improved Critical (dagger), Improved Initiative, Multiattack, Multidexterity, Power Attack, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Specialization (dagger).

**Equipment:** Broken skull, 5 bone daggers, lizardhide armor, serrated obsidian dagger.

This warrior is the most skilled dagger wielder ever to walk among the spider katanga. Deadly at range and in melee, here he only engages in melee. He fights in biped form, using his Power Attack feat to its best use.

## **Area B: The Nest**

**The foul stench of death permeates the cold stone chamber. Every surface of the chamber is covered in a sticky, tangled mass of webs, hair, bones, and filth. Such a repulsive lair could only be homey to one individual, and that individual is reclining on a throne of skulls cemented together by this sticky mess. There, the grotesque Mother of a Thousand Young observes your entrance with a bemused look. Her stomach, covered in countless egg sacs, is even more distended from the time some of you saw her at the Blood Bridge.**

**Flanking the Mother are two fine specimens, obvious warriors of the spider katanga. They hold halfspears and shields at the ready.**

**The Mother of a Thousand Young jumps to her feet with a nimbleness belying her appearance. As she begins to gesture, she utters one phrase: "DIE."**

This is a battle to challenge the probably weakened heroes. The webs here are disgusting, but do not impact on the party's combat actions. Similarly, the many eggs carried by the Mother do not impact her combat and spellcasting abilities.

**Spider Katanga Mother (Mother Of A Thousand Young), Female Spinning Spider Katanga Clr8/Sor8:** Medium Humanoid [shapechanger]; HD 8d8+8d4+32; hp 106; Init +8 (Dex, Improved Initiative); Spd 30, climb 20; AC 24 (+4 Dex, +4 *barkskin* (supersedes +2 natural), +3 *shield of faith*, +4 *mage armor*); Attacks +14/+9 melee (1d6+4 (crit x2) and 3d4 acid, bite), +12 melee x6 (1+2 (crit x2), 6 arms); SA acid bite, acid spit 30 ft., improved grab; SQ SR 15, DR 8/+1; AL CE; SV Fort +10, Ref +10, Will +16.

Str 18, Dex 18, Con 15, Int 19, Wis 19, Cha 18.

**Skills:** Alchemy +10, Bluff +7, Climb +6, Concentration +22, Heal +9, Hide +12, Jump +7, Knowledge (arcana) +9, Knowledge (nature) +9, Knowledge (Tamara lore) +9, Listen +13, Scry +9, Spot +17, Wilderness Lore +9. **Feats:** Extend Spell, Improved Initiative, Combat Casting, Lightning Reflexes, Maximize Spell, Multiattack, Skill Focus (concentration), Dodge.

**Equipment:** *runestick of the Tamara* (maybe; see below). (Runestick spells in bold.)

**Domains:** Death, Plant. (Domain spells in bold.)

**Divine Spells (6/5/4/4/3):** 0-level—*cure minor wounds* x3, *light*, *detect magic*, *resistance*; 1<sup>st</sup> level—*bless*, *command*, *cause fear*, *protection from good*, *sanctuary*, *shield of faith*; 2<sup>nd</sup> level—*barkskin*, *death knell*, *hold person* x2, *cure moderate wounds*, *resist elements (fire)*; 3<sup>rd</sup> level—*animate dead*, *cure serious wounds* x3, *searing light*; 4<sup>th</sup> level—*control plants*, *death ward*, *freedom of movement*, *poison*.

**Arcane Spells (6/4/7/4/4):** 0-level—*arcane mark*, *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*; 1<sup>st</sup> level—*jump*, *mage armor*, *magic missile*, *reduce*, *shield*, *true strike*; 2<sup>nd</sup> level—*bull's strength*, *cat's grace*, *endurance*, *invisibility*, *mirror image*, *see invisibility*, *web*; 3<sup>rd</sup> level—*dispel magic*, *flame arrow*, *fly*, *haste*, *vampiric touch*; 4<sup>th</sup> level—*dimension door*, *fire shield*.

The Mother of a Thousand Young is a vicious, inhuman creature that longs for nothing more than the destruction of all that oppose the spider katanga. She speaks rarely, but her few words seethe with venom and hate. The transformation into the Mother has given her enhanced toughness, in the form of better natural armor, spell resistance, and damage resistance. It has also given her additional insight into arcane magic, and she knows an additional spell at each level and an extra metamagic feat.

She has used three castings of *mage armor*. In combat, she stays back, protected by her elite warriors, Taluku and Morizuku. If she faces a weakened foe in melee, she will attempt to fell him with a death touch (Death domain special ability) after using *true strike*.

If she is in melee range of any seen foe, she will cast on the defensive. If she is anywhere near death (below 50 hp), and suspects she has little chance to win, she will

*dimension door* straight up, and try to run or fly away while *invisible*.

The Mother of a Thousand Young stays at the edge of a narrow hallway that extends to a secret escape.

**Special: Runestick of the Tamara:** If you know your group of heroes is EXTREMELY capable, and you suspect they will not be challenged by this combat, then let the Mother of a Thousand Young be in possession of this unique Tamara runestick. In the hands of a dedicated servant of the Tamara, it allows the user to comprehend additional arcane spells. Only while holding this item, the Mother of a Thousand Young is able to cast the spells *cat's grace*, *endurance*, *fly*, *haste*, and *see invisibility*. Each casting of one of these spells still counts against her number of spells available to cast per day. If touched by someone not serving the Tamara, the runestick bursts into flames, consuming itself.

**Taluku and Morizuku, Male Hunting Spider Katanga**

**Ftr8:** Medium Humanoid [shapechanger]; HD 8d10+16; hp 82; Init +8 (Dex, Improved Initiative); Spd 30, climb 20; AC 21 (+4 Dex, +1 natural, +2 large wooden shield, +4 *mage armor*); Attacks +14/+9 melee (1d6+7 (crit 19-20/x3), halfspear); SA Poison, improved grab; SQ nil; AL NE; SV Fort +8, Ref +6, Will +1.

Str 20, Dex 18, Con 14, Int 10, Wis 8, Cha 5.

**Skills:** Climb +11, Hide +9, Intimidate +3, Jump +15, Listen +0, Spot +9. **Feats:** Cleave, Dodge, Improved Critical (halfspear), Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (halfspear), Weapon Specialization (halfspear).

**Equipment:** Large wooden shield, 5 halfspears.

These two warriors are highly skilled foes. While they fight in biped form, they eschew their natural attacks and attack with their halfspears. They attack all foes with a +8 power attack unless that tactic causes them to miss all their attacks.

Taluku and Morizuku stand back, protecting the Mother, and wait for the heroes to engage them; they throw spears as they wait. If no one engages them after two rounds of throwing spears, however, they will advance to enter melee.

**Pre-combat:** As soon as the heroes make their presence known, the Mother of a Thousand Young casts spells to enhance herself and her warriors, starting with her *shield of faith* and *barkskin* (although *haste* is first if she holds the runestick.) Roll the effects of an extended *bull's strength* on the warriors; she always casts this spell on her warriors at the beginning of the day.

**During Combat:** The warriors do everything they can to prevent the heroes from reaching the Mother, including moving back while provoking attacks of opportunity. The Mother of a Thousand Young throws flashy, damaging spells, stopping to *dispel* foul magic hurting her or her warriors.

**As Combat Ends:** The warriors will fight to the death, being unwilling to accept losing. The Mother of a Thousand Young is not willing to die, and will retreat as specified above. She *should* escape to trouble the heroes

another day. However, this is not a *deus ex* boxed text escape. If a couple of PCs get really lucky, perhaps scoring a couple of critical hits, she can die in this module.

## Scene 9: A New Bringer of Pain

A party that learned about the source of the poisoned stream will find, after the battle, that the source of a stream cannot be found anywhere in the lair. Yet the stream is clearly visible coming from under the mountain. Some searching (DC 20) will turn up one of the two doors leading into Talunuku's secret lair.

Low-level tables that have been weakened by the previous combats might consider asking the high-level heroes to deal with the threat, once they find the way to enter the lair. Making this decision shows great wisdom, and is one right way to handle this threat. The other is to go in and destroy Talunuku.

**By pressing on the stone protrusion, the stone wall pushes inward with a grinding noise. The chamber ahead is filled with a foul scent, and greenish mist clings to the floor. Ahead, a spider katanga woman stirs a strange concoction in a large bowl made of the stone of the ancients. A green-black sludge drips over the edge of the bowl into the emerging stream below.**

**"Fools!" she shouts, "how dare you interrupt my ritual!" From the corner emerges a spider katanga spearman. "We will agree not to harm you battle-weakened prey if you agree to leave one of your number behind as dinner for us."**

If the heroes are heroes, they will refuse this suggestion. If they do, write [jungle\\_tales@hotmail.com](mailto:jungle_tales@hotmail.com) and explain what happened.

[High level] If the heroes killed the Mother of a Thousand Young, continue on:

**"Very well. I agreed not to harm any of you, and I will honor my agreement. What agreement? Well, never you mind. Let's just say that someone very close to you is helping me. Thank you for slaying my rival, so that a more worthy person could take her place. I will be leaving here, and the land will recover. But do remember, when next we meet, you will be eaten."**

[High level] If the heroes drove off the Mother of a Thousand Young, continue on:

**"Very well. I agreed not to harm any of you, and I will honor my agreement. What agreement? Well, never you mind. Let's just say that someone very close to you is helping me. Thank you for weakening my rival, so that a more worthy person can one day take her place. I will be leaving here, and the land will recover. But do remember, when next we meet, you will be eaten."**

[High level] If the heroes have not yet faced the Mother of a Thousand Young, continue on:

**"I have no current quarrel with you. Your true enemy is deeper in the caves. Don't you want to destroy the current leader of my people?"**

[Low level] Continue on:

**"Very well. I agreed not to harm any of you, and I will honor my agreement. What agreement? Well, never you mind. Let's just say that someone very close to you is helping me. Your 'friends' have driven off and weakened my rival, so that a more worthy person can one day take her place. I will be leaving here, and the land will recover. But do remember, when next we meet, you will be eaten."**

Talunuku will let the heroes leave. However, she will happily oblige the heroes if they want to fight.

**Talunuku, Female Spinning Spider Katanga Clr4/Sor4:** Medium Humanoid [shapechanger]; HD 4d8+4d4+16; hp 90; Init +8 (Dex, Improved Initiative); Spd 30, climb 20; AC 19 (+4 Dex, +1 natural, +4 *mage armor*); Attacks +7 melee (1d6+2 (crit x2) bite), +5 melee x6 (1+1 (crit x2), 6 arms); SA Improved grab, web, poison; SQ nil; AL CE; SV Fort +7, Ref +6, Will +11.

Str 14, Dex 18, Con 14, Int 10, Wis 16, Cha 16.

Skills: Alchemy +5, Concentration +8, Hide +8, Knowledge (arcana) +7, Knowledge (Tamara lore) +2, Spot +7. Feats: Brew Potion, Improved Initiative, Multiattack, Dodge, Empower Spell, Still Spell.

Domains: Death, Fire. (Domain spells in bold.)

Divine Spells (5/4/3): 0-level—*cure minor wounds* x2, *detect magic*, *light*, *resistance*; 1<sup>st</sup> level—*bless*, *burning hands*, *command*, *cure light wounds*, *magic weapon*; 2<sup>nd</sup> level—*cure moderate wounds*, *death knell*, *hold person* x2.

Arcane Spells (6/5/5): 0-level—*daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *ray of frost*; 1<sup>st</sup> level—*mage armor*, *magic missile*, *true strike*; 2<sup>nd</sup> level—*Melf's acid arrow*.

Talunuku is a conniving, self-interested spider katanga. She only cares about herself, and her quest to gain power over the spider katanga. She is vocal in combat, shouting out insults against her foes.

**Tibutu, Male Spinning Spider Katanga Ftr6:** Medium Humanoid [shapechanger]; HD 6d10+12; hp 62; Init +7 (Dex, Improved Initiative); Spd 30, climb 20; AC 18 (+3 Dex, +1 natural, +4 *mage armor*); Attacks +10/+5 melee (1d8+4 (crit x3), shortspear) or +9/+4 ranged (1d4+3 (crit 19-20), dagger); SA Poison, improved grab; SQ nil; AL NE; SV Fort +7, Ref +5, Will +2.

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

Skills: Climb +5, Hide +10, Jump +9, Listen +3, Spot +10. Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear).

Equipment: Shortspear, bone daggers, assorted bone fragments.

Tibutu is Talunuku's consort and strongest ally. He is awed by her cleverness and thinks he can improve his own lot by following her.

## Scene 10: Cleanup

### Cleaning Up the Stream:

For role-playing reasons, certain heroes, such as river tam'hi and Champions of Water, will want to clean up the stream and undo the damage that Talunuku did. They may try casting purify food and drink, physically remove the sludge that has sunk to the stream bed, or use their knowledge of herbalism to find an herb capable of neutralizing the poison. Allow any actions to work, without any permanent damage to the heroes (although heroes entering the poisoned water will feel numb and chilled).

However, nature is stronger than any hero, and the stream will recover on its own. If the party returns here, perhaps after reporting to the Wise Ones and seeking their guidance, signs of recovery will be apparent. The water will appear clearer, and new grasses are beginning to grow from the banks of the stream.

### Confronting Nathani:

If the heroes draw the connection between Talunuku's words and Nathani, they may wish to confront her. She is still at the Village of the Wise Ones, unless the heroes took an inordinate amount of time to complete the module. She has recovered, and will speak to the heroes.

When confronted, she will deny any wrongdoing. She will respond, with indignation, "Who are you going to believe, a foul spider katanga, or a hero of the jungle? I only fight for the good of the Huroola and the people of Malatra."

Sense Motive will reveal that she believes in what she says, but *detect thoughts* or similar magic may reveal the truth. If the truth is revealed, she will be sent back to her village, to be dealt with by her own elders.

## Conclusion

*Your two bands of heroes return triumphantly to the Village of the Wise Ones. With the brave warriors rescued from the clutches of the spider katanga, and a fearsome blow dealt to those foul creatures, there will be many reasons to celebrate long into the night.*

*Late in the celebration, you heroes are brought near the fire, where the wise elder Kovarka thanks you. "You heroes have made this a good day for Malatra, and given all the good people hope against those who still mean us harm. It is unfortunate that the wisest of elders, Arkari, is not here to witness your bravery and skill. But she is watching us, guiding the Wise Ones, and I know she would bless you all."*

*As rewards are brought around, the cheers of the Wise Ones and others in attendance make your spirits lighten, if only for a moment.*

[Note: Arkari was slain by the spider katanga, using a *phantasmal killer*, during the module *Web of Destruction*.]

The heroes are presented with food, weapons, herbs, and baskets and other woven thatch containers. Among the many mundane rewards are six exceptional items: a large garudahide shield, two different herbal healing brews, and spell fetishes for protection from arrows, shadow conjuration, and freedom of action.

**So ends *An Army of One Thousand*.**

## Experience Point Summary: Low Tier

### Base Experience Rewards

Getting information from Nathani:	20 XP
Avoiding quicksand:	20 XP
Helping Rowr, without harming him:	20 XP
Getting information from Rowr:	20 XP
Killing animals:	60 XP
-OR-	
Subduing animals:	100 XP
Curing animals of the poison's effects:	100 XP
Showing respect to Kuya:	20 XP
Telling Kuya about the Yaku Plains:	20 XP
Getting information from Kuya:	20 XP
Creating a good plan with other heroes:	40 XP
Defeating spider katanga (each)*:	60 XP
<i>Max 5 spider katanga</i>	
Optional role-playing experience:	0-100 XP

**Total Possible Base Experience: 780 XP**

\*The spider katanga for which the heroes get experience in this entry are named Lulaku, Turanu, Fusamu, Ramu, and Taru.

### Bonus Experience Awards

For discovering Nathani's duplicity:	50 XP
For discovering Talunuku's locale and...	
...telling greater heroes so they can fight:	500 XP
-OR-	
...fighting and defeating her and Tibutu:	500 XP

**Total Possible Experience: 1,330 XP**

## Experience Point Summary: High Tier

### Base Experience Rewards

Getting information from Nathani:	20 XP
Avoiding quicksand:	20 XP
Helping Rowr, without harming him:	20 XP
Getting information from Rowr:	20 XP
Killing animals:	80 XP
-OR-	
Subduing animals:	200 XP

Curing animals of the poison's effects:	200 XP
Showing respect to Kuya:	20 XP
Telling Kuya about the Yaku Plains:	20 XP
Getting information from Kuya:	20 XP
Creating a good plan with other heroes:	40 XP
Defeating Zulamu:	150 XP
Defeating Ruquuri:	200 XP
Defeating Taluku:	200 XP
Defeating Morizuku:	200 XP
Driving off the Mother:	200 XP

-OR-

Killing the Mother:	800 XP
Optional role-playing experience:	0-200 XP

**Total Possible Base Experience: 2,330 XP**

### Bonus Experience Awards

For discovering Nathani's duplicity:	100 XP
Defeating Talunuku and Tibutu:	250 XP

**Total Possible Experience: 2,680 XP**

## Treasure Summary

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

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

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

*Gourd of Poison Antidote:* [2 certs] This yellow gourd contains a brew that fights poison (a *potion of neutralize poison*, as if cast by an 8<sup>th</sup> level cleric.)

*You were personally presented this gourd by Kovarka, chieftain and eldest shaman of the Wise Ones, when you undertook a mission against the vile spider katanga.*

*Gourd of Healing Brew:* [2 certs] The healing brew in this orange gourd acts as a *potion of cure serious wounds*, as if cast by an 8<sup>th</sup> level cleric.

*You were personally presented this gourd by Kovarka, chieftain and eldest shaman of the Wise Ones, when you undertook a mission against the vile spider katanga.*

*True Strike Arcane Spell Fetish:* This item is a rune-covered arrowhead. When you meditate upon this item, you gain insight into making your blows strike true.

*You traded to get this spell fetish from Rowr, a tiger katanga you aided while fighting the vile spider katanga.*

*Sound Burst Divine Spell Fetish:* This item is a shard of cracked crystal. When you draw upon the power of this item, you can unleash a blast of sound energy. A divine spell fetish is used by a cleric or shaman like a scroll.

*You traded to get this spell fetish from Rowr, a tiger katanga you aided while fighting the vile spider katanga.*

*Herbal Curing Brew:* This gourd is filled with an herbal brew concocted to fight disease (a *potion of cure disease*, as if cast by an 8<sup>th</sup> level cleric).

*You traded to get this brew from Rowr, a tiger katanga you aided while fighting the vile spider katanga.*

*Herbal Healing Brew:* This gourd is filled with an herbal brew concocted to cure wounds (a *potion of cure moderate wounds*, as if cast by an 8<sup>th</sup> level cleric).

*You traded to get this brew from Rowr, a tiger katanga you aided while fighting the vile spider katanga.*

*Necklace of Gnasher Teeth:* This necklace is strung with gnasher teeth. There is a red garnet set in one of the teeth.

*You traded to get this necklace from Rowr, a tiger katanga you aided while fighting the vile spider katanga.*

*Quality Obsidian-tipped Shortspear:* This quality shortspear has an obsidian spearhead. Its quality and sharpness give the spear a nonmagical +1 enhancement bonus to hit and damage.

*You traded to get this spear from Rowr, a tiger katanga you aided while fighting the vile spider katanga.*

*Serrated Obsidian Dagger:* This jagged obsidian blade is remarkably sharp. It has a nonmagical +2 enhancement to damage, and inflicts triple damage on a critical hit, with a threat range of 19-20.

*You took this unique dagger from a fallen spider katanga foe as you fought the vile spider katanga.*

*Mighty Shortbow:* This shortbow is crafted from layers of wood, creating a lightweight but strong bow which can be drawn back further. This increased pull allows the user to add his or her Strength bonus to the arrow damage, up to +2.

*You took this shortbow from a fallen spider katanga foe as you fought the vile spider katanga.*



*Large Garudahide Shield:* This large wooden shield is strengthened with garuda bone ribs and covered with a thick layer of garudahide. The shield has a nonmagical +1 enhancement to the protection normally provided by a large shield. Its arcane spell failure percentage is unchanged. The shield is so heavy that only heroes with a 13 or higher Strength can wield it effectively.

*Kovarka presented you this shield after you defeated a band of vile spider katanga.*

*Herbal Healing Brew:* This gourd is filled with an mild herbal brew concocted to cure wounds (a *potion of cure light wounds*, as if cast by a 9<sup>th</sup> level cleric).

*Kovarka presented you this brew after you defeated a band of vile spider katanga.*

*Herbal Healing Brew:* This gourd is filled with a potent herbal brew concocted to cure wounds (a *potion of cure critical wounds*, as if cast by a 9<sup>th</sup> level cleric). It is best drunk before sleeping; due to the powerful herbs used in this brew, the imbiber suffers -2 to all physical actions for 6 hours after drinking it.

*Kovarka presented you this brew after you defeated a band of vile spider katanga.*

*Protection from Arrows Arcane Spell Fetish:* This item is a dull arrowhead. When you meditate upon this item, you can make arrows shot at you ineffectual, like a blunt arrow.

*Kovarka presented you this fetish after you defeated a band of vile spider katanga.*

*Shadow Conjunction Arcane Spell Fetish:* This item is a smoky crystal. Light shining through this crystal casts unusual, ever-changing shadows. When you meditate upon this item, you can fashion this shadow into illusory creatures.

*Kovarka presented you this fetish after you defeated a band of vile spider katanga.*

*Freedom of Movement Divine Spell Fetish:* This item is a black rock, polished smooth by the constant flow of the river. When you meditate upon this item, you can make yourself as slippery as this rock. A divine spell fetish is used by a cleric or shaman like a scroll.

*Kovarka presented you this fetish after you defeated a band of vile spider katanga.*

# Critical Event Summary

Please fill in this form if you are judging this event at its first run, at Origins 2001.

Convention Coordinator: Please return to Greg Dreher, 352 W. Haydn Dr. Apt. 1127, Carmel IN 46032

Tier played:	Low (levels 1-3)	Low (levels 4-5)	High
Was Nathani's duplicity discovered?		Yes	No
Did the PCs tell Kuya of the fate of the Yaku Plains?		Yes	No
Did low level PCs let the high level PCs kill Talunuku?		Yes	No
Did the PCs kill Talunuku?		Yes	No
Did the PCs stop Talunuku from becoming a Mother?		Yes	No
HIGH TIER ONLY			
Did the PCs kill the Mother of a Thousand Young?		Yes	No
Did the PCs tend to the poisoned river?		Yes	No

Did anything else of note happen that the campaign coordinators should know about?      Yes      No

Describe: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DM's Aid 1

### KATANGA, SPIDER

*Italics*: only if in spider form; **Bold**: only if not in spider form; Underline: only if not in Nubari form

Hit Dice:	<b>Spinning</b> 1d8+1 (5 hp)	<b>Hunting</b> 1d8+2 (6 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	30 ft., <i>climb</i> 20 ft.	30 ft., <i>climb</i> 20 ft.
AC:	13/14 (+3 Dex, <u>+1 natural</u> )	13/14 (+3 Dex, <u>+1 natural</u> )
Attacks:	<u>Bite +4 melee</u> , <b>6 claws +0 melee</b> or <b>melee weapon +4 melee</b>	<u>Bite +4 melee</u> , <b>6 claws +2 melee</b> or <b>melee weapon +4 melee</b>
Damage:	Bite 1d6+3+poison, Claw 1+1, weapon damage +3	Bite 1d8+3+poison, Claw 1+1, weapon damage +3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison, web, <b>improved grab</b>	Poison, <b>improved grab</b>
Special Qualities:	—	—
Saves:	Fort +3, Ref +3, Will +0	Fort +4, Ref +3, Will +0
Abilities:	Str 16, Dex 17, Con 12, Int 10, Wis 10, Cha 10	Str 16, Dex 17, Con 14, Int 10, Wis 10, Cha 10
Skills:	Climb, Hide, Jump, Spot	Climb, Hide, Jump, Spot
Feats:	Multiattack	Multiattack
Climate/Terrain:	Jungle, Underground	Jungle, Underground
Organization:	Solitary or swarm (6-11)	Solitary
Challenge Rating:	1	2
Treasure:	Incidental	Incidental
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class

**Improved Grab (Ex):** To use this ability, the spider katanga, in biped form, must hit with both a left claw and a right claw. If it gets a hold, it can attack with its bite, at its top melee attack bonus with a +4 circumstance bonus. This ability works against creatures of up to Medium size. Spider katanga have a +4 racial bonus to grapple checks.

**Poison (Ex):** Spinning spider katanga venom has a DC of 14 and deals 1d4 points of Strength damage as initial and secondary damage. Hunting spider katanga venom has a DC of 16 and deals 1d6 points of Strength damage as initial and secondary damage.

**Web (Ex):** Both types of spider katanga, while in spider form, can lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider katanga and one creature of the same size.

**Skills:** +8 competence bonus to Hide and Move Silently checks when in spider form and using the webs. +4 racial bonus to Hide and Spot checks. Hunting spider katanga have a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

Spinning spider katanga in spider form can cast a web eight times per day. This is similar to a net attack but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to size Small. The web anchors the target in place, allowing no movement. The web has an Escape DC of 20, a Break DC of 26, and 6 hit points with damage reduction +5/fire.

Katanga are a race of intelligent shape-changing animals. This ability to change is natural; spider katanga appear as giant spiders to spellcasters detecting for illusions or using *true seeing*. The spider katanga is an evil creature and not available for play as a PC in the Living Jungle campaign.

Spider katanga can shapeshift between three forms: spider, biped, and human. In human form, they appear to be small Nubari, with thin limbs and rarely over 5 feet 4 inches of height. They possess very dark skin and short, curly black hair; hunting spider katanga also have this hair covering much of their body. In this form, they may be mistaken for a member of the Zantira tribe. Spinning spider katanga are also identifiable by their bulbous, bloated stomachs, which look odd on their otherwise slender bodies. Their thinness belies their incredible strength; spider katanga normally have a Strength score of at least 16. They can use any nonweapon proficiencies in this form, as well as weapons; however, they rarely fight with weapons. As with all katanga, they cast a shadow in the shape of their spider form, no matter what their present shape.

In biped form, the spider katanga has the grotesque head of a giant spider, with four pairs of eyes, poisonous mandibles (chelicerae), and a pair of feelers (pedipalpi) surrounding a small mouth. It stands on two legs, and has three pairs of arms, at the shoulders, mid-torso, and the hips. Each of the two upper arms is human-like and ends in a hand with five clawed fingers. Each of the four lower arms ends in a pair of pincer-like claws. The biped hunting spider katanga's head and limbs

are completely covered with short, thick hair, often black with brown striping. The spinning variety's extremities are an unnatural black skin color, with a light coating of thin black hair. They may speak both with people and animals of their type while in this form.

In animal form, the spider katanga appears to be a large spider. The spinning variety is about four feet in diameter, with a black exoskeleton and thin black hair. The hunting variety is almost six feet in diameter, with thicker hair covering its exoskeleton, black with brown stripes. They may speak only with other katanga and spiders while in this form, though they can still understand any language they know. Both varieties have low-light vision to 60 feet.

The spider katanga may change once per day per level, measured by the rising of the sun. The change requires one round of concentration; equipment carried simply falls off. Hit points and intelligence do not change between forms; only physical shape is altered.

**Combat:** The spider katanga rarely uses weapons when not in human form. They normally attack in spider form if waiting in ambush, and in biped form if in the open.

In biped form, the spider katanga bites with its mandibles and tries to grasp its enemy with its six arms. The arm attacks do only minimal damage; the katanga simply tries to grasp its opponent in its strong grip. If the spider katanga hits with both a left arm and a right arm, it can attempt to grapple the victim without provoking an attack of opportunity. A victim who is held is immobile, but not helpless. To break free of a spider katanga's grasp, a victim must succeed at an opposed grapple check.

The spider katanga's bite does damage as listed, plus Strength bonuses; a successful bite also injects a powerful poison of DC 14 (spinning variety) or DC 16 (hunting variety), which deals 1d4 points of Strength damage (spinning variety) or 1d6 points of Strength damage (hunting variety) as initial and secondary damage.

In animal form, the spider katanga loses its arm attacks, but gains an ability to hide and surprise its victims. Spinning spider katanga build webs in dark subterranean areas or dense jungles, hiding themselves in the shadows or the undergrowth to wait for prey to wander into their sticky traps. When a creature does so, all katanga in the area swarm the unlucky victim, attacking the almost defenseless person. The web has an Escape DC of 20, a Break DC of 26, and 6 hit points with damage reduction +5/fire.

Hunting spider katanga are even more devious, building camouflaged holes and tunnels in which to hide and wait for prey. When a victim approaches, the katanga leaps out of its hiding place with surprising speed. They can leap up to 20 feet, though the denseness of the jungle restricts where they can jump.

**Habitat/Society:** Spinning spider katanga live in small groups, working together to construct the massive webs which trap their prey. They produce oils that protect them from their webs, even when out of their animal form. They care little for the items they accumulate from their sentient victims; a variety of mundane items can be found stuck throughout these creatures' webbed homes.

Most hunting spider katanga hunt alone, though occasionally a pair will be found hunting together. Most will meet others of their kind only to mate. They, too, do not collect the items their victims may carry, save for any item which may be useful in digging or setting ambushes. All of these creatures have an innate understanding of tunneling and digging, and can create a variety of shelters and dens.

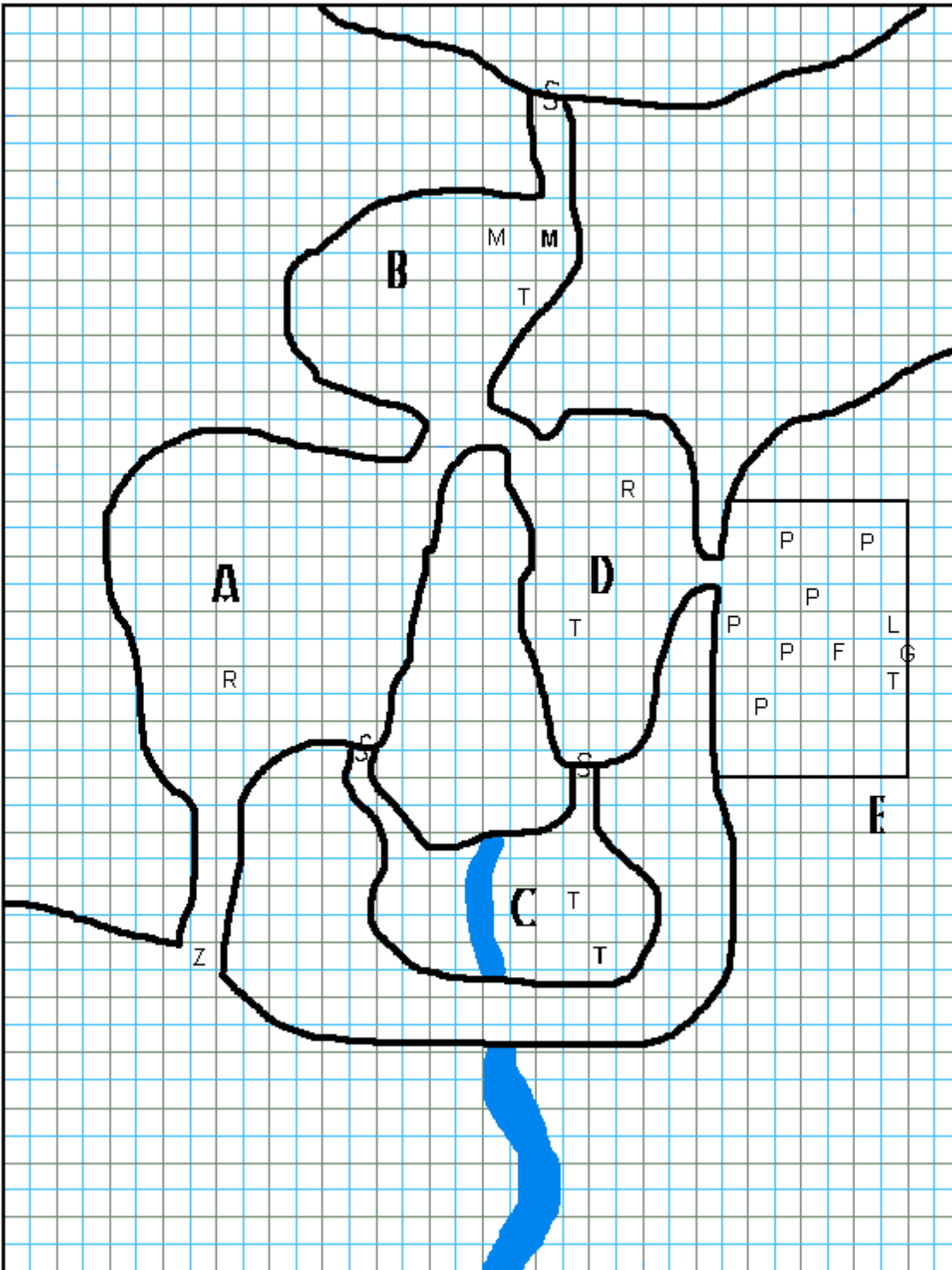
**Ecology:** Spinning spider katanga subsist on juices sucked from the bodies of their trapped victims. They most often eat other large insects, but enjoy dining on Nubari and other sentient races; these creatures provide a large amount of highly nutritious fluids. Spinning spider katanga cooperate with others of their pack for the betterment of the group's hunting. They are polygamous; they mate once a year. The females produce several dozen eggs; only the one or two that hatch first survive, as they eat the other eggs soon after hatching. Females do not try to eat the males after mating.

The most common prey of hunting spider katanga are birds. They too live off the bodily fluids sucked out of these creatures. These creatures will also attack small mammals and the various sentient races of Malatra; this is especially true of hunting pairs that work together. Their mating habits are as above, except that the female often fights the male for his additional fluids just prior to laying her eggs. The female does not always win this confrontation; this helps keep the number of these especially dangerous creatures down.

**Characters:** Most spider katanga train in one of the standard classes, and their hit dice are supplanted by the class's hit dice. The favored class for both type of spider katanga is fighter. A spider katanga shaman can choose any two domains, but often chooses Death as one of his or her domains. Spider katanga characters add one to their level when determining their challenge rating.

## DM's Aid 2: Map of the Spider Katanga Lair

(1 square = 5' by 5')



G = Gate, P = Prisoner, all other letters refer to spider katanga named in the module

# Malatra: The Living Jungle

Convention \_\_\_\_\_  
 Tournament \_\_\_\_\_

# Roster of Heroes

Date/Time \_\_\_\_\_  
 Game Master \_\_\_\_\_

RPGA Number _____ Player Name _____ Address _____ City/State/Postal Code _____ E-mail _____ Character Name _____ Tribal Affiliation/Titles _____ Gender/Race _____ Classes/Levels _____ Str __ Dex __ Con __ Int __ Wis __ Cha __ Gain level ____ (note class) Dead __ New Char __ Notes _____	RPGA Number _____ Player Name _____ Address _____ City/State/Postal Code _____ E-mail _____ Character Name _____ Tribal Affiliation/Titles _____ Gender/Race _____ Classes/Levels _____ Str __ Dex __ Con __ Int __ Wis __ Cha __ Gain level ____ (note class) Dead __ New Char __ Notes _____
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RPGA Number _____ Player Name _____ Address _____ City/State/Postal Code _____ E-mail _____ Character Name _____ Tribal Affiliation/Titles _____ Gender/Race _____ Classes/Levels _____ Str __ Dex __ Con __ Int __ Wis __ Cha __ Gain level ____ (note class) Dead __ New Char __ Notes _____	This form may be filled in as a normal who's who. Turning in this form will help the LJ campaign staff plan the right tier of adventures in the future. Note any XP loss or other character changes in the "Notes" line.  If your hero represents an element, please note this in the "Notes" line.  <b>Please return Who's Who form to</b> Greg Dreher 352 W. Haydn Drive Apartment 1127 Carmel, IN 46032-7053 USA