

Curse of the Lizard King

A One Round Living Jungle Adventure For Low (1st – 5th) or High (6th – 12th) Levels Heroes

by Daniel S. Donnelly

Bengoukee may be dying and Big Chief Bagoomba has a terrible decision to make, and heroes to send into the teeth of Malatra's rainy season to follow-up on information brought by his tribal elders. Bagoomba has called dare you answer! An adventure for heroes of all levels.

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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 adventure 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.

DM Introduction

This is a low/high level adventure for the Living Jungle and as such should only include characters of either levels 5th and lower and 6th and higher. You should determine in the very beginning of the adventure whether it is going to be played at the low level or at the high level. A high-level group must meet all of the following conditions:

- Average hero level is 6 or above
- There is at least 5 heroes in the group
- The lowest level of ANY hero is 5th level

Something terrible may be happening in the Jungle and the heroes are summoned by Chaka-kala to the village of Big Chief Bagoomba. Mali (The Great Hunter) and Ffft (Sage of Malatra) are also there, being important members of the tribe. Chaka-kala asks them to speak with the heroes, as each of them has come to Chaka-kala with a separate problem. It will be up to the heroes as to which problem they feel they should solve. Mali believes that there is a "terrible doom of death" near the swamps of Lake Koro. He sees things that make him feel this way and then he come to tell Chaka-kala about "terrible doom."

Ffft in the meantime has discovered where a lost tribe of Lizardfolk may be found. He does not believe that Mali really knows of any true danger, or at least downplays the urgency since Mali is really dumb. He does not mind investigating the "terrible doom" but feels that discovering a new tribe of intelligent members in the jungle is much more important.

The fact is that both of the two advisors are correct. A terrible problem does exist in the swamp AND there is an unknown tribe in the same swampy areas. It all depends on how the heroes proceed to determine how they go through the adventure.

Player Introduction: The introduction is with Chaka-kala, Mali and Ffft. The stories they tell are listed above and Bengoukee will ask the heroes to choose which of his advisors to work with and then get details from them.

Encounter One: Mali's Path: There are four encounters within this one large encounter. A, B, C, and D. Okay, using Mali's intelligence part 1, part 1, part 1 and part 1.

The first encounter occurs during the travel time to the swamp. This could be a role-playing or combat encounter depending on how the heroes react. The second encounter is a river crossing that leads to the swamp. Here Mali gives a couple of really silly suggestions as to how to cross the river, but it is up to the heroes. Finally, the heroes come to the swamp and a pretty nasty combat encounter that the heroes should have some trouble with. Mali knows about the tribe of Lizardfolk but he also

knows that they do not want extra help until the “terrible doom” is gone.

The final piece of this is the “terrible doom” itself. It is a small black dragon that managed to come within the area of Malatra. It is slowly consuming the abundant wildlife in this area of the swamp and threatening the Lizardfolk village within the densest portion of the swamp. Even with Mali lending an extra spear this will be a tough challenge for the heroes.

Encounter Two: Ffft’s Path: Very similar to the Mali Path, however there are different sub-encounters.

First there is a different traveling encounter, which will place the heroes between a dangerous foe and a group of “innocent” shu. They are actually going to try to have a little fun with the heroes; the encounter may not go as they have planned.

Then there is a river crossing. The river has a number of methods of crossing and Ffft will attempt to challenge the heroes into determining the greatest number of ways to cross the river.

Then the heroes will come across some clues to the “terrible doom” and the hidden village. They are not a lost tribe, they are a hidden tribe, and they prefer it that way. The heroes and Ffft will be able to interact with a number of tribesmen to determine the tribe’s history and maybe something about what is happening in the swamp.

Finally while the heroes are in the village, the dragon will decide to come hunting. With all the Lizardfolk about, it will be a lot less dangerous than going into its cave. It will also be more difficult to destroy the dragon before it will fly away.

Conclusion: The two paths all lead to the same story and the conclusion will depend on which path the heroes chose and how they did with their choice. Obviously it is a very dangerous adventure and could lead to a number of fallen heroes and a celebration within the village of their life and story.

How The Dragon Got To Malatra:

While most heroes wouldn’t know this, any player or DM that knows anything at all about Malatra may object to the whole idea of there being a dragon in the Living Jungle. The Malatran plateau is surrounded by magic that prevents both detection and entrance.

This dragon arrived through happenstance. It got caught up in a violent storm during the monsoons and was swept into Malatra by the storm winds. Now the magic prevents it from leaving. After seeing how abundant food is in the Living Jungle, it has decided it doesn’t want to leave now, anyway.

Players Introduction

The rainy season has started and you have made your way from the many villages of Malatra to speak with the witch doctor Bengoukee. Chaka-kala, acting chief of the tribe of Big Chief Bagoomba meets you as you come into his large village.

Big Chief Bagoomba was killed in the scenario *Come The Tiger*. Now literally dozens of warriors contend to be the new chief. Chaka-kala, of course, believes it should be him.

“Hello heroes,” Chaka-kala bellows as he greets you. You can see other heroes from the villages of Malatra here as well. “I welcome you to our village, very sad, very bad. Bengoukee very ill, not able to speak may be able to speak only with ancestors, we not know yet. Bengoukee has told me that this rainy season be a hand, of hands of fingers. I not sure just how many he means but it is many, many rainy days and nights.”

Chaka-kala leads you over to a large hut with a great selection of foods within, “Tribe of Big Chief Bagoomba have BIG problem. Without Bengoukee, we must rely on witch doctor helper and two heroes from village. Heroes do many great deeds but each have BIG troubles to tell me. I not know which is best to follow, but Chaka-kala know when trouble happens Bengoukee calls for heroes. So, Chaka-kala call for you! You now speak to both heroes of village and elders of village of Tribe of Big Chief Bagoomba.”

The heroes may want to see Bengoukee, Chaka-kala will lead them to Bengoukee’s hut. Bengoukee is korobokuru (dwarf) and so he is far older than any nubari. Inside Bengoukee is very sick and is being treated by his apprentice witch doctor Horgarim. Most heroes already know that Bengoukee was struck down by the Katimayan traitor Kural. Though Bengoukee was partially healed by the Flower of Immortality, he never fully recovered from Kural’s treachery and has steadily declined.

Horgarim appears to be a Nubari male at least 50 years of age. He has studied with Bengoukee since his 8th rainy season. He has cast a couple of cure wounds and cure disease spells upon Bengoukee, but it is more than a matter of Bengoukee’s will to live. His body may just have had enough.

There should be nothing that the heroes can add to Bengoukee’s treatment Horgarim has tried everything. However, he is more than willing to allow the heroes to examine and even cast upon Bengoukee.

Bagoomba will show the heroes to both Mali and Ffft when they are ready, he will describe one as the sage of Malatra and the other as the Hunter of the Tribe.

Brains First – Ffft’s Story

This is where the heroes can speak with Ffft about his requirements and findings.

The hut in which the Sage of Malatra awaits is very detailed with what appears to be ceremonial weapons, symbols from all of the tribes of Malatra. Inside a tiger katanga in half-Nubari form sits examining a number of berries on a small table in front of him. As you enter, the sun fills the hut from behind you outlining his tiger shadow upon the far wall of the hut.

“Hello, I am Ffft, the Sage of Malatra. You have come to accomplish a great undertaking indeed. In my exploration I have discovered there may be a lost tribe of lizardfolk waiting to be found. This tribe should be near the backwaters of Lake Koro. The streams that once flowed gently from the Howling Mountains to the lake still flow, however, the lands near the entrance of these waters has grown soft and swampy. The jungle is dense and the spirits off Malatra has not been called to change the river’s path.

“This tribe must be found. With Tiger threatening us all, we need all the allies we can get. Also, they need to be warned of the danger the Tamara represent, if they don’t know already. This is the task I set before you, find the lost tribe off Lake Koro.”

Ffft has the following opinions and information:

- **The other advisor:** “That is Mali. He is so dumb, the jungle loses intelligence whenever he speaks. He is good in a fight but he is not a good advisor, he does not have a brain.”
- **Why is the Lost Tribe Important:** “Much off Malatra’s strength is the knowledge that the tribes gain from other tribes.”
- **What about the Terrible Death Mali speaks of:** “Ask Mali about having a mate: he calls that ‘terrible death.’ Ask him about himself: ‘terrible death’. Everything with Mali is terrible death.”
- **Ffft’s Advantage over Mali:** “If there is indeed something in the swamp, it is probably best to have the assistance of the tribe that lives in the swamp since they will be best prepared to battle another swamp garuda or swamp animal.”

Ffft will be able to accompany the heroes, though he would like to stay and advise Chaka-kala (a little smarter than Mali, but Ffft still has little respect for him). Ffft wants to make sure the tribe is found and

does not really have confidence in the heroes. He knows the path to take to get to the swamp.

Strength of Conviction – Mali’s Story

Eventually the heroes will want to speak with Mali. He is inside a run-down hut pacing the floor, a haunch of antelope in one hand.

The tribal hunter’s hut has obviously seen much better days, as it has been damaged from the great earth shakes without any repair. Inside a white tiger katanga in biped form paces the hut a spear in one hand and a haunch of antelope in the other.

“You heroes of village, that good. Terrible Death near Lake Koro. Mali see signs, terrible death. Come back tell Bengoukee. Bengoukee bad. Chaka-kala say wait, why Mali wait, terrible death in deep dirt. You go kill terrible death near Lake Koro?”

Mali is definitely not that bright, however, he has been blessed with the natural skills of a hunter. He now “FEELS” that something is wrong in the swamp and although he wants to go explore the swamp, he has not been allowed to go.

He has the following opinions and information:

- **What is the Terrible Death:** “Mali not know, he know that terrible death wait in the swamp. Feels wrong, not natural.”
- **What are your feelings about Ffft:** “Silly cub, not strong, think too much!”
- **Will you be going with us to the Swamp:** “Chaka-kala tell me, he find heroes, we go to swamp kill terrible death.”
- **What about Ffft’s story about a lost tribe:** “They lost, they want stay lost, not show until terrible death is dead.”

At this point it will be up to the heroes to decide how to proceed from here. If they choose Ffft’s path, then Ffft will go with them (Go to **encounter two**). If Mali’s path, then Mali goes with the heroes (Go to **encounter one**). NOTE: Chaka-kala does not have an opinion either way and Bengoukee is not conscious to give an opinion.

Encounter One Mali’s Path

There are four encounters within this one large encounter. A, B, C, and D.

The first encounter occurs during the travel time to the swamp. This could be a roleplaying or combat encounter depending on how the heroes react.

Then there is a river crossing that leads to the swamp, Mali gives a couple of really silly suggestions as to how to cross the river, but it is up to the heroes.

Finally, the heroes come to the swamp with Mali. There is a pretty nasty combat encounter that the heroes should have some trouble with. Mali knows about the tribe of Lizardfolk (he's never met any of them, but he's seen their track and can tell they are in hiding) but he also knows that they do not want extra help until the "terrible doom" is gone – or so he guesses, since he's never actually talked to them.

The final piece of this is the "terrible doom" itself. It is a small black dragon that managed to come within the area of Malatra. It is slowly consuming the abundant wildlife in this area of the swamp and is slowly threatening the Lizardfolk village within the densest portion of the swamp. Even with Mali lending an extra spear this will be a tough challenge for the heroes.

Encounter 1A: Travel Time:

This portion is divided into three small encounters that happen during the four-week journey from the village of Big Chief Bagoomba to the area around Lake Koro.

Travel

The heavy rains have finally given way to a steady stream of water falling from the trees. The trip down the River of Laughing Idols was very dangerous and lasted five days, but the river tam-hi were able to move the canoe forward to the very edge of the Valley of the Spirits. You have come a long way already, but Mali tells you that it will be "lots" of days to get to Lake Koro, especially in the rainy season.

Mali has gone out hunting, a task that he seems to happily perform as you begin to set-up camp near the edge of the Valley of Spirits.

The Valley of Spirits is a long ways away from the normal area of the villages but is an area that heroes may have visited once or twice. It is a TABOO area, one which all the tribes and village leaders have forbidden any villager or hero from entering. Still, a number of the heroes may have, in the past, been sent into the Valley by Bengoukee, protected from the taboo of the area by magical paints. The protection afforded them from past adventures, however, does not extend to this one. The valley is still taboo for everyone because of the evil spirits and dangerous animals said to live there. Since it is also impossible for any but flyers to reach the valley, this should not be a problem. Anyone trying to enter the valley will be confronted by taboo spirits warning them away.

Lesser Taboo Spirit (1 for each PC): Small Fey; HD 1d6; hp 4; Init +4 (Dex); Spd 20 ft.; AC 19 (+1 Size, +4 Dex, +4 Supernatural); Atks None; SA Spell-like abilities; SR 18; AL N; SV Fort +1, Ref +5, Will +5.

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

Skills: Bluff +4, Concentration +2, Hide +14, Knowledge (any) + 4, Listen +8, Move Silently +8, Search +9, Sense Motive +6, Spot +8.

Spell-like Abilities: *confusion, detect evil, invisibility* (all at 6th level).

See the Monster Manual entry for Taboo Spirits at the end of the scenario.

Some additional notes on travel:

- There are very few berries around. You may have a hero attempt a wilderness lore (DC: 25) or Search (DC: 30) to find any type of flowering or fruit bearing plant. The problem is there are very few plants that have begun to flower yet. Give it a few weeks and there will be flowers all about. Once they have succeeded once, that will be the only time they are able to find any berries.
- They can also hunt although all hunting or wilderness lore checks are DC: 25. The muddy jungle helps make tracks; unfortunately, the constant rain takes those tracks away just as quick.
- Any chance of starting fires will be a DC: 30.
- If a hero asked for waterproof clothing prior to leaving on the long trip, the villagers of Big Chief Bagoomba would be able to provide a strange looking hat and a covering (cloak) to protect the heroes.

Camp

When the heroes have set-up camp and begun to prepare for the evening meal, continue with the following text or your representation of the information:

Late into the night a terrible howl comes from the mists of the valley that shakes the ground, rattling shelters and cascading even more water from the trees and the sky.

Each hero should roll against their spot hidden or listen at DC: 15 to see if they are caught flat-footed.

Unknown to the heroes, the howl was caused by the black dragon. The shaking is caused by the stamped of garuda out of the jungle, directly towards the small camp of the heroes. Those heroes that are not flat-footed can easily make for the trees to avoid the stampede; those that are flat-footed have additional problems.

The stampede will be there at the end of the FIRST round, thus a flat-footed character could take only a

partial action. Those heroes that are already standing could attempt to divert the stampede or escape or possibly escape with a fallen comrade. NOTE: This could be a good place for a hero point.

Small Horn Garuda (Monoclonius) (16): Large Animal; HD 2d8; hp 10; Init +0; Spd 40 ft.; AC 15 (-1 Size, +6 Natural), Atks +5 melee (1d4+1, Horn Gore); SA Trample Medium or smaller creatures for 2d8; AL N; SV Fort +4, Ref +5, Will +0.

Str 18, Dex 12, Con 10, Int 1, Wis 10, Cha 3.

Skills: Hide +4, Listen +6, Spot +2.

This dinosaur, somewhat resembles a single-horn rhinoceros. Its head and neck are protected by a bony shield, and its skin is very thick, though not plated like that of many other larger beasts. It is a herbivore, and can eat almost any plant because of its strong jaws and teeth.

Each creature can make an attack against any heroes that have not gone to the trees. The attack does trampling damage. Any hero that is flat-footed loses their Dexterity bonus to their Armor Class.

Mali has heard the wail and has come back from his hunt with a haunch of garuda. He does tell the other heroes that he is worried there may be spitting garuda nearby. That should get them worried (paranoia is good!) If Mali is asked, he can tell the heroes the following information about spitting garuda.

"They real small. Eat bugs, little lizards, dead things. Pretty garuda spit bad spit. Always lots of them, never just one."

"Mali not like them taste, make tongue not feel or taste for many days."

The Glade

This travel encounter occurs two days after the stampede outside the Valley of Spirits. The heroes are following Mali east-southeast through thick jungle. Mali is looking for the river that drains out of Lake koro, and expects to cross it in 7 to 8 days.

Mali continues to move forward but it is not easy going. The rains are coming down even harder and more than once Mali has stopped your progress and had you take shelter until the worst of the weather has past. He seems to be expecting to find a river soon, a river that will lead to Lake Koro.

Once again Mali has called for a stop, setting up camp in a very thick group of trees. You sense that you are not alone in the protection of the trees but see nothing.

Part of this encounter is again a little confusion to the heroes. This tiny glade radiates a very peaceful aura and

is tended by a nature spirit. All heroes must make a Will save for every 10 minutes that they stay in the protected glade. Failure means that the hero is unable to take any violent action within the glade. It is a place of peace and harmony. There are about 15 trees whose branches provide shelter along with a small pile of rocks as well as a small pool of fresh water.

A couple of details for those heroes that want to search about the glade:

- Two leopards lie sleeping in one of the trees above; they are NOT katanga, just natural leopards, but they do not seem frightened of the heroes.
- A number of small mammals (rabbits, a skunk and about six wild dogs) also rest in the crevices of the rocks.
- A couple of small stones have a symbol of flowing water upon them, however, none of the rocks detects as magical. There happens to be one stone per hero and they are obviously stacked in the center of the glade.
- The pool of water is fresh.

If a hero goes for a swim, use the following text:

As you begin to splash into the pool, a wonderful spray of water arches from the pool. As it disappears back into the pool a weasel, fearless and staring at you intelligently, stands at the pools edge. It says, "Please be comfortable, the glade will provide for your needs. You may sleep, nothing will hurt you here." In an instant it disappears as Mali bounds after it, only to come up empty-pawed. "Some day," Mali growls good-naturedly, "Mali catch one of those spirits. Make it teach Mali that disappear trick."

Greater Nature Spirit (Weasel Form): Medium Fey; HD 8d6; hp 32; Init +2 (Dex); Spd 20 ft., climb 20 ft.; AC 24 (+2 Size, +2 Dex, +10 Supernatural); Atks +4 melee (1d3+1, bite); Face/Reach: 2 ½ ft. x 2 ½ ft. / 0 ft.; SA Spell-like abilities, Attach (successful attack means the weasel is attached, automatic hits the following round); SQ Scent; SR 25; AL N; SV Fort +10, Ref +12, Will +9.

Str 3, Dex 15, Con 10, Int 14, Wis 20, Cha 5.

Skills: Balance +10, Bluff +11, Climb +11, Concentration +8, Craft (any) +11, Heal +12, Hide +16, Listen +12, Move Silently +12, Search +13, Sense Motive +10, Spot +12. *Feats:* Weapon Finesse (bite).

Spell-like Abilities: *confusion, dancing lights, detect evil, dispel magic, plant/animal growth, invisibility, tongues* (all at 10th level ability).

Encounter 1B: The River Crossing

At last Mali has found the river he was looking for. "We find river, now we cross river, not safe cross lake and terrible death on far side of lake and swamp. Mali think we either all swim, or make canoe to cross. Must not go downriver it fall far into Valley of Spirits, not fun!"

It has been raining for about twenty days and this river is very swollen. It is not going to be easy to swim across (Swim check DC 30). Even River Tamhi will be apprehensive. There are, however, other ways across.

The distance across the river is only about 50 feet, and there is a good bit of overhanging jungle growth. Unfortunately, it does not go far enough to allow tree jumpers to move from one tree to another.

The following are possible solutions. The heroes may come up with a couple additional but let's first describe the conditions.

Conditions:

- Raining. It is a constant rain reducing visibility to about 20-25 yards.
- The river is moving at about 15-20 mph. It has already crested its banks creating a wider river and very wet marshing lands outside its banks.
- There are trees on both sides of the river although there is about a 30 foot gap between the trees on this side and the other side.
- The river is very shallow along both banks, moving up to perhaps 10-15 feet deep in the central 1/3 of the river. The shallower areas are moving the fastest.

Possible Solutions:

- Throw a spear or similar weapon across the river with a vine attached. If it does hit and does at least 10 points of damage, the spear is imbedded in the other side.
- Tie a rope to a strong swimmer and let them try to get across the river. A river tam-hi is the best bet; the key here is to have a lot more rope than the 50 feet of the river's banks, as the swimmer will be carried downstream.
- Use a rope and tie it to a tree jumper – with the aid of a *jump* spell it should be simple, of course with a *jump* spell, the river itself might be able to be crossed.
- Drop a tree across the river, yes the trees are that tall, but then a wet tree is not easy to cross, just easier than without one.

If the solution makes sense, allow the heroes to use their skills.

Downstream there is a small narrow section of the river with a fallen tree (just before a waterfall). Heroes swept downstream can be rescued here on a successful melee touch attack and a successful Str check with DC 15.

Encounter 1C - Body:

The heroes cross the river and skirt the southern shore of Lake Koro. The shores are flooded and swamps extend southward and eastward. Several times Mali has to double-back to find dry land (presuming the heroes haven't built canoes or rafts).

This encounter begins after the PCs have passed the Lake and are now looking for what Mali calls the "terrible death."

Mali stiffens smelling the air, "Terrible Death near. Be quiet, move quiet, no scream." He leads further into this quagmire of trees and grass and mud. For a creature with white fur, it is relatively difficult to follow him through the tough terrain. Eventually he can be seen bending over what appears to be a body. The body is half devoured, the lower parts of a Lizardfolk completely gone while the upper half of the body looks intact. There do not seem to be any teeth marks on the upper body.

This male lizardfolk was a "survivor" of the attack in the sense that the dragon was not able to find him after the attack. Mali will be able to find some large gnasher tracks, if the heroes do not think to track themselves. They will be able to also recover a javelin from the Lizardman, as he was armed with the best the Lizardfolk village had to offer so that he and the others could slay the beast. See the certificate for his spear.

Encounter 1D (eath):

This is where we separate the warriors and the heroes from the other adventuresome people of the jungle. There is indeed a great threat and they have the opportunity to surprise the beast and go to the attack.

First the Dragon. Note: The dragon is in his small burrow, very content after his latest meal of Lizardfolk. The dragon will be caught flat-footed on the first round, so long as the heroes make an attempt to be quiet.

Low-Tier

Young Black Dragon: Medium Dragon; HD 10d12+20; hp 85; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 19 (+9 Natural); Atks +12 melee (1d8+4, bite), +10 melee (1d6+2 [x2], claws), +7 melee (1d4+2, wing buffet); SA Breath Weapon (Line of Acid 6d4, save DC 17); SQ Acid Immunity, Water Breathing; AL CE; SV Fort +9, Ref +7, Will +7.

Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +4, Listen +6, Spot +2. *Feats:* Multi-attack.

High-Tier

Adult Black Dragon: Large Dragon; HD 19d12+76; hp 199; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 27 (-1 Size, +18 Natural), Atks +24 melee (2d6+6, bite), +24 melee (1d8+3 [x2], claws), +19 melee (1d6+3, wing buffet), +19 melee (1d8+3, Tail Slap); Face/Reach: 5 ft. x 10 ft. / 10 ft.; SA Breath Weapon (Line of Acid 12d4, save DC 23); SQ Acid Immunity, Darkness, Damage Reduction 5/+1, Fear (save DC 20), Spell Use, Water Breathing; SR 18; AL CE; SV Fort +15, Ref +11, Will +12.

Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12.

Skills: Hide +4, Listen +6, Spot +2. *Feats:* Multi-attack.

Spells (as 3rd sorcerer, 6/6 per day): 0 lvl—*daze, ghost sound, mage hand, detect magic, read magic*; 1st lvl—*shield, obscuring mist, expeditious retreat*.

The cave for this battle can be found in the Appendix of the adventure. When the combat is concluded you can go to the Mali Path conclusion.

Encounter Two Ffft's Path

Very similar to the Mali Path, however there are different sub-encounters.

First there is a different traveling encounter, which will place the heroes between a dangerous foe and a group of "innocent" shu. They are actually going to try to have a little fun with the heroes, though the encounter may not however go as they have planned.

Then there is a river crossing. The river has a number of methods of crossing and Ffft will attempt to challenge the heroes into determining the greatest number of ways to cross the river.

Then the heroes will come across some clues to the "terrible doom" and the hidden village. They are not a lost tribe, they are a hidden tribe and they prefer it that way. The heroes and Ffft will be able to interact with a number of tribesmen to determine the tribe's history and maybe something about what is happening in the swamp.

Finally while the heroes are in the village, the dragon will decide to come hunting. With all the lizardfolk about, it will be a lot less dangerous than going into its cave, however it will also be more difficult to destroy the dragon before it will fly away.

Ffft, male tiger katanga Sor9: Medium Humanoid (6 ft. tall); HD 9d4+17; hp 45; Init +6; Spd 30; AC 15 (+2 Dex,

+2 natural, +1 luck); Atks +4 melee x2 (1d3 (crit x2), claws), +2 melee (1d6 (crit x2), bite); SA nil; SQ low-light vision, champion of fire; AL LG; SV Fort +5, Ref +6, Will +6.

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

Skills: Concentration +13, Escape Artist +4, Knowledge: Arcana +1, Knowledge: Lore +3, Profession: Boater +2, Search +1, Spellcraft +5, Spot +1, Swim +2. *Feats:* Animal Magic, Improved Initiative, Heighten Spell, Multiattack, Toughness.

Equipment: Staff, darts, daggers, many spell fetishes, vines, numerous "souvenirs" from past adventures.

Spells (6/7/7/7/5): 0-level—*detect magic, detect poison, ghost sound, light, mage hand, mending, open/close, prestidigitation*; 1st level—*burning hands, mage armor, magic missile, spider climb*; 2nd level—*alter self, blur, levitate, web*; 3rd level—*fly, slow, tongues*; 4th level—*Evard's black tentacles, polymorph other, stoneskin*.

Role-playing: Overly curious, overconfident, and oblivious to many dangers. Ffft talks rapidly and unconsciously signs along with his words. He has called Mali "Mali the Dumb" in the past.

Part A: Traveling Along

The heavy rains have finally given way to a steady stream of water falling from the trees. The trip down the River of Laughing Idols was very dangerous, but the river tamhi were able to move the canoe forward to the very edge of the Valley of the Spirits. You have come a long way already, but Ffft tells you that there are still days of travel and challenges before you get to Lake Koro, especially in the rainy season.

On the fifth day of travel you are in the process of by-passing one of the small "rainy season lakes," those lakes that spring up during the rainy season in small depressions, when numerous cries of help become to come from near the lake.

Go ahead and make sure that the heroes are moving towards the cries for help before continuing.

Upon closer inspection, there seems to be six shu flailing in the water. The water is up to their necks as they reach with sticks and twine to attempt to ensnare a capsized small canoe. "Thank the spirits, the water is too deep and our canoe has floated away. Please help, we fish real good but don't swim well."

Of course there is a little more to the story. The shu knew from years past that this area was often a rainy season lake. They took the time last year to place stacks of wood in an area of the "lake" so that they could stand on the wood while netting and harvesting the fish and crustaceans that overflowed into it. Unfortunately, they

lost control of their canoe that they used to get to the stack of logs. The water is actually about EIGHT FEET deep, although it appears that the water could be no higher than 2-2 ½ feet deep on the shu warriors.

So there could easily be a surprise as a hero hits the drop off and plunges down into the water. The other problem that the shu are not aware of is that they are not the only hunter that knows of the rainy lake. A large serpent has laired in the area and the fishing shu are actually now among the hunted and the heroes will need to save them.

The first attack occurs against the shu.

Low Tier:

Snake, Constrictor: Medium Animal; HD 3d8+3; hp 16; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (+3 Dex, +2 Natural); Atks +5 melee (1d3+4, bite); Face/Reach 5 ft. x 5 ft. (coiled) / 5 ft.; SA Improved Grab, Constrict 1d3+4; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2.

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

There is not enough snake here to make any hide armor.

High Tier:

Snake, Giant Constrictor: Huge Animal; HD 11d8+11; hp 60; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 Size, +3 Dex, +4 Natural); Atks +13 melee (1d8+10, bite); Face/Reach 15 ft. x 15 ft. (coiled) / 10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4.

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

If a hero utilizes the Wilderness Lore skill (DC 15) he or she can get enough snakeskin for armor (rending). Someone at the Tribe of Big Chief Bagoomba will render it, add some pieces, and turn it into armor. It can make either two sets of Korobokuru or Shu hide armor, or one set of hide armor for other races.

Shu (6): Small Humanoid (Halfling); HD 1d8; hp 4; Init +1 (Dex); Spd 20 ft.; AC 12 (+1 size, +1 Dex); Atks +5 ranged (1d3, blowgun), +4 ranged (1d6-1, short bow); SQ Halfling traits; AL N; SV Fort +3, Ref +2, Will +1.

Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11.

Skills: Hide +9, Listen +4, Move Silently +5, Profession—Fishing +5. *Feats:* Weapon Focus (blowgun).

Part B: The River Crossing

By the end of the fifth day you draw near to the place where the River Of Laughing Idols empties into the dread Valley Of Spirits. Without pause Ffff pushes you onward, east-south-east into the thick, dense jungle. "We have seven, perhaps eight days before we reach the river that empties out of Lake Koro," Ffff says.

Though the rains continue and neither the sun nor the moon is seen each day, eight days pass when Ffff finds the river he is looking for. He looks at it thoughtfully, then says, "We must cross this river here. Before we do, I would challenge you to determine the greatest number of different ways that we could take to cross the river."

It has been raining for about twenty days and this river is very swollen. It is not going to be easy to swim across (Swim check DC 30). Even River Tamhi will be apprehensive. There are, however, other ways across.

The distance across the river is only about 50 feet, and there is a good bit of overhanging jungle growth. Unfortunately, it does not go far enough to allow tree jumpers to move from one tree to another.

The following are possible solutions. The heroes may come up with a couple additional but let's first describe the conditions.

Conditions:

- Raining. It is a constant rain reducing visibility to about 20-25 yards.
- The river is moving at about 15-20 mph. It has already crested its banks creating a wider river and very wet marshing lands outside its banks.
- There are trees on both sides of the river although there is about a 30 foot gap between the trees on this side and the other side.
- The river is very shallow along both banks, moving up to perhaps 10-15 feet deep in the central 1/3 of the river. The shallower areas are moving the fastest.

Possible Solutions:

- Throw a spear or similar weapon across the river with a vine attached. If it does hit and does at least 10 points of damage, the spear is imbedded in the other side.
- Tie a rope to a strong swimmer and let them try to get across the river. A river tam-hi is the best bet; the key here is to have a lot more rope than the 50 feet of the river's banks, as the swimmer will be carried downstream.
- Use a rope and tie it to a tree jumper – with the aid of a *jump* spell it should be simple, of course with a *jump* spell, the river itself might be able to be crossed.

- Drop a tree across the river, yes the trees are that tall, but then a wet tree is not easy to cross, just easier than without one.

If the solution makes sense, allow the heroes to use their skills.

Downstream there is a small narrow section of the river with a fallen tree (just before a waterfall). Heroes swept downstream can be rescued here on a successful melee touch attack and a successful Str check with DC 15.

Part C: The Lost Village

This encounter occurs 13 days after the heroes have dealt with the shu and the lake and five days after the heroes have crossed the river.

Ffff leads you into and then through the swamp south of Lake Koro. Ffff consults with the swamp spirits every evening and he eventually leads you to a decimated village. A large number of savage looking Lizardfolk wielding spears confront you in the village center as Ffff moves off and introduces himself to what appears to be the tribes witch doctor. "Don't get us in any trouble.," was his only instruction to you as the chief of the tribe approaches you.

"I am Chief Sstaminusso. Our shaman says you are good people, so it must be so. I think you look like fine warriors." Sstaminusso points to the crumpled huts and great scars across portions of the village. "Sssee whats the great gnasher has done."

Below are listed the contents of the village, with any NPC of note listed after the general listing. Remember when role-playing any of the lizardfolk that they stress their S's, and since many of them are not of high intelligence, few speak anything other than their own language.

Lizardman, Malatran (25): Medium Humanoid (Aquatic, Reptilian); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (+5 natural) or 17 (+5 natural, +2 large shield); Atks +2 melee (1d4+1 [x2], claws) or +2 melee (1d10+1, greatclub), +0 melee (1d4, bite), or +1 ranged (1d6+1, javelin); SQ low-light vision; AL N; SV Fort +1, Ref +3, Will +0.

Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

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

Kirssulass, male lizardfolk Rgr 7: Medium humanoid (aquatic, reptilian); HD 7d10+7; hp 57; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., AC 19 (+4 Dex, +5 natural); Atks +11 melee (1d4+5 [x2], claws), +9 melee

(1d4+2, bite), or +13 melee or ranged (1d6+4, javelin); SQ low-light vision; AL N; SV Fort +6, Ref +6, Will +4.

Str 18, Dex 18, Con 13, Int 9, Wis 14, Cha 10.

Skills: Balance +4, Jump +7, Swim +11, Tumble +14, Wilderness Lore +12. *Feats:* Multi-attack, Weapon Focus (javelin), Track, Dodge, Ambidexterity.

Spells: 1st lvl—*entangle, pass without trace*

Kirssulass is the hunter of the tribe. He has tried to locate the great black gnasher but has so far failed. He is also very wary of the gnasher, as he has never seen the type of destruction that this creature seems capable of.

Kirssulass can give the heroes the following pieces of information:

- The Great Gnasher is a flyer, though he has never seen such a large flying garuda. Kirssulass has glimpsed the garuda flying in the direction of the Howling Mountains (to the east).
- The gnasher has a great appetite, having consumed at least 12 tribe members and at least a dozen other garuda.
- No lizardman has survived an encounter with the beast. Kirssulass has found javelin broken near previous attacks, and the bodies have been "melted" and "burnt" in a strange sort of way he can't explain.
- Kirssulass has had the villagers dig a large pit at the outside edge of the village in hard ground. The pit is deep and the villagers can hide in the pit, while he and other warriors destroy the gnasher.
- They have only found one victim's body of the gnasher. A great slash went across the lizardman's body, killing him. (Dragon lost its grip and dropped him). The body was consumed by the remaining villagers to make sure that the warrior's spirit is reborn into the village. (Yes, they display a degree of cannibalism)

Hysselssimissia, female lizardfolk Clr6: Medium Humanoid (aquatic, reptilian); HD 6d8+6; hp 54; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 natural); Atks +5 melee (1d4+2 [x2], claws), +3 melee (1d4+1, bite), or +5 melee or +6 ranged (1d6+1, javelin); SA spells; SQ low-light vision; AL N; SV Fort +6, Ref +7, Will +7.

Str 14, Dex 16, Con 13, Int 9, Wis 14, Cha 14.

Skills: Balance +4, Concentration +8, Diplomacy +11, Spellcraft +12, Swim +6. *Feats:* Multi-attack, Empower Spell, Lightning Reflexes.

Plant domain power—rebuke plant creatures as evil cleric rebukes undead. *Water domain power*—Turn or destroy fire creatures as cleric turns undead.

Spells: 0 lvl—*detect magic, guidance, mending, resistance, virtue*; 1st lvl—*bane, bless, cure light wounds, divine favor, remove fear*; 2nd lvl—*bull's strength, cure moderate wounds, enthrall, shield other,*

zone of truth; 3rd lvl—*cure serious wounds, prayer, searing light*.

Selsee (nickname) is the apprentice shaman of the village. She is the only one from her family to survive the gnasher attacks, as her brothers were killed in a hunting party. She is determined that no one else dies and will sacrifice herself to save another when the dragon attacks

Chief Sstaminusso, male lizardfolk Ftr 8: Medium Humanoid (aquatic, reptilian); HD 8d10+32; hp 72; Init +4 (Dex); Spd 30 ft.; AC 19 (+4 Dex, +5 natural); Atks +12 melee (1d4+5 [x2], claws), +10 melee (1d4+2, bite), or +13/+8 melee or ranged (1d6+4, javelin); SQ low-light vision; AL N; SV Fort +1, Ref +3, Will +0.

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

Skills: Balance +4, Jump +7, Listen +14, Spot +14, Swim +11, Tumble +14 Wilderness Lore +12. *Feats:* Multi-attack, Alertness, Combat Reflexes, Dodge, Power Attack, Track, Weapon Focus-Javelin.

Chief Sstaminusso is very proud but scared for his tribe. He knows that the creature will come to the village soon, so he is no longer sending out warriors. He also wants NOTHING to do with the other tribes of Malatra, but recognizes he must accept the heroes' help. His witch doctor agrees, though the heroes may be able to convince him that outside contact is important to the tribe's survival.

Try to DESCRIBE the village to the heroes. Once the heroes have had a chance to interact with the three major NPCs continue with the last part of this path.

Part D (eath): On Swift Black Wings

There is a brilliant explosion as the great bonfire explodes into thousands of fragments as if by a great gust of air. A huge shadow swoops down into the mass of villagers.

It is unlike any gnasher that you have ever seen before its skin and wings as black as the night. It lands on two of the lizardfolk and snaps another in half with his sharp toothed jaws. A dozen warriors move to engage it with javelins as the chief and hunter move towards the gnasher.

There are a lot of things that you the judge will need to keep track of during this encounter.

- The black dragon will attack whichever hero has done the most damage the previous round.
- The breath weapon will be targeted towards at least one PC and one NPC.
- The 12 lizardfolk warriors and the 3 lizardfolk NPCs will move to attack. The rest of the villagers will go into the hole.

- On the third round the dragon breathes into the hole!

Low-Tier

Young Black Dragon: Medium Dragon; HD 10d12+20; hp 85; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 19 (+9 Natural); Atks +12 melee (1d8+4, bite), +10 melee (1d6+2 [x2], claws), +7 melee (1d4+2, wing buffet); SA Breath Weapon (Line of Acid 6d4, save DC 17); SQ Acid Immunity, Water Breathing; AL CE; SV Fort +9, Ref +7, Will +7.

Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +4, Listen +6, Spot +2. *Feats:* Multi-attack.

High-Tier

Adult Black Dragon: Large Dragon; HD 19d12+76; hp 199; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 27 (-1 Size, +18 Natural), Atks +24 melee (2d6+6, bite), +24 melee (1d8+3 [x2], claws), +19 melee (1d6+3, wing buffet), +19 melee (1d8+3, Tail Slap); Face/Reach: 5 ft. x 10 ft. / 10 ft.; SA Breath Weapon (Line of Acid 12d4, save DC 23); SQ Acid Immunity, Darkness, Damage Reduction 5/+1, Fear (save DC 20), Spell Use, Water Breathing; SR 18; AL CE; SV Fort +15, Ref +11, Will +12.

Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12.

Skills: Hide +4, Listen +6, Spot +2. *Feats:* Multi-attack.

Spells (as 3rd sorcerer, 6/6 per day): 0 lvl—*daze, ghost sound, mage hand, detect magic, read magic*; 1st lvl—*shield, obscuring mist, expeditious retreat*.

It is possible that the heroes may chase the dragon away. It leaves if it takes over 33% of its total hit points. The heroes will not be able to chase the dragon to its lair since it is night and it flies!

At the conclusion go to Conclusion: Ffft's Path.

Conclusion: Mali's Path

Given the assumption that the heroes were able to kill the dragon, the following text, or portions of the text should be used to conclude the adventure. NOTE: There is an additional paragraph of text to be used if any of the heroes perished in the mission. There is also another conclusion if the heroes were not able to slay the dragon.

After killing the great black gnasher, you find yourselves the honored heroes of the Hissumach tribe of Lizardman. The Hissumach tribe is located deep in the heart of the swamp. The chief of the tribe, Sstaminusso, says to you, "We were very

happy being alone, though we are pleased at your assistance. We wish to stay alone, but we will always be pleased to see you and welcome the heroes of Hissumach."

If a PC hero died in the battle:

A great fire is created in the center of the devastated village as the tribal chief and all of the villagers lay gifts to their own fallen heroes (as well as any PC). The chief gives a small speech that reviews the great good each of the heroes did in saving the village, but then he turns to each of you looking for further words of praise.

It is not necessary for the surviving PCs to say something about any of the fallen PCs; however it is one additional roleplaying encounter that matches the concepts of spirit and companionship found in Malatra, the Living Jungle. Before the lizardfolk burn the bodies of the heroes, the chief will question whichever hero was the most heroic and ask what the tradition is for the lost heroes. In the lizardfolk village, warriors are consumed by the tribe to allow the warrior rebirth into the tribe.

Conclusion: Ffft's Path

Given the assumption that the heroes were able to kill the dragon, the following text (or portions of the text) should be used to conclude the adventure. NOTE: There is an additional paragraph of text to be used if any of the heroes perished in the mission. There is also another conclusion if the heroes were not able to slay the dragon.

You are the honored heroes of the Hissumach tribe of Lizardman, which is located deep in the heart of the swamp. The chief of the tribe, Sstaminusso, says to you, "We were very happy being alone. There was much death and we are pleased at your assistance. "We were very happy being alone, though we are pleased at your assistance. We wish to stay alone, but we will always be pleased to see you and welcome the heroes of Hissumach. We allow Ffft to stay with Hissumach to learn ways of people, then he must go."

A great fire is created in the center of the devastated village as the tribal chief and all of the villagers lay gifts to the fallen spirits of the heroes of Malatra that gave their life to destroy the terrible gnasher. The chief gives a small speech that reviews the great good each of the heroes did in saving the village, but then he turns to each of you

looking for further words of praise (assuming a PC hero has fallen).

It is not necessary for the surviving PCs to say something about any of the fallen PCs; however it is one additional roleplaying encounter that matches the concepts of spirit and companionship found in Malatra, the Living Jungle. Before the lizardfolk burn the bodies of the heroes, the chief will question whichever hero was the most heroic and ask what the tradition is for the lost heroes. In the lizardfolk village, warriors are consumed by the tribe to allow the warrior rebirth into the tribe.

This Ends *Curse of the Lizard King*

Experience Point Summary:

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

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

Mali's Path:

Low-Level Heroes:	
Crossing the River	25 xp
Defeating the Dragon	575 xp
Discretionary Role-Playing	0-100 xp
High-Level Heroes:	
Crossing the River	25 xp
Defeating the Dragon	1,175 xp
Discretionary Role-Playing	0-100 xp

Ffft's Path:

Low-Level Heroes:	
Defeating the Snake:	25 xp
Coming up with at least four ways to cross over the river	25 xp
Defeating the Dragon	375 xp
Discretionary Role-Playing	0-100 xp
High-Level Heroes:	
Defeating the Snake:	25 xp
Coming up with at least four ways to cross over the river	25 xp
Defeating the Dragon	975 xp
Discretionary Role-Playing	0-100 xp

Mali's Path Maximum Experience Points:

Low-Tiered Heroes:	700 xp
High-Tiered Heroes:	1,300 xp

Ffft's Path Maximum Experience Points:

Low-Tiered Heroes:	525 xp
High-Tiered Heroes:	1,125 xp

NOTE: The major difference between the two paths is that in the Ffft Path there are many more levels of NPC that are assisting the heroes.

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.

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.

All Paths:

- Javelin of the Hunter – This masterwork javelin was given to you by Chief Sstaminusso of the Hissumach tribe of lizardmen. It is +1 to hit, non-magical.
- Gourd of Ssillith – This gourd is full of the strange but potent healing elixir of the Hissumach tribe of lizardmen. It will heal 4d8 points of damage, although a Constitution check (DC 10) must be made to consume the brew. Failure to make the check reduces the healing potency of the brew to 1d8+4.
- Black Scale Shield (2) – This unusual shield comes from a strange, black-scaled garuda. It was prepared for you by the Hissumach tribe of lizardmen after you defeated it in battle. You may choose which size was made for you:

Small Wooden Shield, +1 Armor, -1 Armor Check Penalty

Large Wooden Shield, +2 Armor, -2 Armor Check Penalty

Either shield will provide +1 to Reflex saves versus acid attack. (Should be two certificates for this)

- Gnasher Tooth Knife (one per hero) – This unusual knife is made from the strange black gnasher's teeth and is inscribed with the hero's name. This knife may be traded, however, the benefits. The Hissumach recognize the heroes whose identity is on the knife, conferring instant acceptance anytime they wish to visit the tribe. The knife also confers +1 circumstance bonus to Charisma-based checks when dealing with all lizardfolk. Stats as dagger.

Ffft's Path Only:

- Snake Skin Armor – This armor was taken from the giant boa you help defeat. It was created by leather-workers in the Tribe of Big Chief Bagoomba. It will fit a shu or korobokuru. Stats as leather armor, Armor +2, Max Dex +6, Armor Check 0. (Three certificates, 2 for shu, korobokuru sized and one for other races)

Mali's Path Only:

- Stone with Symbol of Flowing Water (one per hero) – This stone was given to you by a nature spirit. While it is carried by the hero that gathered the stone in the mystical glade, the hero gains +1 hp to all healing he or she receives.

Nature Spirits

Malatran Nature Spirits are fey-like entities with strong connections to nature. Nature Spirits always manifest in the form of an animal or plant, and can be indistinguishable from a real animal or plant if they choose to be unless detected by spell or the Spirit Sense feat.

Nature Spirits are attached either to a location or a specific species of animal. While their physical forms can be destroyed, turned, or dismissed, Nature Spirits cannot be truly destroyed so long as the location or species survives. Destroyed, turned, or dismissed Nature Spirits can return and re-manifest in 2d20 hours minus their hit dice, minimum of one hour.

Nature Spirits are susceptible to the Elemental Turning feat.

Nature Spirits exist for two reasons. First, they exist because the animal or plant they represent exists. They are an incarnation of the forces of life and nature that exist throughout Malatra. For this reason, a Nature Spirit will never inhabit an area where Undead Spirits reside.

Second, Nature Spirits are creatures unto themselves, living to promote the health and vigors of nature. Some have a keen interest in aiding Malatrans, others are indifferent.

The presence of Nature Spirits is a good indication of the health of the local eco-system.

Greater Nature Spirit

Medium Fey

Hit Dice: 8d6 (32 hp)

Initiative: Per Dex

Speed: Per animal type.

AC: 20+ (Dex, +10 Supernatural)

Attacks: Per plant or animal type.

Damage: Per plant or animal type +4 Supernatural

Face/Reach: Per plant or animal type.

Special Attacks: Spell-like abilities

Special Qualities: SR 25

Saves: Fort Ref Will (all are per plant or animal type +8 Supernatural).

Abilities: Str Dex Con Int Wis Cha (All per plant or animal type, Int and Wis variable to a max of 24),

Skills: Per plant or animal plus the following: Bluff +11, Concentration +8, Craft (any) +11, Heal +12, Hide +16, Listen +12, Move Silently +12, Search +13, Sense Motive +10, Spot +12.

Feats: Per plant or animal Dodge (if appropriate), Weapon Focus, Create Potion, Create Item (all as appropriate).

Spell-like Abilities: Confusion, Dancing Lights, Detect Evil, Dispel Magic, Plant/Animal Growth, Invisibility, Tongues (All at 10th level ability).

Taboo Spirits

Taboo Spirits are spirits similar to Nature Spirits, but only exist to guard taboo lands. Lesser Taboo Spirits will warn away any PC whose people regard an area as Taboo. Greater Taboo Spirits will try to prevent a PC from entering a Taboo area altogether.

Taboo Spirits are susceptible to the Elemental Turn feat. Taboo Spirits cannot be permanently destroyed so long as the relevant Taboo exists. Destroyed, turned, or dismissed Taboo Spirits can return and re-manifest in 2d20 hours minus their hit dice, minimum of one hour.

A Lesser Taboo Spirit appears as a small sexless humanoid. Greater Taboo Spirits appear as the same species as the PC trying to enter the Taboo lands, but dressed in ceremonial outfit.

Lesser Taboo Spirit

Small Fey

Hit Dice: 1d6 (4 hp)

Initiative: +4 (Dex)

Speed: 20 ft.

AC: 19 (+1 Size, +4 Dex, +4 Supernatural)

Attacks: None

Damage: None

Face/Reach: None

Special Attacks: Spell-like abilities

Special Qualities: SR 18

Saves: Fort+1, Ref+5, Will+5

Abilities: Str 6 Dex 18 Con 10 Int 10 Wis 10 Cha 16

Skills: Bluff +4, Concentration +2, Hide +14, Knowledge (any) +4, Listen +8, Move Silently +8, Search +9, Sense Motive +6, Spot +8

Feats: Hide

Spell-like Abilities: Confusion, Detect Evil, Invisibility (all at 6th level).