

INHABITANTS OF THE JUNGLE

Choosing a Race section of the Jungle Book, Revised and reformatted. (v3.1, January 2003)

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INTRODUCTION

There are a variety of races in the Living Jungle. Most are non-human. The non-human races all have skill modifiers, and some have very special abilities.

CREATURE TYPES

The jungle contains many different types of creatures. The following types of creatures may be found.

Note that as all player races are 1 HD creatures, they use their starting class to determine their hit points, attack bonus, saving throws, skills and feats (not their creature type).

Fey

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped. Unless noted otherwise, fey have low-light vision.

Hit Die: d6

Attack Bonus: Total HDx1/2 (as wizard)

Good Saving Throws: Reflex and Will

Skill Points: 3xInt score; +2 per extra HD

Feats: +1 per 4 extra HD

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids have few or no supernatural or extraordinary abilities, and usually are Small or Medium-size. Every humanoid creature also has a sub-type modifier based on its race.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Variable (Fortitude or Reflex or Will)

Skill Points: 6 + Int mod; +1 per extra HD

Feats: +1 per 4 extra HD

Plant

This type comprises vegetable creatures. Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. If a plant-type creature has vision, the creature has low-light vision unless otherwise noted.

Plants with high intelligence may receive skills as though they were Fey.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Fortitude

Skill Points: -

Feats: -

Shapechanger

This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have darkvision with a range of 60 feet.

Hit Die: d8

Attack Bonus: Total HDx3/4 (as cleric)

Good Saving Throws: Fortitude, Reflex, Will

Skill Points: 2xInt score; +1 per extra HD

Feats: +1 per 4 extra HD

CREATURE STATISTICS

As the majority of creatures are 1 HD humanoids designed to advance by character class, the statistics presented in the creature description blocks are usually those of a Warrior of the race (see the DMG).

Creature Type	Statistics For
Nubari	Commoner
Tam'hi	Fey
Lizardfolk	Humanoid
Plantfolk	Plant
Katanga	Shapechanger
Aarakocra, Butu, Korobokuru, Lacerials, Oscray, Saru, Shu	Warrior

ABILITY SCORES

All races have beginning ability minimums of 3 and maximums of 18 unless otherwise stated in the characters section of their entry.

Strength bonuses apply to all creatures with natural attacks with full bonus going to the primary attack and ½ bonus going to each secondary attack.

The information in the statistics block is using estimated racial modifiers derived from the Living Jungle ability ranges.

Although racial adjustments are provided, they should not be used in the Living Jungle character creation process. The 75 point process already takes into account the adjustments - you don't want to apply them twice. The racial ability score adjustments are useful for generating NPCs and average members of the race.

LANGUAGES

Spoken languages

The following languages are spoken by humanoids and similar species in Malatra. These languages do not have written forms. Speakers of these languages may learn each others languages.

Nubari (common) has several different dialects, for each of the main tribes. Different tribes may be understood by each other, but with difficulty. Most trade and communication is done in the language of the largest tribe (Bagoomba), which is known as Malatran Common.

Plantfolk can learn to understand (but not speak), spoken languages by lip reading.

Lacerials can learn to understand (but not speak) spoken languages, but may not take them as beginning bonus languages (except Lizardspeak). Flyer lacerials may also learn to speak these languages.

Language	Common Speakers
Aarakocra	Aarakocra
Butu	Butu
Nubari (Common) several dialects	Nubari, tribal members.
Korobokuru	Korobokuru

Lizardspeak (Draconic)	Lizardfolk; snake katanga and lacerials can learn to understand, but not speak.
Oscray	Oscray; has written form.
Saru	Saru
Shu	Shu
Tan-Tam	Tam'hi

Unusual languages

The native language of the lacerials is a combination of scents (which indicate emotional states), ultra-sonic whistles, body posture and stance. This means that most Malatrans cannot learn to speak the native lacerial language. Lizardmen and snake katanga can learn to understand it as normal, but not speak it.

Plantspeak is the native language of plantfolk and consists of “plant” noises, such as clicking, clacking, and rustling. Other races cannot learn it. It can be understood and spoken whilst under the effects of a *Speak with Plants* spell.

Sign language is used for interracial communication and is usually known by plantfolk and lacerials, plus other people who deal with them. Anyone may learn sign (and it is a good idea to do so).

Language	Common Speakers
Lacerial	All lacerials; lizardfolk and snake katanga can learn to understand, but not speak.
Plantspeak	Plantfolk; can be used via the <i>Speak with Plants</i> spell.
Sign	Plantfolk, lacerials; anyone can learn.

Animal languages

Each animal type within living jungle also has its own language. These languages are spoken by katanga in biped or animal form. Katanga in nubari form can understand, but not speak, their animal language.

The ape/monkey language can also be spoken and understood by saru.

Other races, except plantfolk, may learn to understand the animal languages with difficulty, but can not speak them.

These languages may be understood and spoken whilst under the affects of a *Speak with Animals* spell.

Language	Common Speakers
Ape/Monkey	Monkey katanga, saru
Caiman	Caiman katanga
Hedgehog	Hedgehog katanga
Impala	Impala katanga
Ostrich	Ostrich katanga
Pangolin	Pangolin katanga
Snake	Snake katanga
Tiger	Tiger katanga

AARAKOCRA

Medium-Size Humanoid (Aarakocra)

Hit Dice: 1d8 (4 hp)

Initiative: -1

Speed: 20', fly 90' (average)

AC: 12 (-1 Dex, +3 natural)

Attacks: 2 claws +0 melee, bite -5 melee; or javelin +0 ranged.

Damage: Claws 1d3-1, bite 1d3-1; or javelin 1d8

Face/Reach: 5 ft by 5 ft./5ft

Special Attacks: Aarakocra Traits

Special Qualities: Aarakocra Traits

Saves: Fort +2, Ref -1, Will +0

Abilities: Str 8, Dex 9, Con 11, Int 10, Wis 11, Cha 10

Skills: Jump +4, Spot +4

Feats: Flyby Attack

Climate/Terrain: Any Mountains

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Native to the Malatran Plateau, Aarakocra literally means "one who has the freedom of the skies." Most other races call them 'Birdmen'.

Most aarakocra encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Personality: Aarakocra are typically solitary and isolationists, seeing themselves as superior to all other intelligent species. Hero Aarakocra adventure because of a curiosity about what lies beyond their warrens in the Forbidden Mountains, though few lose their air of superiority.

Physical Description: Aarakocra stand 5' tall with an average weight of 90 lbs and a wing-span of 20'. About halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. The 'pinky' actually extends out some 10' to complete the wing. They are terrified of enclosed spaces.

Language: All Aarakocra speak their native tongue of chirps and whistles. The language is beautiful but difficult to translate to other tongues since most of the language is dedicated to flying and nesting.

COMBAT

The Aarakocra have natural attacks and are generally skilled at swooping attacks with javelins.

Aarakocra Traits (Ex): Aarakocra benefit from a number of racial traits.

- -1 penalty to all actions (attacks, skill checks, and saves) underground.
- As well as having proficiency in the javelin, aarakocra may also use the javelin as a melee weapon with no penalties.

- Aarakocra may make a dive attack with a javelin, instead of their claws. They may alternatively make a dive attack with two javelins, but suffer normal two-weapon penalties when doing so.

Skills: Aarakocra receive a +2 racial bonus to Spot checks, due to their keen avian eyesight.

AARAKOCRA SOCIETY

Relations: Aarakocra typically form strong relations only with other Aarakocra. Flyer lacerials are the most common non-Aarakocra companions.

Lands: Aarakocra thrive in the Forbidden Mountains beyond the Yaku Plains (the Plains Of Ash). This area is among the most dangerous in all Malatra, populated by, among other horrors, man-scorpions, spider katanga, and ash spirits. The placement of their warrens (communal nests) ensure the Aarakocra survival among the craggy and sometimes cold peaks of their homes, though violent wind storms and invisible wind shear claim aarakocra young every season.

Spiritual Beliefs: Wind and sky spirits almost exclusively. There is some ancestor worship.

AARAKOCRA CHARACTERS

An aarakocra's favored class is Jungle Warrior.

Aarakocra characters know Aarakocra and Malatran Common, and may learn any other bonus languages.

Living Jungle ability score ranges are Str 3/16, Dex 4/15.



BUTU

Small Humanoid (Butu)

Hit Dice: 1d8-1 (3 hp)

Initiative: +0

Speed: 20', in mountainous terrain have a speed of 40'

AC: 12 (+1 natural, +1 size)

Attacks: Head slam +2 melee; or shortbow +2 ranged.

Damage: Head slam 1d2; or shortbow 1d6

Face/Reach: 5 ft by 5 ft/5ft

Special Qualities: Butu Traits

Saves: Fort +1, Ref +0, Will +0

Abilities: Str 11, Dex 11, Con 9, Int 10, Wis 10, Cha 6

Skills: Bluff +2, Climb +6, Hide +8

Feats: Run

Climate/Terrain: Any Mountain

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually Chaotic

Advancement: By character class



from two sources. First is the legend that the Butu were once a servant race of the ancients. Second, Simbari, the dialect of the nubari tribe of Simbara, shares some place-name words with Butu. Simbara have long claimed a cultural kinship with the ancients.

COMBAT

Butu use the horns atop their heads to make a slam attack. They may also make the slam as a secondary attack (at -5) whilst holding other weapons. The slam may also be used to make trip attacks.

Butu Traits (Ex): Butu benefit from a number of racial traits.

- Small: +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Darkvision up to 60'.
- Proficient with shortbow,

regardless of class.

Skills: Butu receive a +2 racial bonus to Hide (in addition to the +4 for small size), and a +2 racial bonus to Climb and Bluff checks.

BUTU SOCIETY

Relations: Butu form few close friendships, even with other Butu. The Saiyama trade constantly with the Butu, as the Butu are fond of foods and products from all over Malatra. Surprisingly, Butu are particularly fond of such Lizardfolk delicacies as pickled bats and cured eel.

Lands: While Butu can now be found throughout the jungle, they primarily still live on the upper slopes of Fire Mountain.

Spiritual Beliefs: Butu society and religious beliefs identify closely with the spirits of the land around them and with immediately related ancestor spirits. The harshness of life on Fire Mountain provides an environment of craggy spires, windy ravines, volcanic vents, and hot lava flows. The fire, air, and earth spirits of these places feature predominantly within Butu society. Worship of departed parents, grandparents, and great-grandparents is not uncommon.

BUTU CHARACTERS

A butu's favored class is Kwaku.

Butu characters know Butu and Malatran Common, and may learn any other bonus languages.

Living Jungle ability score ranges are Con 4/16, Cha 3/14.

Legend has it that the Butu arrived in Malatra as the pets of the Ancients, though in fact they came from an original kobold-like servant race of the Ancients. These kobolds mated with the resident bakemono to produce the modern Butu. Butu are well-suited to their homes in mountainous areas, able to run faster across the rocks than in the jungle or even the open plain.

Most butu encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Personality: Butu are fiercely independent survivalists. Having long been isolated from the other peoples of Malatra, the Butu thought they were the only 'people' left in the jungle. Being smaller and weaker than most predators, the Butu have learned to rely on their own brand of fierce cunning and rugged slyness. Butu enjoy meeting new people and seeing new lands but do not make friendships lightly.

Physical Description: Their lower body is like that of a mountain goat, with hairy legs with hooved feet. Their upper body and head are dog-like, though with two medium-sized goat-like horns atop their heads. Their unique ability to run along the face of rocky cliffs, almost like mountain sheep, most likely accounts for their ability to survive the many Malatran predators.

Language: Butu speak their own language that consists mainly of shrill yapping barks. Surprisingly, however, some place names in Butu seem to come from another language. Jungle sages suspect these words come from the language of the ancients. This suspicion arises

	Caiman Medium-Sized Shapechanger	Hedgehog Small Shapechanger	Impala Medium-Sized Shapechanger
Hit Dice:	1d8+2 (6 hp)	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+0	+0	+1 (Dex)
Speed:	30'; 20', swim 30' as animal	20'; 20', burrow 5' as animal	40'; 60' as animal
AC:	13 (+3 natural); 15 (+5 natural) as animal	11 (+1 natural); 14 (+4 natural) as animal	11 (+1 Dex); 13 (+1 Dex, +2 natural) as animal
Attacks:	Tail slap +0 melee; or bite +0 melee	2 claws +0 melee	Gore +1 melee
Damage:	Tail slap 1d6, or bite 1d4; tail slap 1d12, or bite 1d8 as animal.	Claws 1d4; claws 1d3 as animal	Gore 1d2 ; gore 1d4 as animal
Face/Reach:	5 ft by 5 ft./5ft	5 ft by 5 ft./5ft	5 ft by 5 ft./5ft
Special Attacks:	-	-	-
Special Qualities:	Katanga Traits	Katanga, Hedgehog Traits	Katanga, Impala Traits
Saves:	Fort +5, Ref +2, Will +2	Fort +2, Ref +2, Will +3	Fort +2, Ref +3, Will +2
Abilities:	Str 11, Dex 11, Con 15, Int 10, Wis 10, Cha 10	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 8	Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 8
Skills:	Swim +10		
Feats:	Weapon Proficiency (halfspear), Endurance	Weapon Proficiency (shortbow), Dodge	Weapon Proficiency (shortbow), Weapon Finesse (antlers)
Climate/Terrain:	Warm Aquatic	Warm Forest	Warm Plains
Organisation:	Any	Any	Any
Challenge Rating:	½	½	½
Treasure:	Standard	Standard	Standard
Alignment:	Usually Neutral	Usually Neutral	Usually Neutral Good
Advancement:	By character class	By character class	By character class
	Monkey Small Shapechanger	Ostrich Medium-Sized Shapechanger	Pangolin Small Shapechanger
Hit Dice:	1d8 (4 hp)	1d8+3 (7 hp)	1d8 (4 hp)
Initiative:	+1 (Dex)	+1 (Dex)	+0
Speed:	30', climb 30'; 40', climb 30' as animal	40'; 50' as animal	30', climb 30'; 30', climb 30', burrow 10' as animal
AC:	14 (+1 Dex, +1 size, +2 natural); 16 (+1 Dex, +1 size, +4 natural) as animal	12 (+1 Dex, +1 natural); 14 (+1 Dex, +3 natural) as animal	14 (+4 natural); 14 (+4 natural) as animal
Attacks:	Bite +0 melee	Slam +0	By weapon; tail slap +0 as animal
Damage:	Bite 1d4; bite 1d6 as animal.	Slam 1d6; slam 1d8 as animal	By weapon; tail slap 1d4-1 as animal
Face/Reach:	5 ft by 5 ft./5ft	5 ft by 5 ft./5ft	5 ft by 5 ft./5ft
Special Attacks:	Monkey Traits	-	Spray Attack
Special Qualities:	Katanga, Monkey Traits	Katanga, Ostrich Traits	Katanga, Pangolin Traits
Saves:	Fort +2, Ref +3, Will +2	Fort +2, Ref +3, Will +2	Fort +2, Ref +2, Will +2
Abilities:	Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 8	Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 8	Str 9, Dex 11, Con 11, Int 12, Wis 10, Cha 10
Skills:			
Feats:	Weapon Proficiency (shortbow), Dodge	Weapon Proficiency (shortbow), Toughness	Blind-fighting
Climate/Terrain:	Warm Forest	Warm Plains	Any Forest
Organisation:	Any	Any	Any
Challenge Rating:	½	½	½
Treasure:	Standard	Standard	Standard
Alignment:	Usually Chaotic Good	Usually Neutral Good	Usually Neutral
Advancement:	By character class	By character class	By character class

	Snake Medium-Sized Shapechanger	Tiger Medium-Sized Shapechanger
Hit Dice:	1d8 (4 hp)	1d8+1 (5 hp)
Initiative:	+0	+0
Speed:	30'; 20', climb 20', swim 20' as animal	30'; 40' as animal
AC:	11 (+1 natural); 12 (+2 natural) as animal	12 (+2 natural); 14 (+4 natural) as animal
Attacks:	Bite -1 melee	2 claws +0 melee, bite -5 melee
Damage:	Bite 1d3-1; bite 1d2-1 as animal	Claw 1d3, bite 1d6; claw 1d4, bite 1d8 as animal
Face/Reach:	5 ft by 5 ft./5ft	5 ft by 5 ft./5ft
Special Attacks:	Constrict 1d4-1 as animal	Rake +1d4
Special Qualities:	Katanga Traits	Katanga Traits
Saves:	Fort +2, Ref +2, Will +2	Fort +3, Ref +2, Will +2
Abilities:	Str 9, Dex 11, Con 11, Int 10, Wis 10, Cha 10	Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 10
Skills:		
Feats:	Skill focus (escape artist)	Multi-attack
Climate/Terrain:	Any Forest	Warm Forest
Organisation:	Any	Any
Challenge Rating:	½	½
Treasure:	Standard	Standard
Alignment:	Usually Neutral	Always Lawful Good.
Advancement:	By character class	By character class

Katanga are a widely varied race of intelligent shape-changing animals. Their ability to shapeshift is natural to the Katanga and is not a form of lycanthropy. Katanga first arose when jungle spirits came to inhabit particularly outstanding specimens of a given species. Those first katanga that were able to reproduce became the founders of their respective species.

Katanga do not have the exact same abilities as their animal counterpart because they are no longer truly an animal. While their existence as katanga has many advantages, they have left some of what it means to be 'just' an animal behind. There are a number of feats available that help katanga regain some of the physical abilities of the animals they used to be.

COMBAT

Low-light Vision (Ex): Can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. This is instead of the darkvision that shapechangers normally have.

Alternate Form (Su): Katanga can shapeshift between three different forms: animal, biped, and nubari (human). This functions similar to the *Alter Self* spell.

The character's body can undergo a limited physical transmutation, and may change height and weight, although their size remains the same. Speed and modes of movement may be different between forms. Attack rolls and saves do not change, ability scores do not change, and most special abilities are not affected.

The differences to the spell are that only a limited number of specific forms can be taken, and clothing and

equipment are not included, simply falling to the ground. Natural armor bonus does change, as do the characters natural attack forms. Special abilities that depend on physical qualities, such as the pangolin spray attack or the tiger rake, may only be usable in some forms, and usually not in nubari form.

Nubari form: In nubari form, katanga retain one or more distinctive features of the animal form. For instance, the caiman katanga's skin has a leathery texture when the creature is in nubari form. Small katanga in nubari form resemble shu, although they usually have some form of hair.

In all other respects, they have the same abilities as a normal nubari and may employ weapons, non-weapon proficiencies, and class-based skills. In this form they have no natural armor bonus, no natural attacks (other than unarmed attacks), and their speed is based on their size – 30 ft for medium-size and 20 ft for small size.

Biped form: In biped form, a katanga looks like a humanoid animal that can stand on its hind legs. The front appendages change into hands capable of gripping and using weapons, though they can still use a limited form of their natural attacks. The rest of the body retains the animal's general appearance, including fur, tail, or any other characteristic features. In this form, katanga can converse both with people and with animals of their same type. Some katanga are actually more formidable with their natural claw and bite attacks in this biped form.

Animal form: In animal form, katanga are indistinguishable from normal animals of their type. They can use their natural attacks to the fullest, employ special attacks and movement, and may have other special animal

abilities. Katanga in animal form cannot, however, cast spells, use weapons, wear armor, or use non-weapon proficiencies which require a human form (rope use, for instance). In this form katanga will freely communicate with other katanga or animals of their type, but will only reluctantly speak with creatures outside the species. Speech in common is still possible.

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

Each day a katanga can shapechange a number of times equal to its level. For instance, a 1st level katanga can change from human to biped (or animal) once per day, measured by the rising of the sun. It must then remain in that form until after the following dawn. Changing form requires a full round action. The katanga also loses their Dexterity bonus to armor class and is treated as flat-footed while changing.

A slain katanga reverts to its animal form, although it remains dead. Separated body parts retain their current form, however.

KATANGA SOCIETY

In general, the katanga live as the animals they truly are, their habits ranging as widely as their forms. Most katanga have little desire to live in large tribes (although there are some notable exceptions), preferring wild lands. Individual Katanga sometimes appoint themselves protectors of small communities of humanoids or animals, ancient ruins, or sacred and taboo lands. Katanga have little use for material possession, never accumulating more equipment than they can carry. They tend to sacrifice precious items for practical ones, like weapons, tools, or food.

Katanga can only reproduce with other katanga of their same species. Katanga do, on occasion, take mates from other katanga and, most commonly, nubari races.

CAIMAN KATANGA

Caiman katanga live by their instincts and oppose the ways of nubari, preferring their natural animal state to any contrivance of civilization. Solitary and territorial creatures, caiman katanga come together only twice a year (summer solstice/ rainy season and winter solstice/dry season) to mate and lay eggs before returning to their isolated homes.

Personality: Caiman katanga tend to be selfish and self-centered, concerned with controlling and protecting their own little corner of the jungle. Adventuring caiman katanga, though more tolerant of others than their brethren, are still known for their aggressive attitudes toward others.

Physical Description: Caiman are similar in appearance to crocodiles. In nubari form the skin

of this katanga is thick and leathery. The 3' stub of the creature's tail can be seen on its lower back.

Language: The language of the caiman katanga is similar to the grunts and growls of ordinary caiman.

Combat

Skills: Caiman katanga receive a +4 racial bonus to Swim checks when in nubari form.

Caiman Society

Relations: Caiman katanga have an uneasy relationship with the river Tam'hi, as wicked caiman sometimes devour Tam'hi young. A few caiman katanga crave adventure and join nubari river tribes, serving as hunters or warriors.

Lands: Caiman katanga can be found in any river or lake, large or small.

Spiritual Beliefs: Those that give spirituality much thought tend to listen to nature spirits.

Caiman Characters

A caiman katanga's favored class is Jungle Warrior.

Caiman characters know Caiman and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Str 6/18, Con 12/20.

HEDGEHOG KATANGA

Hedgehog katanga are industrious and usually solitary creatures that roam throughout Malatra. Hedgehog katanga are usually disinterested in adorning themselves with decoration or unnecessary gear as they have, to the hedgehog katanga frame of mind, little practical value. Hedgehog katanga are interested in the most basic aspects of life - food, shelter and water - and are constantly gathering and storing supplies in small caches throughout the jungle.

Personality: Level-headed and calm, the only time a hedgehog katanga gets nervous is around water, as they are poor swimmers.

Physical Description: The hedgehog is a small tropical mammal covered in small, harmless quills. The quills cover everything except the animal's face and underbelly. In biped form, the hedgehog Katanga's nails become claws, and a thick mane of quills covers the back (anyone striking the katanga from behind with a small melee weapon or natural weapon suffers 1d4 points of damage).

In human form, a hedgehog katanga looks like a shu with a full head of dark, spiky hair, small dark eyes, and a pointed nose.

Language: Hedgehogs communicate like their namesake, grunting and snorting like hogs.



Combat

Hedgehog Traits (Ex): Hedgehog benefit from a number of racial traits.

- Proficient with shortbow, regardless of class.

Skills: Hedgehog katanga receive a +2 racial bonus to Hide checks, but have a -1 penalty to Swim.

They also gain a +4 circumstance bonus to Wilderness Lore reflecting the hedgehog katanga's caching of supplies and applies to gathering food, supplies, materials, shelter, and locating medicinal or spellcrafting ingredients. It does not apply to tracking or other uses of Wilderness Lore.

Hedgehog Society

Relations: Hedgehog katanga are on neutral to friendly terms with almost all Malatrans. They are on particularly good terms with shu but find korobokuru loud and obnoxious. Hedgehog katanga produce almost nothing but often gather medicinal plants for trade.

Lands: Hedgehog katanga claim no lands as their own and can be found almost everywhere.

Spiritual Beliefs: Eclectic is a good way to describe hedgehog katanga beliefs. Those individuals that think about it at all borrow beliefs from tribes they have visited. Shaman usually respect nature spirits and champion the cause of ecology.

Hedgehog Characters

A hedgehog katanga's favored class is Shaman.

Hedgehog characters know Hedgehog and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Wis 7/20, Cha 3/16.

IMPALA KATANGA

Male Impala katanga often adopt a herd of common impalas to live with and protect. Females often create small herds of their own, supplemented by common impalas. Some males remain solitary and claim their own territory. These creatures spend much of their time at the edges of groves and jungles within reach of water, evading the hottest rays of the sun. They often roam on the open savannas as well.

Personality: Friendly and gregarious to friends and highly suspicious of strangers, Impala Katanga are quick to size up a situation and react. Relying on their amazing speed, running from danger is a very successful tactic. Loyalty to friends and herd is a strong characteristic of these katanga.

Physical Description: Impala are gazelle-like creatures that stand about 4' at the shoulder. In nubari form, large hooves in place of nubari feet betray the katanga's true form. The biped form has the head and legs of an impala, but the torso and arms of a nubari.

Language: Impalas communicate through whistles, snorts, and grunts.

Combat

Impala Traits (Ex): Impala benefit from a number of racial traits.

- Proficient with shortbow, regardless of class.

Skills: Impala katanga receive a +2 racial bonus to Hide checks.

Impala Society

Relations: Impala Katanga have befriended both the Wise Ones and the Saiyama. They despise the Simbara tribe, for those people hunt them and prize their unique horns. They have had little or no contact with other tribes of the plateau.

Lands: The Rayanna Savanna is home of most impala katanga.

Spiritual Beliefs: Mostly nature spirits. Impala katanga are particularly shy of taboo spirits.

Impala Characters

An impala katanga's favored class is Jungle Warrior.

Impala characters know Impala and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Dex 7/20, Cha 3/16.

MONKEY KATANGA

Monkey Katanga are a wild, chaotic group of creatures thriving on mischief and pranks. None of these acts are violent or terribly destructive, but serve the monkeys need for entertainment.

Personality: Loud, raucous, driven by curiosity and prone to pranks, Monkey Katanga are alternatively the life of the party and the cause of much calamity.

Physical Description: Monkey Katanga are true monkeys, and include such species as Baboons, Capuchins, Howlers, Red Tails, Spiders, Squirrels and Vervets.

In nubari form they resemble hairy shu.

Language: Howls, grunts, and roars.

Combat

Monkey Traits (Ex): Monkey katanga benefit from a number of racial traits.

- Proficient with shortbow, regardless of class.
- +1 racial bonus to attack with all simple ranged weapons.

Skills: Monkey katanga receive a +2 racial bonus to Hide and Vine Swinging checks, plus a +4 racial bonus to climb (in nubari form).

Monkey Society

Relations: All peoples of Malatra have mixed feelings about monkey katanga. Saru genuinely like them, as do korobokuru.

Lands: Monkey Katanga are found throughout all of Malatra and seldom stay in one place for extended periods unless affected by harsh weather, fierce predators, or held captive by victims of their pranks. Groups of monkey katanga come together several times each season to relate stories or to breed, then soon wander back into the jungle.

Spiritual Beliefs: Any and all. The beliefs of monkey katanga vary widely and often.

Monkey Characters

A monkey katanga's favored class is Kwaku.

Monkey characters know Monkey (Ape) and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Dex 7/20, Cha 3/16.

OSTRICH KATANGA

Ostrich katanga generally live solitary lives, gathering in small flocks only to trade or mate. Such gatherings take place at the beginning of mid-summer (rainy season) and mid-winter (dry season). They have little use for material possession, never accumulating more equipment than they can carry, trading precious items for practical ones like weapons, tools, or food.

Personality: Ostrich katanga see themselves as the dominant life on the savanna, and they protect their homelands fiercely. They feel uncomfortable in the jungle; the enclosed space makes them claustrophobic and hinders their running ability which they rely on heavily.

Physical Description: In biped form, ostrich katanga have an ostrich body and legs with a human head and prehensile hands.

Language: Ostriches communicate through whistles, grunts, and wing drumming.

Combat

Ostrich Traits (Ex): Ostrich katanga benefit from a number of racial traits.

- Proficient with shortbow, regardless of class.

Skills: Ostrich katanga receive a +2 racial bonus to Hide.

Ostrich Society

Relations: They are generally on good terms with the Nubari and other savanna humanoids. Most ostrich katanga will attack anyone wearing ostrich hide on sight.

Lands: The Rayanna Savanna is home of all ostrich katanga.

Spiritual Beliefs: Mostly elemental spirits.

Ostrich Characters

An ostrich katanga's favored class is Jungle Warrior.

Ostrich characters know Ostrich and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Dex 7/20, Cha 3/16.

PANGOLIN KATANGA

The Pangolin is a small tropical mammal whose body is covered in plate-like armor. Pangolin Katanga live on the edges of the jungle, sometimes venturing out into the savannah where they form burrows for families of 4-8 creatures.

Personality: Pangolin Katanga are shy and skittish, re-treating and hiding from confrontation whenever possible. They are uncomfortable around large creatures.

Physical Description: Pangolin are around 3' long, including tail, and are armored virtually snout to tail. The tail is a remarkable flexible appendage with a sensitive sensor pad at the end, almost like a finger. The pangolin's tongue is nearly as long as the body, being anchored by powerful muscles to the animal's pelvis. This tongue is used to ferry out termites and ants from their mounds.

In biped form, the pangolin katanga looks like an armor-plated shu with large, sideways slanting claws. In nubari form they resemble shu with rough scales running from the top of their head down their back.

Language: Pangolin communicate through whistles and grunts.

Combat

Pangolin Traits (Ex): Pangolin katanga benefit from a number of racial traits.

- Proficient with shortbow, regardless of class.
- The pangolin katanga, in animal form, can roll itself into an armored ball for protection, increasing natural armor to +6, however it loses its Dex bonus. Whilst rolled into a ball it can still make tail slap attacks, but at -4 penalty to attack.

Spray Attack (Ex): Ranged touch attack, maximum range 10', that does not provoke an attack of opportunity. The pangolin can use this ability 3 times per day, whilst in biped or animal form. The pangolin sprays a horrible smelling musk at its foes. If hit the target must make a Fort DC 15 or suffer a -2 penalty to attack, ability, and skill checks for

the next 1d4 hours or until they can thoroughly wash. If the target makes the Fort save it is still unable to make use of the Scent feat (if it has it) for 1d4 hours. This attack does not affect creatures that cannot smell.

Skills: Pangolin katanga receive a +2 racial bonus to Hide, and a +4 racial bonus to Climb (in nubari form).

Pangolin Society

Relations: Pangolin Katanga are rarely found in human or demi-human savannah or jungle tribes. They are uncommon visitors of the shu.

Lands: Pangolin katanga are common to the savannahs and jungle, but rarely travel into mountain regions. The pangolin has a prehensile tail which it uses to hang from trees, while on the ground this katanga is incredibly fast. The pangolin katanga also have long claws used for digging burrows, though the claws are ineffective as



weapons. They forage on the ground, taking to the trees to rest or escape from predators.

Spiritual Beliefs: Mostly elemental spirits.

Pangolin Characters

A pangolin katanga's favored class is Witch Doctor.

Pangolin characters know Pangolin and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Str 3/16, Int 7/20.

SNAKE KATANGA

True to the stereotype, snake katanga are subtle and scheming—but not all are evil. In fact, few snakes are evil or good; most are neutral.

Personality: Snake katanga are subtle and manipulative, though most are forewarned by the creatures' reputation for scheming. When in nubari company, snakes often seek out the leader and attempt to maneuver themselves into an advisory position from which they can wield power subtly.

Physical Description: The most prominent features of a snake katanga in its nubari form are its sibilant voice, faintly scaly skin, and its long, thin, forked tongue. In animal form, snake katanga are constrictor snakes like the boa or anaconda.

Language: Snakes hiss and use body movement and positioning to communicate.

Combat

Constrict (Ex): A snake katanga, in animal form, deals 1d4-1 points of damage with a successful grapple check against Medium-size or smaller creatures.

Skills: Snake katanga receive a +2 racial bonus to Climb and Hide.

Snake Society

Relations: Snakes are generally solitary creatures, seeking out others of their kind only to mate. On the few occasions that they join human tribes they remain aloof and even haughty, though individuals can overcome this natural impulse to gain another's confidence.

Lands: Snake Katanga can be found anywhere in Malatra.

Spiritual Beliefs: Snake Katanga tend toward both ancestor worship (in the form of 'The Great Serpent That Swallows The World') and respect for the Snake-Mother of the Yuan-ti.

Snake Characters

A snake katanga's favored class is Kwaku.

Snake characters know Snake, Malatran Common. Their bonus languages include Draconic. Living Jungle ability score ranges are Str 3/16, Dex 6/18.

TIGER KATANGA

Tiger Katanga are solitary hunters, though a few individuals enjoy the company of a nubari tribe where they

often rise to positions of respect or leadership. Older, more experienced tiger katanga often appoint themselves guardians of the jungle.

Personality: Noble, lawful, and good, Tiger katanga adhere to a warrior's code of honor. Tiger Katanga are famous for their courage and fearlessness, never hesitating to do what they deem is just. With so much danger in the jungle, tiger katanga rarely die of old age.

Physical Description: In human form, tiger katanga appear with faint orange or off-white striping on much of their bodies. In animal form, tiger katanga are always small tigers.

Language: Tigers communicate through roars, cries, purr, and scents.

Combat

Rake (Ex): A tiger katanga, in animal form, that hits with both front claw attacks can make two rake attacks (+1 melee) with its hind legs for 1d4 damage each.

Skills: Tiger katanga receive a +2 racial bonus to Wilderness Lore when tracking, and a +2 racial bonus to Swim.

Tiger Society

Relations: Good terms with the nubari tribes, neutral with most others. Tiger Katanga love to hunt and kill Black Leopard Katanga and flesh-eating garuda.

Lands: Found throughout the jungles and mountains of Malatra. Occasionally found on the savanna where they are as likely to be looking for honorable combat with Lion Katanga as they are to be following prey. Despite the rivalry between the two species of honorable katanga, combat is infrequent and almost never to the death. This comes partly from a myth both species share about fighting between lion and tiger leading to the end of the world, and partly because the combat is usually ended abruptly before serious damage is done to either creature. In such instances both katanga will leave, claiming victory. Curiously, Tiger Katanga tend to disavow all knowledge of ever seeing a lion or lion katanga. Lion Katanga frequently say the same thing about tigers and tiger katanga. While many jungle denizens find this uniquely odd, jungle sages often defer to the wisdom of not naming aloud the apocalyptic counter-parts. Words have power, they say, and why tempt the end of the world if you don't have to?

Spiritual Beliefs: Most tiger katanga pay little attention to any kind of belief system other than their own. They believe in themselves and respect courage above all things.

Tiger Characters

A tiger katanga's favored class is Jungle Warrior. Tiger katangas may not take any levels of Kwaku.

Tiger characters know Tiger and Malatran Common. They may learn any bonus language. Living Jungle ability score ranges are Con 10/18.

KOROBOKURU

Small Humanoid (Korobokuru)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30'

AC: 10

Attacks: By weapon

Damage: By weapon

Face/Reach: 5 ft by 5 ft./5ft

Special Attacks: -

Special Qualities: Korobokuru Traits

Saves: Fort +2, Ref -1, Will +0

Abilities: Str 11, Dex 11, Con 13, Int 8, Wis 10, Cha 10

Skills: Bluff +3, Boast +3, Craft (Brewing) +3

Feats: Weapon focus (battleaxe)

Climate/Terrain: Any Mountains

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually Chaotic Good

Advancement: By character class

Korobokuru are a race of dwarves who thrive throughout Malatra. A somewhat xenophobic people, their villages tend to be in remote areas of the jungle, and earning their trust is often difficult.

Most korobokuru encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Personality: Other tribes, mostly Nubari, tend to view Korobokuru as rude, belligerent, even comical. Korobokuru are extremely boastful and outspoken, telling tall tales of their exploits and conquests. No Korobokuru can turn down a boasting contest, which they often use as



an alternative to combat. Though their boastful nature has given them a reputation as liars, Korobokuru are strictly honest about admitting defeat in a boasting contest. Korobokuru are such practiced boasters that they gain a +2 bonus to Bluff and Boast.

Physical Description: Korobokuru are about 3 feet tall, with hairy arms and legs slightly longer in proportion to their bodies. Males have sparse beards, and both genders have a wild and unkempt appearance and are known to bathe only once a year. Korobokuru have big, bright eyes—either blue, green, or brown. Their ears are small and somewhat pointed, and they have full lips. Korobokuru avoid gaudy jewelry, but sometimes wear precious stones on leather straps around their necks.

COMBAT

Korobokuru Traits (Ex): Korobokuru benefit from a number of racial traits.

- Proficient with the battleaxe, regardless of class.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- +2 racial bonus to Fortitude saves against all poisons.
- +4 dodge bonus against giants, through special defensive training.
- Darkvision up to 60 feet.

Skills: Korobokuru receive a +2 racial bonus to Bluff, Boast and Craft (Brewing) checks.

KOROBOKURU SOCIETY

Relations: Korobokuru may allow some humans and katanga into their tribes, but never spirit folk or Shu. Saru are considered blood enemies, and a Korobokuru will fight first and ask questions later when encountering the apemen. Hero Korobokuru need not attack Saru heroes, but should remain suspicious of them. Korobokuru legend states the Saru kill children for food and sport, though the Saru protest complete innocence. Missing children and unexplained deaths are often blamed on this race.

Lands: Korobokuru villages can be found throughout Malatra. The korobokuru nation of Katimaya lies near the center of Malatra, south of the River Of Laughing Idols.

Spiritual Beliefs: Mostly ancestor worship. Korobokuru also worship Faroum, the god of Fire Mountain (Fire Elemental Noble), though they call him War'dango. Language: Koroburi.

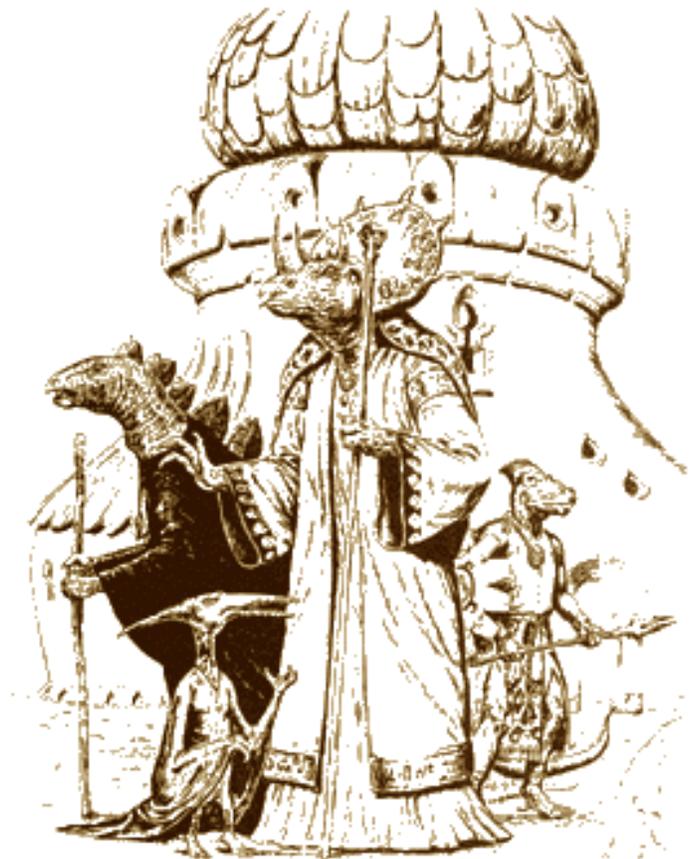
KOROBOKURU CHARACTERS

A korobokuru's favored class is Jungle Warrior.

Korobokuru characters know Koroburi and Malatran Common. They may learn any bonus language. Living Jungle ability score ranges are Con 12/20, Int 3/16.

	Bladeback Medium-Size Humanoid (Lacerial)	Finhead Medium-Size Humanoid (Lacerial)	Flyer Small Humanoid (Lacerial)
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+0 (Dex)	+0 (Dex)	+0
Speed:	30'	30'	20', fly 30' (good)
AC:	16 (+6 natural)	15 (+5 natural)	14 (+1 Dex, +1 size, +2 natural)
Attacks:	2 claws +1 melee, bite -1 melee	2 claws +1 melee, bite -1 melee	2 claws -1 melee, bite -3 melee
Damage:	Claws 1d4, bite 1d6	Claws 1d3, bite 1d2	Claws 1d2-3, bite 1d2-3
Face/Reach:	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft
Special Attacks:			
Special Qualities:	Lacerial Traits, Bladeback Traits	Lacerial Traits, Finhead Traits	Lacerial Traits, Flyer Traits
Saves:	Fort +2, Ref +0, Will +0	Fort +2, Ref +0, Will +1	Fort +2, Ref +1, Will +0
Abilities:	Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11	Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11	Str 4, Dex 12, Con 10, Int 11, Wis 11, Cha 11
Skills:			
Feats:	Multiattack	Multiattack	Multiattack
Climate/Terrain:	Warm Forest	Warm Forest	Warm Forest
Organisation:	Any	Any	Any
Challenge Rating:	½	½	½
Treasure:	Standard	Standard	Standard
Alignment:	Usually good	Usually good	Usually good
Advancement:	By character class	By character class	By character class

	Hornhead Large Humanoid (Lacerial)
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30'
AC:	15 (-1 size, +6 natural)
Attacks:	Gore +0 melee, 2 claws -2 melee, tail slap -2 melee
Damage:	Gore 2d6, claws 1d4, tail slap 2d4
Face/Reach:	5 ft by 5 ft/10 ft
Special Attacks:	Charge
Special Qualities:	Lacerial Traits
Saves:	Fort +2, Ref -2, Will +0
Abilities:	Str 10, Dex 6, Con 10, Int 13, Wis 11, Cha 11
Skills:	
Feats:	Multiattack
Climate/Terrain:	Warm Forest
Organisation:	Any
Challenge Rating:	½
Treasure:	Standard
Alignment:	Usually good
Advancement:	By character class



Lacerials are intelligent, bipedal lizards descended from creatures similar to dinosaurs. Lacerials are not native to Malatra, but claim to come from some other realm or world. Most Malatran residents don't understand the concept of other worlds, and it is widely known that the Lacerials fled some catastrophe in the Valley Of Spirits (Year Of New Peoples, 1997).

Personality: Lacerials are generally polite and tolerant of other species and points of view, but they recognize evil and do not hesitate to stamp it out. They can be very friendly and tremendously loyal to those who have proven themselves to be friends. Lacerials usually adventure only to gather information and maintain ties with other tribes though a few seem to genuinely enjoy contact with the rest of the jungle.

Physical Description: Four types of Lacerials currently live in Malatra: Finheads, Bladebacks, Flyers, and Horn-heads. All four races have brightly-colored scales, sharp claws, and tails, but their bodies vary considerably.

Language: The native language of the Lacerials is a combination of smells (which denote emotional states) and ultra-sonic whistles. Lacerials (except for Flyers) do not speak common. Indeed, to most Nubari, they do not seem to speak at all since their voices are pitched too high to hear without magic. Snakemen, snake katanga, and lizardfolk are capable of hearing the lacerial speech but still must spend the skill points to learn the language.

Racial Special: Any lacerial that takes the Scent feat gets +3 to all appropriate rolls as opposed to +2.

LACERIAL SOCIETY

Relations: The Lacerials are a solitary people. While not hostile to outsiders, they avoid prolonged contact with non-Lacerials. Many native Malatrans are quite willing to avoid them, particularly the Rudrans. The Rudrans were viciously attacked by a small group of misguided Lacerials just before they moved to Malatra. The Rudrans have an insulting nick-name for their unwanted neighbors: Garuda-People.



Lacerial Scent Vocabulary: While the entire vocabulary has not been determined, the following are well-known.

Emotion	Scent
Amusement	Vanilla
Anger	Baked Bread
Confusion	Brimstone
Danger/Fear	Violets
Determination	Garlic
Despair	Ozone/Burnt Blood
Devotion/Piety	Woodsmoke
Hunger/Desire	Cherry
Impatience	Chicken Soup
Home/Longing	Lilac
Love	Cinnamon
Magic Spells	Fresh Mown Hay
Nervous/Worry	Ham
Pleasure/Joy	Lemon
Protective	Sandalwood
Sadness/Grief	Roses
Satisfaction	Fresh Apple Pie
Shame/Remorse	Mint
Tenderness/Concern	Honeysuckle
Victory/Celebration	Tar

Lands: Lacerials are now settled as one tribe along the River Of Laughing Idols, 100 miles east of the tribe of Rudra.

Spiritual Beliefs: Elemental and nature spirits.

COMBAT

Lacerial Traits (Ex): Lacerials benefit from a number of racial traits.

- Proficient with the exotic weapon bladeback fail, regardless of class.
- Low-light Vision. Can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +2 racial bonus to all saving throws versus sonic or sound-based attacks.
- -2 racial penalty on all saving throws versus scent or gas based attacks.

BLADEBACK

Bladeback Lacerials are social creatures. They enjoy the company of friends and fellow Lacerials and always find time to socialize. Being straight-forward and honest, non-Lacerials sometimes think they are naive. In fact, Bladebacks understand other races better than any other Lacerials, and understand the most deceitful of creatures. Blade-backs have phenomenal memories, often able to recall the most trivial of details. As a result, they are slow to forgive an insult. Luckily, they are slow to anger as well. Blade-backs often act as mediators, judges, and living record keepers.

Combat

Bladeback Traits (Ex): Bladebacks benefit from a number of racial traits.

- All bladeback lacerials gain the feat Phenomenal Memory.

Bladeback Characters

A bladeback lacerial's favored class is Shaman.

Bladeback characters know Lacerial and Sign language. They may learn to understand the bonus language Draconic, the language of snakemen and lizardfolk, though they cannot speak it. They can also learn to understand, but not speak, other spoken languages, but may not take them as bonus languages.

FINHEAD

Finhead Lacerials are generally alert, bright, active, curious, and emotional. They have good manual ability and are as dexterous and flexible as any Nubari. Exceptional Finheads are usually fighter types. They tend to believe in ultimate concepts of good and evil and see things in absolute terms of black and white. While Finheads can be great thinkers, they are more likely to be impulsive in their actions.

Combat

Finhead Traits (Ex): Finheads benefit from a number of racial traits.

- +1 racial bonus to all Willpower saving throws.

Finhead Characters

A finhead lacerial's favored class is Jungle Warrior.

Finhead characters know Lacerial and Sign language. They may learn to understand the bonus language Draconic, the language of snakemen and lizardfolk, though they cannot speak it. They can also learn to understand, but not speak, other spoken languages, but may not take them as bonus languages.

FLYER

Flyer Lacerials are nervous, hyperactive Lacerials, both irritable and irritating. They are the only lacerial that can speak Malatran Common, and as such are noisy and talkative, listening to everyone and telling almost everything they know. Gossip seems to be a source of great pleasure to them, although only the most indiscreet of flyers will tell non-Lacerials the shameful secrets of the Lacerial tribe. They have the benefit of flight, so often flee instead of fight. They are not cowards, however, and will gladly tell the stories—over and over again—of heroic flyers that saved their larger brethren. Flyers are often messengers, and help maintain contact with the other tribes of Malatra. As such, they are the least happy about their tribe's insular attitude toward the rest of the Living Jungle.

Combat

Flyer Traits (Ex): Flyers benefit from a number of racial traits.

- Dark Vision 60', instead of low light vision.
- Proficient with the javelin, instead of the bladeback fail.

Skills: +2 Spot

Flyer Characters

A flyer lacerial's favored class is Kwaku.

Flyer characters know Lacerial and Sign language. They may learn to understand the bonus language Draconic, the language of snakemen and lizardfolk, though they cannot speak it. Finheads are the only lacerials capable of speaking other languages (but still may not take them as bonus languages).

Living Jungle ability score ranges are Dex 12/20, Str 3/12.

HORNHEAD

Hornhead Lacerials are large and powerful, and tend toward careful, rational planning and thought. They are slow of speech but not slow of mind. They can take a long time to come to an important decision because they tend to methodically consider all sides of an argument. Hornheads tend to be sorcerers.

Combat

Charge (Ex): Horn attack deals double damage if used as a charge. Normal charge penalties apply.

Hornhead Characters

A hornhead lacerial's favored class is Witch Doctor.

Hornhead characters know Lacerial and Sign language. They may learn to understand the bonus language Draconic, the language of snakemen and lizardfolk, though they cannot speak it. They can also learn to understand, but not speak, other spoken languages, but may not take them as bonus languages.

Living Jungle ability score ranges are Dex 2/14, Int 9/20.

LIZARDFOLK

Medium-Sized Humanoid (Lizardfolk, Aquatic)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30'

AC: 15 (+5 natural)

Attacks: 2 claws +0 melee, bite –5 melee

Damage: Claws 1d2, bite 1d4

Face/Reach: 5 ft by 5 ft./5ft

Special Qualities: Lizardfolk Traits

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 10, Dex 10, Con 10, Int 8, Wis 10, Cha 8

Skills: Balance 5, Jump 5, Swim 7

Feats: Multiattack

Climate/Terrain: Warm Swamp

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually Chaotic

Advancement: By character class

Lizardfolk are primitive reptilian humanoids that can be very dangerous if provoked. Most live in swamps, but about a third of the population lives in underwater air-filled caves. They live through scavenging, raiding, fishing, and gathering.

Personality: Lizardfolk heroes are the rare ten percent of lizardfolk tribes that have evolved beyond simple barbarism. These lizardfolk have learned to see others as people instead of food. Still, they have only recently become civilized. Even by the standards of Malatra, lizardfolk are generally aggressive and easily provoked.

Physical Description: Lizardfolk are usually 6 to 7 feet tall with green, gray, or brown scales. Their tails are used for balance and are 3 to 4 feet long. They can hold their breath for twice as long as a nubari. Although they are omnivores, they prefer meat, particularly nubari flesh. Some more advanced tribes build huts and use weapons and shields; leaders of these tribes may even have equipment stolen or traded from other intelligent creatures.

Language: Lizardfolk speak Lizardspeak (Draconic) as their main language.

COMBAT

Lizardfolk Traits (Ex): Lizardfolk benefit from a number of racial traits.

- Low-light Vision. Can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Proficient with javelin, regardless of class.

Skills: Lizardfolk receive a +4 racial bonus to Balance, Jump and Swim checks, due to their long tails.

LIZARDFOLK SOCIETY

Relations: Lizardfolk have raided and eaten almost every species, race, and tribe at some time in Malatran history,



and as such are viewed with great suspicion and fear. In the past few years, however, lizardfolk have proven to be valuable allies in protection of the jungle. A number of them have even been accepted as members of other peoples tribes. Some of the more barbaric tribes (NPC's) are still a serious threat to their neighbors.

Lands: Though lizardfolk can be found in any swamp or body of water, most live in Dokuba swamp.

Spiritual Beliefs: The patron deity of Lizardfolk is Semuanya, the Great Spirit Of The Swamps, whose chief concern is their survival and propagation. It is suspected that Semuanya is another name for the water spirit Nigella, but this has not been confirmed.

LIZARDFOLK CHARACTERS

A lizardfolk's favored class is Hunter.

Lizardfolk characters know Lizardspeak (Draconic) and Malatran Common. They may learn any bonus language. Living Jungle ability score ranges are Int 3/16, Cha 3/16.

NUBARI

Medium-Sized Humanoid (Nubari)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30'

AC: 10

Attacks: By weapon

Damage: By weapon

Face/Reach: 5 ft by 5 ft./5ft

Special Qualities: Nubari Traits

Saves: Fort +0, Ref +0, Will +0

Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Skills: Craft (any) 4, Knowledge (tribe) 2, Wilderness Lore 2

Feats: Skill focus (craft)

Climate/Terrain: Any

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Any

Advancement: By character class

The human inhabitants of Malatra are descended from the native dwellers of the plateau and the ancient starfaring race which immigrated to the jungle a thousand years ago.

They refer to themselves as the Nubari, actually one of the few ancient words to remain in modern usage without drastic change. Nubari is also the name of the ancient starfaring people who first colonized this plateau.

The ancient Nubari (known only as "the Ancients" to the few shamans and witch doctors who tell stories of them) were exceptionally tall (6-7 feet) and lithe, with dark brown skin and beautiful golden eyes. They generally resembled the native humans of Malatra, but their heads were slightly larger (longer, tapering slightly toward the elongated crown) and they had but three fingers and a thumb on each hand.

Since the destruction of their civilization on the Malatran plateau, the Ancients exist only in their descendants and in a few remaining artifacts and ruins. Modern Nubari are the result of thousands of years of interbreeding between the Ancients and the savage natives of Malatra. These natives are cousins to the people who became the modern inhabitants of Shou Lung and Tu Lung, to the north. Thus, modern Nubari are a well-blended mix of Ancients' and Shou features, though the modern people have four fingers and a thumb as a rule. They range in height from 5' to over 6' tall, with rare individuals nearing the elegant height and build of the ancient Nubari.

Their skin ranges from a deep bronze to dark brown, almost mahogany. Their hair is typically black, brown, or (rarely) auburn, sometimes straight but more often very curly; and their eyes are commonly black or brown.

Rare individuals are born with golden eyes, three-fingered hands, or both marks of the Ancients. Depending on the tribe, these children are met with great reverence

and awe - or terrible fear and hatred. Because the modern Nubari are generally a good people who value their offspring as much as they obey their taboos, the former reaction is more common.

COMBAT

Nubari Traits (Ex): Nubari benefit from a number of racial traits.

- One bonus feat at first level.
- Four extra skill points at first level, and one extra skill point at each level thereafter.
- If a nubari is a member of an established tribe then they have access to the tribal feats at first level. Other races must be second level before they can access tribal feats, and some feats may only be taken at first level.

Skills: Nubari have no racial skill modifiers, however they may gain a competence bonus from being a member of an established tribe

NUBARI CHARACTERS

A nubari's favored class may be any class. All human heroes must belong to one of the known tribes.

Nubari characters know Malatran Common, plus their tribal dialect. They may learn any bonus languages.



OSCRAY

Medium-Sized Humanoid (Nubari)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30'

AC: 11 (+1 natural)

Attacks: Bite +1 melee

Damage: Bite 1d3

Face/Reach: 5 ft by 5 ft./5ft

Special Qualities: Oscray Traits

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 8

Skills: Bluff +2, Spot +2, Listen +2

Feats: Power Attack

Climate/Terrain: Any

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

The Oscray are a race of demi-humans originally descended from Orcs. Like Lacerials, Oscray are also not native to Malatra and came to the jungle when their sky ship crashed (Year Of New Peoples, 1997). They are adapting to Malatran life very well and on more than one occasion have remarked that jungle life "is a lot more fun than running from elves all the time." Malatrans really don't understand this comment, but welcome their new friends anyway.

Most oscray encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Personality: Loud, boisterous, sometimes aggressive, yet capable of surprising compassion to the weak and mercy to the defeated. The oscray have also proven themselves loyal unto death to those they have befriended.

Physical Description: Somewhat resemble orcs, but are larger and have grayer skin than true orcs. Oscray have the characteristic piglike snout of the orcs, but stand proud and erect as opposed to the stooped posture of their orcish cousins. Oscray have large canine teeth that they sharpen to fine points.

Language: The Oscray speak a variant of the orcish tongue, unknown on the plains of Malatra. They can learn any Malatran language.

COMBAT

Oscray Traits (Ex): Oscray benefit from a number of racial traits.

- Proficient with shortbow, regardless of class.
- Proficient with light and medium armor, regardless of class.
- Darkvision up to 60 feet.
- Though everyone else treats Wilderness Lore as a class skill, Oscray treat Wilderness Lore as per their core character class.



Skills: Oscray receive a +2 racial bonus to Bluff checks.

OSCRAY SOCIETY

Relations: Oscray have adapted well to their new homes and neighbors for two reasons. First, they are still uneducated in the ways of the jungle and rely greatly on the Simbara and Wise Ones to help them. Second, though naturally aggressive, the Oscray live a week to ten days travel from all sorts of evil and violent races: brutish lizardfolk, black leopard katanga, hyena katanga, and others. When Oscray get the desire for battle, they have a wide variety of opponents.

Lands: Their single village lies on the Rayanna Savanna, three days north of the Wise Ones tribe.

Spiritual Beliefs: Some of the oscray still worship their old gods even though their old gods don't seem to be listening. No clear consensus has arisen as to what beliefs the tribe as a whole will follow.

OSCRAY CHARACTERS

An oscray's favored class is Jungle Warrior.

Oscray characters know Oscray and Malatran Common. They may learn any bonus language. Living Jungle ability score ranges are Str 6/20, Cha 3/16.

PLANTFOLK

Medium-Sized Plant

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft

AC: 16 (+6 natural)

Attacks: 2 claws +0 melee

Damage: Claws 1d4

Face/Reach: 5 ft by 5 ft./5ft

Special Attacks: Thorn claws

Special Qualities: Plant, plantfolk traits, fire vulnerability, electricity immunity, water absorption, growing stride

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10

Skills: -

Feats: -

Climate/Terrain: Any

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class, with size increase
1-7 HD (Medium-sized); 8-20 HD (Large).

Also known as Malatran Mold Men, plantfolk are bipedal fungus creatures. Plantfolk are the oldest known race in Malatra.

Personality: Plantfolk are a unique people in a land of the strange and marvelous. At lower levels plantfolk can be extremely aggressive and voracious eaters of meat. As they grow (gain levels), chlorophyll begins to take over and the need for meat subsides. The plantfolk personality also tends to mellow with age.

Physical Description: Malatran plantfolk are medium to large sized, bipedal fungus creatures. They have sharp, thorn-like claws, and leaf-like tendrils form a fringe on their shoulders, abdomens, and limbs. A topknot of these tendrils sits at the apex of the plantfolk's head.



Malatran plantfolk have brown skin and green tendrils. They are 4 feet tall, plus ½-foot per Hit Die. At 8 feet they are considered 'Large' creatures. As such, players should make the appropriate adjustments to hero stats. Also, a large plantfolk gets a reach of 10'.

Language: Although they do not have a spoken language, they communicate by sign language and various "plant" noises, such as clicking, clacking, and rustling. Plantfolk can learn to understand Nubari and other languages by lip reading. Other hero characters can learn to understand the plantfolk sign.

COMBAT

Thorn Claws (Ex): The claws of a plantfolk are covered in thorns and do 1 extra point of damage per HD.

Plant: Gain most of the plant immunities. Immune to poison, stunning, and polymorphing (but are subject to mind-influencing, sleep or paralysis effects). Are subject to critical hits (unlike other plant creatures).

Immature plantfolk are subject to the rebuke power of the Plant domain, however adult plantfolk are not.

Plantfolk Traits (Ex): Plantfolk benefit from a number of racial traits.

- Plantfolk have low-light vision.
- Are subject to mind-influencing effects.
- Are subject to critical hits.
- At 8th level plantfolk grow to large size and should apply the size penalties of -1 AC, -1 attack, and -4 to Hide. They do not adjust ability scores, but do gain a reach of 10 ft and their speed increases to 40 ft.
- Plantfolk can be healed by non-plantfolk shamans with



normal cure/heal spells. Likewise, Plantfolk can heal other, non-plant species. Healing magic is the same throughout the Malatra. It comes from the same source – the spirits of nature.

Electricity Immunity (Ex): Immune to electricity.

Fire Vulnerability (Ex): A plantfolk takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

In addition, plantfolk who take fire damage are required to make a Will saving or act as if under the effects of a fear spell cast at 10th level. The DC is 10 + the points of damage that the plantfolk suffered. Plantfolk get a +1 bonus to the save per Hit Die.

Water Absorption (Ex): Plantfolk take half damage from all water-based attacks unless the attack allows a saving throw, in which case it takes no damage on a successful save and half damage on a failed save.

Growing Stride (Ex): Plantfolk who grow to Large size (8 HD or more) increase their base speed to 40 ft.

Skills: Plantfolk have a +4 racial bonus to Hide checks made in forested areas.

Read Lips is always considered a class skill for plantfolk, regardless of class.

When they reach large size (8th level) plantfolk also have a –4 size penalty to Hide.

PLANTFOLK SOCIETY

Relations: Plantfolk feel of others as others feel of them - cautious. Plantfolk have alien motivations and a life cycle

that is not completely understood by even the most renowned sages. Their numbers are unknown since they can hide their homes so well in the jungle. They talk of secret knowledge and of being ‘the first and only native inhabitants’ of Malatra. All of this contributes to some unease amongst other races.

The plantfolk also feel they have reason to be wary. They call all other peoples “the animal peoples” and see them as being short-sighted, short-lived, and unpredictable. Plantfolk remember the “quiet time” before the ancients came, and see the animal peoples as disturbing the natural peace of the jungle.

Lands: Unknown - and everywhere. One large plant village is thought to lie just south of Fire Mountain in the Jungle of Lost Tribes. Plantfolk villages, once discovered by others, are hastily moved.

Spiritual Beliefs: Plant and nature spirits. For the plant-men, this can also translate to ancestor worship, as a select few plantfolk are selected to join the “Council Of Trees” and found their own villages.

PLANTFOLK CHARACTERS

Plantfolk do not have a favored class at all. They suffer experience penalties when any of their classes differ by 2 or more levels.

Plantfolk characters know Plantspeak and Sign Language, and may learn any other bonus languages.

SARU

Medium-Sized Humanoid (Saru)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft, climb 30 ft

AC: 12 (+2 natural)

Attacks: 2 slams +5 melee

Damage: Slam 1d2+2

Face/Reach: 5 ft by 5 ft./5ft

Special Attacks: Saru traits

Special Qualities: Saru traits, animal friendship

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 14, Dex 10, Con 10, Int 8, Wis 10, Cha 10

Skills: Animal Empathy +4, Climb +6, Vine Swinging +3

Feats: Power Attack

Climate/Terrain: Any

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually lawful good

Advancement: By character class

Gorilla-like intelligent creatures native to the Malatran Plateau. Saru commonly look exactly like grey or silver-backed gorillas, though some saru look like orangutan. Saru are fearful of showy or flashy magic and rarely live in an area for very long. Some saru are fascinated with other intelligent races (Saru consider all intelligent races as 'people') and will sometimes try to copy the actions or activities of others. Saru never eat meat.

Personality: Friendly, gregarious and having a childlike curiosity, saru can be a delight to have in a party. Though they are slow to anger, an enraged saru has the strength and toughness to make the target of their rage sorry for the offense.

Physical Description: Saru are gorilla-like apes native to the Malatran Plateau. Saru have heavy upper-body strength, short legs, feet with limited grasping ability, and black, silver or copper-red fur covering their body except on their faces, palms, and soles of their feet. Most Saru are five to six feet tall (with females being slightly smaller) and have arm spans up to nine feet wide.

Language: The language of the Saru consists of hand gestures, facial expressions, grunts, hoots and screams.

COMBAT

Saru Traits (Ex): Saru benefit from a number of racial traits.

- Low-light Vision. Can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.



- Saru fear magic and will flee displays of visual enchantments. They must make a Will save at a DC of 15 or act as if under the effects of a fear spell cast at 10th level. Saru get a +1 bonus to the save per character level.
- Saru cannot swim nor can they learn.

- +2 racial bonus to all unarmed attacks.

Animal Friendship (Sp): Once per day a saru can use *animal friendship* as a druid of the saru's character level.

Skills: Saru receive a +2 racial bonus to Animal Empathy, Climb and Vine Swinging checks. Saru have Animal Empathy as a class skill, regardless of their class.

SARU SOCIETY

Relations: Saru are neutral or friendly to most races of the Living Jungle including Korobokuru, who hate the Saru for some unknown reason. Saru hate Leopard Katanga, who often feed on their young. Every living animal, however, is considered a "person" by the Saru. They try to speak with other animals, delighted when they are answered by those that understand them (apes, monkeys, and many

nubari and demi nubari). Even though they don't answer, hippos, lions, sloths, and other creatures are still approached—and sometimes immediately fled—by Saru interested in conversation. In any event, Saru can approach a normal animal with the effects of an animal friendship spell once per day.

Lands: Saru are found throughout Malatra. Saru have no permanent settlements and move from one part of the jungle to the next.

Spiritual Beliefs: Saru shaman are extremely rare, and only a handful exist at any one time—and only females can become shaman. The Saru venerate a greater being called Chee'ah, a demigod who walks the plateau of the Living Jungle. Saru females who have the "calling" leave their clan to seek out Chee'ah, and those who find their god return to the clan with great priestly powers.

SARU CHARACTERS

A Saru's favored class is Jungle Warrior. Saru may not take any levels of Witch Doctor. Only female Saru may be Shamans.

Saru characters know Saru and Ape (the language of monkeys and gorillas), and may learn any other bonus languages. They do not understand Malatran Common unless they take it as a bonus language or spend skill points on it. Living Jungle ability score ranges are Str 12/20, Int 3/16.

SHU

Small Humanoid (Shu)

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 20'

AC: 13 (+2 Dex, +1 size)

Attacks: By weapon

Damage: By weapon

Face/Reach: 5 ft by 5 ft./5ft

Special Attacks: Shu traits

Special Qualities: Shu traits

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 8, Dex 14, Con 10, Int 10, Wis 10, Cha 10

Skills: Listen +2, Move Silently +4, Hide +10

Feats: Weapon Proficiency (blowgun), Dodge

Climate/Terrain: Any Forest

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

A race similar to halflings, shu are extremely secretive and shy. They make up their total lack of body hair with all-over tattoos, paintings, and piercings.

Most shu encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Personality: Friendly and trusting of other shu, cautious and suspicious of all others. 'Big' people are looked at as clumsy and potentially dangerous.

Physical Description: The Shu are similar to the halflings found in other parts of the Forgotten Realms. However, they differ in their universally slender builds and complete lack of body hair. Shu compensate for the lack of hair by covering their bodies extensively with war paint, gaudy jewelry, and body piercing (ears, nose, and lips).

Language: Shu have their own language.

COMBAT

Shu Traits (Ex): Shu benefit from a number of racial traits.

- Small: +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Low-light Vision. Can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Proficient with Shu blowgun (exotic weapon proficiency), regardless of class.
- +1 racial bonus to attacks with all blowguns.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- +2 racial bonus to Fortitude saves against all poisons.



Skills: Shu receive a +2 racial bonus to Listen and Move Silently checks, and a +4 racial bonus to Hide checks.

SHU SOCIETY

Relations: The Shu are impartial to all other races, and they will not attack others unless they are assailed first. The Shu, as a whole, tend to isolate themselves from the other tribes of Malatra. Many younger Shu see the need for their race to trade and interact with others of the jungle, but this view is not widely accepted by Shu elders. Shu are zealous foes of black leopard Katanga, who often prey on lone Shu travelers.

Lands: Shu tribes are commonly found in the fringes of the jungle, where they may easily camouflage their homes. One exception is the Simbuki shu which, oddly enough, live on the Rayanna Savanna. While their numbers are not known, it is suspected that a great many shu live hidden across Malatra.

Spiritual Beliefs: The shu engage in ancestor worship. According to their oral history, it has been decreed by their ancestors that no Shu shall take the life of another Shu. Despite any differences, Shu will walk away from confrontations with others of their race before resorting to violence. This pact has not been broken throughout the culture of the Shu, perhaps because legend states that if one Shu ever kills another, a terrible apocalypse will occur. At the very least, the offender will be instantly struck dead by an enraged ancestor.

SHU CHARACTERS

A Shu's favored class is Kwaku.

Shu characters know Shu and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Str 3/16, Dex 12/20.

TAM'HI

Medium-sized Fey

Hit Dice: 1d6-1 (2 hp)

Initiative: +0

Speed: 30'

AC: 10

Attacks: By weapon

Damage: By weapon

Face/Reach: 5 ft by 5 ft./5ft

Special Attacks: Tam'hi traits

Special Qualities: Tam'hi traits

Saves: Fort -1, Ref +2, Will +2

Abilities: Str 10, Dex 10, Con 8, Int 10, Wis 10, Cha 14

Skills: Wilderness Lore +4, Craft (any) +4

Feats: Track

Climate/Terrain: Jungle: Warm Forest; River: Any Water

Organisation: Any

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

According to legend, Tam'hi are the descendants of nubari and various nature spirits. All have strong ties to both the natural world and the tribes of the jungle. There are two types of Tam'hi — jungle and river. Both hold excellent relations with each other, and there has been no war between the two during the lifetime of the oldest living Tam'hi.

Personality: Tam'hi are generally guarded around strangers. They tend to evaluate people based on how they treat the jungle. Tam'hi have an outlook similar to the traditional druid in the Forgotten Realms, but are as genuinely interested in the success and health of all good peoples as they are that of nature.

Physical Description: Tam'hi have thin, supple bodies with pale (river) or bronze (jungle) skin, both with a tint of gold. Jungle Tam'hi are sometimes mistaken for black leopard katanga in nubari or biped form, and the two have a great hatred for one another. Their narrow eyes are almond (river) or black (jungle) with extremely thin eyebrows. All Tam'hi hair is either light brown, black, or blond, and neither males nor females can grow facial hair. Tam'hi with blond hair are considered rare and sacred.

Language: Tam'hi speak Malatran Common and a dialect of common called Tan-Tam.

COMBAT

Tam'hi Traits (Ex): Tam'hi benefit from a number of racial traits.

- Low-light Vision. Can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Both species of tam'hi fear fire and will flee displays of large fires (larger than a campfire). They must make a Will save at a DC of 15 or act as if under the effects

of a *fear* spell cast at 10th level. Tam'hi get a +1 bonus to the save per character level.

TAM'HI SOCIETY

Relations: Tam'hi try to maintain good relations with all good peoples, though caiman katanga are treated with suspicion. River tam'hi are particularly friendly with those peoples who live near and show respect to rivers and lakes. Jungle tam'hi have close ties to plant people.

Lands: Tam'hi are found throughout Malatra.

Spiritual Beliefs: Nature spirits

SUBRACES

Jungle Tam'hi

A jungle tam'hi's favored class is Hunter.

Speak with Nature (Sp): 1/day – *Speak with Plants* or *Speak with Animals* as a shaman of the jungle tam'hi's character level.

Skills: Jungle tam'hi receive a +2 racial bonus to Hide and Listen checks.

River Tam'hi

A river tam'hi is aquatic. A river tam'hi's favored class is Witch Doctor.

River Tam'hi Traits (Ex): These are in addition to the basic tam'hi traits, except where noted here.

- Swim 30 feet
- +1 racial bonus to saves versus water based attacks.
- -1 racial bonus to saves versus fire.

Cure Self (Sp): Once per day, whilst fully submerged in any fresh water, a river tam'hi may cast *Cure Serious Wounds* on themselves only. The spell is cast as a shaman of the river tam'hi's character level.

Water Breathing (Su): The tam'hi can breathe underwater indefinitely and can freely use weapons, spells and other abilities while submerged.

Skills: River tam'hi receive a +4 insight bonus to Swim checks

arising from their connection to water. This bonus is a supernatural ability.

TAM'HI CHARACTERS

Tam'hi characters know Tan-Tam and Malatran Common, and may learn any other bonus languages. Living Jungle ability score ranges are Con 3/16, Cha 12/20.



APPENDIX: ABILITY MODIFIERS

The following ability modifiers were used in this document to generate the average ability scores. They are derived from the living jungle racial minimum and maximum scores.

Living Jungle does not use ability modifiers, and you should not apply these adjustments when creating a character; they minimums/maximums already take into account racial differences.

Modifiers are usually derived as a bonus or penalty equal to the difference between the maximum value and

18, [with the size] rounded down to an even value. For example, the aarakocara maximum Dex of 15 gives a 3 point penalty, rounded down to a 2 point penalty.

Finally, if the minimum value was larger than 8, then the bonus was calculated as the greater of the value above and the difference between the minimum and 8.

Race	Size	Living Jungle ability range	Racial (and size) ability adjustment
Aarakocra	M	Str 3/16, Dex 4/15	Str -2, Dex -2
Butu	S	Con 4/16, Cha 3/14	Str +0 (-4 size, +4 racial), Dex +0 (+2 size, -2 racial), Con -2 (size), Cha -4
Katanga (Caiman)	M	Str 6/18, Con 12/20	Con +4
Katanga (Hedgehog)	S	Wis 7/20, Cha 3/16	Str +0 (-4 size, +4 racial), Dex +0 (+2 size, -2 racial), Con +0 (-2 size, +2 racial), Wis +2, Cha -2
Katanga (Impala)	M	Dex 7/20, Cha 3/16	Dex +2, Cha -2
Katanga (Monkey)	S	Dex 7/20, Cha 3/16	Str +0 (-4 size, +4 racial), Dex +2 (size), Con +0 (-2 size, +2 racial), Cha -2
Katanga (Ostrich)	M	Wis 7/20, Cha 3/16	Wis +2, Cha -2
Katanga (Pangolin)	S	Str 3/16, Int 7/20	Str -2 (-4 size, +2 racial), Dex +0 (+2 size, -2 racial), Con +0 (-2 size, +2 racial), Int +2
Katanga (Snake)	M	Str 3/16, Dex 6/18	Str -2
Katanga (Tiger)	M	Con 10/18	Con +2
Korobokuru	S	Con 12/20, Int 3/16	Str +0 (-4 size, +4 racial), Dex +0 (+2 size, -2 racial), Con +4 (-2 size, +6 racial), Int -2
Lacerial (Bladeback)	M	Normal	None
Lacerial (Finhead)	M	Normal	None
Lacerial (Flyer)	S	Str 3/12, Dex 12/20	Str -6 (-4 size, -2 racial), Dex +4 (+2 size, +2 racial), Con +0 (-2 size, +2 racial)
Lacerial (Hornhead)	L	Dex 2/15, Int 9/20	Str +0 (+8 size, -8 racial), Dex -2 (size), Con +0 (+4 size, -4 racial), Int +2
Lizardfolk	M	Int 3/16, Cha 3/16	Int -2, Cha -2
Nubari	M	Normal	None
Oscray	M	Str 6/20, Cha 3/16	Str +2, Cha -2
Plantfolk	M	Normal	None
Saru	M	Str 12/20, Int 3/16	Str +4, Int -2
Shu	S	Str 3/16, Dex 12/20	Str -2 (-4 size, +2 racial), Dex +4 (+2 size, +2 racial), Con +0 (-2 size, +2 racial)
Tam'hi	M	Con 3/16, Cha 12/20	Con -2, Cha +4

SIZE

Creature size gives adjustments to ability scores and several other attributes. Medium-sized creatures are considered “normal” with an adjustment of +0.

The adjustments used in the calculations above are listed below. Note that these are the adjustments for the listed size, not for changing size (the table in the MM is for changing sizes).

When plantfolk increase to large size (8th level) they should apply the AC/Attack and Hide modifiers, but the ability score and natural armor changes do not apply.

Size	Str	Dex	Con	Natural Armor Increase	AC / Attack	Hide
Small	-4	+2	-2	+0	+1	+4
Medium-size	+0	+0	+0	+0	+0	+0
Large	+8	-2	+4	+2	-1	-4

EDITOR'S NOTES

Changes in version 3.1

- Moved ability modifiers and size discussions to appendix, so as to separate from the standard Living Jungle character process.
- Removed suggestions for JB 2.0 (to avoid confusion).
- Plantfolk errata – ability scores cannot be reassigned when they change size.
- Katanga errata – ability scores do not change between forms (similar to *Alter Self* spell or doppelganger).
- Specified katanga shapechanging as a supernatural special ability and provided some missing details (such as form they revert to when slain).
- Clarified that katanga retain their size category when changing forms, so that small katanga in human form resemble shu. Although this is a change from original LJ material on the web site it is the way most people have interpreted the characters since 3E (based from responses on the Jungle Tales mailing list). This applied to monkey and pangolin katanga, and I made up descriptions for their human forms.
- Remove redundant simple weapon proficiency (half-spear and knife/dagger), as all hero classes get it anyway.
- Text changes to descriptions and tribe names, suggested by Rob Little.
- (Pending) Errata that lizardfolk should have reach of 5 ft. like other medium-sized creatures. If you want a reach of 10 ft, use a longspear.
- (Pending) Errata that all katanga should have low light vision (instead of shapechanger darkvision).

Changes in version 2.12b

- Additional description for nubari, from Living Jungle web site.
- Plantfolk read lips errata, from Jungle Tales.
- Clarification on plantfolk growth to large size and ability scores, from mailing list.
- Explicitly mention no change to Living Jungle character creation process regarding ability scores.

Clarifications and changes made

The following clarifications and changes have been made from the original Jungle Book, where information was missing, unnecessary or contradictory.

- Inserted creature type, and subtype, which fits creatures into the existing rules, and clarifies what effects they are subject to.
- Most types are Humanoid (racial subtype), with the noted exceptions being Plantfolk (Plant), Tam'hi (Fey) and Katanga (Shapechanger).
- Explicitly clarify differences to creature type (e.g. Katanga do not have darkvision, Plantfolk do not have normal plant immunities).
- Clarify the size for different Katanga. Hedgehog Katanga are the only ones explicitly stated as being

small (shu-sized) in nubari form. Monkey and Pangolin Katanga are treated as medium-sized in nubari form, but small in biped or animal form.

- Modified natural attack types to follow the standard types from the MM. For example aarakocra attacks changed from “talon” to claws, butu changed from “head butt” to “head slam”. This clarifies the type of damage done (piercing, etc).
- Aarakocra “swoop” attack also changed to dive attack, as per MM name.
- Inserted ability type (extraordinary, spell-like or supernatural), which affects the required action, whether they trigger an attack of opportunity, and other similar features. Also affects whether abilities are gained by polymorph and other situations.
- Many abilities were group under a Racial Abilities (Ex) section, however sometimes specific abilities were separated out, and racial skills were also separated.
- Clarify aarakocra underground penalty to “all actions”.
- Clarify katanga do not have normal shapechanger darkvision, but some have low-light vision instead (note: originally they did have darkvision).
- Pangolin katanga armored ball can only be done in animal form (it was not specified).
- Snake Constrict and Tiger Rake abilities listed as specific abilities, as per wordings in MM.
- Clarify bonus types. E.g. Korobokuru armor bonus is a dodge bonus, whereas saving throw bonuses are racial (korobokuru, lacerials).
- Korobokuru “magic” save bonus clarified by rewording as a Will bonus against spells and spell-like effects (wording used in similar MM entries).
- Hornhead special Charge attack clarified as an (Ex) ability.
- Check all references to “lizardmen/man” and changed to lizardfolk. Also changed “plantmen/man” to plantfolk, in line with MM wording.
- Clarified lizardfolk extra reach as racial trait (Ex), based on list post (G.S.). [Note –originally I had not included it, assuming it a typo.]
- Removed discussion on tribes from Nubari entry. Even though the majority of tribes are nubari, any race may join, and there are some specifically non-nubari tribes. The detail of tribes would be better in it's own section.
- Plantfolk have been listed as the type Plant, which should clarify some questions as to what affects them (e.g. Speak with Plants spell).
- Plantfolk electricity immunity separated from normal Plant abilities.
- Plantfolk extra damage clarified as an (Ex) special ability.
- Plantfolk fire vulnerability ability clarified for attacks that allow a saving throw..No damage if save is passed (as Treant, although another option would have been half damage, as Cold subtype).
- Plantfolk water absorption clarified as no damage on successful save (note that most existing MM entries are “resistance X”, where X is the damage level). The

usefulness of having resistance to water attack is questioned anyway, as it is not one of the normal energy types.

- Saru *animal friendship* clarified as a spell-like ability, and the caster level detailed (chosen to be the character level, rather than a fixed level – both types exist in the MM).
- Shu saving throw and attack bonuses clarified as racial, similar to Korobokuru.
- Tam’hi special abilities clarified as spell-like, with caster level of character’s level.
- River tam’hi water breathing ability clarified as an (Su) special ability. The text is the same as for a black dragon, but with a different ability type (other alternatives were as an aquatic elves’ gills). Note that the MM is not very clear on what the type aquatic means (not all aquatic type creatures have a swim movement) or how creatures breath underwater (e.g. merfolk mention nothing).
- Skill bonuses clarified as racial bonuses, in most cases.
- This clarifies that bonuses such as the butu and shu Hide bonus stack with the size bonus to Hide from being small.
- Hedgehog wilderness lore bonus does not apply to tracking, also the bonus is a circumstance bonus (not racial)
- Tiger katanga have a bonus to wilderness lore for tracking.
- Clarified several katanga racial bonuses to swim only apply when in nubari form. Other forms, which have a swim speed listed already have a +8 racial bonus to swim, so it would not stack anyway.

- Plantfolk hide bonus only applies in forested areas (like Treant).
- Included plantfolk rules changes and clarifications from Jungle Tales. Plantfolk now subject to paralysis and sleep, and not subject to the Plant domain’s rebuke effect.
- Made the river tam’hi swim bonus an insight bonus, so that it stacks (if it was racial then it would be redundant). The bonus also counts as a supernatural ability.
- Lastly, I have derived racial ability adjustments from the living jungle min/max scores in the following manner: if maximum is below 18, apply the difference as a penalty, or if maximum is above 18, apply the difference as a bonus. Ignore minimums below 8, however if the minimum is above 8, apply the difference as a bonus (if larger than above).

Errata

Please send errata and questions to the editor, Stephen Gryphon <sgryphon@computer.org>.

– Stephen Gryphon
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