

Web of Destruction

A 1-Round AD&D Living Jungle Tournament for
Mid/High Level Heroes

by Gregory A. Dreher

To honor the 25th year of Big Chief Bagoomba's reign, a Great Race is held that only those heroes both fleet of foot and sharp of mind will win. But one group of heroes doesn't return. Into what sort of tangled web will you great heroes stumble?

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It's a good idea to ask each player to put out a name tag with the player's name at the bottom, and the character's name, race, and sex at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players describe their characters for one another and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

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

Adventure Summary

To honor the 25th year of Big Chief Bagoomba's reign, a grand celebration is held, with a Great Race as its centerpiece. The heroes are brought together by Big Chief Bagoomba to participate in the race.

Five groups will depart in the morning, and the heroes will return behind at least one group, which can be discovered to have cheated. But one group doesn't return. Only one survivor, near death, returns to tell the tale of the attack that killed his comrades.

Bengoukee urges the heroes to recover the bodies of the fallen racers. They are attacked by vicious spiders and spider katanga. On their return, the heroes discover another fallen hero, slain by lightning from the sky.

Bengoukee tells of the evil Statue of K'lel'al, how it corrupted a good tribe of leopard katanga, and how a group of heroes (including himself) hid the Statue many years ago but didn't destroy it. Now these heroes of the past are being slain, one by one. The heroes of today must finish the job and destroy the Statue.

Bengoukee journeys with the heroes as far as the Zantira tribe, ostensibly to warn another past hero. On the journey, the heroes witness Bengoukee's amazing powers. They must complete the journey to the Forbidden Mountains alone, fighting a hungry garuda along the way.

Finally, the heroes must enter the spider katanga lair. They must fight their way to the chamber where the Statue of K'lel'al remains and destroy it.

Introduction

The Tribe of Big Chief Bagoomba has called a grand celebration in honor of the 25th year of Big Chief Bagoomba's reign. Heroes great and small are encouraged to attend. The highlight of the celebration is the Great Race, the winner of which will hold Bagoomba's spear for the entire year. This is the very spear that Bagoomba used against the mighty creature that he slew to become chief.

Allow the heroes to socialize among the crowd. Roasted antelope and fresh roots and berries are available, along with water, fruit juice, shameo, and other alcoholic drinks. They should meet each other as they mingle. The heroes will catch sight of Bengoukee in the distance, but only briefly.

Among the people the heroes can meet are these four, who will be leading groups in the race tomorrow.

- Jonga, an aged korobokuru warrior of the Saiyama tribe. He won the first competition 24 years ago, and has a permanent place of respect in Bagoomba's mind.
- Sithana, a cunning snake katanga. Her skills at hunting are well-known from her victories in other competitions, although those who lost to her say she must have cheated. She denies what the "sore losers" say.
- Yobu, a young Nubari shaman of the Wise Ones tribe. He came to honor Bagoomba, and is very modest about his own abilities. He is shy, but, if approached, will speak at length about topics of lore.
- Mitana, an aloof tiger katanga. She aids the Tribe of Big Chief Bagoomba from time to time, but mostly keeps to herself. She will be interested in another tiger katanga who is both strong and intelligent.

You spy Big Chief Bagoomba stumbling through the crowd. He is even louder than normal, and seems to be grabbing heroes at random. After gathering a group of 6 heroes, he says, "You will work together in the race tomorrow! May you bring honor to your names!" Bagoomba then turns in your direction. "For the next band of mighty heroes, I choose you, and you, and..."

Bagoomba (with a little behind-the-scenes manipulation by Bengoukee) will choose the PCs at the table to compete as a group in tomorrow's race.

Scene 1: The Race

Shortly after dawn, the village gathers to see off the participants in Bagoomba's race. Five groups have assembled together to receive directions.

Bagoomba proudly struts before the racers as he speaks. "Great heroes, before dawn today, three pairs of tribesmen began their journey to three specific points in the jungle. I would tell you where, but then the race would not be a challenge! The first point, which is in the direction the River of Laughing Idols flows, is beneath the crooked banana tree by the stream. The second point, which lies in the direction of the rising sun, is off the hunting trail by the clearing. The third point, which is in the direction of the Wise Ones tribe, is at a tree split like the horns of an impala by a bolt of lightning, near the copse of tall trees. At each point, find the tribesman, who will give you a totem to take with you.

"Taking the points in order, the sun should be midway down the sky when you return." Bagoomba smiles. "We will have much time to celebrate and honor the winner!"

Young tribesmen meet each group. A strapping lad of perhaps sixteen summers comes to your group. "I will take you beyond the village, to where you will start. You must walk in the direction of the rising sun to start, so that you will not be near any of the other groups. I wish you luck!"

The path the heroes will take will involve walking about 90 minutes southeast, then 90 minutes northeast, then 90 minutes northwest, and finally 90 minutes southwest, making a diamond-shaped path. It is assumed that the typical group will spend 30 minutes at each point looking for the tribesman with the totem.

The jungle is very dense, so movement rate is effectively limited to 6. Running will not help. (*Endurance* can shave 5 minutes off the time it takes to return to the village.) The way for the PCs to succeed is to intelligently use their abilities to find the hidden tribesmen faster than the others.

Once the general area of each point is reached, have each hero make a series of checks versus the average of his or her Intelligence and Wisdom. Count how many rolls each hero makes to score 3 successes. The lowest number for the group, times 8 minutes, is how long it takes to find the hidden tribesman. (Thus, the quickest each point can be found is 24 minutes.)

Use of certain abilities can help cut down the time, as described below.

Finding the first point:

- Monkeys can be seen in the trees above. If one is spoken to, the general direction of the crooked banana tree can be determined. This cuts 15 minutes

off the search if used before the stream is found, 10 minutes after.

- A *foraging* or *survival: jungle* check enables the heroes to find the stream, cutting 10 minutes off the search.

Finding the second point:

- Flying above the treetops can find the clearing quicker, cutting 10 minutes off the search.
- A *hunting* or *tracking* check can find the game trail, cutting 10 minutes off the search.

Finding the third point:

- Levitation or flight above the treetops can identify where the tall trees are, cutting 10 minutes off the search.
- Speaking with the plants can evoke memories of the lightning bolt that split the tree; the plants know the direction from which the flash came. This could cut 10 minutes off the search.

The players might come up with other ideas. Reward clever plans; an idea that you like can cut 5 or 10 minutes off the time to find the hidden tribesman. However, it takes at least 4 minutes no matter what the heroes do.

At the second checkpoint, the two tribesmen eye the heroes suspiciously. (Allow a half Wisdom check for anyone who speaks to them to notice this.) The reason for the suspicion is that one of their five totems was stolen in the night. (Allow a half Intelligence check to notice that they have one less totem than would be expected.)

The times each group takes at the three points:

	1 st pt.	2 nd pt.	3 rd pt.	Total
Sithana	32	skipped	35	67
Yobu	24	20	36	80
Mitana	36	30	34	100
Jonga	44	40	48	***

(Total is above the 270 assumed travel time)

***Jonga's group does not return.

Scene 2: The Return

You return to see that at least one of the groups has finished the race before you. Sithana, the snake katanga, is standing proudly before a crowd of the tribe's children, answering questions.

If the PCs listen in, they will find Sithana to be very boastful. She tells a greatly embellished tale of the race, with details drawn from her own experience. However, when asked about the second checkpoint, she

is deliberately vague, referring to “great dangers” that only a “mighty hero” like her could face.

Suspicious heroes may ask around and find the hut of the tribe member at the second checkpoint. Investigation will show that many tribe members have walked past this hut. However, by the entrance of the hut, there is a stack of empty woven baskets placed there early in the day. Under them, a footprint can be found, pointing towards the hut. The footprint’s second toe is longer than the big toe. It matches Sithana’s foot.

If the heroes reveal Sithana’s duplicity, Bengoukee will declare the true winner of the contest. Of course, he already knows. Otherwise, Bagoomba will declare Sithana and her group the winner after 4 groups return.

The winners will receive rewards as follows:

- 1st place: Bagoomba’s spear, fresh coconuts, fresh garuda liver, sandals
- 2nd place: Rain capes, gourds of berry juice, ornate spearheads
- 3rd place: Stone knives, straw hats, aruba nuts
- 4th place: Garlands, fresh berries

The fifth team has not returned to claim their prize...coconut shells filled with honey.

Bagoomba’s spear is a normal spear, but poorly balanced, giving a -1 to hit in melee, and -2 to hit when thrown. (Bagoomba, of course, didn’t really kill the creature he claims to have killed.)

Scene 3: The Celebration

As the night falls, the people of the Tribe of Big Chief Bagoomba again celebrate with a feast. Eventually, the tribe members who manned the three posts return. All the participants of the race are treated as heroes, and they tell their tales again and again. Yet a few people do not take part in the celebration. They remain on the fringes of the gathering, gazing beyond the village into the darkness.

The people who aren’t celebrating are the friends and family of the members of the fifth group, worried that they still haven’t returned.

Near the start of the celebration, the tribe members who were at the first and third posts return. They will confirm that all 5 groups checked in with them.

About an hour into the celebration, the tribe members who were at the second post return. They can confirm that Sithana’s party never showed up at their post, but the other groups did.

After the PCs have had an opportunity to interact with the people at the celebration and tell their own tales, continue:

A shout from one of the villagers attracts your attention. In the flickering firelight, you see a figure crawling towards the gathering.

This is Hanta, one of the members of the fifth group. He is covered in bite marks, which are swollen and discolored, and he looks pale and feverish. Any hero with *healing* or *herbalism* will immediately recognize that he is poisoned. He will die in minutes unless the heroes administer a poison cure or a *slow poison* spell. Bengoukee can be found, but he does not have an appropriate spell in memory; a *slow poison* spell will give him the opportunity to prepare a cure.

By speaking to Hanta (if he survives) or his spirit (if he doesn’t), the heroes can learn what happened. Bengoukee can speak to Hanta’s spirit, if need be.

- We had just left the third checkpoint and were heading back to the village.
- We thought we were behind, so Jonga looked for a quicker route off the main trail.
- As he pushed through some dense foliage, he found himself ensnared in concealed webs.
- To our horror, many spiders swarmed over him. Then, more came and attacked us
- Two of the spiders changed into Nubari forms and used magic against us.
- We fought valiantly, but were not prepared for battle. We killed many spiders, but we fell, and I barely escaped.

Bengoukee will urge the heroes to investigate and recover the bodies of the fallen men in the morning. They can leave immediately, if they so desire.

Scene 4: The Web of Destruction

If the party leaves in the morning, the day is overcast. It will take about 2 hours to journey to the area where Jonga’s party was attacked.

Gray clouds cover the early morning sky. The cool breeze must be what sends a shiver down your spine as you near the site where Jonga and the other heroes were attacked.

Hanta’s stumbling and crawling left an obvious trail. Close to the site, a *tracking* or *hunting* -4 check will show the way.

Heroes who make any kind of more detailed search (for example, looking for signs of the attacking spider katanga) may make a *tracking* -4 or *hunting* -8 check to notice a second trail that has been concealed. This is the actual trail that Hanta left. The other was deliberately

made by the spider katanga to lure the group into an ambush.

If the heroes follow the trail set by the spider katanga, they reach an area with a path that is less dense than the surrounding jungle. At this point, the enemies will spring their ambush, with the three spider katanga (only) getting a full round of actions. Then, roll for surprise and initiative.

If the heroes follow the correct trail, the enemies will quietly approach. In this case, just roll for surprise and initiative.

For all tables, these three spider katanga, two in hybrid form and one (Migume) in Nubari form, are present:

Jakari, spinning spider katanga m W6: AL CE; AC 4; MV 12, Wb 15; hp 31; THAC0 19 or 18; #AT 7 or 1; Dmg 1/1/1/1/1/1-4 (6 arms, bite) or 1-4+2 (dagger); SA spells, poison (2-12, save for half); SD spells, *armor* precast (14 points), *shield* precast; Str 18, Dex 18, Con 16, Int 16, Wis 11, Cha 9; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 13

Save vs. Spells: 10

Spells: 1st Level - *magic missile* x2, *burning hands*, *shield*; 2nd Level - *web*, *levitate*; 3rd level - *flame arrow*, *dispel magic*.

Role-playing: A sadistic enemy who revels in utterly destroying his foes.

Ntome, spinning spider katanga m C5: AL CE; AC 9; MV 12, Wb 15; hp 41; THAC0 18 or 17; #AT 7 or 1; Dmg 1/1/1/1/1/1-4 (6 arms, bite) or 1-6+2 (staff); SA spells, poison (2-12, save for half); SD spells, *protection from fire* precast (60 points); Str 18, Dex 12, Con 16, Int 14, Wis 17, Cha 12; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 9

Save vs. Spells: 14

Spells: 1st Level - *faerie fire*, *entangle*, *cure light wounds*, *command*, *light*; 2nd Level - *flame blade*, *produce flame*, *hold person*, *aid*, *silence 15' radius*; 3rd level - *protection from fire*, *prayer*.

Role-playing: A quiet hunter who exploits the fear of magic common to lesser races.

Migume, spinning spider katanga m F5: AL CE; AC 9; MV 12, Wb 15; hp 59; THAC0 11 or 12; #AT 1 or 3/2; Dmg 1-6+7 (spear thrown) or 1d8+10 (long spear specialized); SA poison (2-12, save for half); SD nil; Str 19, Dex 18, Con 18, Int 11, Wis 10, Cha 11; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 11

Save vs. Spells: 14

Role-playing: A violent enemy who emits blood-curdling screams with each attack.

If the party is primarily mid-level (3rd to 4th level) or lower, use the following:

Large Spiders (1 per PC): Int Non-; AL N; AC 8; MV 6, Wb 15; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg 1; SA poison (save at +2 or take 15 damage, onset 15 minutes); SD nil; MR nil; SZ S (2' diameter); ML 7.

Save vs. Spells: 17

If the party is primarily high-level (6th to 7th level), use the following:

Giant Spiders (1 per PC): Int Low; AL CE; AC 4; MV 3, Wb 12; HD 4+4; hp 28; THAC0 15; #AT 1; Dmg 1-8; SA poison (save or die, onset 1 minute); SD nil; MR nil; SZ L (8' diameter); ML 7.

Save vs. Spells: 14

Running the Combat:

Both Jakari and Ntome will use fire magic at their first opportunity. Ntome uses *produce flame* and Jakari uses *flame arrow*, while Migume throws a spear. They hope the PCs will run in fear. The trail leads into a large web; if the ambush worked (i.e. PCs followed the false trail), the first to run gets stuck in the web. Otherwise, someone who flees has only a 1 in 3 chance of running into the web. Only one hero can get stuck in the web.

A hero will be stuck in the web for a number of rounds equal to 20 minus the hero's Strength score. If a hero is trapped, the spiders will swarm that hero, attacking at +4 to hit and negating the hero's Dexterity adjustment to armor class. Only 4 giant spiders can swarm a hero, but all the large spiders can attack at once.

After the combat, the heroes can easily find the bodies of the four fallen warriors. All the bodies are completely drained of fluids, resembling hideous skeletal monsters. It will not be difficult to carry the bodies back to the village.

Scene 5: The Destruction Continues

On your way back to the Tribe of Big Chief Bagoomba, you see smoke ahead, and pick up the smell of roasting meat carried on the breeze.

When the heroes investigate, read on:

You find a small fire smoldering in the jungle. A circular area as wide as four Nubari are tall is totally destroyed. Tall trees are reduced to nothing but scorched branches and black, smoking trunks. Debris, in the form of small pieces of wood and stone, has

been thrown violently from the circle into the trees beyond.

At the center of the destruction, you see a body burnt beyond recognition. It appears to have been a tam'hi. A bone ring, surprisingly intact, lies amidst the ash that was once its hand.

For now, the heroes will be unable to identify this figure unless they use *speak with dead*. In that case, they can learn the following:

- I am Garalo, an elder jungle tam'hi.
- I was traveling to the tribe of Big Chief Bagoomba to speak with Bengoukee.
- I sensed that the danger of the Statue of K'lel'al has been uncovered, and Bengoukee must know!
- The Statue of K'lel'al is an incredibly evil and powerful artifact. Its origins are unknown. It has the power to corrupt and destroy.
- I was killed by a tremendous stroke of lightning from the sky.
- I did not see any enemy prior to my death.
- My ring protects me with mystical power, but when I wear it, I feel more open to destructive magic.

If the party wishes to search the area, a *tracking* roll will uncover a trail of smaller Nubari footprints. The trail ends a short distance later at a stream, where a couple of hard-to-identify spider tracks can be found at the end of the trail. The leader of these spider katanga, a powerful shaman named Juala, used her *call lightning* spell to kill Garalo. After she assumed spider form, she drifted down the river. Her trail cannot be picked up again.

Scene 6: The Web Becomes Tangled

Note: if Hanta did not survive, an elder of the Tribe of Big Chief Bagoomba meets the heroes, telling a less personal tale than the one written below.

As you return to the Tribe of Big Chief Bagoomba, Hanta approaches you solemnly, gazing at the bodies of his fallen comrades. "Thank you, heroes. Jonga and the others I traveled with are all great heroes, and the whole village will ensure that they are buried as heroes. This evening, we will perform the death ceremony to honor them."

As Hanta takes the body of Jonga, he again looks to you. "Bengoukee wished me to tell you that he wants to see you."

When the party heads to see Bengoukee, they will see a visitor leaving his hut. He is a muscular, youthful Nubari wearing thatch armor and carrying a spear. He is obviously of the Wise Ones tribe. He will hurry away at

a run. If interrupted, he will continue to run, saying he must return to his people. He ran to deliver a message to wise Bengoukee from the elders of his village. He will not say what the message was.

Bengoukee steps out of his hut, as if expecting your arrival. His aged face shows great sadness etched into it. "Come, heroes; there is much that need be said."

Bengoukee leads you into the main room of his hut, and sits behind a fire burning with blue flames. A pungent incense fills the hut with an intoxicating aroma.

"Heroes of this generation, let me tell you a tale of other heroes, heroes of two Nubari generations ago. Let me also tell you a tale of a great evil, one that was uncovered those two generations ago.

"Yes, it was fifty summers ago. I was younger, and prone to wandering still. And I was more foolish, as I was more confident in my power. Yes, even the great Bengoukee was foolish once.

"Then, I did travel with others. Jonga, the honorable warrior. Arkari, of the Wise Ones, then but beginning on her shamanic path. Garalo, the noble jungle tam'hi. Yes, travel we did, far we did travel.

"In our journeys, we encountered a village of leopard katanga. Yes, you are right to react with fear at the mention of that evil race; yet there was a time when not all of the leopard katanga were evil. Why they turned to evil is a secret of my ancestors, but the tribe led by T'kaba was strong, and remained good.

"T'kaba was a strong hunter, and she traveled far to find a place safe for her people. In her explorations, she found an ancient statue. She claimed it as a prize for her people.

"Those who know T'kaba could see that she had changed. She invoked different spirits. She became vicious in her hunting. Soon, her people were forced to worship the statue. Before the season ended, she led her people away, but not to a safe home. She led her people against a peaceful Nubari village. Many were slaughtered, and the tribe of T'kaba disappeared into the jungle. This, young heroes, is the tale of how the Statue of K'lel'al corrupted the last good leopard katanga.

"But the tale does not end, for the young and foolish still play a role! We did hastily set out to destroy the Statue of K'lel'al once we learned of its corrupting powers. But we did not set out with the means to destroy it, much to the dismay of our elders. We found the Statue, and took it. It did call out to us, seeking to corrupt us too, but our spirits were strong. Then the Statue hurt us, causing us great pain. Yet we young heroes persevered, bringing the foul artifact to a cave in the Forbidden Mountains. The cave was hidden in the shadows of a garuda-head rock. There,

we left the Statue entombed, sealed in a chamber by a great boulder.”

Bengoukee reclines slightly, waiting, the last words of his tale fresh in your minds. “First, Jonga is beset by the wicked spider katanga. Then, a runner from the Wise Ones reports that the wise shaman and chief, Arkari, has passed on. It was as if her spirit gave out, but it was from fright, not old age. I sense that the corrupting power of the Statue of K’lel’al is again active.”

Allow the heroes to mention the body of the tam’hi they found. Bengoukee will recognize the ring.

“Yes, Garalo always wore such a ring. He discovered it long ago in one of his journeys, and in all the time since, I have never seen him without the ring. It is tragic. The heroes of the past are being destroyed, one by one.”

Bengoukee will take time to think, and then continue.

“Yes, yes. Tog. In our journeys, we were aided by a young caiman katanga by the name of Tog. He is old now, and resting peacefully in the Sleepy Lake. He is the only one left. I must journey to the Zantira and warn Tog. You, great heroes, must journey further. You must reach the Forbidden Mountains and destroy the Statue of K’lel’al. Tomorrow, in the morning, we will journey together.”

(In actuality, Bengoukee is the only hero left. He will not admit the fear he feels at seeing his old companions fallen.)

When evening arrives, the death ceremony will begin. A large funeral pyre is built in the shadow of Fire Mountain. Several prominent tribe members will speak of the heroism of each victim before their bodies are lowered into the fire. Jonga will be the last to be honored, and the last person to speak in Jonga’s memory will be Big Chief Bagoomba himself.

Big Chief Bagoomba steps forward, and the village immediately becomes quiet. Only the sound of the crackling pyre is heard. “Jonga was more than a hero. He was a hunter. He was a warrior. He was a father. He was a friend. His bravery and skill were unmatched, and will be told in tales to our children’s children. I wish only one thing. I wish his spirit to hunt forever, to hunt with my spear, the spear he was first to hold in honor as the winner of my Race.”

If a NPC won the race, he will offer the spear to be burned in the pyre. If one of the heroes is holding it, allow him or her to offer it. If the PC balks, he or she

alone hears Bengoukee’s voice whispering in the wind: “Offer the spear, and you will wield a truly honorable weapon.” (See Treasure Summary.) If the PC still refuses to give up the spear, that “hero” will be exiled from the Tribe of Big Chief Bagoomba, and from this adventure...but gets to keep the spear!

Scene 7: The Journey

The journey to the Zantira village will take 10 days at the fastest, covering 300 miles. Despite Bengoukee’s age and apparent weakness, he can move as fast as the rest of the party. Each day, he will “ask” (demand) that the party gather him a handful of berries. Each day, every hero will be given one of these berries, and will be fully nourished by it for the entire day. Without the need for hunting, the heroes and Bengoukee can cover up to 30 miles a day.

Each night, Bengoukee will work on a balm he is creating to destroy the Statue of K’lel’al. Each night brings the addition of a new, exotic ingredient, strange rituals, and subtle magic. While the heroes may watch, the rituals are way beyond them.

During the journey, Bengoukee will query the less powerful heroes about their reasons for risking their lives on this mission. He will ask any 1st to 3rd level hero, as well as any particularly weak hero, such as a 4th level mage with an AC of 10 and 13 hp.

“Young hero, you have heard tales of the power of the Statue of K’lel’al. You have heard how it corrupts, and how it gives its evil power to those it controls. I would think that young heroes would let those greater than them face this risk, yet you continue on this journey. Why do you risk all?”

Allow the heroes to explain their motivations. Afterwards, Bengoukee will perform a brief ritual for each of these heroes. If Bengoukee is impressed by a hero’s words, the ritual will be a casting of the hidden spell *stoneskin*. Secretly note how many *stoneskins* (1d4+6) each hero receives.

Bengoukee will later talk to the more powerful heroes, asking why they choose to be heroes.

Midway through the journey, the heroes will be attacked.

Throughout this day, the rain has fallen in torrents. The skies rumble with thunder. But now, you hear another thundering sound, louder than the thunder from the sky. It approaches, combined now with the sound of wood splintering. Four gigantic great tyrant garudas crash through the trees, and look at you hungrily!

Great Tyrant Garudas (4): Int Animal; AL N; AC 5; MV 15; HD 18; hp 131; THAC0 5; #AT 3; Dmg 1-6/1-6/5-40; SA swallow whole man-sized or smaller creature on a bite to hit of 18 or better; SD nil; MR nil; SZ G (50' long); ML 12.

Save vs. Spells: 6

Allow the first round of combat to proceed normally. Attack only the heroes who won't be killed by one bite, or fudge the die rolls as necessary. A garuda that attacks Bengoukee will miss, disoriented by a *displacement* effect. At the end of the round, Bengoukee's powerful witch doctor spell goes off.

Bengoukee's chanting grows louder, finishing with a clap of thunder in the sky. A halo of fire forms around his staff. The fire splits into four distinct spheres, each flying into one of the garuda. The garuda roar in pain as they burn from the inside. A hole, which you can clearly see through, forms in each garuda's torso. The flesh on the edge of the hole burns with bright fire as the hole grows. Within moments, the garuda are reduced to smoldering ash.

Any hero swallowed by a garuda is unharmed by this power.

Eventually, the heroes reach the Zantira village. Bengoukee summons a boat from the mists and boards it. He hands a large bag of berries and two pots (one with the completed balm, one with a small amount of juice) to one of the quieter players.

“Great heroes, you must complete what we heroes of the past could not. We could only secret that item of great evil away in a taboo area. We did not have the knowledge to destroy it. But now, I give you the means to complete the task. The larger pot contains a potent burning balm. It is harmless when in the pot. But when the manriki berry juice is mixed with it, the balm will burn with intense heat and light. It will burn enough to destroy the evil Statue of K'lel'al. You must cover the Statue in the balm and then add but one drop of the manriki berry juice.

“I have given you many enchanted berries, like the ones you ate on the journey here. You must journey as fast as you can, so do not stop to hunt! These berries' magical power will last for half the cycle of the moon.”

Note: Manriki berry juice causes blindness for 3d10 rounds one hour after ingestion, if a save vs. poison at +2 is failed.

Scene 8: The Obligatory Garuda Attack

The journey is about 360 miles, which should be covered in 12 days if the heroes all have a movement rate of 12. The weather will begin as rainy, but will clear up on the 8th day.

On the last day of the journey, near the end of the day, a hungry garuda will detect the heroes, and try to make them his dinner. Unbeknownst to the heroes, this beast is under the control of the spider katanga, and when it attacks, they learn of the heroes' approach.

Tired after walking for nearly the whole cycle of the moon, you know you must be nearing the cave Bengoukee mentioned. As you contemplate taking a brief rest, you hear a roar and the sound of a large garuda trampling through the jungle. It is coming in your direction! It looks like you will not have time to rest this day.

The heroes will have one round to prepare. They may cast spells and the like, but there is no point in setting to receive a charge, as the creatures are too big to be caught by a spear set at ground level.

If the party is primarily mid-level (3rd to 4th level) or lower, use the following:

Tyrant Garuda (*gorgosaurus*): Int Animal; AL N; AC 5; MV 15; HD 13; hp 76; THAC0 7; #AT 3; Dmg 1-3/1-3/7-28; SA nil; SD nil; MR nil; SZ G (30' long); ML 12.

Save vs. Spells: 8

If the party is primarily high-level (6th to 7th level), use the following:

Great Tyrant Garuda (*tyrannosaurus rex*): Int Animal; AL N; AC 5; MV 15; HD 18; hp 126; THAC0 5; #AT 3; Dmg 1-6/1-6/5-40; SA swallow whole man-sized or smaller creature on a bite to hit of 18 or better; SD nil; MR nil; SZ G (50' long); ML 12.

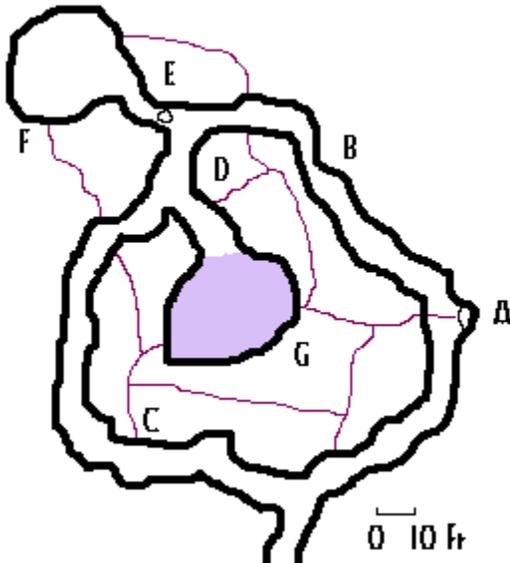
Save vs. Spells: 6

Scene 9: The Heart of the Web

The dense jungle thins as the ground becomes rockier. A chill breeze blows over you as you climb into the Forbidden Mountains. For years, you have heard tales of the horrors that make the Forbidden Mountains a taboo land. But now you break the taboo to stop the spread of these horrors.

It does not take long to spy the garuda-head rock in the distance. As you approach, you see the cave entrance under the shadow of the rock.

Have players specify their marching order and light sources. The map below shows the lair of the spider katanga.



The thin lines represent narrow tunnels that only the spiders use. Entrances to these tunnels are in the pit in Area A; above the tunnels in C, D, and right of C; and at floor level for the two entrances into F and G. These narrow tunnels are big enough for the spiders, but not for the heroes, even shu; pangolin, snake, and hedgehog katanga in animal form could squeeze through them. The main passages are big enough for the heroes.

Area A: The Pit

As you turn the corner, something jumps out of the shadows!

Roll for surprise at -6 as the huge spider jumps out of its hole and attacks, choosing to attack a surprised opponent first.

Huge Spider: Int Animal; AL N; AC 6; MV 18; HD 2+2; hp 14; THAC0 19; #AT 1; Dmg 1-6; SA poison (save at +1 or take 15 damage, onset 15 minutes); SD nil; MR nil; SZ M (6' diameter); ML 8.

Save vs. Spells: 16

In the pit, the heroes can find bones, strips of cloth, stones, and a broken arrow. If the heroes further investigate, and can look into the narrow spider tunnel connected to the hole, they can find a gem, the *Sapphire Eye*.

Area B: The Narrow Passage

Ahead, the passage narrows. It looks like a tight fit.

Some heroes are too large to fit through this hole, including saru, lacerials, and many big Nubari, oscray, and katanga. The PCs may be forced to turn around.

Area C: The Ambush

Without warning, you see three bolts of light streak down from above and strike (PC name)!

Ulolu (see Area F) just cast a *magic missile* at a hero. She will choose first to hit a mage, then a cleric, then the weakest-looking other foe. She will stay around to see what effect the spell had, then retreat into the tunnels.

Roll for surprise and initiative. A hero that is not surprised and wins initiative can spy Ulolu, and perhaps get off a spell or small thrown weapon (-10 to hit for 90% cover). Her vantage point makes melee weapon attacks impossible. If the heroes do not win initiative, Ulolu withdraws safely.

Investigation of the hole above the tunnel will show that beyond it is a small alcove, big enough for a Nubari to crouch in. Beyond the alcove is a small spider tunnel.

Area D: The Drop

Allow a few heroes to turn down the tunnel toward Area G before Kabau (see Area F) gets the drop on the heroes with his *produce flame* spell.

As you turn down the tunnel, a fire suddenly flashes behind you!

Kabau is hitting only the mouth of the tunnel, not trying to hit a hero. However, a hero in the area of effect (3 foot diameter) will take 1d4+1 points of damage, and items might catch on fire.

The spider katanga hopes to cause a hero to flee into the webs in Area G. If a hero falls victim to his or her fear, see G.

Kabau will stay in his fortified position above Area D for the 5-round duration of his spell, throwing subsequent flames at the heroes (-4 to hit), unless the heroes damage him significantly with spells or small thrown weapons (-10 to hit for 90% cover). His vantage point makes melee weapon attacks impossible.

Investigation of the hole above the tunnel will show that beyond it is a small alcove, big enough for a Nubari to crouch in. Beyond the alcove is a small spider tunnel.

Area E: The Rock

It looks like the tunnel branches here, but the branch is blocked by a large boulder. It nearly fills the passage, and extends almost to the ceiling.

There is a 1-foot clearance between the ceiling and the top of the rock. There is room on the side for one hero to brace himself or herself and try to push the boulder back (into the main tunnel, towards B). This requires a successful *bend bars* roll. Allow the heroes to try until they succeed. Each attempt takes a minute, and creates a grating sound that echoes through the tunnels. Their enemies will be expecting the heroes.

Area F: The Shrine

The center of the chamber is dominated by an obsidian statue, about the height of a shu. The figure is like a Nubari, but with bat-like wings and small horns atop the head. Even from here, you can feel the evil power of the statue.

Behind the statue, kneeling, is a spider katanga in biped form. All six of its arms rest on the ground, pointing towards the statue. This figure rises as you approach. "K'lel'al will rise again, and bring about the doom of you foolish surface dwellers!"

As he says this, two dark-skinned Nubari casting the shadows of spiders rise at the mouth of the cavern.

Ulolu, spinning spider katanga f F5/W5: AL CE; AC 0; MV 12, Wb 15; hp 51; THAC0 16 or 14; #AT 1; Dmg 1-6+3 (spear); SA spells, poison (2-12, save for half); SD spells, *armor* precast (13 points), *shield* precast; Str 18/66, Dex 18, Con 17, Int 16, Wis 11, Cha 13; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 11

Save vs. Spells: 12

Spells: 1st Level - *magic missile* x2, *burning hands*, *shield*; 2nd Level - *web*, *levitate*; 3rd level - *flame arrow*.

Role-playing: A cunning foe who strikes and backs off, waiting for the chance to strike again.

Kabau, spinning spider katanga m C5: AL CE; AC 6 (9 without *armor*); MV 12, Wb 15; hp 37; THAC0 18 or 17; #AT 7 or 1; Dmg 1/1/1/1/1/1-4 (6 arms, bite) or 1-6+2 (staff); SA spells, poison (2-12, save for half); SD spells, *protection from fire* precast (60 points) *armor* precast by Ulolu (13 points); Str 18, Dex 16, Con 16, Int 16, Wis 17, Cha 15; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 9

Save vs. Spells: 14

Spells: 1st Level - *faerie fire*, *cure light wounds* x2, *command*, *light*; 2nd Level - *flame blade*, *produce flame*, *hold person*, *aid*, *silence* 15' radius; 3rd level - ~~*protection from fire*~~, *dispel magic*.

Role-playing: A quick, skilled hunter who exploits the fear of magic common to lesser races.

Huchaka, spinning spider katanga f F4: AL CE; AC 2 (6 without *armor*); MV 12, Wb 15; hp 44; THAC0 11 or 13 and 15; #AT 3 or 3/2 and 1; Dmg 1-4+9 (dagger specialized thrown) or 1d4+10 (obsidian dagger specialized) and 1-4+9 (dagger specialized off-hand); SA poison (2-12, save for half); SD *armor* precast by Ulolu (13 points); Str 19, Dex 18, Con 18, Int 14, Wis 12, Cha 12; MR nil; SZ M; ML 18.

Save vs. Paralyzation: 13

Save vs. Spells: 16

Role-playing: A tactician; she strikes from a position of advantage. She chooses to fight the strongest foe.

Notes about the combat:

The dark aura of the Statue of K'lel'al functions as a *prayer* spell for the spider katanga. Thus, they have +1 to hit, +1 to damage, and +1 to saving throws so long as the Statue has not been destroyed. The heroes are at -1 in these three categories. These adjustments are not factored in above.

Touching the Statue will cause 1d8 points of damage to any non-evil person, and cure 1d8 damage on any evil person. Thus, the enemies should be at full hit points here. This effect takes a round to use, as does any such action.

Running the combat:

Roll for initiative. Neither party is going to surprise the other here.

Ulolu is standing in a depression in the tunnel at the mouth of the cavern. From here, she will cast *burning hands* first. Huchaka is standing above and behind Ulolu, and if she has initiative, she will throw daggers. These two spread to opposite sides of the mouth of the cavern afterwards to prevent the heroes from reaching Kabau, the leader.

Note that only two heroes can fight in melee while Ulolu and Huchaka are blocking the entrance.

If a hero goes to destroy the statue (rubbing the balm on takes 1 round), read on:

As you rub the warm balm over the evil statue, pain shoots through your arms. [The hero takes 1d8 h.p. of damage.] *You persevere, completing your task in spite of the pain. The statue can now be destroyed.*

Any enemy still alive will attack this hero.

As soon as you flick one drop of the manriki berry juice on the statue, the oily film glows with an orange radiance, which turns to yellow, which turns to a bright white. The air shimmers as waves of heat pour

out from the statue. A horrible screaming sound comes from the statue as it crumbles. It falls in rubble to the ground, sizzling and popping. The glow fades, and nothing remains of the statue but a heap of gray ash.

Risking one's life to destroy the statue in the middle of combat might be grounds for a hero point.

Area G: The Web

The tunnel turns and opens into what must be a large chamber. Webs completely fill this cavern, and large spiders crawl through the webs.

If a hero flees directly into the web, that hero is in trouble! A hero will be stuck in the web for a number of rounds equal to 20 minus the hero's Strength score. If a hero is trapped, the spiders will swarm that hero, attacking at +4 to hit and negating the hero's Dexterity adjustment to armor class. Up to 12 large spiders will attack at once. The spiders will not otherwise leave the webs, as they are immature.

Large Spiders (57): Int Non-; AL N; AC 8; MV 6, Wb 15; HD 1+1; hp 3; THAC0 19; #AT 1; Dmg 1; SA poison (save at +2 or take 15 damage, onset 15 minutes); SD nil; MR nil; SZ S (2' diameter); ML 7.

Save vs. Spells: 17

Immature spider katanga m/f F0 (15): Int Low; AL CE; AC 7; MV 12, Wb 15; hp 4; THAC0 20; #AT 1; Dmg 1-2; SA poison (1-4, save for half); SD nil; MR nil; SZ M; ML 18.

Save vs. Spells: 19

Rescuing a hero from the webs might be a good way to earn a hero point.

Any flame will cause the webs to burn, causing 2d4 damage to any hero caught therein and killing all the spiders.

Scene 10: The Return

The return to the Zantira village is uneventful. As you approach the shore, you see Bengoukee waiting for you. "Great heroes, I can sense that the evil of the Statue of K'lel'al has been destroyed. I fear the coming of Tiger is ever nearer, and we could not have let this evil artifact fall into Tiger's hand, lest all of Malatra be destroyed."

The journey back to the Tribe of Big Chief Bagoomba is as long as it was before, but your success has invigorated you. The tale of your heroism will be spread far and wide. Before you know it, the journey is over.

"Come to my hut, heroes, and I will reward you," says Bengoukee. Following him, you see that a new hut is being constructed where his hut once stood. The plants that surrounded the old hut are burnt husks. Big Chief Bagoomba hurries up.

"Wise Bengoukee, exalted witch doctor -- shortly after you left, a tremendous bolt of lightning fell from the sky and struck your hut! We have labored to replace it, but what of your mystical artifacts and herbs?"

Bengoukee smiles. "Do not worry. In my wisdom, I had the foresight to bring that which was most important to me."

Bengoukee will offer each hero an herbal elixir. To mage heroes he will give the option of instead learning one of the following spells: *irritation, flame arrow, or demi-shadow monsters.*

So ends *Web of Destruction*.

Experience Point Summary

Placing in the race (only one of these):

• 1 st place	500 XP
• 2 nd place	300 XP
• 3 rd place	200 XP
• 4 th place	100 XP

Discovering Sithana's duplicity (one only):

• Before tribesmen return	200 XP
• After tribesmen return	100 XP
Saving Hanta	200 XP
Defeating spider katanga	300 XP
Defeating spiders (low)	150 XP

OR

Defeating spiders (high)	300 XP
Returning the heroes' bodies	100 XP
Identifying Garalo	50 XP
Asking good questions of Bengoukee	50 XP
Returning the spear without complaint	50 XP
Impressing Bengoukee (individual award)	100 XP
Defeating garuda (low)	600 XP

OR

Defeating garuda (high)	1500 XP
Defeating huge spider	50 XP
Burning the web	50 XP
Defeating spider katanga in cave	650 XP
Destroying Statue of K'lel'al	250 XP
Optional role-playing experience*	0-500 XP

Total Possible Experience: 3,800 XP

Total Possible Experience (high): 4,850 XP

*Consider how the PCs handle Bengoukee's awe-inspiring talents and the imminent threat they face, as well as how well they interacted.

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Bone Ring of Tago: This enchanted bone ring acts as a *ring of protection +1*. However, it is also cursed, and the wearer of this ring becomes more susceptible to magic. Damaging magical effects do +1 per die damage to the wearer of the ring, or, if the damage is a flat amount, +1 per 5 points or fraction thereof. Once worn, the item may only be removed by a *remove curse* spell cast by a 9th level caster, or by a *dispel magic* spell which dispels at 12th level.

You found this ring on the body of Garalo, a noble jungle tam'hi slain by an unknown foe, while recovering the body of Jonga, a hero of the Tribe of Big Chief Bagoomba.

Obsidian Dagger: This dagger, carved of volcanic glass, is exceptionally sharp, and cuts deeper than a normal dagger. It has a non-magical +1 to damage.

You took this dagger from a spider katanga foe while on a quest to destroy the evil Statue of K'lel'al.

Sapphire Eye: This gem fits into the eye socket of the Saru necklace found in the adventure *Death from Above*.

You found this gem in the narrow tunnels of a spider katanga lair while on a quest to destroy the evil Statue of K'lel'al.

Bagoomba's Spear: This is the spear Bagoomba says he used to slay the mighty beast when he won the leadership of the Saiyama tribe. It is poorly balanced, conferring a -1 to hit when used in melee combat, and -2 to hit when thrown. Whoever holds this spear is forbidden to enter the lands of the Tribe of Big Chief Bagoomba, and will never again be summoned by Bengoukee or anyone else from the tribe.

You ignored the request of Big Chief Bagoomba to burn this spear in honor of the hero Jonga, and chose to keep it instead. In doing so, you have brought dishonor upon yourself.

Bengoukee's Spear: This spear is said to be carved from a branch chosen by the exalted witch doctor. It is well-balanced, conferring a non-magical +1 to hit when used in melee combat, and +2 to hit when thrown.

You received this spear when your group of heroes won the Great Race held to honor the 25th year of Big Chief Bagoomba's reign.

(one per PC) **Herbal Elixir of Healing:** Drinking this potent elixir will either *cure disease*, *neutralize poison*, *cure blindness or deafness*, or heal 1d8+8 points of damage.

Bengoukee brewed this elixir for you after you destroyed the evil Statue of K'lel'al.

Irritation Spell Fetish: This item is a leaf from the swamp shrub called poison sumac. When you meditate upon this item, you can cause another's skin to itch, or break out in a rash of red welts.

Bengoukee gave you this fetish after you destroyed the evil Statue of K'lel'al.

Flame Arrow Spell Fetish: This item is a small arrowhead carved from volcanic glass. When you meditate upon this item, you can set arrows alight, or create a bolt of flame to send at an opponent.

Bengoukee gave you this fetish after you destroyed the evil Statue of K'lel'al.

Demi-Shadow Monsters Spell Fetish: This item is a smoky crystal. Light shining through this crystal casts unusual, ever-changing shadows. When you meditate upon it, you can fashion the shadows into illusory creatures.

Bengoukee gave you this fetish after you destroyed the evil Statue of K'lel'al.

Critical Event Summary

Please fill in this form if you are judging this event at its first run, at any Weekend in Malatra.

Convention Coordinator: Please return to Tom Prusa, 2217 E St., Lincoln, NE 68510.

Did any PC keep Bagoomba's spear and get exiled? Yes No If yes, who? _____

Did any PC keep the cursed bone ring? Yes No If yes, who? _____

Did the PCs find the saru mask gem? Yes No If yes, who kept it? _____

Did the PCs destroy the Statue of K'lel'al? Yes No

Did the PCs burn the webs with the immature spider katanga? Yes No

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

Describe: _____

DM's Aid 1

KATANGA, SPIDER

	Spinning	Hunting
CLIMATE/TERRAIN:	Jungle, Underground	Jungle, Underground
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Pack	Solitary
ACTIVITY CYCLE:	Any	Day
DIET:	Insectivore/Special	Special
INTELLIGENCE:	Low to Genius	Low to Genius
TREASURE:	Individual	Individual
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	2-8	1-2
ARMOR CLASS:	9/7	8/6
MOVEMENT:	12, Wb 15	12
HIT DICE:	Varies	Varies
THACO:	Varies	Varies
NO. OF ATTACKS:	7 or 1/1	7 or 1/1
DAMAGE/ATTACK:	1,1,1,1,1,1,1-4* or by wpn**/1-6*	1,1,1,1,1,1,1-6* or by wpn**/1-8*
SPECIAL ATTACKS:	Poison	Poison, Surprise
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M	M
MORALE:	Average (9-10)	Steady (11-12)
XP VALUE:	200/HD	300/HD

*plus poison
**plus Strength

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

Spider katanga have three forms: spider, biped, and human. In human form, they appear to be small Nubari with thin limbs, rarely over 5 feet 4 inches in height. They possess very dark skin and short, curly black hair; hunting spider katanga also have this hair covering much of their body. In this form, they may be mistaken for a member of the Zantira tribe. Spinning spider katanga are also identifiable by their bulbous, bloated stomachs, which look odd on their otherwise slender bodies. Their thinness belies their incredible strength; spider katanga normally have a Strength score ranging from 16 to 19. They can use non-weapon proficiencies in this form, as well as weapons; however, they rarely will use weapons. As with all katanga, they cast a shadow in the shape of their spider form, no matter what their present shape.

In biped form, the spider katanga has the grotesque head of a giant spider, with four pairs of eyes, poisonous mandibles (chelicerae), and a pair of feelers (pedipalpi) surrounding a small mouth. It stands on two legs, and has three pairs of arms at the shoulders, mid-torso, and hips. The two upper arms are human-like, ending in hands with five clawed fingers. The four lower arms end in a pair of pincer-like claws. The biped hunting spider katanga's head and limbs are completely covered with short, thick hair, often black with brown striping. The spinning variety's extremities are an unnatural black skin color, with a light coating of thin black hair. They may speak both with people and with animals of their type while in this form.

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

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

Combat: The spider katanga rarely use weapons while in human form. They normally attack in spider form if waiting in ambush, and in biped form if in the open. Each pair of values divided by a slash indicate biped/animal forms.

In biped form, the spider katanga bites with its mandibles and tries to grasp its enemy with its six arms. The arm attacks do minimal damage (no damage bonuses for Strength are added); the katanga tries to grasp its opponent in its strong grip. If the spider katanga hits with both a left arm and a right arm, the victim is trapped, losing any Dexterity bonuses to Armor Class; the spider katanga will be at an additional +2 to hit as well. To break free of a spider katanga's grasp, a victim must make a successful Strength check by more than the spider katanga makes its Strength check. This is a very difficult task! The spider katanga's bite does damage as above, plus Strength bonuses; a successful bite also injects a powerful poison, which deals 2-12 damage (spinning variety) or 2-16 damage (hunting variety). Victims may save to take half damage.

In animal form, the spider katanga loses its arm attacks, but gains an ability to hide and surprise its victims. Spinning spider katanga build webs in dark subterranean areas or dense jungles, hiding themselves in the shadows or the undergrowth to wait for prey to wander into their sticky traps. When a creature does so, all katanga in the area swarm the unlucky victim, attacking the almost defenseless person (they are +4 to be hit, and lose Dexterity bonuses to Armor Class). It takes 1 round per point of Strength below 20 to break out of these webs.

Hunting spider katanga are even more devious, building camouflaged holes and tunnels in which to hide and wait for prey. When a victim approaches, the katanga leaps out of its hiding place with surprising speed; victims must roll for surprise with a -5 penalty. They can leap up to 20 feet, though the denseness of the jungle restricts where they can jump to.

Habitat/Society: Spinning spider katanga live in small groups, working together to construct the massive webs that trap their prey. They produce oils that protect them from their webs, even when not in spider form. They care little for the items they accumulate from their sentient victims; a variety of mundane items can be found stuck throughout these creatures' webbed homes.

Most hunting spider katanga hunt alone, though occasionally a pair will be found hunting together. Most will meet others of their kind only to mate. They, too, do not collect the items their victims may carry, save for items useful in digging or setting ambushes. All of these creatures have an innate understanding of tunneling and digging, and can create a variety of shelters and dens. They do not spin webs, but while in spider form produce oils that prevent them from being trapped in webs.

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

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