

# THE JUNGLE BOOK OF MALATRA

CAMPAIGN RULEBOOK ONE - PLAYER'S GUIDE  
VERSION 1.0

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# SECTION ONE - PREPARATION AND UPDATES

## INTRODUCTION

Welcome to Malatra, land of deep jungle, ancient ruins, loathsome monsters, archaic mysteries and fantastic varieties of life. Welcome to the RPGA's Living Jungle.

Soaring above the jungles of southern Kara-tur the Malatran plateau has been invisible to the natives of Abeir-Toril for thousands of years. Most sages consider the area uninteresting wilderness. They couldn't be more wrong.

The Living Jungle is a Living campaign. This means that the actions and activities of players and writers affect what happens in the campaign. It also means that players create their own Living Jungle characters to play at conventions all over the world. These characters, known as Heroes, gain power, treasure, and prestige just like in a home campaign. In this way, Living Jungle is similar to playing other Living campaigns such as Living City. In other ways, it is very different.

Role-playing in Malatra is both simpler and more exotic than any other Living campaign. Magic is rare, with magic items virtually unheard of. True, there are shamans, potions and witch doctors, but forget wielding magic wands and swords. In fact, forget swords altogether! In Malatra you rely on courage, guile, skill and speed. Spears, clubs and blowguns are the most common weapons, animal skins and leather the most common armor. Favored possessions may include tattoos, piercings, scars of battle, and even shiny rocks!

Think you have courage? Wait until you face a charging Tyrannosaurus Rex or a pack of Raptors with only your spear and a handful of loyal friends, then talk of courage!

Of course, the dinosaurs (called 'Garuda') aren't the most dangerous part of the jungle.....

## WHAT YOU NEED TO PLAY

To start playing the Living Jungle you need the following:

- The *Player's Handbook*, which provides you with core gaming information.
- The *Jungle Book Of Malatra* for campaign specific information.

- Periodic updates from the electronic newsletter *Jungle Tales* if you choose to use any new rules. *Jungle Tales* may be found at [www.livingjungle.org](http://www.livingjungle.org) and with the Jungle\_Tales elist at [www.yahogroups.com](http://www.yahogroups.com).
- A copy of your character sheet.
- A pencil or pen and scratch paper.
- A full set of dice (d4, d6, d8, d10, d12, and d20).

## RECORD KEEPING

You are responsible for keeping and maintaining a copy of your hero, a list of all his accomplishments, and a record of statistic or ability modifications. You can use the Living Jungle Hero sheet or create one of your own, as long as it is complete and easy to read. You must be able to provide a Treasure Certificate for each item of treasure listed on your Hero sheet, and you must have a Hero Point Certificate to show that you've earned a Hero Point.

During game play it is possible for your hero to meet both PC Heroes and NPCs that can make items for them. None of these items may be magical or masterwork items, but they can be virtually anything that is mundane and aids role-playing. For example, your hero might barter for a flask of beer or talk a tattooist into inking a work of art on your hero's arm.

New modules will be issued with blank certs for such items in the future. In the mean time, the player should just keep track of what was acquired, the skill check that was rolled to determine how well the item was made, who they got it from, and when. Such items, even though they are uncerted, can be used in modules or interactives for barter and role-playing at the DM's discretion.

## THE DM AS ELDER

Just as in core rules, the DM is the final arbiter of all gaming contexts. The DM is the ultimate authority during the game, the highest elder. The DM has the final word in all things during game play. Living Jungle players should be prepared to recognize this and act accordingly.

If the DM makes a decision that the player disagrees with, the player should respect the DM's authority and get on with the game. Further discussion should wait until the game is over or, perhaps, during a break in play. Any questions or concerns not resolved to the players' satisfaction may be referred to [jungle\\_tales@hotmail.com](mailto:jungle_tales@hotmail.com).

## CORE RULES AND EXPANSIONS

The Living Jungle Campaign and its Heroes must follow the Dungeons & Dragons Third Edition **Dungeon Master's Guide** and **Player's Handbook**. Other Core books, like the Monster Manual, are drawn from heavily and adapted for play in the Living Jungle. For this reason, every player must have access to the third edition Players Handbook. Every DM must have access to the Dungeon Master's Guide.

Commercial guidebooks such as "Sword and Fist" published by Wizards Of The Coast will not be reviewed for use in the Living Jungle campaign until guidebooks for all the character classes have been released.

Certain campaign specific modifications have been made to the Living Jungle and more are sure to follow. Be aware of what those changes and specifications are by regularly checking the Living Jungle website at [www.Livingjungle.org](http://www.Livingjungle.org) or by subscribing to [Jungle\\_Tales@yahoo.com](mailto:Jungle_Tales@yahoo.com). When an issue is not specifically covered by either the website, the Jungle Book Of Malatra, or the Jungle Tales newsletter, the player and DM should refer back to the core rules.

## CAMPAIGN RULE CHANGES

This rule book (and other Jungle Books to follow) should be used as the governing body of rules for the Living Jungle. The Jungle Book of Malatra will be updated and revised annually, and will be made available at the Living Jungle website and yahoo groups site.

The Living Jungle campaign staff realizes that they don't always have the best answers to questions of task resolution or rules conflicts. Sometimes rules that look good on paper and seem to have playtested well end up being less than ideal in the ongoing campaign play. Living Jungle staff are open to campaign changes and constructive comments offered in a professional manner.

[Jungle\\_Tales@Hotmail.Com](mailto:Jungle_Tales@Hotmail.Com) can be utilized for private comment or question.

[Jungle\\_Tales@Yahoo.com](http://www.Livingjungle.org) is available as a public forum.

Both internet resources are available at <http://www.livingjungle.org>.

## SECTION TWO - HERO CREATION

### ABILITY SCORES

Just as in the core rules, your character has six abilities:

**Strength (STR)**, which affects melee attacks, damage, certain skill checks, and things like carrying power or the ability to break down barriers.

**Dexterity (DEX)**, which affects ranged attacks, armor class, reflex saving throws, and certain skill checks.

**Constitution (CON)**, which affects hit points, health, stamina, and fortitude saving throws.

**Intelligence (INT)**, which affects the number of languages you know at the start of the campaign, number of skill points per level, and certain skill checks.

Intelligence is arguably the most important attribute in the Living Jungle. Since LJ is more skills-focused than most campaigns, Intelligence becomes very important as a means of acquiring those skills. Players who decide to min-max their hero ability scores by making the Intelligence very low should keep in mind the following:

1) An INT of 5 roughly translates to an IQ of 50. In the real world, an IQ of 50 is the lowest score for the "Teachable Retarded" category of Intelligence assessment. A hero with an INT of 5 or lower is at a severe disadvantage not only in skill acquisition but also in caring for their daily needs of food, safety and shelter.

2) Players should roleplay their heroes in accordance with their actual INT ability score. Likewise, DM's should keep a low INT score in mind when adjudication is required.

**Wisdom (WIS)**, which affects willpower saving throws and certain skill checks.

Exceptionally low WIS scores affect not only WILL saves but also the gullibility and instincts of the hero. Heroes with a WIS of 5 or less are likely to believe anything they are told and are unlikely to react appropriately to dangerous situations.

**Charisma (CHA)**, which affect certain skill checks and your ability to influence others.



You have **75 (Seventy-Five)** ability points to assign among these six ability scores. Your ability scores will result in ability modifiers ranging from +5 to -5. You must refer to the Players Handbook to find out the exact modifier for each ability.

There are no racial ability score modifiers in the Living Jungle.

## IT'S ALL ABOUT HEROES

In Malatra you don't play characters or PC's: you play **HEROES**. **HEROES** are figures from legend and mythology renowned for their strength, courage, and daring. Of course, not all heroes are the warrior-types. Some are rogues, shamans, and witch doctors who rely on other skills. Still, they are **HEROES** in their courage and self-sacrifice, putting tribe, friends, and the well-being of the jungle above their own interests.

## CHOOSING A RACE

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. All races have beginning ability minimums of 3 and maximums of 18 unless otherwise stated. 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.

**Adjustments For Size:** All racial statistics below do not include size adjustments to AC, Attack, Hide, or Carrying Capacity. Players should adjust their hero's statistics as follows:

Size	AC	Attack	Hide	Carry
Small	+1	+1	+4	3/4
Large	-1	-1	-4	x2

Natural Armor - Adjustments are already included in racial entry.

Ability Scores - Ability scores may be adjusted at the players discretion, but may not exceed the 75 point total established for beginning LJ characters.

Note: Plantmen may grow from medium to large size and will need to make these adjustments at that time.

## Aarakocra

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

**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. The Aarakocra have natural attacks and are generally skilled at swooping attacks with javelins. They are terrified of enclosed spaces.

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

**Alignment:** Aarakocra favor neutrality.

**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.

**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.

### **Racial Traits:**

- Primary Abilities: Str 3/16, Dex 4/15.
- Move: 20'/Fly 90' (Average)
- Preferred Class: Fighter.
- Size: Medium (5 ft by 5 ft/5 ft).
- +2 to Spot
- Natural Armor +3
- -1 to all actions underground
- Natural Attack 1d3/1d3/1d3 (talon/talon/bite)

- **Bonus Proficiency:** Javelin. No penalties for using javelin as melee weapon.
- **Bonus Feat:** Swooping javelin attack suffers normal two weapon penalties. Damage is still doubled. You must use the two-weapon fighting feat if you do not want to suffer the standard penalties.
- **Automatic Language:** Aarakocra, Malatran Common. **Bonus Language:** Any.

## **Butu**

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.

**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:** Butu physically resemble a cross between the Kara-Turan bakemono and the Faerûnian kobold. Their lower body is like that of a bakemono, with hairy legs with hooved feet similar to that of mountain goats. Their upper body strongly resembles a kobold, 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.

**Relations:** Butu form few close friendships, even with other Butu. The Tribe of Former Big Chief Bagoomba 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 Lizardmen delicacies as pickled bats and cured eel.

**Alignment:** Butu tend toward chaos.

**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.

**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 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.

### **Racial Traits:**

- **Primary Abilities:** Con 4/16, Cha 3/14.
- **Move:** 20 ft/ 40 ft in the mountains.
- **Preferred Class:** Rogue
- **Size:** Small (5 ft by 5 ft/5 ft).
- +2 Hide, +2 Climb, +2 Bluff
- **Natural Armor** +1
- **Natural Attack** 1d2 (head butt). May use head butt as a Trip Attack.
- **Darkvision** 60'
- **Bonus Proficiency:** Short Bow.
- **Automatic Language:** Butu, Malatran Common. **Bonus Language:** Any.

## **Katanga**

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 can shapeshift between three different forms: animal, biped, and nubari (human).

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. 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 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.

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 one complete round of concentration, during which the katanga can take no other action. This means that the katanga is flat-footed while changing. Armor and other equipment does not change and simply falls to the ground.

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.

All katanga have a bonus weapon proficiency of either short bow or spear, depending on their size.

### **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.

**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.

**Alignment:** Usually neutral.

**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.

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

### **Racial Traits:**

- Primary Abilities: Str 6/18, Con 12/20.
- Move: As animal, 20 ft/Swim 30 ft. As biped, 30 ft.
- Preferred Class: Fighter.
- Size: Medium (5 ft by 5 ft/5 ft).
- +4 Swim.
- Natural Armor +3/+5 (biped/animal)
- Natural Attack: As animal, 1d12 (tail slap) or 1d8 (bite). As biped 1d6 (tail slap) or 1d4 (bite).
- Lowlight Vision.
- Bonus Proficiency: Halfspear.
- Automatic Language: Caiman, Malatran Common. Bonus Language: Any.

## 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).

**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.

**Alignment:** Usually neutral.

**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.

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

### Racial Traits:

- Primary Abilities: Wis 7/20, Cha 3/16.
- Move: As animal, 20 ft/Burrow 5 ft. As biped or nubari, 20 ft.
- Preferred Class: Shaman.
- Size: Small (5 ft by 5 ft/5 ft).
- +2 Hide, - 1 Swim, +4 Wilderness Lore (Wilderness Lore bonus reflects the hedgehog katanga caching of supplies and applies to gathering food, supplies, materials, shelter, and locating medicinal or spellcrafting ingredients).

- Natural Armor +1/+4 (biped/animal)
- Natural Attack: As biped, 1d4x2 (claws). As animal, 1d3x2.
- Lowlight Vision.
- Special Abilities: Burrow (as animal).
- Bonus Proficiency: Short Bow.
- Automatic Language: Hedgehog, Malatran Common. Bonus Language: Any.

## 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.

**Relations:** Impala Katanga have befriended both the Wise Ones and the Tribe Of Former Big Chief Bagoomba. 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.

**Alignment:** Usually neutral.

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

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

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

### Racial Traits:

- Primary Abilities: Dex 7/20, Cha 3/16.
- Move: 30 ft/40 ft/60 ft (nubari/biped/animal).
- Preferred Class: Fighter.
- Size: Medium (5 ft by 5 ft/5 ft).

- +2 Hide
- Natural Armor 0/+2 (biped/animal)
- Natural Attack: As biped, 1d2+1 (horns). As animal, 1d4+1.
- Bonus Proficiency: Short Bow.
- Automatic Language: Impala, Malatran Common. Bonus Language: Any.

### 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.

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

**Alignment:** Usually chaotic good.

**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.

**Language:** Howls, grunts, and roars.

#### Racial Traits:

- Primary Abilities: Dex 7/20, Cha 3/16.
- Move: As animal, 40 ft/Climb 30 ft. As biped, 30 ft/Climb 30 ft.
- Preferred Class: Rogue.
- Size: Small (5 ft by 5 ft/5 ft).
- +4 Climb, +2 Hide, +2 Vine Swinging.
- Natural Armor +2/+4 (biped/animal)
- Natural Attack: As biped, 1d4 (bite). As animal, 1d6.
- Special Abilities: +1 Simple Ranged weapons.
- Bonus Proficiency: Short Bow.
- Automatic Language: Malatran Common, Monkey. Bonus Language: Any.

### 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.

**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.

**Alignment:** Usually neutral.

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

**Spiritual Beliefs:** Mostly elemental spirits.

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

#### Racial Traits:

- Primary Abilities: Dex 7/20, Cha 3/16.
- Move: 30 ft/40 ft/50 ft (nubari/biped/animal).
- Preferred Class: Fighter.
- Size: Medium (5 ft by 5 ft/5 ft).
- +2 Hide
- Natural Armor +1/+3 (biped/animal)
- Natural Attack: As biped, 1d6 (kick). As animal, 1d8.
- Bonus Proficiency: Short Bow.
- Automatic Language: Malatran Common, Ostrich. Bonus Language: Any.

### Pangolin Katanga

The Pangolin is a small tropical mammal whose body is covered in plate-like armor. The pangolin katanga can roll itself into an armored ball for protection. 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, retreating 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 pangolins tongue is nearly as long as the body, being anchored by powerful muscles to the animals pelvis. This tongue is used to ferry out termites and ants from their mounds. In biped form, the pangolin katanga looks like an armored shu with large, sideways slanting claws.

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

**Alignment:** Usually neutral.

**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.

**Language:** Pangolin communicate through whistles and grunts.

**Racial Traits:**

- Primary Abilities: Str 3/16, Int 7/20.
- Move: As animal 30 ft/Climb 30 ft/Burrow 10 ft. As biped, 30 ft/Climb 30 ft.
- Preferred Class: Sorcerer.
- Size: Small (5 ft by 5 ft/5 ft).
- +4 Climb, +2 Hide.
- Natural Armor +4/+4 (biped/animal). +6 when rolled up in ball (though they lose DEX bonus).
- Natural Attack: As biped, no special. As animal, 1d4 tail lash. Tail lash attack at -4 if rolled up into a ball.
- Special Attack: Spray Attack (Ranged Touch, max range 10', does not provoke an attack of opportunity, 3/times a day, biped and animal). 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.
- Special Abilities: Burrow (as animal).
- Lowlight Vision.
- Bonus Proficiency: Short Bow or Knife (Choose 1).
- Automatic Language: Malatran Common, Pangolin. Bonus Language: Any.

**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.

**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.

**Alignment:** Usually neutral.

**Lands:** Snake Katanga can be found anywhere in Malatran.

**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.

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

**Racial Traits:**

- Primary Abilities: Str 3/16, Dex 6/18
- Move: As nubari and biped, 30 ft. As animal, 20'/Climb 20'/Swim 20'.
- Preferred Class: Rogue.
- Size: Medium (5 ft by 5 ft/5 ft).
- +2 Climb, +2 Hide
- Natural Armor +1/+2 (biped/animal)
- Natural Attack: As biped, 1d3 (bite), As animal, 1d2 (bite)/1d4 (constrict).
- Bonus Proficiency: Halfspear.
- Automatic Language: Snake, Malatran Common. Bonus Language: Draconic, the language of snakemen and lizardmen.

## 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 warriors 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.

**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.

**Alignment:** Always lawful good.

**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.

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

### Racial Traits:

- Primary Abilities: Con 10/18.
- Move: 30 ft/40 ft (biped/animal).
- Preferred Class: Fighter. Restricted Class: Rogue.
- Size: Medium (5 ft by 5 ft/5 ft).
- +2 Track, +2 Swim.

- Natural Armor +2/+4 (biped/animal)
- Natural Attack: As biped, 1d3/1d3/1d6. As animal, 1d4/1d4/1d8.
- Special Abilities: In animal form, successful front claw/front claw attacks allow the two rear claw attacks. These are treated as primary attacks, just like the front claws.
- Lowlight Vision.
- Bonus Proficiency: Halfspear.
- Automatic Language: Malatran Common, Tiger. Bonus Language: Any.

## Korobokru

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

**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.

**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 ape-men. 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.

**Alignment:** Usually chaotic good.

**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.

**Racial Traits:**

- Primary Abilities: Con 12/20, Int 3/16
- Move: 30 ft.
- Preferred Class: Fighter.
- Size: Small (5 ft by 5 ft/5 ft).
- +2 Bluff, +2 Boast, +2 Craft-Brewing.
- Special Abilities: +4 to AC vs. Humanoids Size Large Or Better, +2 Fort Save vs. Poison, +2 Will Save vs Magic.
- Darkvision 60'.
- Bonus Proficiency: Battleaxe.
- Automatic Language: Koroburi, Malatran Common. Bonus Language: Any.

**Lacerials**

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 Hornheads. All four races have brightly-colored scales, sharp claws, and tails, but their bodies vary considerably.

**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.

**Alignment:** Usually good.

**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.

**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 lizardmen are capable of hearing the lacerial speech but still must spend the skill points to learn the language.

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

<b>Emotion</b>	<b>Scent</b>
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

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

**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. Bladebacks 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. Bladebacks often act as mediators, judges, and living record keepers.



### Bladeback Lacerial Racial Traits:

- Primary Abilities: None.
- Move: 30 ft.
- Preferred Class: Shaman.
- Size: Medium (5 ft by 5 ft/5 ft).
- Natural Armor +6
- Natural Attack: 1d4/1d4/1d6 (claw/claw/bite)
- Lowlight Vision.
- Special Qualities: +2 Save To All Sound-Based Attacks, -2 Save To All Scent- Or Gas-Based Attacks.
- Bonus Proficiency: Exotic Weapon-Bladeback Flail
- Bonus Feat: Phenomenal Memory.
- Automatic Language: Lacerial, Sign. Restricted Languages: Any PC Language.
- Bonus Language: Lacerials understand Draconic, the language of snakemen and lizardmen, though they cannot speak it.

**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.

### Finhead Lacerial Racial Traits:

- Primary Abilities: None.
- Move: 30 ft.
- Preferred Class: Fighter.
- Size: Medium (5 ft by 5 ft/5 ft).
- Natural Armor +5
- Natural Attack: 1d3/1d3/1d2 (claw/claw/bite).
- Special Abilities: +1 Will Saves.
- Lowlight Vision.
- Special Qualities: +2 Save To All Sound-Based Attacks, -2 Save To All Scent- Or Gas-Based Attacks.
- Bonus Proficiency: Exotic Weapon-Bladeback Flail
- Automatic Language: Lacerial, Sign. Restricted Languages: Any PC Language.
- Bonus Language: Lacerials understand Draconic, the language of snakemen and lizardmen, though they cannot speak it.

**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.

### Flyer Lacerial Racial Traits:

- Primary Abilities: Dex 12/20, Str 3/12.
- Move: 20 ft/ Fly 30 ft (Good).
- Preferred Class: Rogue.
- Size: Small (5 ft by 5 ft/5 ft).
- Natural Armor +2
- Natural Attack: 1d2/1d2/1d2 (claw/claw/bite).
- +2 Spot
- Dark Vision.
- Special Qualities: +2 Save To All Sound-Based Attacks, -2 Save To All Scent- Or Gas-Based Attacks.
- Bonus Proficiency: Javelin.
- Automatic Language: Lacerial, Sign. Restricted Languages: None.
- Bonus Language: Flyer lacerials understand and speak Draconic, the language of snakemen and lizardmen.

**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.

### Hornhead Lacerial Racial Traits:

- Primary Abilities: Dex 2/14, Int 9/20.
- Move: 30 ft.
- Preferred Class: Sorcerer.
- Size: Large (5 ft by 5 ft/10 ft).
- Natural Armor +6
- Natural Attack: 2d6/1d4/1d4/2d4 (horn/ claw /claw/ tail). Horn attack is double damage if used as charge. Normal charge penalties apply.
- Lowlight Vision.
- Special Qualities: +2 Save To All Sound-Based Attacks, -2 Save To All Scent- Or Gas-Based Attacks.
- Bonus Proficiency: Bladeback Flail.
- Automatic Language: Lacerial, Sign. Restricted Languages: Any PC Language.
- Bonus Language: Lacerials understand Draconic, the language of snakemen and lizardmen, though they cannot speak it.

### Lizardmen

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:** Lizardmen heroes are the rare ten percent of lizardmen tribes that have evolved beyond simple barbarism. These lizardmen have learned to see others as people instead of food. Still, they have only recently become civilized. Even by the standards of Malatra, lizardmen 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.

**Relations:** Lizardmen 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, lizardmen 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.

**Alignment:** Usually neutral.

**Lands:** Though lizardmen 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.

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

**Racial Traits:**

- Primary Abilities: Int 3/16, Cha 3/16
- Move: 30 ft.
- Preferred Class: Ranger.
- Size: Medium (5 ft by 5 ft/10 ft).
- +4 Balance, +4 Jump, +4 Swim due to their long tails.
- Natural Armor +5.
- Natural Attack: 1d2/1d2/1d4 (claw/claw/bite)
- Lowlight Vision.
- Bonus Proficiency: Javelin.
- Automatic Language: Lizardspeak, Malatran Common.
- Bonus Language: Any.

**Nubari**

The human inhabitants of Malatra, descended from the native inhabitants of Aber-Toril and the ancient spell-jamming race which immigrated to Malatra a thousand years ago.

As humans, nubari get no Racial Modifiers, have no class preferences or restrictions, and follow the standard 3/18 Primary Abilities. They do, however, get a number of other advantages as stated under 'Humans' in the Players Handbook and as described below.

Occasionally nubari are born with only three fingers and a thumb. This is a genetic remnant from the ancients bloodline and is most likely to be found in sorcerer heroes.

**Tribal Skills Bonuses**

All nubari get the halfspear as a bonus proficiency. Also, if your nubari hero chooses to be a member of an established tribe, you may select appropriate Tribal Skill bonuses. These skills represent the common sorts of talents that members of that tribe learn and must be picked at first level. These skills are free bonuses and do not count against your skill points available to your hero based on class.

**Tribal Feats**

Only nubari have access to Tribal Feats at first level. These feats are like the Regional Feats in Forgotten Realms. If your nubari hero chooses to be a member of an established tribe, you may select appropriate Tribal Feats. These feats represent the common sorts of talents that members of that tribe learn. These feats are not bonuses; you are still limited by the number of feats available to your character class and race.

You can acquire Tribal Feats from other tribes as you come in contact with them through adventuring. After 1<sup>st</sup> level, each 2 ranks of in Knowledge(tribe name) you have allows you to select feats from that tribe.

**Languages**

All nubari tribes, with the exception of The Tribe Of Former Big Chief Bagoomba, speak Malatran Common and their own tribal dialect as automatic languages.

## Nubari Tribal Nations

Though Nubari tribal nations are primarily made up of nubari, other races may call a nubari tribe home. Katanga in particular enjoy the social life, order, and variety of activities that tribes offer. Non-nubari tribal members cannot access the relative tribal feats without the required 2 ranks in Knowledge. They are allowed the bonus skills.

### **The Tribe Of Former Big Chief Bagoomba**

The largest tribe in the living jungle a mere days walk from Fire Mountain, Malatra's only known active volcano. This tribe is large, numbering 600 men, women, and children, concentrated mostly all in one village on the bank of the River Of Laughing Idols. The Tribe Of Former Big Chief Bagoomba also counts a number of other humanoid races among its tribe, mainly katanga, korobokuru and a few shu. Its central location and access to the river make it the home of the largest bartering market in Malatra. Nearly anything made anywhere in Malatra sooner or later can be found and traded for here. The language of this tribe is also the language of trade, and is known as Malatran Common.

The Tribe Of Former Big Chief Bagoomba got its name when Big Chief Bagoomba was killed at the Battle Of Blood Bridge during "The Year Of Tigers Return" (2000). Since then, the elders of the tribe have been squabbling with each other over who should replace him.

**Bonus Skills - The Tribe Of Former Big Chief Bagoomba:** +2 competency bonus to Craft(Armor), Craft(Boat Making), Craft(Bowyer), Craft(Shield), or Craft(Weapon Smithing).

**Tribal Feats - The Tribe Of Former Big Chief Bagoomba:** Gifted Learner, Talent, Traders Background.

### **Huroola**

The Huroola are a xenophobic people, keeping themselves apart from the other nubari tribes because of the lessons of their own tragic history. The Huroola are also matriarchal, with men being forbidden upon the pain of death from using weapons. They live on the shores of the Dreaming River, north of Sleepy Lake.

**Bonus Skill - Huroola:** A matriarchal society, all males get +2 to Profession(Fishing) or Profession(Boating), all females get +2 to Profession(Hunting) or Wilderness Lore.

**Tribal Feats - Huroola:** Discipline, Hardy, Light Sleeper.

## **Koshiva**

The Koshiva, or "boat-people", derive most of their food from fishing the River Of Laughing Idols. Fishing and boat-making are hallmarks of the Koshiva, but their tree villages are the most spectacular feature of their villages. Woven bridges, cunningly-fitted tree-houses, and open platforms sprawl across their territory. The koshiva are not warlike, spending their time developing their pottery, carving and jewelry-making skills.

**Bonus Skills - Koshiva:** +2 bonus to Craft(Boat-Making), Craft(Carving), Craft(Jewelry Making), Craft(Pottery), Craft(Weaving), Profession(Fishing), or Use Rope.

**Tribal Feats - Koshiva:** Life Blessed, Traders Background, Tree Topper.

## **Rudra**

Rudra also live on the River Of Laughing Idols, deriving their livelihood from it. Aggressive and suspicious people, rudrans are quick to strike out if others hunt their territory. Visitors to rudra often come bearing gifts to show their respect for these proud and somewhat xenophobic people.

**Bonus Skills - Rudra:** Proficiency in Short Bow (which is really a feat, of course) or +2 in Craft(Weaving).

**Tribal Feats - Rudra:** Determined Soul, Hardy, Life Blessed.

**Special Quality - Rudra:** Rudrans will almost never offer honorary tribal memberships to non-rudrans.

## **Simbara**

The Simbara, or "People Of The Lion", are a proud and robust tribe who revere the great cats of the savanna. They believe that their greatest warriors and shaman are reborn as lions after they die. It is also said that the greatest of them can wrestle a lion into submission and steal its strength. Though this is almost certainly more boast than fact, it symbolizes the Simbara's pride, strength, and courage. The Simbara live on the Rayanna Savanna.

**Bonus Skills - Simbara:** +2 to Grapple checks, Bluff, Intimidate, Knowledge(Rayanna Savanna), Move Silently, or Profession(Hunter).

**Tribal Feats - Simbara:** Blood Of The Ancients, Determined Soul, Foe Hunter.

## **Wise Ones**

Priding themselves on their intellect and their ability to treat all beings equally, the Wise Ones are residents of the Rayanna Savanna and uneasy neighbors of the Simbara.

Though peaceful, fully one-half of the village is rigorously trained in the arts of combat. The other half is dominated by witch-doctors and shamans. The Wise Ones revere knowledge and honor the Tontor (elephant) as a being of great intelligence. Apparently the elephants agree, for there are always a number of elephants near all Wise Ones villages. Wise Ones are among the most cunning of weavers in all of Malatra.

**Bonus Skills - Wise Ones:** +2 Craft(Weaving) or any Knowledge skill.

**Special Bonus:** All Wise Ones start at first level with woven thatch armor (Treat as leather armor with maximum DEX bonus of +8. Weight is 10 lbs).

**Tribal Feats - Wise Ones:** Blood Of The Ancients, Discipline, Gifted Learner.

### Zantira

Members of the Zantira tribe live on Sleepy Lake, far downstream from the Huroola. The Zantira, or “Raft Dwellers”, fashion their floating homes from bamboo, grasses, reeds and other available material. The Zantira believe that so long as they live upon the water they will be protected from the water spirits and worship Jung’r’na, which is their name for the water elemental noble Nigella.

**Bonus Skills - Zantira:** Either +1 competency bonus to lasso or knife, or +2 to Brewing, Herbalism, Profession(Boating) or Profession(Hunter).

**Tribal Feats - Zantira:** Foe Hunter, Light Sleeper, Talent.

**Special Quality:** Zantira do not get the standard half-spear proficiency like other nubari. Instead, the men get javelin and the women get short bow.

### Oscray

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.

**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.

**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 lizardmen, black leopard katanga, hyena katanga, and others. When Oscray get the desire for battle, they have a wide variety of opponents.

**Alignment:** Usually neutral.

**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.

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

### Racial Traits:

- Primary Abilities: Str 6/20, Cha 3/16.
- Move: 30 ft.
- Preferred Class: Fighter.
- Size: Medium (5 ft by 5 ft/5 ft).
- +2 Bluff
- Natural Armor +1.
- Natural Attack: 1d3 bite.
- Bonus Proficiency: Halfspear, light and medium armor.
- Darkvision 60’.
- Special Quality: Though everyone else treats Wilderness Lore as a class skill, Oscray treat Wilderness Lore as per their core character class.
- Automatic Language: Oscray, Malatran Common. Bonus Language: Any.

## Plantmen

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

**Personality:** Plantmen are a unique people in a land of the strange and marvelous. At lower levels plantmen 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 plantmen personality also tends to mellow with age.

**Physical Description:** Malatran plantmen 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 plantman's head. Malatran plantmen 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 plantman gets a reach of 10'.

**Relations:** Plantmen feel of others as others feel of them - cautious. Plantmen 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 plantmen 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. Plantmen remember the "quiet time" before the ancients came, and see the animal peoples as disturbing the natural peace of the jungle.

**Alignment:** Usually neutral.

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

**Spiritual Beliefs:** Plant and nature spirits. For the plantmen, this can also translate to ancestor worship, as a select few plantmen are selected to join the "Council Of Trees" and found their own villages.

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

## **Racial Traits:**

- Primary Abilities: None.
- Move: 30 ft /40 ft when they reach 8 ft.
- Preferred Class: None.
- Size: Medium (5 ft by 5 ft/5 ft)/Large (5 ft by 5 ft/10 ft)
- +4 Hide
- Natural Armor +6.
- Natural Attack: 1d4 (+1 per level) x 2 (thorn claws).
- Lowlight Vision.
- Special Qualities:
  - ½ damage from water-based attacks.
  - Immune to electrical attacks, poisons, sleep, paralysis, stunning, and polymorphing.
  - Plantmen are subject to critical hits.
  - Fire-based attacks cause double damage , requiring the plantman to make a Will saving or act as if under the effects of a *fear* spell cast at 10<sup>th</sup> level. The DC is 10 + the points of damage that the plantman suffered. Plantmen get a +1 bonus to the save per Hit Die.
  - Read Lips is a cross-class skill for all Plantmen, regardless of class.
- Bonus Proficiency: Halfspear.
- Automatic Language: Plantspeak, Sign. Bonus Language: Any.
- Special Note: Plantmen can be healed by non-plantmen shamans with normal cure/heal spells. Likewise, Plantmen can heal other, non-plant species. Healing magic is the same throughout the Malatra. It comes from the same source - the spirits of nature.

## Saru

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.

**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.

**Alignment:** Usually Lawful Good.

**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.

**Language:** The language of the Saru consists of hand gestures, facial expressions, grunts, hoots and screams. Saru Heroes must spend skill points to learn any spoken language.

**Racial Traits:**

- Primary Abilities: Str 12/20, Int 3/16.
- Move: 30 ft/Climb 30 ft
- Preferred Class: Fighter. Restricted Class: Witch-doctor.
- Size: Medium (5 ft by 5 ft/5 ft).
- +2 Animal Empathy, Climb +4, Unarmed Attack +2, Vine Swinging +2.
- Natural Armor +2.
- Natural Attack: 1d2/1d2 (fists).
- Special Qualities:
  - Saru fear magic and will flee displays of visual enchantments (must make a Will save at a DC of 15 or act as if under the effects of a *fear* spell cast at 10<sup>th</sup> level. Saru get a +1 bonus to the save per character level.)
  - Saru cannot swim nor can they learn.
  - Saru have Animal Empathy as a class skill, regardless of their class.
  - Animal Friendship 1/day.
  - Only female saru may be shaman.
- Lowlight Vision.
- Bonus Proficiency: Halfspear.

- Automatic Language: Ape (monkeys and gorillas), Saru.
- Bonus Language: Any.

**Shu**

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.

**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).

**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.

**Alignment:** Usually neutral.

**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.

**Language:** Shu have their own language.

**Racial Traits:**

- Primary Abilities: Str 3/16, Dex 12/20.
- Move: 20 ft.
- Preferred Class: Rogue.
- Size: Small (5 ft by 5 ft/5 ft).
- +4 Hide, +2 Listen, +2 Move Silently.

- Special Qualities: +2 Fort saves vs. poison, +2 saves to spells and spell-like abilities, +1 to hit blowgun.
- Lowlight Vision.
- Bonus Proficiency: Blowgun.
- Automatic Language: Shu, Malatran Common. Bonus Language: Any.

## Tam'hi

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.

**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.

**Alignment:** Usually neutral good.

**Lands:** Tam'hi are found throughout Malatra.

**Spiritual Beliefs:** Nature spirits

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

### **Racial Traits:**

- Primary Abilities, Jungle and River: Con 3/16, Cha 12/20.
- Move, Jungle: 30 ft. River: 30 ft/Swim 30 ft.
- Preferred Class, Jungle: Ranger. River: Sorcerer.
- Size: Medium (5 ft by 5 ft/5 ft).
- Jungle: +2 Hide, +2 Listen. River: +4 Swim
- Special Qualities:
  - Jungle: *Speak w/Plants or Animals* 1/day.

--River: -1 Save vs. Fire Based Attacks, +1 Save vs. Water Based Attacks, *Cure Serious Wounds* (3d8+level) 1/day in any Fresh Water (self only), Water Breathing.

--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 10<sup>th</sup> level. Tam'hi get a +1 bonus to the save per character level.

- Lowlight Vision.
- Bonus Proficiency: Halfspear.
- Automatic Language: Tan-Tam, Malatran Common. Bonus Language: Any.

## CHARACTER CLASSES

### Classes Not Available

**Barbarians** are not allowed as a hero class in the jungle. Since all Malatran peoples are “uncivilized”, it seems ridiculous to distinguish between barbaric heroes and non-barbaric heroes.

**Bards** are not available as a character class, as they are primarily a European and middle eastern concept. **Story-tellers**, or Jungle Bards as they are sometimes called, are available as a Prestige class and are the easiest prestige class to qualify for.

**Druids** are a European and celtic concept, and as such are not available.

**Monks** are an oriental concept and are not available.

**Paladins** are a European concept and are not available.

**Wizard** is a concept involving formal study and academia, and is not available in the jungle.

### Classes Available

Different races have different favored classes. A races favored class doesn't count against the character when determining experience points for multi classing. For more information, see the **Player's Handbook**.

#### Clerics (Shaman)

Shaman cast spells by meditating upon the spirits of nature and of their tribal ancestors, depending on the race and tribe. The medicine bundles used by shaman are made by them and reflect personal or tribal values.

Allowable spheres include:

Air  
Animal  
Earth  
Fire (tam'hi and plantmen excluded)  
Good  
Healing  
Luck  
Plant (Plantmen must take Plant)  
Protection  
Strength  
Sun  
Water

Shaman communicate with the spirits and are well versed in tribal law and tradition. Their primary responsibilities are the tribe and social order of their people, and as such they are generally dour and severely conservative. They speak out boldly for what is 'right' and are the tribes source of moral and religious authority. They are priests, maintaining the laws handed down from the ancestors. They are wise men, learning from the spirits of nature and the land. They are healers, able to drive out evil spirits and heal the body. They are counselors, advising the young and old, chief and child. They are psychiatrists, guiding the healthy through the normal trials of adolescence and life, as well as guiding the mentally ill through their sickness. They are the intermediary between the spirit world and the physical world, and as such have interests both practical and metaphysical.

Shaman support the authority of their chief and as such are subservient to him in nearly all things. Yet even the mightiest chief may be laid low by the tribal shaman if that chief would violate the will of the ancestors. Shaman are adept at navigating tribal politics and garnering support among the tribal warriors with their ability to dispense healing and law. A truly Machiavellian shaman will become the real power in the tribe, with the chief being a mere figurehead.

Shaman are viewed by their tribes with awe and fear. Awe for the powers, both magical and political, that they wield. Fear for exactly the same reason. Nearly all shaman are people who, as adolescents, suffered a psychological trauma or episode. When such children fall into this psychological event, it is because the spirits have begun to talk to him and demand attention in a way the child is not capable of handling. A tribal shaman is brought to the child to guide him on his spirit journey through the Dreamlands. This is where the child will learn to identify and communicate with the various spirits that are assailing his senses. If the child learns to cope with what is happening to him, he survives and becomes a shaman. If not, he dies.

It is unfortunate if a tribal shaman is not available, as is often the case with katanga children.

### **Fighters (Warriors)**

Warriors are the reason many players start a jungle hero in the first place. They are the mighty warriors who live for combat above all things. It doesn't matter too much who they are fighting, be it an evil monster, another tribe, or another clan. Proving themselves in combat is what they live for, though the shaman and other elders usually keep fighters from the same tribe from killing each other. This is rarely a problem, however. There are enough evil races in the jungle for even the most enthusiastic warrior.

Warriors can become War Leaders or even Chieftains of their tribe, though the competition for such positions is fierce. Cowardice is rarely forgiven and never forgotten in the jungle, but courage by itself is not enough to secure a position of influence. Hunting and war aside, the warrior must also garner popularity among his tribe and support with tribal shamans and witch-doctors.

Boasting is a popular practice with warriors of many races. Indeed, it is second in importance only to the deeds themselves. Just as warriors would never ask someone to do the fighting for them, they consider the boasting of their deeds a task only they are worthy of. After all, how courageous can a warrior really be if he is afraid to tell everyone else about it? A good boast demonstrates that the warrior has the charisma and ability to inspire others with his deeds. Boasting is a part of the social and political fabric of a tribe.

### **Rangers (Hunters)**

Hunters are those warriors and hunters most adapted to life in the jungle. He is a skilled stalker, trapper, and expert in wilderness lore.

Hunters are similar to warriors in that they consider courage, battle and the boasting of their deeds to be very important. Where they differ, however, is that while they are adept warriors and scouts, combat is not all they live for. Hunters gain glory and prestige by the food they bring to their village, but they also gain respect by their knowledge and familiarity with Malatra's wild places. Finally, hunters learn to commune with the spirits of nature, gaining spells beginning at 6<sup>th</sup> level.

Hunters typically pick as a favored enemy those creatures that are most hated by his tribe. A hunter may not pick one of the good peoples (i.e., character races) of Malatra as a favored enemy, but he may choose any of the npc races, such as hyena katanga.

### **Rogues (Kwaku)**

Kwaku are sometimes known as scouts, braves, tricksters, wise-men and just plain trouble. They are among the most varied class of individuals in the jungle. As scouts



and braves they are admired for their courage and cunning; it is often the well placed kwaku that raises the alarm, ambushes the enemy, and wins the battle - things the rogues are most willing to boast about.

As tricksters and wise-men, kwaku can be seen as both a hero and a buffoon. Many kwaku (particularly monkey katanga) are in a constant effort to outwit and play pranks on animals, creatures, men, even spirits. Though sometimes viewed as wise for the skill and daring he possesses, kwaku are just as often characterized as cunning, predatory, greedy, gluttonous and without scruples. Though admired for his victories over larger and more powerful enemies, he does not always gain moral approval and is often the center of stories beginning with “Do you remember what happened to that Kwaku who.....”

In short, kwaku are free-spirited and individualistic. Everyone wants a kwaku on their side in times of trouble, but frequently invite them to leave when trouble is over.

### **Sorcerers (Witch Doctors)**

Witch doctors communicate with the spirits and advise the chief, though they are subservient to him in nearly all things. This role they share with shaman. Witch-doctors are far less concerned with maintaining the social fabric of their tribe than they are about individual pursuits and goals.

Witch doctors begin play with access to all cantrips and all 1<sup>st</sup> level spells. The player must pick which cantrips and 1<sup>st</sup> level spells they know. 2<sup>nd</sup> level spells and above are obtained through the acquisition or creation of spell fetishes. Within these fetishes lie spirits. These spirits instruct the witch doctor on how to harness the magic that comes from within the witch-doctor himself.

Necromancy spells are not available for good or neutral aligned heroes.

Like the shaman, witch doctors communicate with spirits. They are, however, less likely to interact with ancestor and nature spirits and more likely to traffic with spirits of the elements. The witch doctor understands that everything feels, sees, and breathes. Every speck of earth has a spirit, every gust of wind a voice. Every raindrop has life, born from the clouds, delivered by the sky, killed as it strikes the ground.

The witch doctor’s magic comes from within him and is, he believes, the element of life. He turns inward for his magic but he turns outward to the spiritual world to learn how to use it. The witch doctor believes that while ancestor spirits and nature spirits have things to teach, the elemental spirits are closer to the true source of knowledge. He recognizes that all life is based upon the elements, and seeks that knowledge directly.

Witch doctors lead the kind of life that best suits their needs. If a witch doctor feels the need to belong to a tribe, he takes on a role similar to that of a shaman. He becomes a trusted and invaluable aid and counselor, aiding chiefs and warriors and gaining influence. This sometimes brings him in conflict with the tribal shaman. The witch doctor knows that the shaman is ultimate holder of tribal law and uses his charisma to remain on good terms with the shaman. Since the witch doctor’s real interest is knowledge, not political power, this can usually be easily accomplished.

Witch doctors are frequently the peace-makers among tribes, as warfare can prove to be a distraction from his studies. Yet witch doctors are not incapable of starting trouble if it furthers their goals. Tribal warriors and war leaders are particularly friendly to witch doctors, as the witch doctors ability to cast spells over and over again make him valuable in battle. Since the warrior is not likely to forget the witch doctors contribution, the witch doctor is often able to gain favors and debts of honor for his help.

Witch doctors that don’t belong to a tribe tend to lead solitary lives, pursuing their interests in relative isolation and quiet contemplation.

## **JUNGLE SKILLS**

Skills, skill ranks, and acquiring new skills follow the progression as described in the Players Handbook. Below is listed all the Living Jungle skill alongside the core rules skills. Explanations for Living Jungle skills and those core skills with Living Jungle modifications are also listed below. Unaltered core skills may be found in the Players Handbook.

### **Skill Point Bonuses**

Living Jungle is a skills-oriented campaign. As such, each hero gains four extra skill points at first level and one extra skill point at each level thereafter. This is in addition to those skill points gained by INT bonus, human (nubari) bonus, and class specification.

### **Restricted Skills**

Alchemy  
Forgery  
Reading/Writing (this is a Feat in LJ)  
Riding  
Use Magical Device.

### **Generic Class Skills**

Wilderness Lore and Bartering are considered class skills for all classes in the jungle, except where noted in the racial/tribal descriptions. In addition, fighters get Listen and Spot as a class skill. Shamans and witch-doctors get Hide as a class skill.

### Assumed Skills

All heroes belonging to a tribe are assumed to have certain basic knowledge about their tribe, no skill points or rolls are necessary. This includes customs, important ceremonies, etc. Likewise different races have certain assumed basic knowledge about their own race. For example, every American citizen knows that Independence Day is July 4<sup>th</sup> and that a traditional work week is Monday through Friday.

A hero that actually invests skill points in Knowledge(Lore) will have more specialized or esoteric knowledge that most tribe members will be unaware of. For example, not all Americans are aware that the only signature that went on the Declaration Of Independence on July 4<sup>th</sup>, 1776 was John Hancock's. Mr Hancock was President of the Congress and signed the Declaration as he would have any other resolution. The Declaration was not signed by all members of the Continental Congress until John Dunlap reset the document into a new type set and re-titled the declaration from *A Declaration by the Representatives of the United States of America in General Congress assembled to The Unanimous Declaration of the Thirteen United States of America*. This was done on July 19, 1776. Such is the detail of expertise.

In game play, the DM should allow that tribe members know all those things that responsible tribe members would know. They might not know the purpose or origin of every ritual and ceremony, but they will know when they are done and how.

### Skill Checks For Heroes With Alternate Modes Of Movement

Creatures and heroes that have alternate modes of movement listed, such as climb for monkey katanga and swim for caiman katanga, are as adept at moving in those mediums as nubari are when walking on dry land. Therefore, simple, unopposed movement for these creatures may be assumed to always succeed. Only when their movements become opposed, if the hero enters into combat, or if the hero is especially burdened do they need to begin making climb/fly/swim checks.

For example, monkey katangas will not need to make a climb check to make their normal moves through the trees. In combat the monkey katanga does lose its Dex bonus if it is climbing, but otherwise may move and fight

normally just as if it were on the ground. Likewise, aarakocra and caiman katanga may move and fight without fear of falling out of the sky or drowning under most circumstances.

Climb/fly/swim checks for races with alternate modes of movement occur under the following circumstances:

1) *When such activities are stated as being unusually difficult*, such as a caiman katanga crossing a river swollen with flood and choked with debris. Normally such module encounters will have a stated DC, which typically begin at DC 15.

2) *When the hero engages in another activity that is defined as a full round action*. For example, climbing a slope of a mountain may be listed as a DC 15. If the hero declares an all out attack, he must make a climb check of 15 *before* making his attack.

3) *When the hero exceeds 1/2 his carrying allowance and engages in any other activity besides simple movement*.

4) *When the hero exceeds 3/4 his carrying allowance and engages in any activity that is not designated as a free action*.

5) *If the hero is wearing medium or heavy armor and/or carrying a shield other than a buckler and engages in any activity other than simple movement*. The hero must have both hands/paws/flippers free during this action, though one hand may hold a small item. To carry something larger, or to carry something in more than one hand, the hero suffers a skill check penalty of -5 for each item or each size category larger than small. (One notable exception - caiman katanga swim with their tails, so this penalty does not apply). Note that heroes who do not have a climb as a listed mode of movement cannot climb with a shield in active use (**Player's Handbook**, page 132). It can, of course, be strapped to their back.

6) *When engaged in combat, the hero need not make a skill check to move into and out of melee*, nor does he need to make a skill check when moving through a threatened area unless hit by an attack of opportunity.

7) *If hit by an attack of opportunity*, the hero must make a skill check with a DC of 10 plus the number of hit points damage done or (possibly) fall/get swept downriver.

8) *The hero may choose to Take 10 even if rushed or threatened*. This includes combat (**Monster Manual**, pages 6 and 7).

Those heroes and creatures who do not have alternate modes of movement listed in their race description do not

get these benefits. In other words, *any* movement in combat requires a skill check.

## Resolving Skill Check Failures In Different Modes Of Movement

### Climb

Suppose our monkey katanga hero is in a tree fighting an evil korobokuru. Both creatures lose their Dex bonus because they are climbing. The monkey katanga may move as she pleases in and out of melee, taunting and teasing the evil korobokuru all the while. The evil korobokuru, on the other hand, is at a terrible disadvantage. As long as combat continues, he must make a climb check every time he moves or attacks *before* he takes the action. If he fails his skill check, he begins to fall. Things are looking good for our hero.

Soon, however, the monkey katanga gets over confident and tries to move through the korobokuru's threatened area. The evil korobokuru takes his attack of opportunity and tries to knock the monkey katanga out of the tree with his war club. The club hits, doing 6 points of damage. The monkey katanga must now make a climb skill check. The DC for the monkey katanga is 21 (Base DC 15 + 6 hit points damage). Normally our hero can make this easily, but the player rolls very badly. The monkey katanga begins to fall.

The evil korobokuru now makes a climb check. He does this *after* his attack of opportunity and even though he has already made a check during the normal action portion of his initiative pass. His DC is 15, but the korobokuru has no ranks in climb. He fails his untrained skill check and also begins to fall.

Both our antagonists now must make balance checks. The base DC is the same as the base climb DC. The monkey katanga must make a balance check of DC 21 (again, base DC 15 + 6). She succeeds despite losing her Dex bonus and does not fall, but may take no further action during this initiative pass as she clings to the tree for dear life. All actions on her next initiative pass are at a -2. This effect does not stack from multiple balance skill check failures or from initiative pass to initiative pass. It does stack with other conditions, such as a *gust of wind* spell.

The evil korobokuru tries to make his balance skill check and fails, falling to the ground.

### Fly

Flyers who are struck by attacks of opportunity don't have a fly skill to default to, so they will use their fortitude save instead. Failure indicates that they begin to fall. Like the example above, the flyer must now make a balance skill check. A failed balance check means that the flyer moves half their movement forward in the line they were originally travelling and half their movement

downward. If they hit the ground, they take damage. If not, they may make another fortitude save at -2 to regain control during their next initiative pass or continue to fall. A successful balance check means the flyer stays in the air but is considered maneuverability *clumsy* on his next initiative pass, with all actions at a -2.

### Swim

Swimmers have no hit penalties in or under the water when using natural weapons or piercing weapons (such as the spear). Swimmers who fail their swim check after an attack of opportunity may begin to drown (if they are holding their breath under water) and may be swept along with the current of the water if the DM deems it appropriate. After a failed swim check the swimmer then makes a fortitude check. A success indicates that they are not drowning and can hold their position against the current (but like climbers above, may take no other action this initiative pass). They are also at a -2 to all actions the next initiative pass. A failed fortitude check means the swimmer is drowning and at the mercy of the current. A new swim check on the next initiative pass is required to regain control and to get to the surface to interrupt the drowning effects.

Note that if the water is sufficiently shallow a swimmer might just have to stand up to regain control and interrupt drowning, no skill check needed.

### Swing-By Attacks

Heroes using vines or ropes to make a swing-by attack must make a vine swinging skill check anytime they take damage or else fall prone to the ground at the point of attack (though they could still tumble out of the way and land on their feet). If they do not have the vine swinging skill they may use the balance skill at a -4 to their roll, but get no secondary skill check to keep them from being knocked off the vine or rope.

Heroes with the Swing-By feat may make a balance check if they fail the vine swinging skill check. Failure means they fall prone at the point of attack. Success means they maintain their grip and continue their movement, but must stop and take no further action at the end of their movement. Also, they act at a -2 for all actions during the next initiative pass.

Heroes whose race have climb listed as an alternate mode of movement need only make these checks if they take damage from an attack of opportunity.

### Special Rules For Huge Or Larger Creatures

Creatures of huge size or larger may substitute their fortitude saves for any climb, fly or swim skill check detailed above. This represents their stoutness of frame when it comes to being knocked "off their feet" in the water, in trees or on slopes, or in the air.

### Automatic Languages

All PC's, except as noted in their racial description, receive Malatran Common and their native tribal or racial

dialect as automatic languages.

## SKILLS

	Fighter	Ranger	Rogue	Shaman	Sorcerer	Ability	Untrained?
Animal Empathy	W	●	W	W	W	Cha	No
Appraise	•	•	●	•	•	Int	Yes
Balance	•	•	●	•	•	Dex	Yes
Barter	●	●	●	●	●	Cha	Yes
Bluff	•	•	●	•	•	Cha	Yes
Boast	●	●	●	•	•	Cha	Yes
Climb	●	●	●	•	•	Str	Yes
Concentration	•	●	•	●	●	Con	Yes
Craft	●	●	●	●	●	Int	Yes
Decipher Script	W	W	●	W	W	Int	No
Diplomacy	•	•	●	●	•	Cha	Yes
Disable Device	•	•	●	•	•	Int	No
Disguise	•	•	●	•	•	Cha	Yes
Escape Artist	•	•	●	•	•	Dex	Yes
Gather Information	•	•	●	•	•	Cha	Yes
Handle Animal	●	●	•	•	•	Cha	No
Heal	•	●	•	●	•	Wis	Yes
Hide	•	●	●	●	●	Dex	Yes
Innuendo	•	•	●	•	•	Wis	No
Intimidate	●	•	●	•	•	Cha	Yes
Intuit Direction	•	●	●	•	•	Wis	No
Jump	●	●	●	•	•	Str	Yes
Knowledge(ancients)	•	•	•	●	●	Int	No
Knowledge(lore)	•	•	•	●	●	Int	No
Knowledge(tribe name)	•	•	●	●	●	Int	No
Knowledge(all skills)	•	•	•	•	•	Int	No
Listen	●	●	●	•	•	Wis	Yes
Move Silently	•	●	●	•	•	Dex	Yes
Open Lock	•	•	●	•	•	Dex	No
Perform	•	•	●	•	•	Cha	Yes
Pick Pocket	•	•	●	•	•	Dex	No
Profession	•	●	●	●	●	Wis	No
Read Lips	W	W	●	W	W	Int	No
Scry	W	W	W	●	●	Int	Yes
Search	•	●	●	•	•	Int	Yes
Sense Motive	•	•	●	•	•	Wis	Yes
Signaling	●	●	●	•	•	Wis	Yes
Sound Imitation	●	●	●	•	•	Wis	Yes
Speak Language	•	•	•	•	•	None	No
Spellcraft	•	•	•	●	●	Int	No
Spot	●	●	●	•	•	Wis	Yes
Swim	●	●	●	•	•	Str	Yes
Taunt	●	•	●	•	•	Cha	Yes
Tumble	•	•	●	•	•	Dex	No
Use Rope	•	●	●	•	•	Dex	Yes
Vine Swinging	•	●	●	•	•	Dex	No
Wilderness Lore	●	●	●	●	●	Wis	Yes

● = Class Skill  
 • = Cross Class  
 W = Restricted

## **Skill Descriptions**

### **Animal Empathy (Cha; Trained Only)**

Saru have Animal Empathy as a racial bonus. Also, see Players Handbook page 63.

### **Appraise (Int)**

See Players Handbook page 63.

### **Balance (Dex; Armor Check Penalty)**

See Players Handbook page 63-64.

### **Barter (Cha)**

Similar to Diplomacy, to Barter is to trade without the exchange of money. All heroes have Barter as a class skill. Heroes attempting to barter without the Barter skill must subtract 2 from their skill check.

### **Bluff (Cha)**

See Players Handbook page 64.

### **Boast (Cha)**

Though similar to Bluff, Diplomacy and Intimidate, Boasting is a serious endeavor in Malatra and therefore given its own ranks. Contests of prestige, rank, influence, leadership, or winning a mate are often dependent on ones ability to boast. In some cultures being able to boast of ones accomplishments are as important as the accomplishments themselves. They distinguish that a warrior can do more then just fight, but can also tell a rousing and inspiring story about his fight. Heroes attempting to boast without the Boast skill must subtract 2 from their skill check.

### **Climb(Str)**

See Players Handbook page 64 and 65.

### **Concentration (Con)**

Though usually just used for spellcasting, concentration can also be used when trying to pick out the approach of an enemy in a noisy jungle or trying to understand a conversation over the roar of a waterfall. A successful Listen check means you hear them talking, but can you make out what is being said? See Players Handbook page 65.

### **Craft (Int)**

Includes (but is not limited to): Armorer, Artistic Ability, Boat Making, Bowyer, Brewing, Carpentry, Carving, Cooking, Gem Cutting/Polishing (soft stones are cut easily, hard gems are cut crudely unless aided by magic), Jewelry-Making, Leather Working, Pottery, Rendering

(the making of material from raw, harvested goods, such as taking bone and making a blade. It would then need to go to the weapon-smith to turn into a balanced weapon), Tanning, Weapon-Smithing, Weaving. See Players Handbook page 65 and 66.

Heroes with the Craft skill may roll their skill at a DC of 20 at the start of every adventure. If successful, the hero gains one extra item as appropriate per their skill. The item may not be magical or masterwork. The hero may not 'take 10 or 20' on this roll

### **Decipher Script (Int; Trained Only)**

This may apply to ancient runes, pictographs, or (if you have the feat) actual writing. See Players Handbook page 66.

### **Diplomacy (Cha)**

See Players Handbook page 66 and 67.

### **Disable Device (Int; Trained Only)**

See Players Handbook page 67.

### **Disguise (Cha)**

Can be used in combination with magical or mundane means. See Players Handbook page 67.

### **Escape Artist (Dex; Armor Check Penalty)**

See Players Handbook page 67 and 68.

### **Gather Information (Cha)**

See Players Handbook page 68.

### **Handle Animal (Cha; Trained Only)**

See Players Handbook page 68 and 69.

### **Heal (Wis)**

See Players Handbook page 69.

### **Hide (Dex; Armor Check Penalty)**

See Players Handbook page 69.

### **Innuendo (Wis; Trained Only)**

See Players Handbook page 70.

### **Intimidate (Cha)**

See Players Handbook page 70.

### **Intuit Direction (Wis; Trained Only)**

See Players Handbook page 70.

### **Jump (Str; Armor Check Penalty)**

See Players Handbook page 70.

### **Knowledge (Int; Trained Only)**

See Players Handbook page 70 and 71.

Knowledge could literally be any subject. However, Living Jungle is a primitive setting and knowledge implies more informal study than normally found in a civilized setting.

The following are knowledge sub-groupings that may exist in other settings as stand alone skills. In LJ, however, they are covered under other skills.

**Knowledge (ancients)** are those myths and legends concerned with the time of the ancients, where and how they used to live and how their ancient devices might have worked.

**Knowledge (geography), Knowledge (nature) and Knowledge (weather)** is considered part of Wilderness Lore.

A 'catch-all' skill is **Knowledge(lore)**. It covers arcana, astrology, customs, history, spirits and taboo areas.

Possessors of lore are versed in the customs, legends and myths of Malatra since the time of the ancients. This skill can be used to identify a notable item, the meaning of a ritual, strange behavior in animals, a historical period of time or a dilemma which has befallen Malatra before.

**Knowledge(lore)** must be taken during the heroes creation (or during the period of grandfathering of the new rules) as it takes years of study to amass such knowledge.

**Knowledge(tribe name)** gives the hero the how and why of different tribal customs and beliefs, including specific tribal history and local information. This skill is for heroes that wish lower target numbers (2 to 5, DM's choice) when dealing with a specific tribe or people.

### **Listen (Wis)**

See Players Handbook page 71.

### **Move Silently (Dex; Armor Check Penalty)**

See Players Handbook page 71.

### **Open Lock (Dex; Trained Only)**

See Players Handbook page 71.

### **Perform (Cha)**

Includes but is not limited to: Dancing, Drums, Juggling, Lute, Mandolin, Pan Flute, Reed Pipe, Singing, Story-Telling, Ventriloquism. See Players Handbook page 71 and 72.

### **Pick Pocket (Dex; Trained Only; Armor Check Penalty)**

See Players Handbook page 72.

### **Profession (Wis; Trained Only)**

Includes but is not limited to: Boater/Canoer, Fishing, Gaming/Gambler, Herbalist, Hunter. See Players Handbook page 72.

Heroes with Profession may roll their skill at a DC of 20 at the start of every adventure. If successful, the hero gains one extra item as appropriate per their skill. The item may not be magical or masterwork. The hero may not 'take 10 or 20' on this roll.

### **Read Lips (Int; Trained Only)**

See Players Handbook page 72.

### **Scry (Int; Spellcaster Only)**

See Players Handbook page 73.

### **Search (Int)**

See Players Handbook page 73.

### **Sense Motive (Wis)**

See Players Handbook page 73.

### **Signaling (Int; Trained Only)**

The Signaling skill represents the ability to communicate across the jungle using drums, smoke-signals or some other 'jungle' method. DC 20 for both the sender and receiver.

**Check:** For Drums add +1 to the receivers DC for every mile the signal must travel after 5 miles, maximum of 20 miles. Background noise may require a Concentration check, usually DC 15. Synergy bonus with Concentration or Perform-Drums applies.

For Smoke-Signals add +1 to the receivers DC for every mile over the first mile, maximum of 30 miles. Weather

conditions and foliage may make signaling impossible or might otherwise shorten the effective range. Extreme elevation may increase the effective range. Spot check may apply.

**Sound Imitation (Wis)**

The ability to mimic a single animal, bird, or insect sound perfectly. This can be used as a simple form of communication or a lure for game.

**Check:** When used as a lure, DM must determine if the target animal is within hearing range of the hunter. The animal then rolls DC + Wis bonus versus the hunters skill result. If used to communicate with another hunter or warrior, simple Listen check may apply.

**Speak Language (None; Trained Only)**

Read/Write is Feat Only. See Players Handbook page 73 and 74. Racial restrictions are covered in each hero races entry.

Language	Speakers	Special
Aarakocra		
Butu		
Common		
Katanga	Caiman Hedgehog Impala Monkey Ostrich Pangolin Snake Tiger	Each Species Has Their Own Language.
Korobokuru		
Lizardmen		
Nubari	Huroola Koshiva Rudra Simbara Wise Ones Zantira	These Are All Dialects Of Common.
Oscray		
Saru		
Sign	Plantmen Lacerial	Same Sign Used By Both.
Shu		
Tam'hi		

**Note On Lacerial Native Language:** 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. Lacerials may learn to understand any language.

**Spellcraft (Int; Trained Only)**

See Players Handbook page 74.

**Spot (Wis)**

See Players Handbook page 74.

**Swim (Str)**

See Players Handbook page 74.

**Taunt (Cha)**

Though similar to Bluff, Taunting is considered something of an art form in Malatra. This is the ability to enrage or provoke, though primarily of use against NPC's, animals, beasts, and monsters. PC's may role-play the attempted Taunt as they see fit. Opposed skill check versus DC roll + Wis or against Sense Motive.

The person Taunting gains a synergy bonus from Bluff. Rangers gain +1 synergy for Favored Enemies, but suffer a -1 penalty if they are Taunted by a Favored Enemy.

NPC's are typically provoked through insults. Animals, beasts, and monsters may be provoked by insults if intelligent (Sense Motive synergy) or through aggressive behavior that the animal would understand (Wilderness Lore, Profession (Hunter) or Knowledge (Animal Lore) synergy).

**Tumble (Dex; Trained Only)**

See Players Handbook page 75.

**Use Rope (Dex)**

See Players Handbook page 76.

**Vine Swinging (Dex; Trained Only)**

The ability to move through the jungle canopy with ease. DC 10 = movement 20'. DC 15 = movement 30'. DC 20 = 40' movement. DC 30 = 50' movement. DC 40 = 60' movement. Maximum is 60' movement.

## Wilderness Lore (Wis)

Includes, but is not limited to, the following: Animal Lore, Foraging, Fire-Building, Rending (the harvesting of materials), Set Snares, Survival, Tracking (when Tracking is taken as feat), Trail Marking.

See Players Handbook page 76.

## SKILL SYNERGIES

It's possible for heroes to have two or more skills that compliment each other in certain situations. These are called skill synergies. In general, 5 or more ranks in one skill gives the hero a +2 synergy bonus in the related skill.

Below are listed some possible skill synergies. These are by no means the only possible synergies and this list doesn't include Craft, Knowledge, or Profession possibilities. Players are encouraged to develop their own synergies as it applies to role-playing their hero. Be prepared to explain the reasoning behind your created synergies to your DM. The DM has the last word on how to apply them.

The skills listed below are categorized as follows:

CR = Core Rulebooks

LJ = Specific to the Living Jungle

S = Situational (may apply under only very specific circumstances)

If You Use	You Might Get A	
This Skill:	Synergy From:	Type
Animal Empathy	Handle Animal	CR
Balance	Tumble	CR
Barter	Diplomacy	LJ
Bluff	Boast	LJ
Perform		LJ
Boast	Bluff	LJ
Perform		LJ
Climb	Use Rope	CR

## Feats

General Feats	Prerequisite	Special
Aiming	Precise Shot Base Attack +4	Additional bonuses to hit.
Alertness		
Ambidexterity	Dex 15+	
Animal Bond	Animal Companion or Familiar.	Access Animal Feat.
Animal Magic		Allows spellcasting in katanga form.
Armor Proficiency -light		
Armor Proficiency-medium	Armor Proficiency-light	

Disguise	Bluff	CR
Escape Artist	Rope Use	S
Grapple	Balance	LJ
Escape Artist		LJ
Handle Animal	Animal Empathy	CR
Innuendo	Bluff	CR
Sense Motive		CR
Intimidate	Bluff	CR
Taunt		LJ, S
Jump	Tumble	CR
Pick Pocket	Bluff	CR
Sense Motive	Innuendo	CR
Taunt	Intimidate	LJ
Wilderness Lore	Intuit Direction	CR
Search		S
Sound Imitation		S

## Other Modifiers

Other situational and roleplaying modifiers may apply, DM's discretion. For example, a particularly well roleplayed bluff could be awarded a modifier of +1 or +2. Likewise, a korobokuru trying to impress a group of shu that he has just rescued is more likely to succeed in any subsequent boasting.

## JUNGLE FEATS

Feat descriptions and acquisition follow the progression as described in the Players Handbook. Below is listed all the Living Jungle Feats alongside the core rules Feats. Explanations for Living Jungle Feats and those core Feats with Living Jungle modifications are also listed below. Unaltered core feats may be found in the Players Handbook.

### Heroic feats not allowed in Living Jungle:

Improved unarmed strike, stunning fist, deflect missiles.  
Any magic creation feats.  
Any feat involving riding.



General Feats	Prerequisite	Special
Battle Damage	Improved Critical	Add ½ die damage to chosen weapon.
Blind-Fight		
Blood Of The Ancients	Simbara and Wise Ones Tribal Feat	
Cat's Fall	Tiger Katanga's Only	Ref save for half fall damage.
Camouflage	Character Level 3rd +	+4 to Hide. Stacks.
Combat Casting		
Combat Reflexes		
Constrict	Improved Grab Snake Katanga's Only	Deals Automatic Damage.
Danger Sense	Alertness Feat	+2 to Listen or Spot if danger present.
Death Roll	Improved Grab Caiman Katanga Only	Deals Automatic Damage.
Determined Soul	Rudra and Simbara Tribal Feat	May go below -10 HP.
Discipline	Huroola and Wise Ones Tribal Feat	+1 Will Save, +2 Concentration
Dodge	Dex 13+	
Dodge-Mobility	Dex 13+ Dodge	
Dodge-Spring Attack	Dex 13+ Dodge Dodge-Mobility	
Domain Focus	Shamans only.	Works just like spell focus.
Expert Flight	Character Level 5th +	Fly as one size class smaller.
Element Focus	Witch-Doctors Only	Works just like spell focus.
Endurance		
Exotic Weapon Proficiency	Base Attack +1	
Expert Climb	Improved Climb	Double Normal Climbing Rate
Expert Healer	Wis 13+	Reroll all failed Heal checks. Reroll one's when casting healing spells.
Expertise	Int 13+	
Expertise-Improved Disarm	Int 13+ Expertise	
Expertise-Improved Trip	Int 13+ Expertise	
Expertise-Whirlwind Attack	Int 13+ Expertise Dex 13+ Dodge Dodge-Mobility Dodge-Spring Attack Base Attack +4	
Fly-By Attack	Flying	As in Monster Manual
Foe Hunter	Simbara and Zantira Tribal Feat	+1 damage, Improved Critical at Range
Gifted Learner	Bagoomba and Wise Ones Tribal Feat	Treat one cross-class skill as a class. May be taken multiple times.
Great Fortitude		
Hardy	Huroola and Rudra Tribal Feat	+1 to all saves.
Heroic Bravery	Cha 13+, Character Level 5th +	+1 Will save to you and your allies.
Heroic Leap	8 ranks Jump	No max jump.
Honor	Hero Point	Add number of Hero Points to skill checks for Boast, Bluff, Diplomacy, Gather Information, or Intimidate.
Improved Climb	5 ranks Climb	Climb At 1.5x Normal Rate.
Improved Critical	Proficient With Weapon Base Attack +8	
Improved Grab		
Improved Initiative		
Improvised Weaponry	Simple Weapon Proficiency	-2 instead of -4.

<b>General Feats</b>	<b>Prerequisite</b>	<b>Special</b>
Iron Grip	Improved Grab	+2 To Grab or Grapple Checks.
Iron Will		
Leaping Attack	5 ranks Jump	As Charge, but hit and AC is +4/-4. Must Jump at least 10 feet.
Life Blessed	Koshiva and Rudra Tribal Feat	Increased chance of stabilization.
Light Sleeper	Huroola and Zantira Tribal Feats	Listen check when asleep.
Lightening Reflexes		
Linguist		1 Skill Point per language, +2 to Decipher Script if applicable.
Multi Attack	Natural Attacks, No Punching	
Precision Flight	Aarakocra and Lacerial Flyer Only	
Phenomenal Memory	Lacerial Racial Bonus Feat	Remember anything seen or heard.
Point Blank Shot		
PB Shot-Far Shot	Point Blank Shot	
PB Shot-Precise Shot	Point Blank Shot	
PB Shot-Rapid Shot	Point Blank Shot	
	Dex 13+	
PB Shot-Shot On The Run	Point Blank Shot	
	Dex 13+	
	Dodge	
	Dodge-Mobility	
Pounce	Str 15+, Tiger Katanga Only	Full attack after leap.
Power Attack	Str 13+	
PA-Cleave	Str 13+	
	Power Attack	
PA-Improved Bull Rush	Str 13+	
	Power Attack	
PA-Sunder	Str 13+	
	Power Attack	
PA-Great Cleave	Str 13+	
	Power Attack	
	Cleave	
	Base Attack +4 or Higher	
Quick Draw	Base Attack +1 or Higher	
Rake	Improved Grab	Deals Automatic Damage.
	Creatures With Rear Claw Attacks	
Reading/Writing	1st Level Oscray. 3rd All Others	
Rend	Saru Only	Deals Automatic Damage.
Rolling Attack	Hedgehog Katanga's Only	As Charge, But No AC Penalty.
Run		
Scent	Unavailable to most Humanoid Races.	+2 to Search, Spot, Track.
Shield Proficiency		
Simple Weapon Proficiency		
Skill Focus		
Spell Penetration		
Spirit Sense	1 <sup>st</sup> + Level Spellcaster	
Spirit Turning	3rd Level + Spellcaster	Does not affect undead.
Swim Fighting	5 Ranks in Swim	All water fighting penalties are halved.
Swing-By Attack	Must have 5 Ranks in Vine-Swinging	Same as FlyBy attack.
Talent	Bagoomba and Zantira Tribal Feat	Doubles Ability Modifier For One Skill.
Taboo Sense		
Taunting	Bluff and Taunt Skill	Enrages enemies.
Toughness		
Track		
Traders Background	Bagoomba and Koshiva Tribal Feat	+2 Appraise, Barter, one Craft/Prof Skill
Tree Topper	Koshiva Tribal Feat	+2 to Climb. Maintain Dex when fighting.

General Feats	Prerequisite	Special
Two-Weapon Fighting		
TWF-Improved TWF	Two-Weapon Fighting	
	Ambidexterity	
	Base Attack +9	
Undead Turning	7th Level + Shaman	
War Cry	Character Level 3rd+	Opponents make Will save or loose Dex.
Weapon Finesse	Proficient With Weapon	
	Base Attack +1	
Weapon Focus	Proficient With Weapon	
	Base Attack +1	
Weapon Specialization	4 <sup>th</sup> Level + Fighter	
Wrestle		+4 to Grab/Grapple Checks
<b>Metamagic Feats</b>		
Empower Spell		
Enlarge Spell		
Extend Spell		
Fetish Preparation		
Heighten Spell		
Maximize Spell		
Quicken Spell		
Silent Spell		
Still Spell		
<b>Special Feats</b>		
Extra Turning	Must Be Able To Turn	

## Feat Descriptions

### General Feats

#### **Aiming (General, Fighter)**

You can hit vital areas with a ranged weapon.

**Requirements:** Precise Shot, Base Attack +4.

**Benefits:** For every full round action you spend aiming you get a +2 to hit and damage, max of +6.

**Special:** This feat may be taken multiple times, applying to a new weapon each time.

#### **Alertness**

See Players Handbook, page 80.

#### **Ambidexterity**

See Players Handbook, page 80.

#### **Animal Bond (General)**

You have a special link with an animal companion or familiar.

**Requirements:** Animal companion (Ranger) or Familiar (Witch-Doctor).

**Benefits:** Once per day you may forego one of your feats for one of the animals feats or abilities, providing you are physically able to do it. For example, a nubari could not constrict.

**Special:** You may only take this feat once.

#### **Animal Magic (General)**

Allows casting spells in animal form by katanga. Requires hands/paws unless spell is verbal only. Snake katanga use hypnotic swaying and tail gestures.

#### **Armor Proficiency -light**

See Players Handbook, page 80.

#### **Armor Proficiency-medium**

See Players Handbook, page 80.

#### **Battle Damage (Fighter)**

Your expertise with a weapon allows you to inflict more damage than usual.

**Requirements:** Improved Critical.

**Benefits:** For every successful hit, add one half die of damage. For example, a battleaxe normally does 1d8 damage. With this feat, the battleaxe does 1d8 + 1d4. Added damages are rounded down. Pluses are not doubled. This bonus also extends to critical hits.

### Blind-Fight

See Players Handbook, page 80.

### Blood Of The Ancients (General)

The heroes heritage carries some of the inherent magic of the Ancients.

**Restrictions:** Simbara and Wise Ones Tribal Feat.

**Benefits:** +1 bonus to the heroes arcane spellcasting level for the purposes of determining spells known and spells per day.

**Special:** This feat may only be taken at 1<sup>st</sup> level.

### Cat's Fall (Racial)

**Requirements:** Must be a Tiger katanga.

**Benefits:** You take only half damage from falls if you make a successful Ref save, DC 20.

### Camouflage (General)

You are extremely adept at hiding yourself. You gain +4 to your Hide skill. This stacks with all other bonuses.

### Combat Casting

See Players Handbook, page 80.

### Combat Reflexes

See Players Handbook, page 80.

### Constrict (Racial)

Similar to the Constrict feat in the *Monster Manual*.

**Restrictions:** Can only be taken by Snake katanga.

**Requirements:** Improved Grab.

**Benefits:** In combination with Improved Grab, this feat allows the snake katanga to inflict automatic constriction damage every round without provoking an attack of opportunity and without losing their Dex bonus. Damage is 1d6+Str modifier.

### Danger Sense (General)

You can sense danger even if you can't see or hear it.

**Benefits:** If danger is present you get a +2 to Listen and Spot checks. DM must secretly determine if this bonus applies. If this feat makes the difference between success and failure, you are aware there is danger nearby but cannot tell exactly where.

**Special:** Synergy bonuses apply with Concentration skill. If you have 6 or more ranks in Concentration you may make an additional Concentration check at the original DC. Success means that you can determine where the danger is lurking.

### Death Roll (Racial)

Similar to the Constrict feat.

**Restrictions:** Can only be taken by Caiman katanga.

**Requirements:** Improved Grab.

**Benefits:** In combination with Improved Grab, this feat allows the caiman katanga to inflict automatic rolling damage every round without provoking an attack of opportunity and without losing their Dex bonus. Damage is 1d6+Str modifier. The Death Roll can be done on land or in water, but only in katanga form.

### Determined Soul (General)

You may go below -10 hit points without dying.

**Restrictions:** Rudra and Simbara Tribal Feat.

**Benefits:** Add your Con bonus to the number of points of damage you can sustain before entering each level of death. For example, if your Con bonus is +4, then you are unconscious at -4 hit points and dead at -14. Stacks with Toughness.

### Discipline (General)

**Restrictions:** Huroola and Wise Ones Tribal Feat.

**Benefits:** Will +1, Concentration +2.

### Dodge

See Players Handbook, page 81.

### Dodge-Mobility

See Players Handbook, page 83.

### Dodge-Spring Attack

See Players Handbook, page 85.

### Domain Focus (General)

Identical to Spell Focus. See Players Handbook, page 85.

### Expert Flight (General)

Allows flyer to fly as one size-class smaller.

**Restrictions:** Character Level 5<sup>th</sup> +

### Element Focus (General)

Identical to Spell Focus. See Players Handbook, page 85.

### Endurance

See Players Handbook, page 82.

### Exotic Weapon Proficiency

See Players Handbook, page 82.

### Expert Climb (General)

Allows hero to climb at double the normal rate.

**Requirements:** Improved Climb.

### Expert Healer (General)

You have particular skill at healing.

**Requirements:** Wis 13+

**Benefits:** The healer may reroll once any failed heal checks. Also, the healer may reroll all one's when casting heal spells.

### Expertise

See Players Handbook, page 82.

### Expertise-Improved Disarm

See Players Handbook, page 83.

### Expertise-Improved Trip

See Players Handbook, page 83.

### Expertise-Whirlwind Attack

See Players Handbook, page 86.

### Fetish Preparation (MetaMagic Feat)

**Benefits:** A witch-doctor with this feat may prepare a spell from a fetish that is not a known spell (a known spell is a spell on the sorcerers spell list). The prepared spell uses up a slot one level higher than the spells actual level. The fetish is not destroyed by the preparation or casting of the spell. Casting the spell is not automatically a full round action.

This feat may not be combined with other metamagic feats. This feat may be used to prepare a known spell. The prepared spell will use up a slot one level higher as the actual spell.

### FlyBy Attack (General, Fighter)

The hero can attack while flying.

**Requirements:** Flying speed.

**Benefits:** When flying, hero can take a move action (including a dive) and another action at any point during the move. The hero cannot take a second move action during a round when it makes a fly-by attack.

### Foe Hunter (General)

You do increased damage to tribal enemies.

**Restrictions:** Simbara and Zantira Tribal Feat.

**Benefits:** Against a declared enemy, you gain a +1 in damage for a melee weapon and the threat range of a chosen ranged weapon is increased by one. You may take this feat multiple times for a different enemy each time. Stacks with Rangers hated enemy, as well as other feats.

### Gifted Learner (General)

You learn cross-class skills as if they were class skills.

**Restrictions:** Bagoomba and Wise Ones Tribal Feat.

**Benefits:** You may pick any non-restricted skill and treat it as a class skill. You may take this skill multiple times, applying it to a different skill each time.

### Great Fortitude

See Players Handbook, page 82.

### Hardy (General)

**Restrictions:** Huroola and Rudra Tribal Feat.

**Benefits:** +1 to all saves.

### Heroic Bravery (General)

You demonstrate tremendous bravery in battle.

**Requirements:** Cha 13+, Character Level 5th+

**Benefits:** As long as you are at the front of the battle, you and all allies that can see you get a +1 to Will save.

### Heroic Leap (General)

**Requirements:** 5 ranks in Jump.

**Benefits:** You have no maximum limit to the distance you can jump.

### Honor (General)

**Requirements:** Hero Points.

**Benefits:** You may add the number of Hero Points you currently possess to skill checks for Boast, Bluff, Diplomacy, Gather Information, or Intimidate. The Hero Points are not expended when used this way.

### Improved Climb (General)

Allows hero to climb at 1.5 times the normal rate.

**Requirements:** 5 ranks in Climb.

### Improved Critical

See Players Handbook, page 82.

### Improved Grab (Racial, Fighter)

Similar to the Improved Grab feat in the *Monster Manual*.

**Restrictions:** Caiman Katanga, Snake Katanga, Saru and Tiger Katanga Only.

**Benefits:** If you hit with a natural attack or grapple attempt, you may start a grapple as a free action and without provoking an attack of opportunity. Improved Grab works against creatures the same size or smaller than you. For more information on grappling, see the Player's Handbook page 137.

You have the option to conduct the grapple normally or, if you have the Constrict, Death Roll, Rake or Rend feats, to use the Improved Grab to hold the opponent. If the latter, you suffer a -20 to your Grapple checks but you are not considered grappled yourself; you do not lose your Dex bonus, you still threaten an area, and you can use your remaining attacks against an enemy. Note that using your remaining attacks against another enemy will likely be extremely difficult, perhaps even impossible, with the Death Roll or Rake feats.

### Improved Initiative

See Players Handbook, page 83.

### Improvised Weaponry (General, Fighter)

You can use almost anything as a weapon.

**Requirements:** Simple Weapon Proficiency.

**Benefits:** Penalty for using a weapon you are not familiar with is -2 instead of -4.

### Iron Grip (General, Fighter)

You have developed an immensely strong grip.

**Requirements:** Improved Grab.

**Benefits:** +2 to Grab/Grapple Checks. Stacks with Wrestle feat.

### Iron Will

See Players Handbook, page 83.

### Leaping Attack (General, Fighter)

You are able to leap into battle in a manner similar to a charge.

**Requirements:** 5 ranks in Jump.

**Benefits:** You provoke no attack of opportunity and get a +4 to your attack roll. You suffer, however, a -4 to your AC for the next initiative pass. You must leap at least 10'.

### Life Blessed (General)

Your ties to the nature spirits have increased your chances of surviving traumatic injury.

**Restrictions:** Koshiva and Rudra Tribal Feat.

**Benefits:** When you fall unconscious from hit point damage (normally -1 to -10), you have double the chance (20%) to stabilize.

### Light Sleeper (General)

You come awake instantly when danger threatens.

**Restrictions:** Huroola and Zantira Tribal Feat.

**Benefits:** You may make a listen check anytime you are asleep. If successful, you are instantly awake and ready for action.

### Lightning Reflexes

See Players Handbook, page 83.

### Linguist (General)

You learn to speak new languages with ease.

**Benefits:** You treat the skill 'Speak Language' as a class skill, spending only one skill point to learn each additional language.

**Special:** If the language has an alphabet and you already have the Read/Write Feat, you may spend an additional skill point to learn that written language.

### MultiAttack (Racial, Fighter)

Heroes with multiple natural attacks may decrease their successive attack penalty.

**Benefits:** Penalty for 2<sup>nd</sup> and successive natural attacks are reduced from -5 to -2.

### Precision Flight (Racial)

**Restrictions:** Aarakocra and lacerial Flyers only.

**Benefits:** Allows aarakocra and lacerial flyer to cast spells in flight without a Concentration check.

### Phenomenal Memory (Racial)

You have a virtually flawless memory.

**Restrictions:** Bladeback Lacerials only.

**Benefits:** When trying to remember anything you have seen or heard over the last 20 years, you automatically succeed. For every year beyond 20, you must make a Will save vs DC 20 + number of years after 20.

### Point Blank Shot

See Players Handbook, page 84.

### PB Shot-Far Shot

See Players Handbook, page 82.

### PB Shot-Precise Shot

See Players Handbook, page 84.

### PB Shot-Rapid Shot

See Players Handbook, page 84.

### PB Shot-Shot On The Run

See Players Handbook, page 85.

### Power Attack

See Players Handbook, page 84.

### PA-Cleave

See Players Handbook, page 80.

### PA-Improved Bull Rush

See Players Handbook, page 82.

### PA-Sunder

See Players Handbook, page 85.

### PA-Great Cleave

See Players Handbook, page 82.

### Pounce (Racial)

**Requirements:** Str 15+

**Restrictions:** Tiger Katanga only.

**Benefits:** If the tiger katanga leaps at least 10' on a foe during the first round of combat, it can make a full attack even if he has already taken a move action.

### Quick Draw

See Players Handbook, page 84.

### Rake (Racial)

Special rear claw damage for tiger katanga.

**Requirements:** Improved Grab.

**Restrictions:** Tiger Katanga only.

**Benefits:** If the tiger katanga successfully grapples/grabs an opponent, he can make two rear claw attacks with his rear claws. Attack bonuses apply as if they were the first two attacks in the round, damage is 1d6 + Str bonus per attack.

### Reading/Writing

You are able to decipher the meaning of the written word.

**Restrictions:** Only Oscray can take this feat at 1<sup>st</sup> level. All other heroes must wait until 3<sup>rd</sup>.

**Benefits:** You can read the writing of the Oscray sages, a rare and, to some, dangerous ability.

**Special:** If new written languages become available, you can learn to Read/Write them by buying another language

in the 'Speak Languages' skill. Unless you have the 'Linguist' Feat, you must spend two skill points to speak a language and two ranks to read it. Some languages, particularly ancient ones, may only be available as written languages.

### Rend (Racial)

Special damage attack of Saru.

**Requirements:** Improved Grab.

**Restrictions:** Saru only.

**Benefits:** If the saru successfully grapples/grabs an opponent, he can then rip his opponent limb from limb. This is an automatic hit, damage is 1d6 + Str bonus per attack.

### Rolling Attack (Racial)

Hedgehog Katanga can execute a special rolling attack.

**Restrictions:** Hedgehog Katanga only.

**Benefits:** The rolling attack is treated like a charge, but with no AC penalties. At the end of the roll, you may then take your attack action as normal.

**Special:** If the Hedgehog Katanga has the Mobility feat and at least 5 ranks in Tumble, he can choose to roll up to his full charge movement even if it takes him past his opponent. The opponent still gets attacks of opportunity. If an attack succeeds, the hedgehog katanga is stopped at the point of attack.

### Run

See Players Handbook, page 84.

### Scent (Racial)

Heroes with the scent ability can identify familiar odors just as humans do familiar sights.

**Restrictions:** Aarakocra, Korobokuru, Nubari, Plantmen, Shu, and Tam'hi cannot take this feat.

**Benefits:** +2 Track, +2 Search, and +2 Spot. Invisible creatures are still 50% chance of miss but no need to guess at targets position.

**Special:** Lacerials who take this feat get +3 to Track, Search, and Spot.

### Shield Proficiency

See Players Handbook, page 85.

### Simple Weapon Proficiency

See Players Handbook, page 85.

### Skill Focus

See Players Handbook, page 85.

### Spell Penetration

See Players Handbook, page 85.

### Spirit Sense (General)

Allows you to sense when spirits are in the area.

**Requirements:** 1<sup>st</sup> level Spellcaster.

**Benefits:** You will know immediately if any ancestor, elemental, nature, taboo, or undead spirits are within 100' of you. You will be able to discern their type and approximate number, but not their precise distance or location.

**Special:** A spellcaster with this feat gains a bonus when casting any Monster or Elemental Summoning spell. Such spells are cast as if at one level higher, so a Summon Monster II becomes Summon Monster III.

### Spirit Turning (General)

An ability that allows Shaman or Witch-Doctor to either attract, rebuke, or be ignored by any Malatran spirit other than undead.

**Requirements:** 3<sup>rd</sup> Level Spellcaster. Spirit must be seen or sensed with the Spirit Sense feat.

**Benefits:** Spirit Turning works just like Turning Undead (see Players Handbook, page 139 and 140), with the following changes:

*Destroyed* results in a spirit being driven from an area for one year and one day. Hero spellcasters may elect to *Attract* a spirit with this result in the hopes of gaining a favor from it (DM's option. Should only be used once per adventure, Diplomacy or base Charisma applies). The spellcaster must still convince the spirit to do what it wants. The spirit, regardless of its nature, will telepathically communicate with the spellcaster. Note - Using *Attract* when there is an Undead Spirit in the area can be most unfortunate, as the spellcaster immediately comes to the full and wrathful attention of the Undead.

*Turned* means the spirit flees per the rules in the Players Handbook. If the spirit had been summoned by a spell, it will not return unless summoned again. If it was inhabiting the area, it will return as quickly as possible.

*Awed* is as described in the Players Handbook and is only done by evil spellcasters.



*Commanded* is as described in the Players Handbook, except that any animal of a nature spirits type that ever encounters the spellcaster has a 25% chance of fleeing the spell caster in terror on sight. Commanding spirits in this way is forcing the spirit to act against its will and therefore considered an evil act.

### Swim Fighting (General)

You are adept at fighting underwater.

**Requirements:** 5 ranks in Swim.

**Benefits:** All water fighting penalties are halved.

### Swing By Attack (General, Fighter)

You may attack while swinging on ropes or vines.

**Requirements:** 5 ranks in Vine Swinging.

**Benefits:** When vine swinging, the hero can take a move action and another action at any point during the move. The hero cannot take a second move action during a round when it makes a swing-by attack.

Roll under Vine Swinging to determine distance traveled.

### Taboo Sense (General)

You can sense when an area is guarded by taboo spirits.

**Benefits:** This feat allows you to detect when you are about to infringe on a taboo area. It also allows you to determine whether the taboo is caused by physical conditions (such as the yaku plains), the creatures that live there (such as the Dokuba Swamp), or supernatural conditions where evil spirits dwell (also like the yaku plains). It also allows you to determine if the taboo is specific for one tribe or people, or covers all good peoples in the jungle.

### Talent (General)

You have learned to take maximum advantage of your natural abilities.

**Restrictions:** Bagoomba and Zantira Tribal Feat.

**Benefits:** You may double the ability modifier for one skill. This feat may be taken multiple times, applying to a different skill each time.

### Taunting (General)

You are particularly skilled in enraging your enemies.

**Requirements:** Bluff Skill, Taunt Skill.

**Benefit:** By making a successful Taunt skill check you can enrage your foes. This gives them -2 to hit, -1 AC but

a +1 damage. This lasts until the end of combat or until you or your foe fall unconscious. Foe gets a Will save; DC is your taunt skill roll.

### Toughness

See Players Handbook, page 85.

### Track

See Players Handbook, page 85.

### Traders Background (General)

You are adept at bartering and trade.

**Requirements:** Bagoomba and Koshiva Tribal Feat.

**Benefits:** +2 Appraise, +2 Barter, and +2 to any single Craft/Profession skill.

### Tree Topper (General)

You are as comfortable in the trees as on the ground.

**Restrictions:** Koshiva Tribal Feat.

**Benefits:** You are granted a +2 to Climb and maintain your Dex bonus while Climbing.

### Two-Weapon Fighting

See Players Handbook, page 86.

### TWF-Improved TWF

See Players Handbook, page 83.

### Undead Turning (General)

A ritual that allows Shaman to either turn or rebuke Malatran undead.

**Requirements:** 7th Level Shaman.

**Benefits:** As the description in the Player's Handbook, pages 139 & 140. For additional information, see "Spirits Of Malatra", **EDITORS NOTE page 54**

### War Cry (General)

Your war cry strikes fear in the hearts of your enemies.

**Requirements:** 3<sup>rd</sup> Level Character, Intimidate skill.

**Benefits:** By making a successful Intimidate check (DC 10 + opponent level + opponent Cha modifier) you cause your foes to lose their Dex modifier for one round. War Cry is a full-round action and may only be used once per combat.

### **Weapon Finesse**

See Players Handbook, page 86.

### **Weapon Focus**

See Players Handbook, page 86.

### **Weapon Specialization**

See Players Handbook, page 86.

### **Wrestle (Fighter)**

You are a skilled wrestler.

**Benefits:** +4 to Grab/Grapple Checks. Stacks with Iron Grip.

## **Metamagic Feats**

### **Empower Spell**

See Players Handbook, page 82.

### **Enlarge Spell**

See Players Handbook, page 82.

### **Extend Spell**

See Players Handbook, page 82.

### **Heighten Spell**

See Players Handbook, page 82.

### **Maximize Spell**

See Players Handbook, page 83.

### **Quicken Spell**

See Players Handbook, page 84.

### **Silent Spell**

See Players Handbook, page 85.

### **Still Spell**

See Players Handbook, page 85.

## **Special Feats**

### **Extra Turning**

See Players Handbook, page 82.

## **JUNGLE EQUIPMENT**

### **Starting Equipment**

Every hero starts play with a number of items equal to their Charisma ability score. These starting items represent gifts the character has received in the past. For example, a hero with a charisma of 10 may pick 10 items from the following list of clothing, food, equipment, weapons, and armor.

Living Jungle heroes begin with no money, as Malatra has an economy of barter. Magic items are acquired through tournament play and at convention activities.

Heroes with a Craft or Profession skill may roll their skill at a DC of 20 at the start of every adventure. If successful, the hero gains one extra item as appropriate per their skill. The item may not be magical or masterwork. The hero may not 'take 10 or 20' on this roll.

### **Weapon Use**

Fighters and Rangers can use any simple and martial weapons.

Clerics and Rogues may use any simple weapon.

Sorcerers may use halbspear, shortspear, staff, dart, blowgun, dagger, knife and sling.

### **Clothing**

Belt, cap, halter, leggings, loincloth, rain cape, robe, sandals, sash, shoes, snakeskin, straw hat, toga, tunic, vest, woven hemp. Tattoos are considered "clothing" and count toward your starting possessions.

### **Food**

Beer, berry juice, bread, cheese, coconut shell full of honey, eggs, fruit, grain, meat, milk, nuts, roots, water, wine.

### **Equipment**

Arrows (6), darts (6), backpack-wicker, basket, bedroll, blanket, candle, charcoal stick, fish hook-bone, fishing net, flask, grappling hook of stone, gourd, jug (clay), pouch, reed flute, rope-hemp, rope-vine, sack, wax-bees,

sewing needle, straw sleeping mat, torch, waterskin, wooden bracelet.

### Weapons

Simple(melee) - dagger, club, halfspear, knife, quarter-staff, shortspear.

Simple(ranged) - blowgun, dart, sling, javelin.

Martial (melee) axe-throwing, axe-battle, flail, hammer-light, handaxe, longspear, mace, shortbow, trident.

Martial(ranged) - short bow, long bow.

Exotic(melee) - bladeback flail(dire flail), long knife(short sword), korobokuran waraxe(dwaven war-axe).

Exotic(ranged) - bolo, boomerang, fighting net.

Weapons in the Living Jungle setting are usually made of bone, stone, or wood. Metal technology, apart from some small amounts of gold, silver, copper, and brass, is unknown in Malatra. For the sake of simplicity, however, the weapons made from non-metal material inflict the same damage listed in the Players Handbook.

Poison thorns are not available to starting heroes, though non-player shu are notorious for their use.

### Armor

Armor is uncommon in the Living Jungle. Beginning heroes may pick from leather, hide, bone & leather (studded), reed (padded), bucklers, small wooden shields, and mountain shields (tower shields).

### Living Jungle Weapons

The player may use certain weapons from the supplement "Sword And Fist". These weapons have already been introduced to the Living Jungle. The player must have the "Sword And Fist" supplement with them if they intend to use one of these weapons at a given game. The DM is not required to have "Sword And Fist" and may disallow the use of these weapons if the supplement is not provided.

### Exotic Melee Weapons

Small: Bladed Gauntlet

Large: Harpoon

### Exotic Ranged Weapons

Small: Bolas, 2-Ball

Skiprock, Shu

Large: Shotput, Oscray

WEAPON	DAMAGE	CRITICAL	RANGE INCR	WEIGHT	TYPE
<b>EXOTIC RANGED</b>					
<b>Small</b>					
Bolas, Barbed	1d6	x2	10	4 lbs	Piercing
Boomerang	1d4	x2	20	2 lbs	Bludgeoning
<b>Medium</b>					
Blowgun, Shu	1d2	x2	10	1 lbs	Piercing
<b>Large</b>					
Blowgun, Nubari	1d3	x2	10	2 lbs	Piercing

## LEVEL ADVANCEMENT

When your Living Jungle character earns sufficient experience to advance a level, be sure to modify your hero sheet to reflect his new level.

Living Jungle heroes gain hit points based on their hit die type. Hit points are also added for high Constitution. Each hero gets the maximum possible hit points at first level, then 3/4 of that maximum for each level thereafter, rounded up.

Examples:

A Fighter uses hit die type d10. Therefore, he gets 10 hit points plus Con bonus at 1<sup>st</sup> level and 8 hit points plus Con at 2<sup>nd</sup> level and above.

Characters continue to get skills, feats, and ability score points according to the 3e Players Handbook as they advance in level. All heroes can earn and retain more hero points as their level increases. **EDITORS NOTE - "FOR MORE INFORMATION ON HERO POINTS, GO TO PAGE 45".**

## HERO DESCRIPTION

Heros should never be just a collection of numbers and abilities. They should have personality, appearance, and history. Before your Living Jungle hero is done, you should take time to describe him on your Hero Sheet. Use as much or as little room as you like, attaching another sheet if necessary. As a Living character, your hero should change and develop over the course of game play.

Characters who have both strengths and weaknesses are much more interesting to play than characters who have **Age**

nothing but strong points. Consider giving your character some flaws, like a fear of spiders, an inability to see more than one side of an issue, or even a physical injury.

Heroes come from humble beginnings as often as from grand. Consider a character who isn't particularly prominent in his tribe, or perhaps one that everyone in the tribe expects to do very well. Remember to include human-like personality traits, especially some that you do not possess. Heroes should have interesting backgrounds, but it's through tournament play that the largest part of your heroes story will be told.

Race	Base	Aging Effects			
	Age	Middle Age(1)	Old(2)	Venerable(3)	Maximum
Aarakocra	12 + 1d3	25 years	35 years	45 years	+3d8
Butu	4 + 1d2	12 years	14 years	16 years	+2d8
Katanga	19 + 1d8	40 years	60 years	95 years	+2d10
Korobokuru	20 + 1d10	45 years	80 years	125 years	+3d10
Lacerial-Bladeback	16 + 1d4	50 years	75 years	100 years	+4d10
Lacerial-Finheads	15 + 1d4	45 years	60 years	90 years	+3d10
Lacerial-Flyers	15 + 1d2	30 years	45 years	60 years	+2d10
Lacerial-Hornheads	16 + 1d6	90 years	140 years	160 years	+4d10
Lizardmen	15 + 1d2	30 years	40 years	50 years	+2d10
Nubari	15 + 1d4	45 years	60 years	90 years	+2d20
Oscray	12 + 1d4	30 years	40 years	50 years	+2d10
Plantmen	6 + 1d2	n/a	n/a	n/a	120*
Saru	15 + 1d3	45 years	60 years	95 years	+2d20
Shu	17 + 1d6	30 years	55 years	80 years	+2d10
Tam'hi	35 + 1d10	60 years	170 years	230 years	+3d10

1: -1 to Str, Con and Dex; +1 to Int, Wis and Cha.

2: -2 to Str, Con and Dex; +2 to Int, Wis and Cha.

3: -3 to Str, Con and Dex; +3 to Int, Wis and Cha.

\*: At 120 Plantmen either return to their budding caves or are allowed to found new villages.

## Height & Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Aarakocra	5' 0"/4' 8"	+1d6	80 lb	x (1d4) lb
Butu	2' 10"/3' 0"	+1d6	35 lb	x 1 lb
Katanga	4' 10"/4' 5"*	+2d6*	115 lb*	x (2d4) lb
Korobokuru	3' 9"/3' 7"	+1d10	110 lb	x (2d6) lb
Lacerial-Bladeback	6' 0"/5' 6"	+4d6	200 lb	x (2d4) lb
Lacerial-Finheads	4' 0"/3' 10"	+1d10	90 lb	x (2d4) lb
Lacerial-Flyers	3' 0"/2' 10"	+1d4	60 lb	x 2 lb
Lacerial-Hornheads	9' 0"/8' 6"	+4d6	360 lb	x (2d6) lb
Lizardmen	6' 0"/5' 10"	+2d10	200 lb	x (2d4) lb
Nubari	4' 10"/4' 5"	+2d10	120 lb	x (2d4) lb
Oscray	5' 0"/4' 8"	+2d10	130 lb	x (2d4) lb
Plantmen	4' 6"/4' 6"	6" per level	45 lb	10 lb per level
Saru	4' 2"/4' 2"	+2d10	260 lb	x (2d6) lb
Shu	2' 8"/2' 6"	+2d4	30 lb	x 1 lb
Tam'hi	4' 8"/4' 8"	+1d12	90 lb	x (1d4) lb

\*: Katanga information is a rough approximation of their nubari and biped forms. Small katanga should use the shu statistics.

## HERO POINTS - GOOD GUYS FINISH FIRST

Hero Points are a game device for rewarding characters for particularly selfless or heroic actions. They affect the outcome of die rolls, but promote role-playing rather than just number crunching. Any good or neutral aligned hero can earn Hero Points. A hero of any race may have one hero point per level.

### Earning Hero Points

Heroes earn Hero Points by acting bravely, selflessly, daringly, and dramatically. Normally a tournament author will point out several instances in which the heroes can earn Hero Points during the adventure. Sometimes, however, heroes may act heroically in unanticipated circumstances. In these cases, the judge determines whether a hero has earned a Hero Point.

Since defining these qualities is difficult, here are some general guidelines about what do not and what do constitute heroic actions:

- Heroic actions are spontaneous. It is neither hesitant nor calculated. A warrior whose companions must persuade him to fight a local champion to save an NPC from death is not heroic. A witch doctor who pauses to consider whether his spells will be more effective than weapons against the champion before agreeing to fight him is clever and perhaps even brave, but he is not heroic. Heroism is impulsive, not scheming.

- Heroic actions are not performed for personal gain. If two heroes “elbow each other out of the way” to be the one to earn a Hero Point, then neither receive one. Further, when a hero performs an act which has an obvious reward (fighting the champion to gain his masterwork spear), no Hero Point is awarded. If the hero expects a reward for his action, then it is not heroic. Heroism is selfless, not selfish.

- Heroic actions are not safe and easy. A hero must face and realize she faces a serious threat for an action to be heroic. Thus, a warrior who leaps into a pit of vipers to save a fallen comrade is acting heroically—unless she thinks she is immune to the poison or that the vipers are no threat. A rogue who rushes across a vine bridge to save a young boy from an imminent landslide is heroic only if he has a real chance to fall or be caught in the landslide—and knows it. Heroic actions are dangerous and difficult.

- Heroic actions are not mechanical and bland. If a player simply declares, “Oh, I guess Kalida will face the champion,” then the judge shouldn’t award a Hero Point. On the other hand, a player who accepts a challenge with real panache is acting heroically: “I, Kalida, son of Harusa the Wise Woman, accept your boastful challenge in defense

of all the Nubari tribes!” Heroism is grand and dramatic. It is all about roleplaying.

When a judge deems a hero’s action worthy of a Hero Point, he or she fills out one of the Hero Point certificates provided with each tournament and hands it to the player. The hero can use the Hero Point immediately. Except in special circumstances (noted in tournaments), a hero can earn a only one Hero Point per adventure, which is why only seven Hero Point certificates are provided for each tournament. Once they are all awarded, no more are available during the session.

### Maximum Hero Points

Heroes can never have more Hero Points than levels of experience. For example, any heroic actions performed by a 3rd level character who already has three Hero Points are still heroic, but they do not earn Hero Points. Since Hero Points are only awarded to those who are doing them for selfless reasons, this restriction should not adversely affect role-playing.

### Spending Hero Points

Hero Points affect rolls which determine the results of actions, including “passive” actions like resisting a spell effect. Hero Points do not affect an opponent’s rolls. A hero can spend a Hero Point to raise his own chance to hit an opponent, but not to lower the opponent’s saving throw or Ability check.

Heroes may use Hero Points to benefit the rolls of other Hero PC’s. Using a Hero Point in this manner is generous, but it is not in itself a heroic action; the hero doesn’t earn another Hero Point for using his own Hero Points to benefit another character.

A player may use Hero Points in one of three ways.

1) *To modify a die before it is thrown.*

Before a die is thrown, a hero may “spend” a Hero Point to gain a +2/d20 (or +10%/d100) bonus for combat rolls, saving throws, Ability checks or virtually any other d20 or d100 roll during the game. Heroes may spend up to two Hero

Points at a time in this manner, gaining a maximum bonus of +4/d20 (+20%/ d100) on a roll before the die is thrown.

2) *To modify a die after it is thrown.*

After a die is thrown, a PC may spend a Hero Point to gain a +1/d20 (or +5%/d100) bonus on those same sorts of rolls. Again, a hero may spend up to two Hero Points in this manner, gaining a maximum bonus of +2/d20 (+10%/d100)

on a roll after the die is thrown.

### 3) To re-roll a failed die roll.

A hero may spend two Hero Points to re-roll any failed d20 or d100 die roll.

Whenever a hero spends a Hero Point, the judge must collect the player's Hero Point certificate and tear it in half.

### Hero Points and Judge Rolls

Occasionally, judges may - and should - roll dice secretly to determine the result of an action. For instance, an NPC witch-doctor casts a charm person spell upon a PC, but the DM makes the saving throw secretly so that the player's aren't sure of the spell's effects. Any time the judge makes a secret roll based on a PC's action, the PC may elect to spend a Hero Point to affect that roll, but the judge still rolls the dice secretly.

## THE PRICE OF FAME

Heroes in the Living Jungle are heroes in the truest sense: the risks they take are not just for their own glory, but also for the betterment of their people and tribe. As they take part in adventure after adventure, their story gets told around a hundred campfires and echoes in the resounding reverberations of the jungle drums. The very spirits of the land seem to drink in these tales of daring and to gain courage from their noble exploits. Legends, even myths, are born of such fire and depth of meaning that they seem to have always been told, no matter how recent the heroes thread has really been spun.

### Fame

In the Living Jungle Hero fame and recognition is based solely on the heroes level, modified for 1) The relative isolation of the society or individual who may attempt to recognize the hero, and 2) boons or other recognitions bestowed from an important NPC onto the hero.

The percentage chance of being recognized by someone is your heroes level multiplied by 10 and expressed as a percentage. For example, a 7<sup>th</sup> level hero has a 70% of being recognized. There are two exceptions to this rule. First, a 1<sup>st</sup> level hero has NO chance of being recognized outside his/her tribe since he/she hasn't done anything heroic yet. Upon reaching 2<sup>nd</sup> level, however, the hero will automatically have a 20% chance of being recognized. After all, Malatra isn't that populous, and boasting of ones exploits is a common pastime. Second, any hero 8<sup>th</sup> level or higher will be recognized 100% of the time. They are just too important not to be known.

### Responsibilities Of High Level Heroes

High-level heroes are a tremendous resource for their tribe and must start dedicating their time to it's protection; the training and education of the tribes young, and insuring the tribes continued prosperity. Even heroes with no declared tribe have demands placed upon them by the tribes around them, the council of elders, and the spirits of the land.

7<sup>th</sup> and 8<sup>th</sup> level - A hero may only adventure 8 months out of the year. The 8 months must be designated as full months, regardless of the actual amount of playing time. For example, if a player decides to run his high level hero at GenCon in August, the entire month of August counts as one month of eligible playing time, even if the hero is only run at that one convention.

9<sup>th</sup> and 10<sup>th</sup> level - May only adventure 6 months out of the year.

11<sup>th</sup> and 12<sup>th</sup> - May only adventure 3 months out of the year.

13<sup>th</sup> level - Hero may no longer adventure and faces mandatory retirement (**see Retirement And Reincarnation, page 83**).

On occasion, high-level heroes may gain a boon of some kind as a result of their fame and their dedication to their tribe. They may be featured prominently in new adventures, new spells may be "discovered" by them, or even new Living Jungle technologies might be invented in their name. This is normally at the discretion of the Living Jungle Campaign Directors, but suggestions from players are encouraged. They will be seriously considered, and have in fact been used in the campaign in the past.

## SPELL EFFECTS

### Magic In Malatra

Magic in the Living Jungle is a shrouded, often dark mystery. Until the Pact of the Ancients was complete (In the module "Shadows of Earth"), the source of the magic in Malatra was not complete, forcing mages to carry many fetishes and spend long hours studying to learn their spells. With the coming of the spirits (In the module "Shadows of Change") involving the change to 3E, the nature of magic has changed. The elemental spirits and nature spirits have returned or have been made stronger by the change. Many of them are emerging to interact with the heroes of Malatra as never before.

Arcane magic has always been a difficult thing, dangerous and foreboding. Since the elemental nobles influence the flow of magic, effects such as necromancy simply do not function except for a few evil sorcerers and priests

who have ties superceding the elemental ties to the jungle. Excepting these few, sorcerers in the jungle have a greater tendency to work within the natural framework of the jungle. The *magic missile* version in the jungle resembles large serrated thorns, rather than purple bursts of energy. The effects are the same, but the manifestation is 'natural'. A number of spells are counterproductive in the jungle, and so have had no reason to be developed. *Fireball*, and *Ice Storm* have obvious disadvantages for sorcerers trying to defend their village against marauding garuda; destroying the fields and fruit trees one depends on for survival is a poor way to defend the village. Others like *read magic* and *detect secret doors* have no practical use and, while not forbidden, have never been developed.

Divine magic as well is just a bit different in Malatra. There are no direct connections to deities, per se. Instead, the priests and rangers get their powers from the spirits of the jungle, the spirits of their ancestors and the elemental weave of magic that permeates the jungle. Some spells, like *Righteous Might*, are not available to divine spellcasters because of the lack of connection to a deity.

*Raise Dead* is not a spell that is available to clerics, nor is it available anywhere in the jungle. It is the one spell effect that, even though not necromantic, all the spirits see as an abomination against nature. The Circle of Life must rule over all, and this spell violates their ethos.

### Cleric Spells - Zero Level

- **NOTE:** Any spell requiring a holy symbol merely uses a symbol that represents the shaman's beliefs. The player should use this symbol or symbols prominently in spellcasting.

#### **Create Water**

This spell functions at ½ effect in the Plains of Ash.

#### **Inflict Minor Wounds**

Heroes do not have access to strictly Necromantic spells.

### Cleric Spells - First Level

#### **Animal Friendship**

Material component is any symbol of the shamans beliefs and a piece of food the animal likes. You may choose any animal normally found in the jungle, with the following exceptions:

- 1) No insects, giant or otherwise.
- 2) No aquatic animals, like fish or manatees.

3) Animals like giant otters will not travel far from their native river or lake.

If you bring an animal to the table, you can assume it knows tricks per the Players Handbook. If you acquire one at the gaming table, you must spend at least three game days teaching it each trick. It's your choice when you acquired the animal, but you must declare what you have at the beginning of game play

#### **Detect Poison**

Material component is a leaf of frond which turns black if poison is present.

#### **Inflict Light Wounds**

Heroes do not have access to strictly Necromantic spells.

#### **Invisibility To Undead**

This spell has not been developed in Malatra. It is not currently available to Heroes.

#### **Pass Without Trace**

Material component is a bit of hanging moss.

#### **Sanctuary**

Material component is any material that may act as a symbol of the shamans beliefs and a small strip of snake-skin twisted into a ring.

#### **Summon Monster I**

Since there are no Outsiders in Malatra except for Elementals, all Summon Monster spells are modified as follows:

- 1) Elementals are available when applicable.
- 2) Celestial and Fiendish animals are replaced by nature spirits of said animals. These nature spirits are neutral and use the same template as the Celestial Creature template found in the Monster Manual, pages 211 and 212, except that their *Smite Evil* ability is replaced by *Smite Foe*. 'Foe' is defined as anyone the caster is opposed to. Note that even animals that are described as 'Fiendish' by the spell description are nature spirits, neutrally aligned, and available to any caster.
- 3) Since Nature Spirits are true spirits of Malatra, they can be turned by anyone with the Spirit Turning feat. Thus the casters summoned monster may be incapable of attacking an enemy, or may be driven off entirely. A spirit that is turned, rebuked, etc while under the effects of a Summon Monster spell evokes an attack of opportunity, during which time the summoning spellcaster may bolster the spirit (if they have the Spirit Turning feat). If the Turn roll of the enemy spellcaster was not sufficient to

overcome the bolstering, the spirit remains and continues to act as under the Summon Monster spell.

### Cleric Spells - Second Level

#### **Flame Blade**

Is allowed but must take the shape of a known weapon to the caster.

#### **Heat Metal**

This spell is not currently allowed in the jungle.

#### **Inflict Moderate Wounds**

Heroes do not have access to strictly Necromantic spells.

#### **Spiritual Weapon**

This weapon takes a form that reflects the shaman's beliefs. If no specific weapon is indicated, the weapon takes the form of a spear.

#### **Summon Monster II**

See *Summon Monster I*.

### Cleric Spells - Third Level

#### **Animate Dead**

Heroes do not have access to strictly Necromantic spells.

#### **Feign Death**

Heroes do not have access to strictly Necromantic spells.

#### **Inflict Serious Wounds**

Heroes do not have access to strictly Necromantic spells.

#### **Negative Plane Protection**

This spell is not currently allowed in the jungle.

#### **Plant Growth**

When this spell is cast on a Plantman, the caster may modify the spell to act as either a Cure Serious Wounds spell or an Enlarge spell.

#### **Speak With Dead (Speak With Ancestors)**

Although some tribes may use "Speak with Ancestors" in times of grave emergency, this spell is frowned upon.

Only Spirit Speakers using the Trance feat are recognized as having the right to summon and speak with the spirits of the ancestors. In addition, only the ancestors of the tribe to whom the Spirit Speaker is a member should ever be contacted. Speak With Dead should be used only rarely and in times of great need. If used frivolously it is considered an evil act, and may have alignment consequences or incur the wrath of the ancestor spirit so called.

#### **Summon Monster III**

See *Summon Monster I*.

### Cleric Spells - Fourth Level

#### **Inflict Critical Wounds**

Heroes do not have access to strictly Necromantic spells.

#### **Lesser Planar Ally**

As with Summon Monster, only elementals may be contacted.

#### **Summon Monster IV**

See *Summon Monster I*.

### Cleric Spells - Fifth Level

#### **Atonement**

Atonement is a lengthy and often dangerous ritual of righting wrongs and accepting punishment. It seeks to put the offense to a people or tribe at rest, to make the violator "At One" with those offended.

Atonement in Malatra is used for two reasons: 1) To remove a Spirit Mark or, 2) To atone for breaking a tribal law or custom.

**Spirit Mark.** Atoning to remove a Spirit Mark is extremely rare. The hero gets the Spirit Mark for attacking a Taboo Spirit, but the mark usually lasts only one cycle of the moon (30 days), though legends talk of spirit marks that last much longer. The mark identifies the possessor as a violator of taboo lands to any shaman that sees it.

When atoning for a Spirit Mark, the offender is voluntarily accepting a geas of some kind from the shaman of the people whose taboo was violated. The nature of the geas is determined by the shaman and the ancestor spirits that are summoned at the end of this one day ritual. The ancestor spirits physically manifest, listen to the offender's pleas for atonement to those they have wronged, then decide if the pleas are genuine and heartfelt. If the ances-



tor spirits decide the plea is genuine, the hero becomes geased to make amends in some way. Typical geas include questing for an item, serving the tribe in some menial capacity for a year, or making one hundred bows for the tribe's warriors.

If the plea is deemed trivial or insincere (the DM must make an honest determination of hero intent), the ancestor spirits are outraged at the offense and the Hero is Geased never to return to the lands of the people he has offended. Furthermore, the hero is under the effect of a Curse (treat as reverse of Bless) for one year and one day.

**Tribal Law or Custom.** Atonement for breaking a tribal law or custom is even more involved and potentially even more dangerous than atonement for a Spirit Mark. Failing an Atonement results in Hero death without possibility of reincarnation, no save. As such, only the most severe penalties for breaking law or custom warrant the risk of this kind of atonement.

The ritual for this kind of atonement lasts three days. At the end of the ritual the Hero that has called for the atonement is asked one last time if they wish to accept the consequences of the atonement. If the Hero wishes to proceed, his course is set (geased) upon one of two paths.

The ancestor spirits physically manifest and listen to the offender's pleas for atonement, reason for the breaking of the law, and why the offender should be forgiven. Again, if the ancestor spirits decide the plea is genuine or the offense was not the offender's fault or done with malicious intent, then the hero becomes geased to make amends in some way. The geas takes the form appropriate to the offense. For example, a huroola man that may have picked up a weapon is normally under penalty of death. With a successful atonement (and providing he wasn't slain on the spot by the female warriors), he may be allowed back into the tribe with only the loss of the offending hand.

If the ancestor spirits decide the plea is not genuine, that the offender is just making excuses, or that forgiving the offender may set a bad example to other tribe members, the offender is slain (no reincarnation, no save). Further, his spirit may not even enter the Dreamlands and passes on to whatever lies beyond, forever past the reach of his people.

Again, this kind of Atonement is not undertaken lightly. In the case of the Huroola example, the offending male may not even make it to the shaman to ask for the ritual to be performed. He may be killed by the females first. If he does make it to a Huroola shaman, however, his request cannot be refused and he comes under the temporary protection of the shaman and tribal law.

### Circle Of Doom

Heroes do not have access to strictly Necromantic spells.

### Ethereal Jaunt

This spell is used to gain access to the Dreamlands. It is only dependable when used for this purpose. Anyone attempting to use it to walk through a tree or wall is in danger of becoming lost in the Dreamlands and returning miles or even hundreds of miles from their intended destination.

### Flame Strike

Flame Strike is available only to those shamans who have chosen the Fire Domain at first level. Per Core Rules, half the damage from a Flame Strike spell is holy damage from a deity. Since there are no deities in the jungle, this spell does only half damage, save for one-quarter.

### Raise Dead

This spell is not and shall never be allowed in the Living Jungle.

### Reincarnate

This spell is not allowed to Hero shaman, though it can be used by some of the elemental nobles. A Hero who is killed and wishes to be 'brought back' should contact the LJ coordinators. We will work out the circumstances of the heroes return and the cost to said hero. It is not our intention to deprive someone of a valued character lost due to bad luck or a poor dice roll. However, bringing back anyone who is dead is considered a very 'big deal', and will not be undertaken lightly.

### Righteous Might

This spell is not allowed in the Jungle. Shaman do not have the one-on-one contact with a deity that would allow this spell.

### Slay Living

Heroes do not have access to strictly Necromantic spells.

### Summon Monster V

See *Summon Monster I*.

### Wall Of Stone

This spell is not currently allowed in the jungle.

## Cleric Spells - Sixth Level

### Banishment

Only useful to banish monsters and planar allies summoned via use of the appropriate spell. It will not work on any of the elementals who have come to Malatra, nor will it work on the Tamara or their minions.

### Etherealness

Used to gain access to the Dreamlands. Any other attempt to travel is liable to lead to unpredictable results.

### Harm

PC's do not have access to strictly Necromancy spells.

### Planar Ally

See *Summon Monster I*. Only elementals may be contacted.

### Summon Monster VI

See *Summon Monster I*.

### Word Of Recall

This spell is not currently allowed in the jungle.

## Sorcerer (Witch-Doctor) Spells - Zero level

### Arcane Mark

Unless Read/Write feat is taken, can not be used to write anything, just to make a picture/mark of the Sorcerer.

### Disrupt Undead

This spell is not currently allowed in the jungle.

### Read Magic

This spell is not currently allowed in the jungle.

## Sorcerer Spells - First Level

### Alarm

Takes the form of loud animal screeching and howling. Material component is the lower jawbone of any animal.

### Audible Glamour

Material component is a bit of cotton or lump of beeswax.

### Comprehend Languages

Allows understanding of sign language as well as spoken languages. Does not allow understanding of written languages unless Read/Write feat is taken.

### Cause Fear

Heroes do not have access to strictly Necromantic spells.

### Chill Touch

Heroes do not have access to strictly Necromantic spells.

### Dancing Lights

Material component is a glowing ember, firefly, or glow worm.

### Detect Secret Doors

This spell has not been developed in Living Jungle, as there are almost no secret doors.

### Detect Undead

This spell IS allowed because it is not a necromantic spell. It is a divination spell.

### Enlarge

Material component is a pinch of flax seeds.

### Erase

Is available in the Living Jungle. It is most often used by witch-doctors to remove ritual paints, inks, and tattoos.

### Find Familiar

Material component is a feather, hair, scale, or hide of the animal the witch-doctor would like to call as a familiar. In this manner, the witch-doctor actually chooses what sort of animal becomes his familiar. The animal must be size small and, apart from superior intelligence and an empathic link to the witch-doctor, a normal, non-supernatural animal. There is a 5% chance that the specified animal is not available within range of the spell. In this case, the spell fails. Sensory powers made available to the wizard depend on the type of animal summoned.

**Cost.** Since LJ is a barter system, the sorcerer must expend certed items during the summoning. A total of three certed items is required. The certed items may be any certed item except for boons, favors, tattoos and hero points. The player should staple the three expended certs together after writing "Used For Familiar" across them.

**Familiar Types.** Same as PH, with the following changes:

**Bat** - The echo location of the bat gives his master a type of Dark Vision. As with normal Dark Vision, the 'image' is black and white. Since it is not true Dark Vision, however, fine detail is

lacking. The sorcerer cannot, for instance, tell the difference between two shu characters, or between a banana and plantain.

**Snake** - No poisonous bite. Sorcerer is immune to poison a number of hit point or stat damage equal to his level per poison attack, regardless of the type or source of the poison.

#### **New Familiars:**

**Anteater** - Superior smelling ability. +2 to Spot checks.

**Deer** - +10 Movement

**Margay** - The Margay is a small cat-like species that almost never leaves the trees. +2 to Climb.

**Parrot** - A sorcerer, once he has reached 6<sup>th</sup> level, may cast a spell through the familiar, once per day. The spell may be any spell the sorcerer knows. The parrot acts as “the caster” for all spell effects. The spell does not count as an action for the sorcerer.

**Sloth** - Sorcerer needs half the amount of food and water each day. Also gains +2 Hide.

**Tarantula** - +2 Climb

**Turtle** - +2 to AC.

**Vulture** - Superior smelling gives +2 Spot. The sorcerer may also eat meat no matter how old it is without fear of botulism.

#### **Magic Missile**

This spell manifests as large serrated thorns that fly unerringly to their target. The thorns disappear on impact. Because the effect appears to be natural thorns, this spell does not cause a saru to make a check vs. fear of flashy magic.

#### **Mending**

Material components are thread, sinew, or a mixture of flour and water.

#### **Message**

Material component is a pinch of dust thrown into the air, in the general direction of the target.

#### **Mount**

This spell may be used as normal, but keep in mind that the skill ‘Riding-Land Based’ is not known in the Living Jungle. Heroes attempting to ride any creature must make Balance, Handle Animal, or Dex rolls as the DM deems appropriate. The DC is 15, plus 1 per HD of the creature. Particularly unruly animals, such as predators or zebras, increase the DC to 20 + HD.

#### **Protection From Chaos/Evil/Good/Law**

Material component is powdered garuda horn.

#### **Ray Of Enfeeblement**

Heroes do not have access to strictly Necromantic spells.

#### **Silent Image**

Material component is a bit of cotton.

#### **Summon Monster I**

Since there are no Outsiders in Malatra except for Elementals, all Summon Monster spells are modified as follows:

1) Elementals are available when applicable.

2) Celestial and Fiendish animals are replaced by nature spirits of said animals. These nature spirits are neutral and use the same template as the Celestial Creature template found in the Monster Manual, pages 211 and 212, except that their *Smite Evil* ability is replaced by *Smite Foe*. ‘Foe’ is defined as anyone the caster is opposed to. Note that even animals that are described as ‘Fiendish’ by the spell description are nature spirits, neutrally aligned, and available to any caster.

3) Since Nature Spirits are true spirits of Malatra, they can be turned by anyone with the Spirit Turning feat. Thus the casters summoned monster may be incapable of attacking an enemy, or may be driven off entirely. A spirit that is turned, rebuked, etc while under the effects of a Summon Monster spell evokes an Attack Of Opportunity, during which time the summoning spellcaster may bolster the spirit. If the Turn roll of the enemy spellcaster was not sufficient to overcome the bolstering, the spirit remains and continues to act as under the Summon Monster spell.

#### **(Tenser’s) Floating Disc**

Material component is a ceramic disc.

## Sorcerer Spells - Second Level

### **Flaming Sphere**

Material component is a bit of charcoal.

### **Ghoul Touch**

Heroes do not have access to strictly Necromantic spells.

### **Levitate**

This spell may be cast on an unwilling recipient. Saving throw is: Will, save negates, DC 12 + charisma modifier.

### **Scare**

Heroes do not have access to strictly Necromantic spells.

### **Spectral Hand**

Heroes do not have access to strictly Necromantic spells.

### **Summon Monster II**

See *Summon Monster I*.

## Sorcerer Spells - Third Level

### **Feign Death**

PC's do not have access to strictly Necromancy spells.

### **Fireball**

This spell is not currently allowed in the jungle.

### **Gentle Repose**

Heroes do not have access to strictly Necromantic spells.

### **Halt Undead**

Heroes do not have access to strictly Necromantic spells.

### **Hold Undead**

PC's do not have access to strictly Necromancy spells.

### **Lightning Bolt**

This spell is not currently allowed in the jungle.

### **(Melf's) Minute Meteors**

Is not a known spell in the Jungle, except as a certified item contributed by the Lacerials.

### **Phantom Steed**

Conjures a garuda-like creature twice as tall as the caster and twice as long.

### **Secret Page**

This spell is not currently allowed in the jungle.

### **Sepia Snake Sigil**

This spell is not currently allowed in the jungle.

### **Summon Monster III**

See *Summon Monster I*.

### **Vampiric Touch**

Heroes do not have access to strictly Necromantic spells.

## Sorcerer Spells - Fourth Level

### **Contagion/Enervation/Fear**

PC's do not have access to strictly Necromancy spells.

### **Fire Shield**

This spell is not currently allowed in the jungle.

### **Ice Storm**

This spell is not currently allowed in the jungle.

### **Lesser Geas**

Is not a known spell in the Jungle, except as a certified item from the Great White Saru.

### **Polymorph Other & Self**

Polymorph spells cannot change the target to a Construct, Outsider or Spirit (of any kind; this includes elemental and undead spirits). The target cannot be changed into a form with more HD than the caster, the target, or 15, whichever is less. Finally, some creatures will have a special 'Supernatural' AC bonus. Such bonuses cannot be gained through use of the Polymorph spells.

### **Summon Monster IV**

See *Summon Monster I*.

### **Wall Of Ice**

This spell is not currently allowed in the jungle.

### **Sorcerer Spells - Fifth Level**

#### **Animate Dead/Magic Jar**

PC's do not have access to strictly Necromancy spells.

#### **Dismissal**

Only useful to banish monsters and planar allies summoned via use of the appropriate spell. It will not work on any of the elemental nobles who have come to Malatra, nor will it work on the tamara or their minions. Nature Spirits are unaffected, as are Taboo Spirits.

#### **(Leomund's) Secret Chest**

This spell is not currently allowed in the jungle.

#### **Summon Monster V**

See *Summon Monster I*.

### **Sorcerer Spells - Sixth Level**

#### **Circle Of Death**

Heroes do not have access to strictly Necromantic spells.

#### **Chain Lightning**

This spell is not currently allowed in the jungle.

#### **Disintegrate**

This spell is not currently allowed in the jungle.

#### **Flesh To Stone/Stone To Flesh**

Are known spells but use of it is considered shameful, as many believe it is a necromancy spell (it's transmutation).

#### **Guards And Wards**

This spell is not currently allowed in the jungle.

#### **Summon Monster VI**

See *Summon Monster I*.

#### **(Tensor's) Transformation**

This spell is not currently allowed in the jungle.

### **Ranger Spells - First Level**

#### **Read Magic**

This spell is not currently allowed in the jungle.

#### **Summon Nature's Ally I**

May only summon creatures natural to the jungle. On the level one list, this includes all of them.

### **Ranger Spells - Second Level**

#### **Summon Nature's Ally II**

May only summon creatures natural to the jungle. On the level two list, this excludes octopus, shark, and squid.

### **Ranger Spells - Third Level**

#### **Plant Growth**

When this spell is cast on a Plantman, the caster may modify the spell to act as either a Cure Serious Wounds spell or an Enlarge spell.

#### **Summon Nature's Ally III**

May only summon creatures natural to the jungle, or elemental creatures. On the level three list, this excludes satyr and shark.

### **Ranger Spells - Fourth Level**

#### **Polymorph Other & Self**

Polymorph spells cannot change the target to a Construct, Outsider, Spirit (of any kind; this includes elementals) or Undead. The target cannot be changed into a form with more HD than the caster, the target, or 15, whichever is less. Finally, some creatures will have a special 'Supernatural' AC bonus. Such bonuses apply to all attack forms and cannot be gained through use of the Polymorph spells.

#### **Summon Nature's Ally IV**

May only summon creatures natural to the jungle, or elemental creatures. On the level four list, this excludes assassin vine, grig, and phantom fungus.

## SECTION THREE - EXPANDED GAME PLAY

### SPIRITS OF MALATRA

The term *spirit* has a very fluid and general meaning in the primitive belief systems of Malatra. A Malatran spirit can mean the ghosts of ancestors past, fey creatures of the forest, incorporeal undead, elemental creatures, and any power of force that an inhabitant doesn't fully understand.

There are five types of spirits in Malatra: Ancestral, Elemental, Nature, Taboo and Incorporeal Undead.

#### Ancestral Spirits

Dead heroes and forefathers of a village or people can all become ancestral spirits. Ancestral spirits are *Template* NPC's. That is to say, any PC or NPC that dies can have their stats modified by the template to become ancestral spirits.

An Ancestral template is similar to the *Celestial Template* found in the Monster Manual. Ancestors dwell in the spirit world, or 'Dreamlands', a demi-plane sitting tangentially to Malatra. As such, they are never very far away from the villages and people of their birth. They are bound, unresistingly, to this demi-plane by their love for the lives and relatives they left behind, and by the songs sung and praises made to them by their descendants. As time passes, most of the ancestors are forgotten and so lose their connection to Malatra, freeing them to realms and planes unknown to Malatrans.

Ancestors can normally only manifest themselves during special rituals and celebrations, and only in places important to the ancestor when it was alive. The manifested ancestor is bound to within the local geographical confines of the area in which it manifested. For example, a spirit that manifests within a village can not travel outside that village. A spirit that manifests within a hut cannot travel outside that hut.

Only shaman who have taken the Spirit Speaker prestige class can summon ancestral spirits. Any spellcaster with the prestige feat Spirit Turning can affect an already manifested ancestor spirit per the description of that feat. Normally, an ancestral spirit will only speak with the shaman of its own people.

Ancestral spirits can manifest in two forms, corporeal and incorporeal. They prefer incorporeal as they are immune to many forms of attack. They will become corporeal

only in extreme circumstances, such as in the defense of a holy place. Corporeal manifestation is exhausting to the Ancestral Spirit. It may physically manifest a number of rounds equal to its CON ability score. For every round a spirit is physically manifested, he/she must spend two days resting on the demi-plane. If the physical form is destroyed while on Malatra, the spirit will be banished from Malatra forever.

There are no such restrictions for non-physical manifestations. When non-physical, the spirit can be turned but it cannot be harmed in any way except by the 'Sunder Spirit' feat. This feat is used by evil spellcasters and is considered a perversion of a spirit-speaker's powers.

An Ancestor uses all the base stats and characteristics of the person from which it is created except as noted here.

**Special Attacks:** Same as in life if physically manifested. Otherwise, none.

**Special Qualities:** Darkvision 60'. Immune to cold, acid, or fire. Damage reduction 5/+1. SR equal to 10 + the spirit's hit dice.

**Saves, Abilities, Skills, and Feats:** Same as base.

**Alignment:** Any non-evil.

**Special Rules Regarding Ancestor Spirits:** Each people and race of Malatra have ancestor spirits that represent the very first of their race or their tribe. These unique creatures/individuals are called 'Grandfather Spirits' and are never encountered accidentally. They linger in the Dreamlands for as long as their people or tribe survive, though they rarely appear even to their own descendants. It is said that should one of the Grandfather Spirits be slain in the Dreamlands, their people are doomed for extinction. They have unique personalities, attacks, qualities and abilities and are as close to gods as Malatrans will ever know.

Despite their clear connection to the tribes and peoples that have descended from them, Grandfather Spirits seem mostly indifferent to the affairs of Malatra. Indifferent - or perhaps just not understood.

#### Elemental Spirits

All the elemental stats for air, earth, fire, and water as found in the Monster Manual apply in Malatra with the following conditions:

1) There are no evil elemental spirits in Malatra. This is due to the pact between the elemental nobles and the ancients, and with the obvious interest the elemental nobles

have in Malatra. Elementals can, however, be controlled, corrupted, confused, or compelled to do evil acts.

2) Elemental spirits are subject to both the Spirit Turning feat and the Sunder Spirit (NPC Only) feat.

3) Elemental spirits can be summoned by specific spells, special feats, by making sacrifices in areas they are known to frequent, or by rituals known to certain prestige classes.

4) The statistics for the elemental nobles are as follows:

### **Ngemba, Air Elemental Noble.** **Huge Air Spirit**

**Hit Dice:** 30d8+150 (300 hp)  
**Initiative:** +17 (+13 Dex, +4 Improved Initiative)  
**Speed:** Fly 100' (Perfect)  
**AC:** 32 (-2 size, +13 Dex, +11 Natural)  
**Attacks:** Slam +29/+24/+19/+14 melee.  
**Damage:** 2d10+12  
**Face/Reach:** 10 ft by 5 ft/ 15 ft  
**Special Attacks:** Air Mastery, Whirlwind  
**Special Qualities:** Elemental Damage Reduction 15/+3, Spell Resistance 30  
**Saves:** Fort +16 Ref +29 Will +20  
**Abilities:** Str 28 Dex 37 Con 20 Int 30 Wis 30 Cha 20  
**Skills:** Listen +36, Spot +36  
**Feats:** Dodge, Fly-By Attack, Improved Initiative, Mobility, Weapon Finesse (slam)  
**Alignment:** NG  
**Noble Abilities:** Detect Lie, Detect Evil at will.  
**Challenge Rating:** 13

This air noble can sometimes be found on the peaks of 'The Mountain No One Can See'. This mountain is hidden by the ancient's magic and only a few know where to find it. Ngemba is as free-willed as the open sky and does not like to return to the place of his former imprisonment (see the module, 'The Necromancer's Stone'). The air noble is subtle, but powerful. He gathers knowledge from wherever the winds may blow. He shares his secrets willingly with those who seem wise enough to use them. One may attract his attention with many songs and stories of adventure, as well as burnt offerings of food and flowers. Be ready to answer his riddles, for Ngemba only gives help to those who can prove themselves intelligent enough to take advantage of what he has to offer.

### **Roshink, Earth Elemental Noble** **Huge Earth Spirit**

**Hit Dice:** 30d8+180 (330 hp)  
**Initiative:** -1 (Dex)  
**Speed:** 20'  
**AC:** 25 (-2 size, -1 Dex, +18 Natural)  
**Attacks:** Slam +29/+24/+19/+14 melee.  
**Damage:** 3d10+18  
**Face/Reach:** 10 ft by 5 ft/ 15 ft

**Special Attacks:** Earth Mastery, Push  
**Special Qualities:** Elemental Damage Reduction 15/+3, Spell Resistance 20  
**Saves:** Fort +20 Ref +7 Will +20  
**Abilities:** Str 37 Dex 8 Con 23 Int 30 Wis 30 Cha 20  
**Skills:** Listen +36, Spot +36  
**Feats:** Cleave, Great Cleave, Improved Critical (slam), Power Attack-Sunder.  
**Alignment:** LG  
**Noble Abilities:** Detect Lie, Detect Evil at will.  
**Challenge Rating:** 13

If Roshink favors one place over another, no one yet knows where that place is. Roshink has been the 'spokesman', so to speak, for all the elemental spirits and has spent the greatest time interacting with native Malatrans. He has made it clear that he wants Malatra to win in its battle with Tiger, yet Roshink has shown no inclination to help in the war. He can be commonly heard advising, "Such is the earth spirits nature that we speak most plainly of all the spirits. We are slower to anger than the others, but once angered, we are slower to forgive as well. Remember this, and take meaning."

Spilling beer or juice on the soil is thought to please Roshink greatly. Certain tribes consecrate their fallen to either fire or water; Roshink has been heard by many to talk disdainfully of this habit.

### **Faroum, Fire Elemental Noble** **Huge Fire Spirit**

**Hit Dice:** 30d8+180 (330 hp)  
**Initiative:** +15 (+11 Dex, +4 Improved Initiative)  
**Speed:** 50'  
**AC:** 30 (-2 size, +11 Dex, +11 Natural)  
**Attacks:** Slam +28/+23/+18/+13 melee.  
**Damage:** 3d10+12 and 3d8 fire.  
**Face/Reach:** 10 ft by 5 ft/ 15 ft  
**Special Attacks:** Burn  
**Special Qualities:** Elemental Damage Reduction 15/+3, Fire Subtype, Spell Resistance 20.  
**Saves:** Fort +14 Ref +25 Will +20  
**Abilities:** Str 28 Dex 33 Con 22 Int 30 Wis 30 Cha 20  
**Skills:** Listen +36, Spot +36  
**Feats:** Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam)  
**Alignment:** CG  
**Noble Abilities:** Detect Lie, Detect Evil at will.  
**Challenge Rating:** 13

Faroum is known as the 'Great God of Fire Mountain'. Every year the Tribe Of Former Big Chief Bagoomba sacrifices a beautiful staff to Faroum. In return, the fire spirit ensures that the volcano will remain dormant for another year.

Though he has always kept his promise (well, the volcano hasn't erupted, at any rate) Faroum is whimsical and undisciplined, prone to hurt or help whenever the notion

takes him. Indeed, he at times seems unable to control himself, nor does he seem to understand that his wild nature can hurt others that are unlike him. He enjoys sacrifices that are beautiful and meaningful to distract him and calm his fury.

### **Nigella, Water Elemental Noble Huge Water Spirit**

**Hit Dice:** 30d8+180 (330 hp)

**Initiative:** +8 Dex

**Speed:** 20', Swim 90'

**AC:** 26 (-2 size, +8 Dex, +12 Natural)

**Attacks:** Slam +29/+24/+19/+14 melee

**Damage:** 3d10+11

**Face/Reach:** 10 ft by 5 ft/ 15 ft

**Special Attacks:** Water Mastery, Drench, Vortex

**Special Qualities:** Elemental Damage Reduction 15/+3,

Fire Immunity, Spell Resistance 20

**Saves:** Fort +14 Ref +24 Will +20

**Abilities:** Str 32 Dex 26 Con 23 Int 30 Wis 30 Cha 20

**Skills:** Listen +36, Spot +36

**Feats:** Cleave, Great Cleave, Improved Critical (Slam), Power Attack-Sunder

**Alignment:** NG

**Noble Abilities:** Detect Lie, Detect Evil at will.

**Challenge Rating:** 13

“Water giveth life, and water can take it away. Only the foolish trust water completely. Remember the lesson I have given you.”

Nigella likes its secrets and hiding places, and can be driven to great rage if he feels a secret has been stolen from him. Be respectful of the water spirit, be truthful, and offer it gifts. Though full of secrets themselves, water spirits do not like it when secrets are kept from them. Like a rainstorm, Nigella can sustain life as easily as he can take it, and is often indifferent to which he does. Sacrifices to him can be made in any body of water.

**So what do all these elemental spirits want?** The motivations of these spirits are a bit unclear, but they seem to genuinely have the best interests of Malatra in mind. Part of this comes from the pact they had made with the ancients so long ago - the elemental nobles agreed to ‘close the gate’ to Malatra, preventing any future invasion by the Tamara.

Roshink has also spoken of another interest shared with his elemental brethren - a fascination with ‘prime plane life forms and their cycles of existence’ - which, of course, means nothing to most Malatrans. “Most worlds where my elemental brothers hold sway are worlds of conflict, warfare, and desolation,” Roshink has said. “Someday I will take some of you to Athas and show you how bad war between the elements can get. My brothers

and I have come to Malatra to see how much we can accomplish by working together.”

### **Nature Spirits**

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

Nature Spirits are attached either to a location or to a specific species of animal. While Nature Spirits are susceptible to the Spirit Turning feat, and their physical forms can be destroyed by the Sunder Spirit feat, this normally only disrupts the spirit. Nature Spirits cannot be truly destroyed so long as the location (within a 1 mile radius) or species survives. Destroyed or dismissed Nature Spirits can return and remanifest in 2d20 hours minus their hit dice, minimum of one hour.

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

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

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

Nature Spirits associated with specific species of animals (not PC or NPC races) always follow the Celestial Templates found in the Monster Manual. These celestial-type nature spirits are the creatures affected by *Summon Monster* spells. On those rare occasions when a nature spirit is destroyed, such as when the Plains Of Ash were created a thousand years ago, the celestials flee Malatra forever and, for the most part, settle in the Beastlands.

Some Undead Spirits can permanently slay a nature spirit.

A few special nature spirits are associated with a place or locale, such as a waterfall, spring or glen. Though they may choose to appear as any animal or plant found at that locale, they are actually gestalt creatures that use a fey template based on the following:

#### **Lesser Nature Spirit**

##### **Small Fey**

**Hit Dice:** 2d6 (7 hp)

**Initiative:** Per Dex

**Speed:** Per animal type.



**AC:** 16+ (Animal/Plant Type, Size, Dex, +6 Supernatural)

**Attacks:** Per plant or animal type.

**Damage:** Per plant or animal type +4 Supernatural

**Face/Reach:** Per plant or animal type.

**Special Attacks:** Spell-like abilities

**Special Qualities:** SR 18

**Saves:** Fort Ref Will (all are per plant or animal type +4 Supernatural).

**Abilities:** Str Dex Con Int Wis Cha (All per plant or animal type, Int and Wis variable in a range of 9 to 18).

**Skills:** Per plant or animal plus some or all of the following: Bluff +7, Concentration +4, Craft (any) +7, Heal +8, Hide +12, Knowledge (Geography/Local/ Nature/etc) +10, Listen +8, Move Silently +8, Search +9, Sense Motive +6, Spot +8.

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

**Spell-like Abilities:** Confusion, Dancing Lights, Detect Evil, Dispel Magic, Plant/Animal Growth, Invisibility, Tongues (all at 6<sup>th</sup> level).

### **Greater Nature Spirit Medium Fey**

**Hit Dice:** 8d6 (28 hp)

**Initiative:** Per Dex

**Speed:** Per animal type.

**AC:** 20+ (Dex, +10 Supernatural)

**Attacks:** Per plant or animal type.

**Damage:** Per plant or animal type +4 Supernatural

**Face/Reach:** Per plant or animal type.

**Special Attacks:** Spell-like abilities

**Special Qualities:** SR 25

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

**Abilities:** Str Dex Con Int Wis Cha (All per plant or animal type, Int and Wis variable in a range of 15 to 30).

**Skills:** Per plant or animal plus some or all of the following: Bluff +11, Concentration +8, Craft (any) +11, Heal +12, Hide +16, Knowledge (Geography/Local/ Nature/etc) +20, Listen +12, Move Silently +12, Search +13, Sense Motive +10, Spot +12.

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

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

### **Taboo Spirits**

Taboo Spirits are spirits similar to Nature Spirits, but only exist to guard taboo lands. Lesser Taboo Spirits will warn away any hero whose people regard an area as Taboo. Greater Taboo Spirits will try to prevent a Hero from entering a Taboo area altogether. Mighty Taboo Spirits seek to guard the holiest of a tribes places.

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

A Lesser Taboo Spirit appears as a small sexless humanoid. Greater and Mighty Taboo Spirits usually appear as the same species as the Hero trying to enter the Taboo lands, but dressed in ceremonial outfit. They can, however, choose to appear in any animal form they think will chase away intruders. Frequently this is the dire form of a given animal.

### **Lesser Taboo Spirit Small Fey**

**Hit Dice:** 1d6 (3 hp)

**Initiative:** +4 (Dex)

**Speed:** 20 ft

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

**Attacks:** None.

**Damage:** None.

**Face/Reach:** None.

**Special Attacks:** Spell-like abilities

**Special Qualities:** SR 18

**Saves:** Fort+0 Ref +6 Will +0

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

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

**Feats:** Hide.

**Spell-like Abilities (1/day):** Confusion, Daze, Detect Evil, Invisibility (all at 6<sup>th</sup> level).

### **Greater Taboo Spirit Medium to Large Fey**

**Hit Dice:** 6d6 (21 hp)

**Initiative:** +4 (Dex)

**Speed:** 30 ft

**AC:** 18 (0/-1 Size +4 Dex, +4 Supernatural)

**Attacks:** +10/+5

**Damage:** By racial or tribal weapon type +2

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

**Special Attacks:** Spell-like abilities

**Special Qualities:** SR 18

**Saves:** Fort+2 Ref +9 Will +2

**Abilities:** Str 14 Dex 18 Con 10 Int 10 Wis 10 Cha 16

**Skills:** Bluff +8, Concentration +4, Knowledge (any) +4, Listen +10, Move Silently +10, Search +11, Sense Motive +16, Spot +10.

**Feats:** Weapon Focus, plus 1 to 2 feats at the DM's discretion.

**Spell-like Abilities (2/day):** Charm Person, Confusion, Daze, Detect Evil, Invisibility, Suggestion (all at 6<sup>th</sup> level).

### **Mighty Taboo Spirit Large to Huge Fey**

**Hit Dice:** 12d6 (42+24 hp)  
**Initiative:** +4 (Dex)  
**Speed:** 40 ft  
**AC:** 19 (-1/-2 Size, +4 Dex, +6 Supernatural)  
**Attacks:** +13/+8/+3  
**Damage:** By racial or tribal weapon type +4  
**Face/Reach:** 5ft by 5 ft/10 ft  
**Special Attacks:** Spell-like abilities  
**Special Qualities:** SR 28  
**Saves:** Fort+6 Ref+11 Will+5  
**Abilities:** Str 18 Dex 18 Con 16 Int 12 Wis 14 Cha 18  
**Skills:** Bluff +10, Concentration +4, Knowledge (any) +6, Listen +14, Move Silently +14, Search +18, Sense Motive +20, Spot +16.  
**Feats:** Weapon Focus, plus 3 to 4 feats at the DM's discretion.  
**Spell-like Abilities (3/day):** Charm Person, Confusion, Daze, Detect Evil, Invisibility, Repulsion, Suggestion (all at 9<sup>th</sup> level). Some Mighty Taboo Spirits may also cast Lesser Geas.

Attacking or “killing” a taboo spirit will mark the offender with a *Spirit Mark*. This is similar to an *Arcane Mark* that lasts for one full moon (30 days). Though this mark is invisible to most people, a shaman of the tribe whose taboo you have broken will recognize it immediately.

### Undead Spirits

Undead Spirits are those rare and terrible incorporeal spirits that haunt the desolate and ancient places. Though extremely rare, they are greatly feared by all. Only the wisest shaman or witch-doctor can dismiss them, and then only with great difficulty.

Though little is known about them, the Spirit Speakers have learned this about the undead spirits. First, they seem to inhabit areas of ancient tragedy and grief. The passing of the ages seem to be their ally; while ancestral spirits wane as the people forget them, undead spirits seem to grow stronger. They are the absence of love and joy, of honor and hope. They are the embodiment of the empty and dark places.

Secondly, undead spirits hate the living. Any ruin or forgotten battlefield they inhabit becomes a taboo area, and those with the Taboo Sense or Spirit Sense feat know it immediately. No other spirit willingly inhabits an area near an undead spirit.

Third, there is no known way to lay these spirits to rest once and for all. Perhaps that is because they are avoided by everyone, even those on the Council Of Elders, so no one has studied them. There is a rumor that the Allume-

seri, the society of evil shaman and witch doctors who practice the death magic (necromancy), have been trying to discover ways to control these spirits. So far, their efforts have met with failure.

Undead Spirits are not affected by the Spirit Turning feat, nor are they affected by the Sunder Spirit feat. The only feat to affect them is the Undead Turning feat.

Except as noted above, Undead Spirits are just like the Monster Manual entries.

### Spirits And Taboo Places

Before the completion of the elemental pact, taboo areas had been either areas of real danger or simply a matter of custom and belief, and therefore a device for role-playing. With the arrival of the spirits to Malatra, taboo areas have taken on a whole new dimension.

The earth spirit Roshink told heroes in *Shadows Of Change* that the spirits had come to Malatra as part of the great pact with the ancients. He further explained that the spirits had taken an interest in seeing Malatra thrive and flourish. Ancestral, nature, and elemental spirits can now be found all over the jungle. Villages attract ancestral and elemental spirits, as witnessed by the shamans and witch-doctors that converse with them. Places of great natural beauty and power attract many types of animal and plant spirits. Taboo areas attract some of the most interesting spirits of all.

Not all taboo areas are taboo for all people. For example, Dokuba swamp is taboo to most of the good peoples of Malatra, except, of course, the lizardmen that live there. Yet when an individual tries to enter an area that is taboo for his or her people, the spirits of the taboo area may rise up and try to prevent it. The spirits will not try to prevent the entrance of someone whose people do not recognize the area as taboo.

Taboo spirits inhabit a locale for one of two reasons. The lesser spirits are there to warn away travelers, the greater ones to keep out strangers - by force if necessary. Both types may provide information about the taboo area they are associated with. Both may be avoided by a shaman or witch-doctor with the ‘Spirit Turning’ feat. On a rare occasion, a spirit may actually have special resistance to the spellcaster’s turning efforts.

### Specific Taboo Areas

Taboo Area	Taboo For	Spirit Type
Dokuba Swamp	All but lizard folk	Lesser

Taboo Area	Taboo For	Spirit Type
Dreaming River	All	Lesser
Fire Mountain, Uppermost Summit	Nubari; lifted during annual ceremony	Lesser
Forbidden Mountains	All but aarakocra and butu	Lesser
Howling Mountains	All but korobokuru and saru	Lesser
Jungle Of Lost Tribes	All	Greater
Kumbo Swamp	All	Greater
Koro Lake	All but korobokuru and saru	Lesser
Valley Of Spirits	All	Greater
Yaku Plain	All	Greater

## PRESTIGE CLASSES

### Prestige Classes And Societies

The Prestige Classes and their relative societies are one in the same. The term “Prestige Class” is the rules term. “Society” is the in-game term. You do not ask another hero if he has a level in a Prestige class. You ask if he is the member of a society.

The Prestige Classes listed below are currently the only Prestige Classes allowed in the Living Jungle.

**Honorary Members.** Heroes may become honorary members of one or more societies without taking the Prestige class. This is accomplished through interactives, special events in modules, and players contributing material to the Living Jungle setting. Honorary members will gain the privilege and in-game prestige of belonging to the society. They also will be expected to fulfill the obligations and expectations of the society to the best of their abilities. Such members then have access to the first level prestige class special feat. This is not a bonus feat - the special feat must become the ‘chosen’ feat for the PC’s current character class.

Honorary members may belong to as many societies as they can manage, using the following guidelines: 1) You may simultaneously be an honorary member in multiple societies. Once you become a full member of one society, however, your honorary memberships to the other societies are cancelled. 2) You retain your old society feat, but the new society feat must still take the place of a chosen

feat (i.e., it is not a bonus feat). 3) You may choose not to take the society feat as your chosen feat, forfeiting it altogether. 4) You may not ‘unlearn’ an old society feat.

**Full Members.** Those taking the Prestige class may never take another Prestige class, nor may they be honorary members of other societies. Heroes may not leave their Prestige class except to gain more levels in non-prestige classes and as listed in **EDITORS NOTE: “Metagaming”, page 83**. Otherwise, any hero who leaves his Prestige class loses all supernatural abilities from that class. The hero still retains his natural abilities.

### Blue Hands

#### Blue Taboo

By Tom Prusa and Stephen H. Jay

The pack was moving well, closing on its prey. K’kal, witch-doctor of the Blood Rager clan, looked at them with feral pride. Eighteen of the best hyena katanga fighters in the jungle, along with Kildeer his apprentice, had chosen to follow K’kal on this hunt. There had been more, but six warriors had fallen in the battle against those so-called heroes. It was a clever ambush and had caught the warriors away from the rest of the pack. They would pay for their treachery, and soon. For now, the thrill of hunting dangerous prey was exhilarating.

For three days they had been tracking the three who had escaped them. The nubari and the plantman were skilled in the jungle and their trail was not easy to follow. It was good that they had an oscaray with them. His trail even a lumbering tiger katanga could follow. The prey was tiring. The pack was drawing close.

Somar, the scout, returned. Joy of joys, the fools had blundered into a box canyon. It was filled with the ruins of the ancients, a taboo place if there ever was one. The pack hurried into position, setting their own ambush. Soon the three prey would flee from the canyon; no one could stand to face the spirits of the taboo, especially not those that guarded the ancient ruins.

K’kal climbed to a high point and spotted the three heroes moving in the canyon. As he watched, the taboo spirit manifested and K’kal grinned in triumph. This spirit was in the form of a giant ape and towered over the three in outrage at their approach. Even from this distance, K’kal flinched at its sight, then widened his grin in dark triumph. The prey would be scampering back soon. Then, the final battle would begin.

Then a most startling thing happened. The three raised their hands in greeting and called out to the spirit. K’kal could not hear their words, but whatever they said the spirit let them pass.

Infuriated, K'kal sprinted to where the pack is hiding. "Come! There is a way past the taboo, and I now know what it is. We will come upon them unawares, and their deaths will be swift." Most of the pack looked nervous, but they were well-disciplined and had the scent of blood in their nostrils. They followed.

As the spirit manifested, K'kal strode forward confidently. "I, K'kal, greet you with upraised hand, and we shall pass."

\*\*\*\*\*

Ahg, M'tarn, and Reesta emerged from the ruins looking very satisfied. "Two tablets and a spoon, quite a find," said Reesta.

Ahg looked fondly at the spoon hanging around his neck. "I am surprised that the hyena tried to follow us," he said as the three searched through the hyena bodies scattered about. "Don't they know that this area is taboo?"

M'tarn signed back, "Perhaps, perhaps not. I told you we could use the powers of the jungle against them."

Reesta sighed. "It would have been a glorious fight, but six to one odds is a little high."

Together the three turned towards home, the village of Bentfang. "We have much work to do, and tiger is out there somewhere", said Ahg. Claspng their blue hands/fronds together, the three repeated their motto "We are the bringers of knowledge. The knowledge of the Ancients, used in new ways, shall free us from Tiger."

The three started off. "We should stay at the Simbuki vil- lage tonight," signed M'Tarn.

"Will they even let us in?" asked Ahg.

"Yes, I still have some of the metal sewing spines we discovered in the last ruins," said Reesta. "The elders don't like us, but the old women of the village just loved them. They will give us shelter for the night."

It was not easy being a taboo breaker, but the three would not have it any other way.

### The Brotherhood of the Blue Hand By Tom Prusa and Stephen H. Jay

#### Requirements

- Base Attack +4 or higher.
- A total of 10 ranks of Knowledge (Ancients) and Knowledge (Taboo)
- Taboo Sense feat.
- Must have earned at least one hero point

One hand (paw/appendage) must be stained blue.

#### Hit Die d8

Level	To Hit	Saves F/R/W
1	0	1/0/1
2	1	1/0/2
3	2	2/1/3
4	3	2/1/3
5	3	3/2/4
6	4	3/2/4
7	4	4/3/4
8	5	4/3/5
9	5	5/4/5
10	6/1	5/4/6

#### Skill Points

6+ Intelligence bonus.

#### Bonus Feats

1	Find Traps
2	Detect Secret Doors Bonus Languages Stray Knowledge
3	Clairaudience/Clairvoyance Read/Write Feat Speak Oscray
4	Divination
5	Evade Taboo +1 Notoriety
6	Blue Hand Decipher Ancient Script Tongues
7	Evade Taboo +2 Skill Focus
8	True Seeing
9	Evade Taboo +3 Legend Lore
10	Discern Location

**Special Feat based on Knowledge (taboo):** For every five ranks in Knowledge (taboo), a Blue Hand brother receives a +1 on diplomacy, bluff, intimidate, and sense motive checks vs. taboo spirits, and a +1 on all saves involving said spirits.

#### Feat Descriptions

##### Level

- 1 Find Traps (Full Round Action, Once Per Day Per Blue Hand Level) - Through study and experience, the brethren develops the uncanny ability to *find traps*, as per the spell. If the trap is of Ancient manufacture or design, and the hero has 5 ranks in Use Magical or Ancient Device, the hero gains a +2 synergy bonus.

- 2 Detect Secret Doors (Full Round Action, Supernatural Ability, Once Per Day) - The brethren study the secrets of the ruins of the ancients. With this knowledge, and through acknowledgement of the Ancients 4<sup>th</sup> pact (with the Earth Spirit Roshink), the brethren may *detect secret doors* as per the spell.

Bonus languages – The Blue Hand learn two bonus languages of their choice. As a result of their wandering life, the brethren are exposed to many new things and interact with many peoples.

Stray Knowledge – The Blue Hand may designate any cross-class skill as a class skill.

- 3 Clairaudience/Clairvoyance (Full Round Action, Supernatural Ability, Once Per Day) - The Blue Hand performs a 10 minute ritual, invoking and giving offerings to the spirits of the air. This ritual acknowledges the Ancients 3<sup>rd</sup> pact (with the Air Spirit Ngemba). Upon completion the Blue Hand is affected as per the *clairaudience/ clairvoyance* spell.

Read/Write Feat. This is the oscray written language. If oscray is not already spoken, the ability to speak oscray is included.

- 4 Divination (Full Round Action, Supernatural Ability, Once Per Day) - The Blue Hand performs a ritual of meditation and contemplation, invoking the spirits of the water. This ritual acknowledges the Ancients 2<sup>nd</sup> pact (with the Water Spirit Nigella). Upon completion, the Blue Hand is affected as per the *divination* spell. This ritual takes one hour and requires a bowl or pool of water large enough to see his reflection in. Though this ability is as powerful as the spell, water spirits typically speak in metaphor and riddle.

- 5 Evade Taboo (Full Round Action, Supernatural Ability, Once Per Day) - The Blue Hand may evade any supernatural, mystical, physical or magical effects of breaking a taboo. The brother must present his Blue Hand (or appendage) to the spirit. The brother and the spirit make opposed Will saves. For this roll only, the Blue Hand has a circumstance bonus to his Will save equal to his Evade Taboo bonus. If the Blue Hand succeeds, the spirit realizes that the taboo just doesn't apply to the brother. The brother may extend this protection to one other person per Blue Hand level.

This ability is not through any affinity with the Taboo Spirits. The Brethren simply refuse to recognize their authority and the taboo spirits are

forced to respect the brethren's ties to the Greater Elemental Spirits. The aura of the brethren is such that the spirits realize that the taboo just doesn't apply to the brethren and anyone he extends his protection to. When confronted with a taboo spirit, the brethren presents the blue appendage and simply says "Go back, we have no business with you" or words to that effect, and make the required roll. Should the Blue Hand leave the taboo area or be slain, the protection granted to his companions ceases immediately and may provoke a confrontation with the affected taboo spirit.

Notoriety - At this level the Blue Hands have reached a level of notoriety that can cause them difficulty. Shamans and other village elders will receive a Blue Hand with suspicion and distrust. They may fear that the Blue Hand has come to their village for no other reason than to violate a taboo or holy area. Or they may fear that the Blue Hand brings a curse or the taint of angry spirits with them. Because Blue Hands usually feel that the advantage of knowledge outweighs all other considerations, the village elders have a reason to be distrustful. This generally makes the brethren unwelcome in most villages; the Oscray, Plantmen and the Nubari tribe of the Wise Ones are noted exceptions. It is not unknown for some villages to refuse to offer food, shelter, or healing to a Blue Hand.

One compensation is that by this level, most Blue Hands have discovered devices or items that can be of real help in the village's daily life. Sometimes the Blue Hand learns a new skill that he may teach the villagers. It is by gifts such as this that the Blue Hand seek to allay some of the mistrust. Even then, a Blue Hand must always be careful and consider the consequences of their actions. Something simple like a sewing needle may be received as a boon. A complex device like a firestarter, with its many "unnatural" moving parts, may be seen as a evil taboo artifact and cause the Blue Hand to be driven from the village.

- 6 Blue Hand - At this level the brethren no longer need to rely on dye to stain their hands blue. It occurs naturally over the course of a moon. If the hero loses the blue appendage, their other hand will become blue with the rise of the next full moon.

Decipher Ancient Script (Full Round Action) - The brethren have studied the script of the ancients. Through this study they have gained some skill to decipher it. The brother may add his Blue Hand levels as a modifier to his Knowledge(Ancients) skill check. The base DC is 25; For particularly faded or obscure texts, the DC

may be 30, 40, or even higher. Even under the best circumstances, Ancient Scripts are difficult to understand and often cover strange or alien concepts. The DM will have to use their judgement, but typically short documents (only a few lines) take 10 minutes to decipher, while entire books may take years.

Tongues (Standard Action, Supernatural Ability, Once Per Adventure) - The brethren may cast a *tongues* spell. This is a true spell, and represents a gift from the spirits of Earth, Air and Water. This version of the tongues spell applies to sign language as well.

7 Evade Taboo +2

Skill Focus - Knowledge (Ancients), Knowledge (Taboo), or Disable Device, players choice.

8 True Seeing (Standard Action, Supernatural Ability, Once Per Adventure) - The brethren may cast a *true seeing* spell. This ability has all the usual requirements for spellcasting, except that no material component is required, and the brother need not meet a minimum characteristic value to cast the spell. This is a true spell, and represents a gift from the spirits of Earth, Air and Water.

9 Evade Taboo +3

Legend Lore (Full Round Action, Supernatural Ability, Once Per Adventure) - The brother may cast a *legend lore* spell. This ability has all the usual requirements for spellcasting, except that no material component is required, and the brother need not meet a minimum characteristic value to cast the spell. This is a true spell, and represents a gift from the spirits of Earth, Air and Water.

10 Discern Location (Full Round Action, Supernatural Ability, Once Per Adventure) - This ability requires a ritual of meditation that invokes the spirits of fire and acknowledges the Ancients 1<sup>st</sup> pact (that with the Fire Spirit Faroum). The ritual requires a fire source and 1d6 hours of meditation, sacrifice, and praises to the spirits of Fire. The sacrifice must be an item of great beauty, sophistication, and personal value to the Blue Hand. Anything less will anger the Fire spirits, requiring the Blue Hand to sacrifice a more appropriate item on the slopes of Fire Mountain itself before he can use this feat again. Upon successful completion of the ritual the Blue Hand gains the benefits of a *discern location* spell.

## Class Skills

Bluff (Cha), Craft (Int), Diplomacy (Cha), Decipher Script (Wis), Disable Device (Wis), Knowledge (Arcana), Knowledge (Ancients), Knowledge (Nature), Knowledge (Taboo), Search (Int), Sense Motive (Wis), Speak language, Spot (Wis), Use Magical or Ancient Device (Int)\*, Wilderness Lore (Wis).

\* Restricted skill. This is not a skill separate from 'Use Magical Device'. Rather, it is an augmented skill and simply covers a broader range of knowledge. It replaces 'Use Magical Device' so that a Hero with ranks in 'Use Magical Device' before becoming a Blue Hand will add those ranks to 'Use Magical or Ancient Device'.

## Level Requirements

The Blue Hand must continue to travel and learn about the jungle. Each level the Blue Hand must travel to at least one taboo area, breaking the taboo. Taboo areas should be listed on the character sheet, as each area only counts once. Previously visited areas can be counted. For example, many heroes have been to the Jungle of Lost Tribes and to the Yaku plains. These would count for the first two levels of Blue Hand.

At 3<sup>rd</sup> level, the Blue Hands are expected to seek out others of like mind, and sponsor them into the Blue Hands. The Hero may not advance above 3<sup>rd</sup> level without at least one Blue Hand sponsored.

MEMBERSHIP REQUIREMENT: The brethren are identified by their blue hand or appendage. They must have this blue hand, or lose all spell-like and supernatural abilities gained, as well as the power to evade taboo. Knowledge based feats and saves are not affected.

## Role In Society

The Brethren of the Blue Hand are very different from other societies in Malatra. While the Pathfinders, Jungle Hunters, and Garuda Riders are widely respected, and the Spirit Speakers and Spell Bringers viewed with awe, the brethren are usually unwelcome and even shunned. This is especially true of the Elders of the various tribes, who see this society as a threat to the established way of doing things. Thus, most of the brethren come from the young, who are willing to challenge the established order. These same elders are perfectly willing to use the brethren in missions involving taboo areas, but they are viewed with suspicion in most villages. Notable exceptions are the Lacerials, the Oscrays and the Plantmen. The Lacerials and Oscrays are too new to the jungle to recognize most taboos, while the plantmen have been in Malatra since before most of the taboos were established. Brethren are particularly unwelcome in closed and insular societies, such as the Huroola and the Rudra. The Blue Hands have also garnered some support from the wise ones, whose

tradition of knowledge and learning fit well with the philosophy of the Brethren.

The Brethren (as they call themselves) were established only recently and their membership is still small. There are currently no NPC Brethren. They were founded when the Council of Elders chose to punish some heroes by staining their hands blue, a mark of shame for those who had broken taboo without permission. Some of the heroes, notably Reesta Nifari (nubari ranger), M'tarn (plantman sorcerer), and Ahg (oscray fighter/shaman) chose to see this as a mark of honor, telling Bengoukee so to his face. When Bengoukee showed them grudging respect, the Brethren were born.

The Brethren are forbidden to take most 'jobs' in the jungle. This is not necessarily their choice, but rather society's. Any member of an order as "irresponsible" or "disrespectful" as the Blue Hands is obviously unfit to be a tribal chieftain, village elder, war chief, or shaman of a tribe. If any of them survive to sufficient power and knowledge, they could be eligible for the Council of Elders. Some of the Council members tend to be a bit more open-minded since the council comes from such a broad cross-section jungle societies.

#### **Society Specifics – Brethren of the Blue Hand.**

**PURPOSE:** "The old ways are not the best. The ancients were a powerful people, but they were almost wiped out by the Tamara. We must understand what they did, but we must also find new ways of doing things if we are to survive." The Blue Hands are a society of disbelievers and, in their mind, the only true adventurers in the jungle. Tell a Blue Hand that an area is forbidden and she'll go there for no other reason than she's not supposed to. The Brethren were formed to find knowledge, both old and new, for use against the coming of Tiger.

**MEMBERSHIP REQUIREMENTS:** 1) Hero must have a blue hand or appendage. 2) A Hero must have been seen to publically challenge the established order of things. 3) The Hero must have another Blue Hand as a sponsor. In modern parlance, the Brethren are not political anarchists. They are social and intellectual revolutionaries.

**TYPE:** Non-organized. If there is a leadership in the Blue Hands, it is the three who formed it. M'tarn has the most sorcerous power, Ahg has the brashness of the oscray mixed with shamanistic knowledge, and Reesta was the first to say that he was not ashamed by the mark of the Blue Hand. Together they serve as the Blue Hands 'leaders', but there are no formalized rules or guidelines. In fact, a true Blue Hand would never accept the label of an elder or leader. Rather, they seek out others who think as they do and instruct them in the few things they have learned about the Blue Hands. If there is any hierarchy at all, it is an informal one where the Blue Hand with the most knowledge and experience takes a dominant role in society activities.

**COLORS & SYMBOLS:** The only symbol of the Blue Hands is, of course, their Blue Hand. They are fond of souvenirs found in the ruins of the ancients, and frequently will have old writings of the ancients on thongs to wear about their neck. Ceramic items are popular also, as a symbol of the old knowledge.

**TOTEM OR SPIRIT:** The Blue Hands give honor to three types of spirits. First, they honor the spirits of the taboo lands as symbols of what, in their minds, is both right and wrong with Malatra. In a way, the Taboo spirits are an incarnation of the rigid and close-minded beliefs that the Blue Hands resent so much. Yet these same spirits serve as both a beacon of knowledge to be gained and a reminder that knowledge can be dangerous if used improperly.

The second spirit type honored by the Blue Hands are those of the Ancients themselves. Though no ancestral spirit of the ancients has ever been seen (perhaps too much time has passed since there were ancients to sing songs to their departed dead, causing the ancestral spirits to depart from Malatra), the Brethren honor their memory and take a vital lesson. The memory honored is for a people who were mighty and mysterious, and who, it is suspected, were fundamental in shaping the face of Malatra as it is today. The lesson is that even the Ancients' great knowledge was inadequate to the task of defeating the Tamara.

The third type of spirits are the spirit Nobles of Earth, Air, Fire and Water. Together these spirits formed the pact with the ancients so long ago. Now that the pact is complete (see The Lacerial Trilogy), they are teachers of great knowledge and, it is hoped, the key to succeeding where the Ancients failed.

**SOCIETAL DRESS:** Any are acceptable.

**DANCES/SONGS:** The Blue Hands don't dance, at least not as a society.

**RITUALS:** Informality is the rule of the Blue Hands. Presenting the colored appendage is the only ritual practiced by the brethren, a sign of fellowship.

**LODGES:** The only existing lodge of the Blue Hands is in the village of Bentfang, the Oscray village. It is also Ahg's hut. It was so designated when Reesta pointed out that all the other societies had lodges. Ahg responded that they could use his hut as a lodge. It is hoped that the Wise Ones and Lacerials will someday offer to support lodges in their villages. Plantmen rarely allow outsiders into their villages, so plantmen lodges are impractical.

**PRIME RULES/TABOOS:** Seek out old and new knowledge. Confront all challenges to your path. Learn. Teach.

## **Counting Coup**

By Stephen Jay & Tom Prusa

The young shu female was hurrying to get home. Neela had taken her new son out to gather fruit for his naming feast. It was to be the next day, and she still hadn't decided on a name. Then she heard the crashing in the jungle that could only mean one thing. Her fears were soon realized. As Neela crested the hill only a mile from her village, she heard it break out of the jungle. It was all teeth, scales, and hunger. By gnasher standards, it was not large, but that meant it was still the height of seven shu. It ran toward her as though the grass was on fire. Neela knew she had no chance of out-running it. Faced with certain death she cowered over her baby trying against all hope to protect its young life, though she knew that both her and her son were doomed.

Without warning a weird reverberating cry filled the jungle. The garuda paused for a second, confused, then moved in for its meal. At that moment a young nubari darted out of the jungle, carrying nothing but a rotten papaya. He ran at a speed the shu could not match, even faster than the gnasher. Then, incredibly, it ran right up the back of the fearsome beast. With a whoop of laughter, the nubari slapped the garuda right between the eyes, yelling loudly to Neela; "I count coup. You are a witness!" Then he smashed the rotten papaya down on the gnasher's nose before jumping to the ground directly in front of the towering garuda. "Your mother was a crocodile;" he screamed at the garuda before dashing off towards the trees.

The now thoroughly enraged garuda turned, all thought of a shu lunch forgotten. The nubari was fast, faster than any she had seen. The garuda was faster. As they reached the trees, it was already lunging and snapping at him, its shu-length teeth just missing him as he dived around a tree. Roaring in rage, the gnasher followed the foolish young lad into the jungle. The sounds of pursuit continued for a few minutes, but soon faded, signaling the inevitable outcome. Saddened, the shu female turned to head for home, telling her newborn son "We must always remember that foolish nubari who died so that you might live. It was very brave but really stupid."

"I'm not a fool, just a little reckless". Amazed, the shu turned to see the nubari, unharmed, emerge from the jungle.

"You slew that beast all by yourself?" she asked, her voice filled with amazement.

"Why would I kill him? He didn't hurt anyone," responded the nubari. "There was a wounded sailback a few miles away. I led him over there. He was just hungry."

Sudden recognition brightened the face of Neela. "You are a Garuda Rider," she accused him.

"That's right, Unbahti at your service;" said the smiling young lad. "Can I help carry your fruit back to the village?"

As he shouldered the bag of fruit and headed down the hill, Neela looked down at her son. "Unbahti, what a nice name. Don't you agree, little Unbahti?" as she cradled her son in her arms. "You are going to be named after a hero, but don't you ever, ever, do anything like that."

## **The Garuda Riders**

By Stephen H. Jay and Tom Prusa

### **Requirements**

5 Ranks of Knowledge-Garuda  
Ride Garuda Once or Count Coup Twice  
Base Attack +4 or higher

### **Hit Die** d10

		<b>Saves</b>
<b>Level</b>	<b>To Hit</b>	<b>F/R/W</b>
<b>1</b>	1	2/0/0
<b>2</b>	2	3/1/0
<b>3</b>	3	3/1/1
<b>4</b>	4	4/2/1
<b>5</b>	5	4/2/1
<b>6</b>	6/1	5/3/2
<b>7</b>	7/2	5/3/2
<b>8</b>	8/3	6/4/2
<b>9</b>	9/4	6/4/3
<b>10</b>	10/5	7/5/3

### **Bonus Feats**

<b>1</b>	Fast Movement - +10 ft
<b>2</b>	Taunt Garuda
<b>3</b>	Run Feat
<b>4</b>	Superior Knowledge: Garuda
<b>5</b>	Confuse Garuda
<b>6</b>	Reptile Empathy
<b>7</b>	Stymie Garuda
<b>8</b>	Speak w/Reptiles
<b>9</b>	Turn Garuda
<b>10</b>	Dance w/Garuda

### **Skill Points**

2+ Intelligence bonus.

**Special Feat based on Knowledge (garuda):** For every five ranks in Knowledge (garuda), a Garuda Rider receives a +1 to all damage rolls inflicted against garuda.



They also receive a +1 bonus to skill checks involving Bluff, Listen, Hide, Sense Motive and Spot (same as ranger's favored enemy) when dealing with reptiles. This is due to knowledge gained from study of garuda and instruction from the garuda spirits.

## Feat Descriptions

### Level

- 1 Fast Movement - Like the Barbarian Special, adds +10' to normal movement.
- 2 Taunt Garuda (Full-Round Action, Usable Every Round) - Based on the Rider's study of the garuda, this ability allows the Rider to enrage a garuda and get it to chase after him. The garuda is allowed a Will save, if the DM deems it appropriate (After all, it usually doesn't take too much effort to get a giant gnasher to chase you). The DC for the save is 10 + Garuda Riders CHA Bonus + Garuda Riders level. Situational modifiers may apply per the DM. The garuda will chase the Garuda Rider with the intent of killing him. If the Garuda Rider manages to avoid the garuda, the garuda will give chase for a number of rounds equal to the garuda's CON score. This ability usually only affects one garuda at a time, unless the hero gets really creative.
- 3 Run Feat - As per the PHB, 5 times normal speed. If the Garuda Rider has already taken this feat, there is no additional benefit.
- 4 Superior Knowledge (Garuda) - Garuda Rider maximum ranks in Knowledge (Garuda) can equal level +6 (instead of level +3).
- 5 Confuse Garuda (Full Round Action, Usable Every Round) - With further study, the Garuda Riders learn how to confuse the garuda. This ability affects the garuda like the spell *confusion*. The garuda gets a Will save; the DC is 10 + Garuda Rider CHA mod + Garuda Rider level. The garuda only gets a save at the start of the action. If the Garuda Rider is interrupted or pauses and then resumes action, garuda gets a new save. Only one garuda may be affected at a time.
- 6 Reptile Empathy (Standard Action, Supernatural Ability,) - At this level the Garuda Rider begins to understand and speak with the spirits of the garuda. Each species has its own spirits, and while the spirits are generally as unintelligent as the garuda they represent, they can teach the Garuda Rider how to read the emotions and anxieties of all reptiles, regardless of intelligence. This includes lacerials, snake-men, lizardmen, and caiman katanga. This empathy has a range of 120' and requires concentration to be effective. The Garuda Rider can detect the general di-

- 7 Stymie Garuda (Full Round Action, Supernatural Ability, Usable Every Round) - When this ability is used the garuda gets a Will sav, DC 10 + CHA mod + garuda rider level. A failure indicates that the garuda will lose all interest in whatever it was doing and simply stand motionless as per the spell *daze*. Stymie Garuda lasts as long as the Garuda Rider continues the action. Garuda only gets a save at the start of the action. The effect is broken if the garuda is attacked. If the Garuda Rider is interrupted or pauses and then resumes action, the garuda gets a new save. Only one garuda may be affected at a time.
- 8 Speak With Reptiles (Supernatural ability) - This ability affects intelligent and non-intelligent reptiles alike. This ability, along with Reptile Empathy, makes it virtually impossible for a reptilian race to successfully lie to the Garuda Rider. Non-intelligent reptiles are incapable of lying, while intelligent reptiles will only be able to hide their feelings of deceit with a Bluff roll opposed by a Knowledge (garuda) roll, or with spells. Speak With Reptiles is broken if the reptile is attacked by the Garuda Rider or his companions.
- 9 Turn Garuda (Full Round Action, Supernatural Ability, Usable Three Times Daily) - This ability functions like the Turn Undead ability listed on pages 139 - 140 in the PHB, with the following changes: 1) Garuda are either Turned (run away) or are Rebuked (cower in awe). They take no 'Turning Damage'. They are not Commanded. 2) The Garuda Rider may add his CHA and level to his Turn check. Simply continue the progression indicated on the Turn Undead chart, i.e. 22-24 = Garuda Riders level + 5, 25-27 = Garuda Riders level + 6, etc. This allows for multiple garuda to be affected. Garuda gets a Will save, DC 10 + CHA mod + garuda rider level. Turn Garuda is broken if the reptile is attacked by the Garuda Rider or his companions.
- 10 Dance With Garuda (Full Round Action, Supernatural ability, Usable One Time Daily) - This ability has two parts. First, all garuda see the Garuda Rider as a friend or non-threatening member of their own species. So long as the Garuda Rider does nothing to harm them, the garuda will treat the Garuda Rider as a member of their herd or pack. This part of the ability is on effect all the time and does not need to be 'evoked' or 'turned on'. Second, the Garuda Rider may affect a *Mass Charm* on a number of HD of garuda equal to twice his own HD. This ability may be used once a day and has a dura-

tion of one round per Garuda Rider level. Garuda gets a Will save of DC 10 + CHA mod + garuda rider level. Dance With Garuda is broken if the reptile is attacked by Garuda Rider or his companions.

### **Class Skills**

Balance (Dex), Barter (Cha), Bluff (Cha), Boast (Cha), Climb (Str), Craft (Int), Handle Animal (Wis), Jump (Str), Knowledge (Garuda), Sense Motive (Wis), Spot (Wis), Swim (Str), Wilderness Lore (Wis).

### **Level Requirements**

The Garuda Rider must continue to count coup on garuda in order to advance to the next circle (level) of society knowledge, lore, and prestige. His zeal for life and exhilaration in the risks he takes must never be replaced with the complacency of power and prestige his new honors bestow him. By taking new risks, the Garuda Rider is demonstrating his unattachment to the trappings of fame his actions will bring him. Before advancing to a new level, the Garuda Rider must count coup at least once on a garuda with at least twice as many HD as the garuda rider's next level.

**MEMBERSHIP REQUIREMENT:** Hero must ride a garuda successfully or Count Coup twice in the presence of at least three witnesses.

**RIDING GARUDA:** This involves getting on the back of a large garuda (meat-eater, 12' long and 8' tall minimum) and remaining there for at least 1 round per level. DC = 10 + Garuda's HD. Check is either Balance or Animal Handling (Players choice). Typically the garuda will perceive such 'rides' as an attack or threat.

**COUNTING COUP:** Garuda Rider must touch the Garuda on the shoulder, stomach, or head. (Melee touch roll required) No armor is allowed, only allowable weapon is a knife, only allowable equipment is a rope. No magical aid is allowed. Garuda must be a meat-eater at least 12' long and 8' tall to qualify. Use of any Garuda Rider special feats is not allowed for counting coup.

### **Role In Society**

The spirits have returned to the garuda as well as to the land. The garuda are more dangerous than ever, perhaps as dangerous as they were during the time of the ancients when the land was raised to form the plateau of Malatra. The threat of more powerful, more numerous garuda affects all the peoples of Malatra. Killing all garuda, even if possible, would threaten the Circle Of Life and almost certainly be contested by other peoples whose lives and livelihoods depend on them. This creates the need for

someone who understands and can manage the garuda without necessarily killing them.

Garuda Riders are renowned for courage bordering on recklessness. They are greatly respected by all peoples that organize themselves into villages. A Garuda Rider can be guaranteed instant acceptance by such in most circumstances, and will often find himself the recipient of gifts, invitations to feast, and marriage proposals. First born sons and daughters are commonly named after well-known Garuda Riders.

As great as the prestige a Garuda Rider receives is, it is balanced by a burden of responsibility. When garuda threaten a people, be it a single hut or an entire village, the Garuda Rider is expected to immediately heed the call for help. He is expected to protect the people and care nothing for his own personal safety. Garuda Riders who don't live up to this responsibility may find themselves at the hands of a murderous, merciless mob. A Garuda Rider must protect the good peoples of Malatra no matter the cost. Failure to do so is considered the breaking of a sacred pact.

### **Society Specifics - Garuda Riders**

**PURPOSE:** "There are only two kinds of people in the world - those with courage and those who are cowards. What tribe you were born to does not matter. Who your father or mother is does not matter. What you own does not matter. If you are kind or selfish does not matter. What spirits you listen to does not matter. In the end there is only courage."

**MEMBERSHIP REQUIREMENT:** Hero must ride a garuda successfully or Count Coup twice in the presence of at least one witness.

**COUNTING COUP:** Garuda Rider must touch the Garuda on the shoulder, stomach, or head. No armor is allowed, only allowable weapon is a knife, only allowable equipment is a rope. No magical aid is allowed. Garuda must be a meat-eater at least 12' long and 8' tall to qualify. Use of any Garuda Rider special feats is not allowed for counting coup.

**TYPE:** Non Age-Graded. He who rides the largest garuda is the highest rank within a given circle (level). There is no founder, only a leader. The official leader is the most recent Garuda Rider who died trying to ride a garuda. The leader-elect is the one that rode the biggest, meanest garuda and lived.

**COLORS & SYMBOLS:** Any color found naturally on a garuda, favoring green and brown, with a splash of red paint or dye signifying blood. Weapons and ornaments made of garuda teeth and claws. Most prized is a very rare type of agate stone called a 'garuda's eye' (cert only).

Similar to the tiger eye, finding one is considered a good omen.

**MEDICINE BUNDLE:** The bundle needs to include items of personal significance as well as the following - soil from the tracks of a gnasher, a strip of leaf or plant chewed by a large plant-eater (Huge or larger), a leather strip dipped in the acid of a Spitter garuda. The items must have been taken while the garuda was still alive. Medicine Bundles are valued by society members as a sign of competency and add a +1 situational modifier to all saves involving garuda (no cert is required). The loss of a medicine bundle is considered a bad omen.

**TOTEM OR SPIRIT:** Garuda Riders honor the spirits of fallen members or great heroes. Any spirit representing courage or strength.

**SOCIETAL DRESS:** Robes and tunics made of garuda skins. Masks made of skulls, bones, & teeth.

**DANCES/SONGS:** Songs detailing the brave deaths of other Garuda Riders is most common.

**RITUALS:** The Great Garuda Ride is the most important of rituals, held whenever a new member wishes to join. It is a symbolic dance, held at a Garuda Rider lodge. The first part of the ceremony is open to all to see and lasts three to four hours. The last part is held in secret and usually lasts an hour.

**LODGES:** Garuda Rider lodges can be found at every PC village in Malatra. There the Garuda Rider can be assured of getting food, water, a place to rest, and weapons replaced or mended.

**PRIME RULES/TABOOS:** Protect those that cannot defend themselves. Protect the village that gives you shelter. Never kill a garuda unless you have to. Embrace risk and danger, but never endanger others outside the society without good cause.

## **Jungle Hunter**

**By Stephen Jay and Tom Prusa**

The tri-horns moved uneasily through the jungle. Though not intelligent, their instincts were sharp and they could sense something was wrong. Something in the jungle moved. The male tri-horn started at something, turning to place his formidable weapons between his young and the unseen danger.

Aleeta was a young monkey katanga, out on a hunt. A tri-horn would be a magnificent kill, but she had no idea how she could do it. The monster was 5 times her height, and many, many times her weight. Aleeta was good at one thing, and that was moving through the trees like a breath of wind. She knew the tri-horn had not sensed her, for it had turned away from her. It had turned toward something

unseen but felt - an aura of menace in the jungle, the feeling that somewhere, death waited to take whomever had the ill luck to cross his path. Aleeta had felt it, too.

Maybe there was a gnasher nearby? 'No,' she told himself, 'that's just silly. If there was a killer gnasher in the area, the tri-horns would know it and would be a lot more upset.' Yet even if she couldn't explain it, Aleeta knew something was wrong. She decided to wait and watch, and to see what the tri-horns would do.

When it did happen, it was almost too fast to see. The tri-horn male circled close to a bush, or at least what Aleeta thought was a bush. She almost fell out of the tree when the bush leaped up and onto the tri-horn's back. Now she could see it was not a bush but a jungle tam'hi, driving a spear under the tri-horns armor plating. The tri-horn, huge and powerful, gave a single bellow of pain and surprise and fell to the ground. For a brief moment it feebly thrashed its life out on the ground, while the others tri-horns fled.

The tam'hi knelt in front of the dying animal and bowed. "Great beast, I am thankful that you have allowed the cycle of life to move through you. I promise that you were killed so that others will live. Someday, you shall return to the jungle of your race and hunt or be hunted, as the spirits allow."

Aleeta decided that enough was enough. She knew where many passion fruits were ripening, and that would be good enough to take back to her hungry relatives. She had always considered her eyes amongst the sharpest in the jungle, but how could a tam'hi twice her size hide in the middle of the clearing, in plain sight, and not be noticed by either her or the tri-horns? It seemed that the tales about the jungle hunters were true after all.

She knew better than to mess with a Hunter when he was performing the rituals after a kill. In all likelihood, her tribe would be seeing the fruits of that hunt as well. No Hunter would dare to waste any of the animal. There was a Hunters lodge in her village, although she had never entered. She was just glad that the Hunter had not seen her; she freely admitted to herself that he scared the stuffing out of her.

Jangu the Hunter listened as Aleeta moved off. She was skillful, but Jangu had still known she was watching him. She had been doubly lucky this day. First, because he was not hunting monkey today. Second, because even if he had been hunting monkey, he had recognized her as a monkey katanga.

Jangu finished his Ritual of Thanks and began skinning and rending the tri-horn. This kill would feed several villages for several weeks. Once the villages were cared for, Jangu would leave the area for distant parts of the jungle. He was anxious to begin his hunt for the kretch and their hated masters.

Jangu smiled. That was a hunt he looked forward to.

## The Jungle Hunters

By Stephen Jay, Tom Prusa, Ed Gibson, and Craig Lewis

### Requirements

Base Attack+5  
Track Feat  
8 Ranks - Wilderness Lore

Hit Die d10

Level	To Hit	Saves
		F/R/W
1	1	1/0/0
2	2	2/1/0
3	3	3/2/1
4	4	4/2/1
5	5	4/3/2
6	6/1	5/3/2
7	7/2	5/3/2
8	8/3	6/4/3
9	9/4	6/4/3
10	10/5	7/4/3

### Skill Points

4+ Intelligence Bonus

### Bonus Feats

- 1 Improved Track
- 2 Know The Beast
- 3 Ambush
- 4 Hunters Camouflage
- 5 Hunters Aura, Uncanny Stealth
- 6 Precise Strike + 1
- 7 Improved Ambush
- 8 Precise Strike + 2
- 9 Bonus Feat
- 10 Precise Strike + 3

### Feat Descriptions

- 1 Improved Track - +2 to Tracking rolls. Stacks.
- 2 Know The Beast - When in melee against natural animals or beasts, gain WIS modifier (if positive) as circumstance bonus to hit, AC, and initiative. Hunter must make a Wilderness Lore roll, DC = 10+HD of animal.
- 3 Ambush (Full Round Action) - If the Hunter studies his prey for 3 rounds and then surprises it (either catch's the creature flat-footed or otherwise deprives the prey of its DEX bonus, such as ensnaring it), he may be able to kill or paralyze the creature with a single blow. While studying

the prey, the Jungle Hunter may undertake any simple action so long as his attention stays focused on his prey. The Jungle Hunter must remain undetected by the prey during these 3 rounds. After this period the Jungle Hunter must declare his intent, to kill or to paralyze, then make his attack roll. If the attack is successful, the prey gets a FORT save (10+Jungle Hunter Level+WIS modifier). If a kill is declared and the save fails, the prey is killed instantly. If a paralyze is declared and the save fails, the victims mind and body becomes enervated, rendering it completely harmless and unable to act for 1d6 rounds plus 1 round per level of the Jungle Hunter. The attack may come anytime between 1 and 3 rounds after the prey has been studied. If more than 3 rounds elapses, concentration is broken and the hunter must start over.

Hunters frequently paralyze their prey when food is not needed and they just want to practice their technique. The Ambush feat may only be used on animals, monsters and evil enemies (non-pc races). The Hunter does not Ambush 'people' without facing severe consequences. A Hunter may make a Wilderness Lore check to determine if what he thinks is an animal is, for example, really a katanga. The DC typically starts at 25, but situational modifiers may apply. The 'animal' must be observed for at least one round. Since it takes 3 rounds of observance for Ambush, both 'actions' can occur simultaneously.

This feat is limited to prey with hit dice equal to the Hunters level. The attack itself requires concentration, so the Jungle Hunter is considered to be using the Full Attack option. Only one attack may be used with the Hunter's full attack bonus. This attack may only be used on the target of the ambush.

- 4 Hunter's Camouflage (Full Round Action, Supernatural Ability) - This supernatural ability arises from the Hunter spending many hours communing with the spirits of the jungle. It allows the Hunter to use his Hide skill even while being observed, but an opposed skill check (Hide vs Spot) is applicable. The spirits have shown the Hunter how to harmonize so well with the environment around him that he is able to become indistinguishable from it. The Hunter must remain perfectly still, and can remain hidden so long as he remains still. Ambush can be used in conjunction with Hunters Camouflage.

- 5 Hunters Aura (Free Action, Supernatural Ability) - This characteristic of the Hunter is a tangible and mystical aura of menace or challenge that can be felt when in the Hunters presence. The

Hunter is a killer. When he reaches this level of competence, he cannot help but radiate the aura, but it can be controlled through special rituals as described below.

The aura can be resisted, see below. The DC is 10 + the Hunter's level + CHA modifier. If the Hunter is visible, everyone within site of the Hunter is affected. If the Hunter is hidden, the aura can still be felt up to 60' away, though only a general direction is indicated.

The aura's effects vary. Creatures with less than 6 WIS will automatically flee for 4 rounds if they are herbivores and not guarding a nest. This does not include PC's. While PC's will feel the aura, they are free to react to it as they choose. Predators will react as if their territorial claims have been challenged. This does not automatically result in combat as some creatures will try to Bluff the Hunter away. The skill check is Bluff (CHA bonus) + HD vs Hunters Aura to see if the creature will eventually back down. Omnivores may react either way, DM's discretion.

Creatures and NPC's with greater than 6 WIS must make a WILL save vs Hunters DC. If they fail, they are intimidated and suffer the -2 to CHA skill rolls as described above. If they succeed, they are free to react as normal. Typical reactions from intelligent creatures are wariness, envy, challenge, or even admiration.

The Hunters Aura is both useful and a burden. The Hunter cannot hunt if his presence is felt by every prey animal in the area. He cannot hope to travel long with a group of heroes if half of the party is afraid of him and the other half resents his abilities. The only way the Hunter may 'mask' his aura is by the 'Ritual Of Thanks' as described below. The mask may be dropped at will, allowing his aura to affect others around him. The mask may only be reinstated after going through the ritual again.

Uncanny Stealth - +2 to all Move Silently skill checks. Stacks.

6 Precise Strike - Increase threat range of weapon by 1. The Hunter knows how to hit where it hurts. This stacks with the Improved Critical feat and applies to any weapon the Hunter is proficient with, against any target. For example, Groo the Quick loves his ceramic dagger. Groo has Improved Critical (dagger) and is a 6<sup>th</sup> level dagger. The threat range with a dagger is 19-20. With Improved Critical this becomes 17-20. Precise Strike improves this to 16-20.

7 Improved Ambush - Affected prey is now 2 times hit dice equal to the Hunters level.

8 Precise Strike - Increase threat range by 2.

9 Bonus Feat

10 Precise Strike - Increase critical range by 3.

### Class Skills

Climb (STR), Craft (INT), Hide (DEX), Intuit Direction (WIS), Jump (STR), Knowledge-Nature (INT), Move Silently (DEX), Profession -Hunter (WIS), and Swim (STR). Wilderness Lore (WIS), an obvious Hunter class skill, is considered a class skill for all Living Jungle PC's.

### Weapon And Armor Proficiencies

Hunters are proficient in all simple and martial weapons. No armor proficiencies are granted to the Hunter. Armor is not generally worn by Hunters, though there is no prohibition against it.

### Level Requirements And Restrictions

First, the Hunter must provide for any tribe that is sheltering him. This can be in the form of meat, training of the young, or whatever form uses a Hunter's skills to benefit the host tribe. Even if the Hunter is the guest of honor at a banquet or just staying one night at the Hunters lodge, he must still do something to benefit the tribe. Failure to do so is considered a bad omen. The Hunter may be asked to leave the village and 'ask forgiveness of the spirits' for failing to do his duty before returning.

Second, the Hunter is a believer in husbandry and conservation. Animals are only hunted for food, or if they present a danger to a tribe. Once slain, the Hunter makes sure that all parts of the animal are used. Needless waste of an animal is a sin. Killing an animal for 'sport' is an abomination. For this reason, Hunters frequently are at odds with Black Leopard Katanga and Hyena Katanga, who kill for killings sake.

Third, a Hunter must maintain his respect for the spirits of the animals he kills. It is a Hunters duty to end each successful hunt with the 'Ritual Of Thanks' as described below. While this is strictly a role-playing hook at lower levels, this Ritual becomes a necessity when the 5<sup>th</sup> level of Hunter is reached.

Finally, a Hunter may never knowingly use his Ambush feat on a good or neutral aligned PC or NPC race creature (in other words, he can't Ambush "people" - the Hunter Prestige Class is not the Assassin Prestige Class). Doing so immediately provokes the wrath of both the nature spirits and the ancestral spirits of the victim. The nature spirits will reject the Hunter, revoking all special Hunter class abilities. The ancestral spirits will become 'attached' to the Hunter, following the Hunter and telling all he meets of the evil the Hunter has wrought. The Hunter

will then be considered an outcast by all good and neutral peoples of Malatra. Usually such men either go mad or simply disappear into the Jungle. It is rumored that a few have made dark pacts with evil spirits, giving rise to the stories of the 'Dark Hunters'.

If the Hunter unknowingly uses his abilities on a good or neutral PC or NPC race creature, he suffers no penalties other than what the DM might deem appropriate from the victims family or tribe. The Hunter is free to atone as his conscience dictates.

### **Role In Society**

Hunters are the very life blood of tribal life. They are the individuals the tribe relies upon for food, clothing, and tools. As such, they are much respected, valued, and envied. They can also be a source of great suspicions by an unfriendly tribe. The Hunter can be a deadly warrior when his people are threatened.

Hunters have a fierce dedication to the tribe or village from which they come. Since they spend so much time and effort on a villages behalf, they have a vested interest in seeing the village flourish and prosper.

### **Society Specifics - Hunters**

**PURPOSE:** "The Hunter must maintain a sacred balance. He must provide for his family and tribe, yet to do so requires the death of our animal brothers. In becoming an instrument of life, we are required to be an instrument of death. So we take only what we need from the jungle and thank the spirits of the animals that we have slain. We speak and sing of their praises in the hopes that they may come again to us. We listen to the spirits of the jungle, hone our skills, and remember that life and death are the same."

**MEMBERSHIP REQUIREMENT:** The hero must successfully hunt and kill an animal twice his hit dice or greater to join the Hunter Prestige Class.

**TYPE:** Age-Graded. The older Hunters are respected, revered, and obeyed, regardless of their actual level within the society, for they have listened to the animal spirits the longest and have the most to teach.

**COLORS & SYMBOLS:** Any prize or trophy taken from a good kill. A 'good' kill is one that challenged the skills of the Hunter and provided for many of the Hunter's tribe. Prizes are usually teeth, claws, and bone taken from the kill. Large items are rarely taken for the Hunter himself, as carrying it would not only be vain but also difficult as he tried to move through the jungle. Sometimes a Hunter will take a large trophy, such as the head of a lion, and give it to his chieftain or place it on the villages Hunter's lodge as a sign of respect.

**MEDICINE BUNDLE:** The bundle needs to include items of personal significance as well as the following - claws or teeth from an animal of the same species that the Hunter killed to earn his society membership; hair, feathers, or scales from the nest of a predator animal, and; soil from the tracks of the Hunters totem animal. Medicine Bundles are valued by society members as a sign of competency and add a +1 situational modifier to all saves involving prey (no cert is required. 'Prey' is not a randomly encountered monster. The Hunter must have chosen the animal or monster as the target of his hunt). The loss of a medicine bundle is considered a bad omen.

**TOTEM OR SPIRIT:** The Hunter should declare his own totem animal. The animal should be praised and honored for those characteristics the Hunter most admires.

**SOCIETAL DRESS:** None required, though bright colors or the colors of the animal are often used in the Ritual Of Thanks.

**DANCES/SONGS:** Songs detailing the nobility of totem animals is most common. Other songs are personal, meant to curry favor with the nature spirits.

**RITUALS:** The 'Ritual Of Thanks' is the most important of rituals to Hunters - both of the Hunter Prestige Class and non-class hunters of a tribe. The Hunter Prestige Class use it to mask the 'Hunters Aura'. Other hunters use this ritual, or one similar, to appease the animal spirits so that the animal may come again.

As indicated above, primitive hunting cultures found themselves in a moral dilemma: To live, they must kill. The 'Ritual Of Thanks' (in some cultures, it is called 'The Ritual of Regeneration') alleviates guilt associated with being 'murderers of animal brothers.' After a kill the Hunter must pick a portion of the carcass and set it aside for the other predators and scavengers in the jungle. The piece left behind must have some value to it, i.e. be something that would benefit the predator or scavenger that might find it. While doing this, the Hunter should sing or chant, "This portion I give to you, my animal brothers, to know that I would not take the meal from your mouths."

When the time comes to eat meat from the animal for the first time, the animal itself must be 'invited' to join. This is done by setting aside the skull of the animal or an animal of the same species (villages tend to have skulls set aside for this ritual ahead of time, and use the same skulls over and over). A song or chant similar to, "Brother animal, we gather to eat of your flesh. Come, spirit, and gather round that we may thank you and praise you." Finally, a few bones of the animal are set in the jaws of the animals skull, while the Hunter sings or chants, "We eat this so we may live. For each life there is death, for each death, many lives. It is the circle, unbroken. So eat, brother animal. Eat of your flesh so you may be renewed

and know life again. So that we may hunt you again and continue the circle.”

While this was not a common belief among primitive agricultural societies, primitive hunting societies believed that failure to invoke this ritual invited disaster. To them it was a sacrament. The primary prey animal represented the tribes livelihood and provided for its very existence. Primitive hunters believed that animal spirits that were not renewed and regenerated through this ritual invitation would result in the prey animal not returning to provide for the tribe in the future. The belief was ‘if I do not offer this animal brother back his life, why would he offer to die for me again?’

Below 5<sup>th</sup> level the Hunter is expected to carry out this ritual as it depicts the belief system of a hunting mind set. At 6<sup>th</sup> level and above the Hunter must do this after every hunt to mask his aura.

LODGES: Hunters lodges can be found at every PC village in Malatra. There the Hunter can be assured of getting food, water, a place to rest, and weapons replaced or mended. The one exception would be at the tribe of the Huroola. No male nubari is ever recognized as a hunter in a huroola village.

PRIME RULES/TABOOS: Kill for food or safety. Never kill for sport. Discourage waste - use all the animal that you can. Protect and provide for the village that gives you shelter. Remember the Ritual Of Thanks. Taking the lives of your brother animals is a sacred task and should be done respectfully.

### **Lost? I Never Get Lost**

#### **A Pathfinder Tale**

**By Tom Prusa**

Trista the ranger was sorely vexed with herself. It was her responsibility to lead her party safely out of danger. She had no trouble finding the lost village of the Great White Saru. Yet somewhere along the way back to the Tribe Of Former Chief Bagoomba the party had taken a wrong turn. Now she was in a section of the jungle she had never seen before. Guiding herself by the sun and the flowing streams, Trista should have found familiar territory at least three days ago, not this damp swamp she found herself walking through. Were evil spirits addling her wits, she thought? The Great White Saru were in danger from the kretch and Bengoukee was waiting for the heroes to return with news as to the Great Whites whereabouts. The mission would fail and it would be her fault. “It must have been the servants of Tiger,” Trista muttering in irritation. In no other way could she have become this lost.

The rest of her party was sorely tired and wounded. They had defeated over a dozen kretch, including a pair of fierce veterans. They had lost their shaman, so the party was recovering very slowly. Food was scarce. Now they

had stumbled into a swamp, perhaps the swamp of the snake-men. It was not country she knew, and from the tales she had heard if she stumbled across a snakeman village the snakemen would likely kill them. If such a tragedy befell them, it would be her responsibility. Finally, lacking all other recourse, she knelt and begged the spirits of the jungle for their aid.

Much to her surprise, the aid was seemingly granted. She felt a tap on her shoulder. Springing up, she turned to see an old nubari smiling with a gap-toothed grin. “Lost, are we? Not a good place to be lost. A dozen snakemen lie just ahead, waiting to ambush your tired companions. Would you like some help avoiding them?”

“Who are you and where did you come from?” stammered Trista.

“I am Pathfinder,” the nubari answered with a smile, “and I go to those places people do not know. It is fortunate that you were so close to an entrance to the Great Trade Way. It makes avoiding the snake-men much easier.”

Gathering up her party, Trista and the exhausted heroes stumbled behind Pathfinder for just a few minutes when he disappeared right in front of them. Trista gaped. One moment he was there, then he wasn’t! It got even stranger when his head and arm appeared in mid-air, gesturing to them. “Come. The Trade Way is the safe way out of here.”

Taking his hand, the party found themselves on a great cobble-ceramic path three nubari across. “Do not leave the path, or even I cannot bring you back onto it. The Great Trade Way is fickle, changing as the Dreamlands change. If you leave it at the wrong place, you will be lost, possibly forever, in the Dreamlands. Or, even worse, in the midst of a snakeman village.”

Trista was too tired to question him. Her and her party followed Pathfinder for what seemed like hours. With a flourish, Pathfinder led them off the ceramic path. Trista looked up in astonishment. They were on the bank of the River of Laughing Idols! What should have taken them at least three days to travel in good health they had traveled in a fraction of the time. Grinning broadly, Pathfinder clapped her on the shoulder. “It’s easy, once you know how. If you wish, come to the Great Rift and blow upon this conch shell. I will come, and we will see how you fare as a Pathfinder.

For Trista, her destiny was decided at that very moment. She led her party back to the Tribe Of The Late Chief Bagoomba and took only a day to rest. The next morning, she set out for the Great Rift. She had never been there, but she would find it. Now she knew what they said about Pathfinder was true. Despite all her experience in Malatra’s wild places, Trista has seen that she was but a student. Pathfinder was the true teacher. She would go to him with the humility. Never again would she be lost.

## The Pathfinders

By Tom Prusa and Stephen H. Jay

### Requirements

Base Attack +4  
8 Ranks of Wilderness Lore  
Alertness Feat  
Track feat.

Hit Die d8

Level	To Hit	Saves	
		F/R/W	
1	0	1/2	/0
2	1	1/2	/0
3	2	2/3	/1
4	3	2/3	/1
5	3	3/4	/2
6	4	3/4	/2
7	4	4/5	/3
8	5	4/5	/3
9	5	5/6	/4
10	6/1	5/6	/4

### Skill Points

2+ Intelligence bonus.

### Bonus Feats

1	Nature Sense
2	Woodland Stride
3	Pass w/o Sound
4	Darkvision
5	Pass w/o Trace
6	Uncanny Dodge
7	Improved Alertness, Dreamlands Awareness.
8	Spirit Guide
9	Keen Sense
10	Find the Path

### Feat Descriptions

#### Level

- 1 Nature Sense - The pathfinder has an innate sense of things going on around him. While in a natural setting (everywhere in Malatra but in the ruins of the ancients or underground), the pathfinder receives a +4 enhancement bonus to Spot and Listen skills for purpose of surprise rolls only. Also receives a +2 synergy bonus to Wilderness Lore.
- 2 Woodland Stride (Free Action, Supernatural Ability) - The Pathfinder can move at great speed through the jungle or savannah. While in these

settings, her movement is increased by 10 feet per round.

- 3 Pass Without Sound (Free Action, Supernatural Ability, Once Per Day) - The Pathfinder can travel soundlessly for ten minutes per Pathfinder level. She is completely silent during this time. Listen rolls are ineffective, since the Pathfinder literally makes no sound unless she chooses to do so. This is similar to the Druid/Ranger spell *Pass Without Trace*.
- 4 Darkvision (Free Action, Supernatural Ability) - The pathfinder receives Darkvision at 60' range. If darkvision is already possessed, range is increased to 90'.
- 5 Pass Without Trace (Free Action, Supernatural Ability, Once Per Day) - The Pathfinder can travel without leaving any detectable trace of her passing. This ability lasts for ten minutes per pathfinder level. This is similar to the Druid/Ranger spell *Pass Without Trace*.
- 6 Uncanny Dodge (Free Action, Supernatural Ability) - The Pathfinder cannot be flanked, nor can she be caught flat-footed. This acts in the same manner as the Rogue Uncanny Dodge feat. If the pathfinder already has Uncanny Dodge, she may not take another feat to replace this one.
- 7 Improved Alertness (Free Action, Supernatural Ability) - Adds +2 to spot and listen rolls. Stacks with the Alertness feat and Nature Sense.  
  
Dreamland Awareness (Full Round Action, Supernatural Ability) - The pathfinder can recognize entrances to the Dreamlands (if one is available) and may enter under certain circumstances (see below).
- 8 Spirit Guide (Ritual, Once Per Adventure) - The Pathfinder may call upon the spirits of the jungle to aid her in a specific skill. This is a boost to one skill taken as a +10 circumstance bonus. The Pathfinder may choose any skill she possesses for the boost. The skill increase lasts for 24 hours and may not be changed once selected. This ritual involves a sacrifice of an item personally valuable to the Pathfinder. The ritual lasts one hour and involves meditation and solitary contemplation. The spirit is summoned from the Dreamlands and is undetectable by anyone other than another Pathfinder. The Pathfinder must choose the skill she wishes aided when the ritual is completed.
- 9 Keen Sense (Free Action, Supernatural Ability) - The Pathfinder becomes so attuned to the wild



places that she gains extraordinary sensory abilities while in the jungle or savannah. Pick one of the following: Keen Eyesight - Double sight range, missile range increments only -1; Keen Hearing - Listen +2, no concentration check needed to hear over background noise; Keen Smell - gain Scent feat (+2 to Search, Spot and Track; Invisible creatures are still 50% chance of miss but no need to guess at targets position; able to identify substances or animal types by smell); Keen Taste - Able to identify poisons, toxins and herbs by taste. +2 circumstance bonus to relevant skill check, such as Heal, Herbalist, etc; Keen Touch - Able to detect subtle changes in temperature, air pressure, soil, plants, etc. +2 circumstance bonus to relevant skill check. Invisible creatures are still 50% chance of miss but no need to guess at targets position.

- 10** Find the Path (Ritual, Once Per Adventure) - Once per adventure the Pathfinder may call upon the spirits of the jungle to her aid as a *find the path* spell. The ritual takes 10 minutes and functions as if cast as a 10<sup>th</sup> level cleric. The spirit summoned may be of any kind but is usually either an animal spirit native to the area or one of the elemental spirits. The ritual requires simple meditation on the desired destination and a request of the spirits for help.

### Class Skills

Climb (Str), Craft(Int), Hide (Wis), Intuit Direction(Wis), Listen (Wis), Knowledge (Animals) (Int), Knowledge (Lore) (Int), Knowledge(Nature)(Int), Knowledge(Plants)(Int), Move Silently (Dex), Spot (Wis), Search (Int), Swim (Str), Wilderness Lore (Wis)

### Weapon and Armor Proficiencies

A Pathfinder is proficient in all simple and martial weapons, as well as light armor.

### Level Requirements

A Pathfinder must continually explore new areas and new horizons. The pathfinder may not advance in level unless she has visited at least one new area since the previous level. A new area consists of a village heretofore unvisited, or a specific geographic area (Yaku plains, Lake Koro, Howling Mtns, etc.)

### Society Specifics - Pathfinders

MEMBERSHIP REQUIREMENT: A pathfinder must have, at some point in her life, visited the Dreamlands. This may have happened either physically or in a dream-quest. Applicable modules where this has happened include “The Great Hunt”, “Dark Village”, “Ten Times the Hero”, “Sound of Silence”, and “Comes the Lion”.

### Role In Society

Pathfinders can be of two different types - Solitary or Tribal. The Solitary Pathfinder is a true wanderer, moving across the entire length and breadth of Malatra in search of new trails to cross and new places to see. They show loyalty to no one but themselves, as likely to ignore lost travelers as to help them. Their concern is not to people or politics, but for the edification of their own wanderlust. As such, they cannot count on the aid of others nor do they ask for it. Many tribes consider Solitary Pathfinders to be outcasts. Even when the Pathfinder discovers paths into the Dreamlands she is just as likely to meet hostile as well as helpful spirits. People and spirits alike may look upon her as the rugged loner as easily as they may see her as someone who has turned her back on her people and her responsibilities. Yet do not think that the Solitary Pathfinders heart has turned hard. Many tales of pathfinders helping lost and dying hunters out of the jungle and back to their tribes are those of Solitary Pathfinders. From her point of view, the Solitary Pathfinder is not turning away from the duties of her people as much as she is following the calling of her heart.

The Tribal Pathfinder still maintains her ties to a village or people, though she is often conflicted about the amount of time she must spend with them. This is alleviated in part by the dangerous tasks she is often asked to perform for her tribe. The Tribal Pathfinder often takes on the role of Scout or Brave, entering enemy territory alone and unaided. It is not uncommon for a Tribal Pathfinder to hone her skills by silently entering the village or camp of a friendly or neutral people, count coup with her coup stick, and flee quickly back to her tribe before she is caught (being caught even by a friendly tribe would result in her humiliation as her own people would be required to ‘buy’ her back). Pathfinders and Hunters often hone their skills on each other in contests that can last for a week or more, counting coup in a kind of ‘hide-and-seek’. Tribal Pathfinders usually do little else but roam on and near their tribes territory or intruding onto neighbors land, ever desiring to see new sights and keep their people from danger. They rarely hunt and gather food, make weapons, or any of the other countless duties that tribal life necessitates. Yet their tribes do not begrudge them their lifestyle. The Tribal Pathfinder often faces death alone, being the first to warn the tribe of oncoming danger.

Pathfinders rarely die of old age. They just disappear into the jungle, never to return.

### Society Specifics - Pathfinders

PURPOSE: “The open step is my brother, the unknown path is my sister. Society chains me, chieftains command me, shamans slow my pace. Would that you thrust a spear in my heart then tie my feet to any one place! My spirit is that of Malatra, wild and free. Would you capture the wind in a sack in your urge to possess it? Then do not try to possess me. I will go my way and none other.”

**MEMBERSHIP REQUIREMENT:** Dreamlands visit. This may have happened either physically or in a dream-quest. Applicable modules where this has happened include “The Great Hunt”, “Dark Village”, “Ten Times the Hero”, “Sound of Silence”, and “Comes the Lion”.

**TYPE:** Non age-graded. In fact, not structured at all. The idea of a “society” of Pathfinders is contradictory to what being a Pathfinder is all about. When two Pathfinders meet they may exchange stories, or they may pass each other without so much as a nod of recognition. “Honorary” Pathfinders can still occur special module or interactive events to those who have seen the Dreamlands but choose not to enter the society.

**COLORS & SYMBOLS:** Only one symbol, the open path, is representative of all pathfinders. The coup stick is also a powerful symbol for tribal pathfinders.

**MEDICINE BUNDLES:** The bundle needs to include items of personal significance as well as the following - pebbles from a taboo area; a lock of hair or bit of fur from an enemy; a personal belonging, such as a feather, taken from someone the pathfinder has counted coup on but did not kill; any item of great personal significance to the pathfinder that the pathfinder has vowed never to touch or look upon again. Medicine Bundles are valued by society members as a sign of competency and add a +1 situational modifier to all saves or pathfinder feats (no cert is required). The loss of a medicine bundle is considered a bad omen.

**TOTEM OR SPIRIT:** Air spirits are most often appealed to in Pathfinder rituals.

**SOCIETAL DRESS:** None.

**DANCES/SONGS:** The “Dance Of The Wanderer” depicts a young pathfinder leaving his family and people behind to make his own way. In some versions, the pathfinder returns to her village and shares the knowledge she has acquired. In other versions, the pathfinder goes to other villages where they are more accepting of her ways. Sometimes a version is acted out where the pathfinder dies far from home, alone.

Songs are usually adopted from new places and peoples that the pathfinder has discovered.

**RITUALS:** “The Judgement of the Wanderer”. This ritual (more like a play), open to all observers, depicts a pathfinder, a shaman, and a group of villagers. It is open to a great amount of interpretation and improvisation, but generally follows this storyline: The Shaman has accused the pathfinder of neglecting his duties. Sometimes lasting all night, the shaman will list all the reasons why the pathfinder should stay in his village to hunt, sew nets, make weapons, and in all other ways serve his society in a traditional manner. The villagers wait in rapt attention. Fi-

nally, the pathfinder asks the shaman, “What do you do when you sleep?”. The shaman responds, “I dream of the ancestors, who tell me what I must do. So I do them.” The Pathfinder responds, “I, too, dream of my ancestors. I also dream of the spirits of the land and the far away places, of peoples and things unseen. Finally, the great spirit of Malatra itself comes to me and says, ‘Where would you go?’. I look around and see many well-lit and well known paths, but they are harsh to my eyes. Then I see a dark path, shrouded in mist and shadows, with the coldness of danger and the unknown about it. I point to it and say, “There is where I would go. The dark place, cold with danger and fear. I would go to it and light it with my own light, warm it with my knowing, and make it safe for those that follow me.” The great spirit of Malatra then says, “That is good. For the lit paths are for others to walk. For you, they are oppressive and would take the life from your spirit. The dark path is your fate. It is the only honorable place for you to be.”

Another Ritual has to do with the Pathfinder’s Dreamland Awareness feat. In game terms, the Pathfinder will be aware whenever they are near an entrance to the Dreamlands and will be able to cross into the Dreamlands at that point. Such entrances will be specified in modules.

**LODGES:** None.

**PRIME RULES/TABOOS:** Decide your own fate. Be true to your heart. Follow your bliss down the unlit path.

## **The Spell Weaver**

### **The Magic Is The Life A Spell Weavers Story By Tom Prusa**

The battle had gone badly. What started out as a simple skirmish against a small pack of hyena katanga had quickly escalated into a major battle. Seven kretch joined the hyenas, as well as a pair of hyena witch doctors. Our shaman was the first to fall, followed by the parties’ best fighter. The others managed to drive off the hyenas, killing two of the kretch as well. But they knew the battle was not over. Hyena reinforcements were coming with a pair of veteran kretch. More than a match for the party even by themselves.

As the party fled before the hyenas, they soon came to the Great Rift. No chance to climb down, not in time to avoid being bombarded by rocks and branches that would sweep them to a deadly fall. Kamak Thuldar, heroic little monkey katanga, had been saving his last spell for just such an event. “Come here, Jengi,” he said. “I will cast my Swoop spell and you can carry us across.” Jengi, sturdy korobokuru warrior, didn’t look too pleased at this pros-

pect, but it beat facing seven kretch and fifty hyena's with nothing but two rogues and an exhausted witch doctor.

He accepted the spell and started over the Great Rift with the first of the party members. Kamak and Tuk waited behind anxiously. "Don't you have one more spell you can cast," asked Tuk?

Not today", said Kamak.

You can cast a few spells, you know what I mean, yes?" said Tuk. As they waited, they saw Jengi finally reach the other side, and start back. At the same time, they heard the sounds from the savannah behind them. The hyenas would catch them before the korobokuru returned. Tuk turned to Kamak. "Well, perhaps we can make our death worthy of a song." Kamak stood as tall as his little frame would let him. "No. The magic is all around us, it will not let us die." And with that, he began casting.

Little Tuk looked on fearfully, for while he had the ability to cast a few arcane spells he had never seen anyone do what Kamak was doing. Instead of a fetish, he held his hands over his heart. As the magic took shape, it was not coming from the jungle around him. It was coming from inside Kamak himself.

As Kamak's features grew drawn and white, his strength began to fail him. Still he chanted, until with his last conscious breath he reached out and touched Tuk. Instantly, Tuk's felt his feet leave the ground. With great difficulty he managed to lift the unconscious Kamak off the ground. He flew out over the Rift just in time to escape the grasp of a pair of hyena warriors, who tumbled into the Rift with terrified screams. Straining, Tuk managed to keep Kamak in the air until the much stronger Jengi could grasp him for the rest of the flight.

Safe across the Great Rift, the party rested for a time. Kamak recovered his senses, but still felt weak. "Drink this potion", said Tuk.

It will do no good," Kamak said weakly, "for I am not wounded. Instead, I have weakened my connection to the magic all around us. It will heal itself, over time."

Tuk looked surprised. "You're a Spell Waster?"

Kamak grimaced; "That's Spell Weaver, to you. And since you owe your life to the magic of the jungle, you should be more respectful."

Tuk look chastised, but thoughtful. "Say, can you teach me how to do that?"

Kamak considered for a moment. "Would you be willing to leave behind your skills as a rogue and concentrate on improving your feeble magical powers? It could take years, but the reward is certainly worth it."

Tuk looked disturbed. "Years, just to learn how to do that? I like being a well rounded butu. It makes me less conspicuous."

Kamak shook his head; "I'm sorry, but it is not something one learns lightly."

Tuk promptly forgot about it and went about setting up camp. For Kamak, he had done what he had to but the pain lingered. Not truly a physical pain, though it indeed seemed to hurt like a deep toothache. His connection to the weave of the jungle was so weak, so distant. He felt alone, destitute, forlorn. How could one live without magic?

By the morning he was feeling better. Not well, just better. His bond with the magic of the jungle was strengthening, but he was afraid it might never be what it had been. Yet he would persevere. There was much out there that he could learn. His path was a difficult one, but he would not turn back. Only by pushing back the limits of what was known could he become stronger and wiser. Yes, this was the path he had chosen. The path to true knowledge and power, this was the way to the magic.

## The Spell Weavers

By Tom Prusa

### Requirements

Arcane Spell Caster Level 4+  
Any Metamagic Feat  
7+ ranks in Spellcraft  
5+ ranks in Knowledge (Lore)

**Hit Die** d4

Level	To Hit	Saves
		F/R/W
1	0	0/0/2
2	1	0/0/3
3	1	1/1/3
4	2	1/1/4
5	2	1/1/4
6	3	2/2/5
7	3	2/2/5
8	4	2/2/6
9	4	3/3/6
10	5	3/3/7

### Skill Points

2+ Intelligence bonus.

### Bonus Feats

- 1 Bonus Metamagic feat.
- 2 Signature Spell
- 3 Brew Potions (1 per adventure)
- 4 +1 spells
- 5 Enhanced Counterspell.

- 6 Metamagic feat, Brew 3<sup>rd</sup> level potions (1-4 per adventure)
- 7 +2 spells
- 8 Draw Upon Magic.
- 9 Create Fetish (1 per adventure)
- 10 +3 spells.

\* Each level, spell casting progresses as though you had advanced a level as a sorcerer. Spells known and spells per day advance according to the sorcerer chart.

### Feat Descriptions

- 1 Choose any one meta-magic feat.
- 2 Signature spell. The spell weaver can designate any one spell as his/her signature spell. A signature spell is considered to be cast at 2 levels higher than the spell weavers current level. It also allows the spell weaver to tailor the effects. Example – instead of a normal *levitation*, the spell weaver could have it appear that a giant hand appears and plucks the user up into the sky. A signature spell must have some kind of flashy effect, something to make it unique for that spell weaver. The higher level and more flashy the spell, the more prestige for a spell weaver. It is permitted to delay choosing the signature spell for as long as the spell weaver wishes.
- 3 Brew Potions. Gain the ability to brew potions, for 1<sup>st</sup> level spells only. Potions are non-certed. The hero can make 1 potion at the beginning of the adventure, at a cost of 25 xp per potion. Potions not used during the adventure are assumed to spoil and lose their efficacy, and are lost. The experience points spent are gone whether the potion is used or not. The potion may be for any first level spell the Spell Weaver can cast.
- 4 +1 Spells. The Spell Weaver can know one more spell than a witch-doctor at the same level. The spell can be of zero or 1<sup>st</sup> level. The Spell Weaver may pick one of any allowable spell to 'know'
- 5 Enhanced Counterspell. The spell weaver has now begun to come into her own. She can use a counterspell, but instead of needing the exact spell, she can use any spell from the same school of magic, and the same or higher level. Thus, the spell weaver could use a *mending* spell to counterspell a *burning hands*, since both are alteration spells.
- 6 Choose any one meta-magic feat.

Ability to brew potions increases to 1-4 potions per adventure, of any 1<sup>st</sup>-3<sup>rd</sup> level spell the spell weaver can normally cast. Cost is 25 XP per potion per spell level. All potions are non-certed, and if not used during the adventure are lost.

- 7 +2 spells. The Spell Weaver can pick any 0-3<sup>rd</sup> level spell that he may know, above the normal allowed spells known for his level. If the spell weaver chooses a 2<sup>nd</sup> or 3<sup>rd</sup> level spell, he must have a certed fetish for it, just as though he had gained a spell through normal level advancement.
- 8 Draw Upon Magic. At this point the Spell Weaver has begun to truly have a connection with the magic of the jungle. If she has cast all her spells for the day, she can draw upon her own life force to fuel her spells. Each spell cast after reaching the maximum for any level can be powered by the Spell Weavers own hit points. Each spell cast this way draws one hit point per level of spell from the life force of the Spell Weaver. Such damage can only be healed through rest and time, it cannot be healed magically. This is because the Spell Weaver is not damaged, per se, it is her connection to the magic of the jungle that is weakened. This results in being able to cast one less spell per day, of the level the spell weaver drew upon, until the damage has healed through rest and time.
- 9 Ability to create a spell fetish (1 per adventure). The spell fetish is non-certed, and expires at the end of the adventure. May be used to create a fetish for a spell you can normally cast. XP cost is 50 x spell level. For double the cost - 100 x spell level, the fetish can be made permanent. Note: Only HLR (high level retired) characters have the time and resources to make permanent fetishes.
- 10 +3 spells. The Spell Weaver can choose a spell of any level she can cast to add to her spells known. If a 2<sup>nd</sup> or higher level spell is chosen, the spell weaver must have a certed fetish for it, just as though she had advanced in level

### Class Skills

Concentration (Con), Craft (Int), Hide (Dex), Knowledge-Arcana (Int), Knowledge-Lore (Int), Knowledge-Tribe/Race(any) (Int), Knowledge-Ancients (Int), Listen (Wis), Profession-Herbalist (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), Wilderness Lore (Wis).

### Weapon Proficiencies

A Spell Weaver is skilled in all simple weapons.

## Level Requirements

A Spell Weaver must sacrifice one spell fetish for each level he advances. This fetish is actually absorbed into the being of the spell weaver. In game terms, the Spell Weaver should write void or absorbed across the spell fetish, it no longer can be used as either a scroll or a spell he can cast. It is not required that a spell fetish be of a specific level, any certified spell fetish will do.

## Special Quality

On the rare occasion that a Spell Weaver leaves his society/prestige class, he loses none of his special abilities or feats. She can never return to advance in the Spell Weaver prestige class, however.

## Role in Society

The Spell Weavers are those who ignore the spirits and life of the jungle in favor of a greater calling, that of the weave of magic that permeates everything. The Spell Weavers recognize that others may have an affinity for magic, both divine and arcane. They assert that only they have the true connection with magic that is required for true prowess with the arcane arts. The Spell Weavers are respected by the normal natives of the jungle, but have a spirited rivalry with the Spirit Speakers, and with those Witch Doctors who have not chosen the path of a spell weaver. To Spell Weavers, witch doctors are treated as poor uneducated cousins, people who have only dabbled in magic. On their side, most witch doctors refer to spell weavers as Spell Wasters, thinking that their total reliance on all things magical makes them too weak to face the real challenges of the jungle. The Spirit Speakers consider them unenlightened, since they refuse to acknowledge the supremacy of the spirits over all things in the jungle. The Spell Weavers, of course, consider the Spirit Speakers to be caught up in the joy of talking to the spirits, and ignorant of how to actually do anything with the magic that underlies their presence. It is not a debate that will be settled any time soon.

In everyday life, a spell weaver who has advanced to a level that allows creation of potions and fetishes is usually encouraged to give up adventuring. His presence is too valuable for the village to lose. Since most Spell Weavers do not wish to stop learning and expanding their knowledge and affinity for magic, they generally do not do this. This means that spell weavers are generally not considered for any of the important 'jobs' of the jungle, like tribal witch doctor or chieftain. There are a few notable exceptions, Bengoukee being by far the most famous Spell Weaver in the jungle. Of course Bengoukee has not adventured in over a century, and most people have forgotten that his true calling lies in Spell Weaving.

## Society Specifics - Spell Weavers

**PURPOSE:** "Knowledge of the true source of magic is our call. You speak of spirits? Bah! They are teachers of

children who are afraid to look deeper and further. The ancients knew true magic – and one day, so will I!"

**MEMBERSHIP REQUIREMENT:** The Spell Weaver must have studied the existence of magic for as long as he can. This is reflected in an accumulation of 7 ranks of spellcraft and 5 ranks of Knowledge-Lore. Finally, the future Spell Weaver must have learned to manipulate magic in the form of at least one meta-magic feat.

**TYPE:** Non-organized. Spell Weavers travel on their own, learning magic in their own way. They do not avoid each other, but no meetings, training or other sharing of knowledge is performed. A Spell Weaver must travel his own path to the source of the magic, no one else can do it for him. This means that while they are friendly and will offer each other shelter or food, the most knowledge that they will ever share is the possible trading of spell fetishes when they meet. A Spell Weaver is always glad to train a witch doctor, who must acknowledge the superiority of the spell weaver in exchange for new knowledge. It is also seen as a way for the Spell Weaver to become known throughout the jungle.

**COLORS & SYMBOLS:** A spell weaver is distinguished by one thing, only. That is the number of spell fetishes he bears. Many spell weavers have taken to carrying staves, with the spell fetishes strung along the length of it in an ostentatious display of the magical power of the spell weaver.

**MEDICINE BUNDLE:** The Spell Weavers see medicine bundles as an out-moded link to the past, a throwback to those who do not have a natural affinity for magic. No Spell Weaver carries a medicine bundle.

**SOCIETAL DRESS:** Any is acceptable.

**RITUAL:** The only serious rituals performed by the spell weavers are those used in fashioning magic. Each ritual is unique to the individual, and is always performed in seclusion. A spell weaver is fiercely jealous of his magic creation rituals.

**LODGES:** The only lodges for spell weavers in the jungle are held by those tribes which have a spell weaver as their tribal witch doctor. Even with this restriction, the larger villages have managed to secure the services of a spell weaver. Prominent examples include Simbar and Bagoomba's tribe.

**PRIME RULES/TABOOS:** Seek out new magic. Expand the knowledge of magic and the spell weavers' own power as a result. Work to make magic more acceptable to the common native of the jungle.

## **Spirit Speakers**

### **Talking to the Jungle**

**By Tom Prusa**

Burble was unhappy with Georgia. Well, not really unhappy; Burble could never truly be unhappy with his master. She was so close to nature. But she didn't like some of the stuff that Georgia wore. It was dead! The touch of Georgia's armor, it didn't feel right. It made Burble feel sick. Burble didn't like the touch of dead things, so he rode upon Georgia's head or sometimes her arm. Of course Burble weighed nothing to speak of, so it didn't bother Georgia, but they continued to argue about her armor. She carried a sack with other dead things in it too, and a staff with lots of fetishes that Burble knew she liked, but he didn't.

Burble sat on top of a frond while Georgia slept. She was so pretty, at least the part of her that wasn't dead. She was wise and beautiful and she could talk to all the spirits and he loved her so much. Burble almost forgot he was supposed to be watching, but then he heard the garuda approaching. He jumped down and ran over and kicked Georgia in the arm. Aroused by the faint tap on her arm, Georgia roused and set about getting ready. With her companions up and ready to respond, Georgia had time to question Burble. "It's a tri-horn and his mate, and they're really, really big. You won't have to hurt them, will you?" burbled Burble. "Not if we don't have to," she reassured him. With a few flashy magic spells and some loud yelling from the korobokuru in the party, the tri-horns looked for another place to graze. Burble felt proud. He had served his master well, and she offered him a bit of the one thing he really needed. She took him in her hand and let him rub against her cheek, feeling the life and spirit in his beloved master. Burble was so lucky to have Georgia. He would always serve her, and she would always watch out for him.

The next morning, Georgia went to her meeting. The other spirit speakers were gathered. Burble saw a lot of his friends in the group. Georgia stood and said, "I am Georgia, and Burble and I have been friends for 22 seasons. Has anyone here been in communion longer than that?" No one responded, so Georgia began to conduct the meeting. Burble went off to play with his friends, Toki and Hatch. They played hide and seek, ducking in and out of plants. They climbed to the tops of trees and floated down on the wind. They had a grand time! Too soon, however, they all felt the call from their masters. With a cheery goodbye to his friends, Burble ran to the one person he would always love. It was grand to be a spirit familiar, and he had the smartest shamans in the whole jungle as his companion. Toki and Hatch thought their masters were the smartest, but Burble knew better.

## **Spirit Speakers**

**By Tom Prusa**

### **Requirements**

Spirit Sense  
Must speak at least five languages  
Divine Spellcaster  
Character Level 4+

**Hit Die** d8

<b>Level</b>	<b>To Hit</b>	<b>Saves</b>
		<b>F/R/W</b>
<b>1</b>	0	2/0/2
<b>2</b>	1	2/1/2
<b>3</b>	1	3/1/3
<b>4</b>	2	3/1/3
<b>5</b>	2	4/1/4
<b>6</b>	3	4/2/4
<b>7</b>	3	5/2/5
<b>8</b>	4	6/2/6
<b>9</b>	4	6/3/6
<b>10</b>	5	7/3/7

### **Skill Points**

2+ Intelligence Bonus.

### **Bonus Feats**

- 1** Spirit Speaking  
Spirit Turning
- 2** Spirit Familiar.
- 3** Brew 1<sup>ST</sup> Level Potion (1 per adventure)
- 4** Domain Feat
- 5** Trance
- 6** Brew 2<sup>nd</sup> Level Potions (1-2 per adventure)
- 7** Summon Elemental Spirit
- 8** Undead Turning
- 9** MetaMagic Feat, Brew 3<sup>rd</sup> level Potions (1-4 per adventure)
- 10** Outsider's Friend.

\* Each level, spell casting progresses as though you had advanced a level in a divine spell-casting class. Should you possess both ranger and cleric levels, it applies only to the cleric casting level.

### **Feat Descriptions**

- 1** Spirit Speaking – The Spirit Speaker receives a +2 enhancement bonus to bluff, sense motive, intimidate, or diplomacy skill checks against any form of spirit.

Spirit Turning

**2** Spirit Familiar. The Spirit Speaker gains a small familiar from the spirits of nature. The familiar is a tiny outsider, HD 1, hp 6, AC 10, DR 5/+1, *invisibility* at will. The spirit familiar grants the spirit speaker the Alertness feat when within arm's reach, as well as the ability to communicate empathically. It also grants the skill focus – Wilderness Lore feat. It does not gain abilities as the spirit speaker moves up in level; it remains a tiny innocuous spirit. The spirit familiar will never enter combat, instead hiding inside a nearby plant or tree when combat ensues. The spirit familiar never needs to sleep, and makes an excellent watch-spirit. Applicable skills are Spot +6, Listen +5, Hide +10 (+20 when inside of a plant), Move Silently +20. The spirit can be seen by others and appears as a small translucent spirit, with no facial features except for large blue eyes and no fingers or toes. The spirit familiar cannot abide the touch of dead things; only the living touch of nature makes it comfortable. The spirit familiar speaks its own language which any Spirit Speaker (and no one else) can understand. This includes spells such as *tongues*, and *comprehend languages*. Only a *detect thoughts* might allow communication between a spirit familiar and someone who is not a Spirit Speaker.

Should the Spirit Speaker lose the familiar, he cannot replace it until he has gained another level as a spirit speaker.

**3** Brew Potions. 1<sup>st</sup> level spells only. Potions are non-certed. The hero can make 1 potion at the beginning of the adventure, at a cost of 25 xp per potion. Potions not used during the adventure are assumed to spoil and lose their efficacy, and are lost. The experience points spent are gone whether the potion is used or not. The potion may be for any first level spell the Spirit Speaker can cast.

**4** Domain feat – choose one extra allowable domain feat. This applies only to the domain feat, and not to domain spells. Allowable refers to acceptable for your race. (Plantmen cannot choose elemental-fire, for ex.)

**5** Ability to brew potions now allows brewing of 1-2 (non-certed) potions per adventure, for any 1<sup>st</sup> or 2<sup>nd</sup> level spell you can normally cast. Potion cost is 25 XP per potion per level, so 2<sup>nd</sup> level potions cost 50 XP apiece. Potions not used in an adventure are lost.

**6** Trance. Usable once per adventure, this ritual allows the Spirit Speaker to commune with long dead ancestors or any friendly spirit from the Dreamlands. In game terms, the hero is able to access the domain spells of the Knowledge do-

main at the total character level of the Spirit Speaker. The ritual takes 30 minutes + 10 minutes per level of the spell. At the end of the ritual the Spirit Speaker makes a Will save (DC 10 + Domain Spell Level). Failure indicates that no Dreamland spirits were interested in helping the Spirit Speaker. If the save is successful a spirit guide arrives to answer questions or, in the case of a power like 'True Seeing', grants the Spirit Speaker the affects of the spell.

**7** Summon Elemental Spirit. The Spirit Speaker gains the ability to summon one elemental per adventure, as the Summon Monster IV spell. Such a summoning can only bring a single elemental.

**8** Undead turning. The Spirit Speaker gains the ability to turn undead, as specified in the **Player's Handbook** and the **Jungle Book Of Malatra**.

**9** Choose any one meta-magic feat.

Ability to brew potions increases to 1-4 potions per adventure, of any 1<sup>st</sup>-3<sup>rd</sup> level spell the Spirit Speaker can normally cast. Cost is 25 XP per potion per spell level. All potions are non-certed, and if not used during the adventure are lost.

**10** Outsider's Friend. At this level, the Spirit Speaker has reached affinity with spirits and other outsiders. Any outsider or spirit must make a Will Save (DC = 10 + spirit speaker's Cha modifier) to be able to attack the spirit speaker. Any bluff, intimidate, sense motive, or diplomacy checks made by the spirit speaker against outsiders or spirits receives a +4 enhancement modifier.

### Class Skills

Bluff (Cha), Concentration (Con), Craft (Int), Healing (Wis), Hide (Wis), Knowledge-Lore (Int), Knowledge-Taboo (Int), Move Silently (Dex), Profession-Herbalist (Wis), Sense Motive (Wis), Speak Language (na), Spellcraft (Int), Wilderness Lore (Wis).

### Weapon Proficiencies

A Spirit Speaker is skilled in all simple weapons, as well as light and medium armor.

### Level Requirements

A Spirit Speaker must always strive to seek out the unknown and mystical side of the jungle. Each level, the Spirit Speaker must have encountered at least one new spirit, that he has not met before. Examples include taboo spirits, ancestral spirits, nature spirits, and any type of elemental.

**MEMBERSHIP REQUIREMENT:** The Spirit Speaker must be versed in speaking. Only by being able to communicate in at least 5 different languages can a spirit speaker be accepted for membership. The Spirit Speaker must also have a connection to the elementals of Malatra, represented by the elemental turning feat.

**ROLE IN SOCIETY:** Spirit Speakers speak for the spirits of nature, as well as all other kinds of spirits. Since the jungle abounds with nature spirits, ancestral spirits, and taboo spirits, the Spirit Speakers role is a prominent one in society. Nearly every village has its supposed Spirit Speaker, although only a few of them actually possess the powers of the class. Yet nearly all are respected and successful. This is simply because, in most cases, spirits do not interpose themselves in the everyday life of a Malatran. Thus, a charlatan is as likely to be effective as a true Spirit Speaker, in most everyday occurrences. But when a tribe extends their hunting grounds into a taboo land, or when they actually need to contact an ancestral spirit, only a true Spirit Speaker will do. In addition, Spirit Speakers possess many enhanced shamanistic abilities. These include the ability to make potions which actually work. At higher levels, they can even summon an air elemental to turn fire away from the village, or an earth elemental to help protect the village from a garuda attack.

### **Society Specifics – Spirit Speakers**

**PURPOSE:** The jungle is alive. Everything has its spirit, its inhabitant. All of life is ruled by the spirits, and the spirits co-exist with us for our greater good. Together, the spirits and those who may see and speak with them will guide the jungle to a better existence for all. Only the spirits, and those who may speak with them, possess the true knowledge of the jungle that the troubled times require.

**MEMBERSHIP REQUIREMENTS:** Must be able to communicate in at least five different languages.

**TYPE:** Age-graded. Those with the highest honors are those who have been spirit speakers the longest. This does not reflect the highest level of Spirit Speaker, rather who has been in communion with the spirits for the longest amount of time. This time starts from when the Spirit Speaker receives his spirit familiar. At a meeting, the Spirit Speaking presiding will usually announce “I am Georgia, and my spirit familiar has been with me for 42 seasons. Is there anyone here who has been in communion for longer?” Thus, a 1<sup>st</sup> level Spirit Speaker who concentrates on other classes will always remain a fledgling member, no matter how long he remains in the society.

**COLORS & SYMBOLS:** Spirit Speakers enjoy showing off their fetishes and shamanistic trappings. The more the better, for it is widely believed that the spirits are impressed by that sort of thing. Whether this is true or no, a spirit speaker is fond of whatever trinkets, ancient souve-

nirs, fetishes, pretty gems, and any other kind of decoration she can get her hands on.

**MEDICINE BUNDLE:** The bundle of a Spirit Speaker contains a bit of the plant that her familiar came from, as well as other bits of nature that have significance for her. The medicine bundle is also likely to contain bits of healing herbs and plants, as well as a bit of rock or vegetation from every spot where the Spirit Speaker has actually seen a spirit. Also in the bundle will be a bit of the four elements. Possession of a medicine bundle is considered vital for performing any of the Spirit Speaker feats, especially elemental summoning or potion creation. No Spirit Speaker will even consider undertaking such a task without a medicine bundle.

**SOCIETAL DRESS:** As stated before, messy and over-decorated. No amount of trinkets, fetishes, and other items of significance is considered too much. Dress can be any, but bright colors are always preferred.

**RITUALS:** The Spirit Speakers have rituals for everything. Creating potions involves a ritual, summoning spirits involves a ritual, predicting the weather involves a ritual, enduring the weather involves a ritual, and so on. Certainly the most important is the Ritual of Familiarity, whereby the Spirit Speaker spends three days fasting and communing with nature to summon his spirit familiar. Such a summoning must always occur during a full moon, beginning on the first night the moon is full.

Without exception, all of the Spirit Speaker’s rituals have at least one legitimate purpose. Some are meant to educate others in morality, history or culture. Others act as guidance to get people through lifes trial and tribulations. All rituals are meant to involve the participants in the myths and legends of their people, to put them in accord with where they came from and who they are. Such tasks are not easy to accomplish, but it is a responsibility the Spirit Speakers take very seriously.

**PRIME RULES/TABOOS:** Guide the people according to the wisdom of the ancestral and nature spirits. Take no spirits or elemental’s life under any circumstances. Doing so usually means the loss of the spirit familiar, and considerable loss of status.

### **Storyteller**

#### **A Tale of a Tale**

**By Tom Prusa**

Stuci was in trouble. He was adept at getting along with almost everyone, but the kretch were not good at getting along with anyone. And they were gaining on him. He had at most an hour’s lead and it had been two days since he had slept. Already he had begun to stumble, his pace had slowed. Through the dark of the jungle, he spied a



campfire. At last! A group of powerful heroes was just what he needed right now. With renewed vigor, he ran towards the light.

Entering the camp did not relieve his fears. For one thing, none of them had noticed his wild run right into their camp! For another, their responses when they did see him were not encouraging. Half of them hid behind trees, while two terrified nubari and an oscray pointed their spears at him “B-B-Beware our wrath, and l-l-l-lay down your weapons”, stuttered the oscray. Complying quickly, Stuci set about learning just who and what he had stumbled into.

“We are a hunting party, and this is our first hunt. I am Bentknee, cousin to the great Bentfang, and this is my hunting party;” said the oscray. Looking about, Stuci could see two nubari fighters, a pair of shu - shaman and rogue - and a rather nervous pangolin katanga witch doctor.

“Is this truly your first hunt?” asked Stuci.

“Well, for me it is,” replied Bentknee. “Veleli our witch doctor has traveled a lot, but the rest of us are on our first hunt.”

“Then we’re in trouble;” said Stuci. “A group of kretch, at least four, are less than an hour from here.” Some of the young ones just looked confused, but Veleli immediately changed form and headed for the trees.

“Wait!” said Stuci, in his best storyteller’s voice. “All is not without hope. Let me tell you of the story of Darg, the oscray hero who was not famous.” Stuci then spun his tale to a very attentive audience. Bentknee, in particular, listened with eyes shining to a tale of heroism of a young and inept oscray fighter, much as he was.

When the time came, Stuci’s tale had its desired effect. When the kretch charged, Bentknee met the first with a savage blow from his club, critically wounding it. The others were ganging up on two of them, while Veleli cast many spells from his perch in the tree. Stuci himself had to face the one that was wounded by Veleli, but with the witch doctor’s help he was able to down his foe. He turned to see the rest of the combat and noted with delight that the rogue had managed to finish off one, while the two nubari were chasing off the last kretch. “Well done, my young friends! It seems I have material for another tale of heroics;” said Stuci.

“Really? About us?” asked Bentknee.

“Yes, my friends. All heroic actions deserve a tale. Come, let us head back to your village, and I will tell your elders of the bravery of Bentknee, Veleli, and the bravest band of young heroes to be seen in quite some time.”

Stuci marched with the young ones, now singing with their success. If it hadn’t been for him, they would have

likely all died. Of course if it hadn’t been for them, he would have certainly died. But it would make a good story, and be worth many a night of food and drink at the villages throughout the land

## The Storytellers

By Tom Prusa

### Requirements

- Perform 5 ranks. Must include storytelling or epic tales.
- Traveled extensively. Must have visited at least 5 different tribes.
- Must speak at least three languages.

### Hit Die d6

		Saves
Level	To Hit	F/R/W
1	0	0/2/0
2	1	½/1
3	1	1/3/1
4	2	2/3/2
5	2	2/4/2
6	3	2/5/2
7	3	3/5/3
8	4	3/6/3
9	4	3/7/3
10	5	4/7/4

### Skill Points

4+ Intelligence Bonus.

### Bonus Feats

- 1 Inspirational Story  
Expeditious Retreat
- 2 Comprehend Languages  
Storyteller Knowledge.
- 3 Uncanny Dodge  
Skill Focus
- 4 Tongues  
Countersong.
- 5 Pleasing Manner
- 6 Speak With Animals  
Tribal Friend
- 7 Suggestion
- 8 Speak with plants
- 9 Share Heroic Story
- 10 Epic Inspirational Story  
Legend Lore

### Feat Descriptions

- 1 Expeditious Retreat (Simple Action, Supernatural Ability, Once Per adventure) - As per the spell, but only usable on the storyteller.

Inspirational story - This resembles the bards Inspire Courage, with the following differences.

The story must be told over a time period of at least ten minutes and cannot be told in combat. It requires the full attention of any who are to be affected. Once the story is successful (Perform check at DC 15), all who are affected receive a +1 to attacks, skills, damage, and saving throws for a period of 24 hours after the story is told. These effects are limited to once per week. A second story (by the original or a different storyteller) have no effect.

- 2 Comprehend Languages (Full Round Action, Supernatural ability, Once Per Adventure) - As per the spell, which includes the ability to understand sign language but not any written languages.

Storyteller Knowledge. Similar to the bardic lore ability, but extends only to tribal customs and history, geographic areas of the jungle, prominent persons, etc. It never extends to knowledge of magic items or ancient devices.

- 3 Uncanny Dodge - As the rogue ability.

Skill Focus for one of the following skills: Barter, Bluff, Diplomacy, Sense Motive, or Taunt. Stacks.

- 4 Tongues spell (Full Round Action, Supernatural Ability, Once Per Week) - As per the spell.

Countersong - Ability to use the bard's countersong, as specified in the **Player's Handbook**. Perform in at least one instrument or in some sort of dramatic recitation is required for this ability to work.

- 5 Pleasing Manner. The Jungle Storyteller has developed the ability to get along with almost everyone. She receives a +2 circumstance bonus to all Charisma related skills.

- 6 Speak With Animals (Full Round Action, Supernatural Ability, Once Per Adventure) - As per the spell.

Tribal Friend – at this level, the Jungle Storyteller's fame has spread throughout the jungle. She is recognized as a friend in all good tribes of the jungle. Food, shelter, and healing will be gladly provided to the storyteller. Any storyteller who does not respond with at least one evening of sharing stories with the tribe is likely to lose this status, at least with the affected tribe.

- 7 Suggestion (Simple Action, Supernatural Ability, Once Per Adventure) - As per the spell. Saving throw is 14 + Cha modifier.

- 8 Speak With Plants (Complex Action, Once Per Adventure, Supernatural Ability) - As per the spell.

- 9 Share Heroic Story. If the storyteller possesses a hero point, or is traveling with someone who does possess a hero point, AND has witnessed the occasion when the ally did the deed to receive the hero point, the storyteller may tell the heroic story. This works as though the storyteller used his inspirational story ability (+1 to hit, damage, skills, and saves), but also allows all of the listeners (maximum of seven) to receive the benefits of a hero point once in the next 24 hours. The hero point is used up when the heroic story is shared.

- 10 Epic Inspirational Story – as Inspirational Story, but the bonuses are +2 for the next 24 hours. The DC of the perform check is 20.

Legend Lore (Full Round Action, Supernatural Ability, Once Per Adventure) - As per the spell.

### Class Skills

Barter (Cha), Bluff (Cha), Craft (Int), Gather Information (Cha), Hide (Dex), Intimidation (Cha), Knowledge (any tribe or race) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Speak Language (N/A), Spot (Wis), Taunt (Cha), Wilderness Lore (Wis), Use Magical Device (Wis).

### Weapon And Armor Proficiencies

A Jungle Storyteller is skilled in all simple weapons, as well as shortbow, and blowgun. The Jungle Storyteller is skilled in light armor.

### Level Requirements

A Jungle Storyteller must always have at least as many ranks in Perform as they have levels in Jungle Storyteller.

### Role in Society

The Jungle Storyteller is welcomed in almost every tribal gathering. His ability to recount tales of what is happening in the rest of the jungle makes him a valuable addition to any gathering.

### Society Specifics - Storytellers

PURPOSE: "Life is a story and I am here to tell it. In fact, I couldn't not tell the stories I know. They are vibrant and alive, covering comedy, tragedy and drama. I could I keep such things to myself?"

**MEMBERSHIP REQUIREMENT:** A Jungle Storyteller must always be ready to tell a story. Failure to tell a story when the module warrants one results in a 25 XP penalty for the jungle storyteller, and may hurt his welcome in the relevant tribe. Successfully entertaining a tribal or other gathering with at least one story results in a bonus of 25 XP to the awarded experience points at the end of the adventure (maximum of one bonus per adventure).

Editors note: This is a roleplaying hook and it cannot be stressed too strongly that it is not the quality of the story that is under discussion, merely that the story is told. A storyteller must always be ready to entertain with an epic tale or heroic saga. Only outright refusal should result in the experience point penalty, while even the most abbreviated story should result in the bonus, provided the Storyteller starts right off. Asking for time for the player to plan the story results in no bonus or penalty. In other words, when the DM says “The tribesmen are all gathered around and the chief asks you for a story”, the PC had better start with the story immediately or he loses any possible XP bonus. It is a good idea for the Storyteller to have one or two stories worked out in advance for such an occasion.

**TYPE:** Age-Graded. Older storytellers have a greater collection of stories to tell, and are thus greatly respected.

**COLORS & SYMBOLS:** See below.

**MEDICINE BUNDLE:** None

**TOTEM OR SPIRIT:** While this can vary according to the tribe or race of the storyteller, ancestor spirits tend to be highly regarded. They usually have the best stories to tell.

**SOCIETAL DRESS:** Storytellers are free to pick the type, length, cut or color of their societal clothing. Whatever they choose, the length indicates how many worthy stories they know. The clothing is typically decorated with colors, symbols, and attachments that are important to or reminiscent of a story the storyteller knows.

**DANCES/SONGS:** The story is the thing.

**RITUALS:** Storytelling is the ritual.

**LODGES:** All good tribes have storyteller lodges.

**PRIME RULES/TABOOS:** Search out the stories of Malatra. Learn them. Tell them. Stories are meant to benefit the good peoples of Malatra, not denigrate them. Leave gossiping to old women. It is the uplifting tale you speak.

## RETIREMENT, METAGAMING AND REINCARNATION

### Retirement

As described in the section “The Price Of Fame”, all heroes must retire at 13<sup>th</sup> level. They’ve become too valuable to their tribes to risk adventuring. All retired heroes will become NPC’s and subject to storyline development. There are, however, two ways for a retired hero to continue adventuring.

One way is to “Tempt The Spirits”. It is a way for the hero to avoid responsibility to his/her tribe. The player must contact Tom Prusa, LJ Coordinator and Stephen H. Jay, LJ Plot Coordinator, at [Jungle\\_Tales@hotmail.com](mailto:Jungle_Tales@hotmail.com) and tell us they wish to go onto the next level. Their hero will then be written into a new module that puts the heroes’ life in serious jeopardy. Only by the skill and daring of other heroes may they avoid the spirits anger and be allowed to play to the next level for three months out of the year, then they are retired for good. If the majority of slots fail to save the hero, he is permanently dead and disgraced for not owning up to his responsibilities.

The second way is to become “High Level - Retired”. High Level - Retired (HLR) heroes may continue to adventure in designated HLR modules, of which there will be one to two per year. In addition, the HLR hero gains the following:

- 1) The Leadership feat.
- 2) An invitation by a tribe or people to join them as a village elder, chieftain, or war leader. HLR heroes may also become society leaders and members of the Council Of Elders. The HLR hero must accept one of the positions offered to them. The player may ask for a specific job within a specific tribe.
- 3) Status as a prominent figure in the jungle for storytelling and module development. This means relinquishing some control over what the hero says and does as is needed to develop the Living Jungle storyarch. Player input will be encouraged but ultimately the Campaign Directors and players may decide the HLR’s fate in a given story. Our promise to you is this: We won’t do anything drastic to your HLR hero without serious consideration and consultation with the player first.
- 4) Finally, accepting a prominent position will bring you the benefits and responsibilities as described in “Metagaming” below.

To become a High Level - Retired hero, contact the campaign staff at [jungle\\_Tales@hotmail.com](mailto:jungle_Tales@hotmail.com). If you don’t contact us before you reach 12<sup>th</sup> level, you retire to obscurity.

### **Becoming High Level**

#### **Retired Before 13th Level**

At the player's discretion a hero may become HLR before mandatory retirement. They simply contact the campaign staff and indicate that they wish to change their hero to HLR status. If the hero is at least 7<sup>th</sup> level and has some idea of what they want to do, they will receive a position of respect and authority somewhere in Malatra. They will gain all the benefits and restrictions of other HLR heroes.

Some modules and interactive events may allow a hero to become HLR even before 7<sup>th</sup> level. These are special module-related stories and, as such, will be up to module and article authors to employ.

### **Metagaming**

**Tribal Chieftains** are a lot like Managers - they manage the tribes resources. They are usually a person who has proven himself a great warrior and a great benefactor of the tribes poor and helpless. They make decisions about the day-to-day activities of the tribe and how to utilize tribal resources. They may decide when, where, and what to hunt. They decide if to move a village and if a neighboring tribe should be raided, traded with, or both. They decide when to harvest fruits from the forest and how many of a prey animal to leave for future propagation. They hold feasts, take care of the poor, sick, or old, and decide if a society should be used to enforce a law. They rarely achieve the kind of materialism that is depicted in fiction. They still must hunt and raid and make war, always proving their ability and wisdom. They are the final word in these matters, as well as how the tribe interacts with other tribes and the Council of Elders. If their decisions bring bad luck to the tribe, they can be removed. At best, they are seen as wise and may accrue many items of art or totem significance from villagers grateful for his/her help.

∃ Societies try to curry favor with village chieftains, as it is the chieftains that decide what 'job' a society will have in a tribe. Chieftains choose which roles, such as village policemen, each society will take each month.

∃ Chieftains do not make war unless the war leader needs help. They do not decide marriages, join societies, or order their own warriors to punish someone in their own tribe. They cannot decide if a member of their own tribe is guilty of a crime, but can direct a society to do so. They are important to give the tribe direction and impetus, but rarely do they gain great personal power. Their position is high profile, however, making them the center of attention within a tribe.

∃ Chieftains may not be on the council of elders as the council tends to concern themselves with the jungle as a whole, not individual tribes. Chieftains may not be a member of a society, as they should be seen as fair and impartial when dealing with a given society. They can, however, be a former member of a society. This is one of the few times a hero may leave a society and still keep all his special feats and abilities. The jungle spirits honor the commitment of the hero to his people, so do not sever their connection with the new chieftain.

Chieftains have great influence over everyone in their village. They lead by example and are its "#1 Citizen". As such, many tribal members will take on some of the aspects of their chief. If the chief is predatory and violent, his people tend to also become violent. If he is open to strangers, so shall the tribe welcome others.

**How A PC Becomes A Tribal Chieftain** - 1) High Level - Retirement, 2) Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing, or 3) Interactive events.

**Metagaming Opportunities** - 1) May attend conventions and game days bestowing boons and favors to the worthy. 2) Will have direct input on all story-arch decisions concerning their tribe. 3) May research (introduce) new skills or feats.

**Time Commitment** - PC's who become Tribal Chieftains are classified "High Level - Retired" (HLR) and can only play HLR modules. The player will be given a boon for his new hero.

**Tribal Shamans and Witch Doctors** communicate with the spirits and advise the chief, though they are subservient to him in nearly all things. They decide issues of marriage and, when tribal custom fails to cover such issues, inheritance. They also act as guidance counselors, teachers and healers. They aid tribe members in important personal decisions and are respected as important, educated leaders. Shamans and witch-doctors are keepers of the laws and will advise the chieftain on manners of its implementation and protocol. Finally, they speak for the spirits of the jungle and the tribes ancestral spirits, and are charged with keeping the tribe in accordance with custom and tradition.

∃ Tribal shamans MUST be a member of the Spirit-Speaker Society. Tribal witch-doctors MUST be a member of the Spell-Weaver Society. Tribal shamans and witch doctors can serve on the council of elders.

**How A PC Becomes A Tribal Shaman Or Witch Doctor** - 1) High Level - Retirement, 2) Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing, or 3) Interactive events.

**Metagaming Opportunities** - 1) May attend conventions and game days bestowing boons and favors to the worthy. 2) Will have direct input on all story-arch decisions concerning their tribe. 3) May research (introduce) new spells or meta-magic feats.

**Time Commitment** - PC's who become Tribal Shamans or Witch-Doctors are classified "High Level - Retired" (HLR) and can only play HLR modules. The player will be given a boon for his new hero.

**War Leaders** are usually gifted and proven warriors that inspire, train, and direct the warriors of the tribe. They are like the Majors in an army that take their instruction from the Chief (the General) and then lead the warriors into battle while the Chieftain stays at the village. When away from the village and with warriors, they are the absolute authority over those warriors. They also have absolute responsibility. Failure in a raid or willful violation of their instructions from their chief can result in disgrace, dishonor, even banishment. Disobeying the chieftain is rarely a problem, however. Most War Leaders measure their courage, reputation, and honor by how well they succeed in the mission given to them.

War Leaders may be members of societies. They may not join the council of elders. They are usually fighters, but are not restricted to such. War Leaders will always own either one masterwork weapon and one masterwork armor or two masterwork weapons. The armor and weapons must have come from their tribe.

**How A PC Becomes A War Leader** - 1) High Level - Retirement, 2) Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing, or 3) Interactive events.

**Metagaming Opportunities** - 1) May attend interactives or play modules as a "famous" hero (+4 to all Charisma related skills). 2) May attend conventions and game days bestowing boons and favors to the worthy.

**Time Commitment** - PC's who become War Chiefs are classified "High Level" regardless of their actual level. As a result, they are only free to adventure three months out of each year. War Chiefs become High Level - Retired at 12<sup>th</sup> level, the mandatory retirement level in the Living Jungle.

**Tribal Elders** are advisors from all classes who have demonstrated capability, wisdom, and spiritual enlightenment. They advise in all tribal manners. Though they have no official power, they hold influence with and have access to tribal leaders, tribal members, and the Council Of Elders. Tribal Elders take personal responsibility for the continued good wealth and health of their tribe, and have the authority, as a group, to remove a chieftain, shaman, or witch-doctor that proves incompetent.

Elders may be members of societies, but not the Council Of Elders. The Tribal Elders dedicate all their time and personal energy to their tribe. While some Tribal Elders have been known to amass a great deal of personal material wealth, stinginess and greed are not tolerated. Tribal Elders involve themselves deeply in the day-to-day affairs of the tribe. Villagers hold Tribal Elders in high regard for their knowledge and their obvious caring and compassion Tribal Elders hold for them. After all, an aged Tribal Elder is almost certainly to be at least distantly related to most everyone in the tribe. They are all his children.

Elders will always be outfitted with any normal weapon, armor, or equipment they need and is made by their tribe.

**How A PC Becomes An Elder** - 1) High Level - Retirement, 2) Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing, or 3) Interactive events.

**Metagaming Opportunities** - 1) May attend interactives or play modules as a "famous" hero (+2 to all Charisma related skills, +4 in their own tribe). 2) May attend conventions and game days bestowing boons and favors to the worthy.

**Time Commitment** - PC's who become Tribal Elders are classified "High Level - Retired" (HLR) and can only play HLR modules. The player will be given a boon for his new hero.

**The Council Of Elders** are supposed to have authority over those matters that affect all the good peoples of Malatra, though a number of tribes and chiefs resist what they view as "interference" from the council. Though the titles may make it seem that a member of the Council of Elders is of higher rank and greater prestige than a Tribal Elder, it is a matter of perspective. Most NPC's will view the Council member less favorably than a Tribal Elder for the simple fact that the Tribal Elders work and live with the village NPC's everyday. The Council Member is often seen as a distant villager who seems more concerned with personal power than with the concerns of the village he came from.

The Council has three things working in their favor when trying to get the cooperation of the various tribes. 1) They are acknowledged and respected as men of courage, wisdom, and secret knowledge. 2) They come from different tribes so have influence in many of them, and 3) They may belong to societies and so have influence in many of the societies.

Council Members gain +4 circumstance bonus to Wilderness Lore checks and a +2 bonus to Charisma based checks when dealing with tribes that recognize the Council of Elders as a legitimate authority.

**How A PC Becomes A Council Member** - 1) Module-related opportunities to qualify, with the winner being

chosen from the eligible heroes by random drawing, or 2) Interactive events.

**Metagaming Opportunities** - 1) May attend conventions and game days bestowing boons and favors to the worthy. 2) Will have direct input on all story-arch decisions concerning their tribe. 3) May research (introduce) new skills or feats.

**Time Commitment** - PC's who become part of the Council Of Elders have no playing time restrictions. Normal retirement rules apply.

To help you put these positions in their proper perspective, we offer the below chart.

Title	CP	Retire	Same Race	Society	Answers To	COE
Chieftain	King	HLR	No	No	Tribal Elders	No
Shaman	Priest	HLR	Yes	Req	Chieftain	Yes
Witch-Doctor	Mage	HLR	No	Req	Chieftain	Yes
War Leader	Army Major	HL	No	Yes	Chieftain	No
Tribal Elders	Minister	HLR	No	Yes	Other Tribal Elders	No
Council Member	Ambassador	None	No	Yes	Council Of Elders	---

**Legend**

CP = Medieval Counter-Part (used as a player point of reference).  
 Retire = High Level - Retired, High Level, or No restrictions.  
 Same Race = As a general rule, must they be the same race and tribal nation as tribal members.  
 Society = May, May Not, or is Required to belong to a Society.  
 COE = Council Of Elders Eligible

## DEATH AND REINCARNATION

While *raise dead* is foreign to the cycle of life, *reincarnation* is not. It is not ordinarily granted to player character shamans. It is believed to be a power controlled by the elemental nobles of the jungle, who can be petitioned to arrange for a heroes return in a new, healthy body. In practical terms, the LJ campaign coordinators don't want to see anyone lose a favored character due to one poor roll or some bad luck. Yet bringing some one back from the dead is not a thing to be taken lightly in Malatra.

Anyone who has a Hero they want brought back should contact the campaign coordinators to work out the details. Per the Players Handbook, a PC would be brought back in a different body at one level lower. We see this as subject to interpretation; it would be little fun to play a 7<sup>th</sup> level tree frog fighter (or maybe it would!). That would be up to the player to work out with us. Contact us at [Jungle\\_Tales@Hotmail.Com](mailto:Jungle_Tales@Hotmail.Com) or via [Jungle\\_Tales@Yahogroups.Com](mailto:Jungle_Tales@Yahogroups.Com).

## SECTION FOUR - IT'S A LIVING CAMPAIGN

### JUNGLE TALES

The Living Jungle is supported through a variety of online resources already established or currently in development. This includes:

**Jungle Tales.** A monthly electronic newsletter that covers: JUNGLE DRUMS (*Tales of heroic deeds*), WARRIOR, TAKE INSTRUCTION (*Rules expansions and clarifications*), HOME FIRES (*Campaign news*), SHAMAN & APPRENTICE (*A Q&A Forum*), CYBER-JUNGLE (*Resources on the web*), TRIBAL GATHERINGS (*Convention and game day listings*), JUNGLE MOODS (*Inspiration for role-playing*), and VOICES OF THE SPIRITS (*Secret knowledge for authors and DM's*). This newsletter is distributed at the beginning of each month except in anticipation of major gaming events (when the campaign staff is just too busy to publish).

**Jungle\_Tales@Hotmail.Com.** Email to campaign staff. When you want a private word or two, this is the place to go.

**Jungle\_Tales@Yahoogroups.Com.** Elist/Newsgroup of campaign news and events. This is an excellent forum for asking questions and suggesting changes or additions to the campaign.

**LivingJungle.Org.** The new LJ website sponsored by SunQuest Partners. This site can be reach through the RPGA website, and in turn has links to all the above mentioned resources.

## FINAL WORDS

BY TOM PRUSA

### It's A Living Campaign

The Living Jungle started as the first spin-off of the immensely popular Living City campaign. The original coordinators were Kevin Melka and Dave Gross. When they moved on to other jobs, I was offered the job as campaign coordinator. I continued to contribute, but the real master of the jungle was Robert Weise, who had to approve pretty much anything I suggested. Then Steve Jay made his presence known. The knowledge and enthusiasm he brought to the campaign revitalized it and caused it to go in an entirely different direction, one based on heroic role-playing and legendary deeds. It was always intended to be that way, but Steve brought a vision that quickly resulted in him becoming the Story Arc coordinator and an equal voice in any decisions that affect the jungle.

The first period of the jungle was focused with exploration and development of new friends and new PC races. We now have something like 23 different races in the jungle. Yet with that accomplishment the campaign needed to go a new direction. The ancient legend of 'when lion meets tiger' was a wonderful hook for a long running campaign in Malatra. Together Steve and I worked out the arc, starting very slowly and gradually moving towards a resolution that is driven, at least partially, by hero actions and play results.

As campaign continues, we try to listen to our players. If the players interest does not hold, neither will the campaign. The move to 3E has caused a lot of questions and comments. Some things made lots of sense, so we changed the rules to fit. Some things still make a lot of sense, but we have not yet implemented them, or have done so in a modest way. The most important lesson that the other Living campaigns give us is that you can always give out more, but it is very difficult to take anything back once it's out there. This summarizes our current philosophy. "You must learn how to walk, grasshopper, before you can fly". Any changes we make to the campaign will be slow and conservative.

This book is the perfect example of our slow and conservative approach. While there are loads of new skills and feats here, all of these have come about over the past year.

When we converted to 3E, we had already discussed many of the changes in this book. We had decided to wait on them for a year, get the new prestige classes done, and see how things worked out with the jungle and with other campaigns. Now that the Jungle Book, Section I, is out, we do not plan on making any serious changes for at least another year. But as always, we try to listen to the heroes of the jungle, for that is where the campaign truly lies.

### Moving The Story Arch Along

The storyarch is a mixture of campaign coordination and player input. Player actions have had a great deal to do with the way the storyarch has played out. For instance, it was heroes that determined how many tamara made it to Malatra (nine; we expected twelve to fifteen), on how the Flower of Immortality was used (2/3 of the tables used it to save Bengoukee), whether the Katimaya survived as a tribe (90% got them to move), and so on. Thus, the epilogue in Comes the Lion (an ending that was somewhat controversial) was actually determined long ago by player actions in "Dark Village". Heroes used the flower to save Bengoukee after they were clearly warned there might not be enough magic left to save the Vizerathu. This is not to say that the choices of the heroes were 'right' or 'wrong'. They are simply the choices that flow from the stories of the campaign, and as such the story arch is driven by them.

For there to be a heroic storyarch, some bad things have to happen. We feel it would be better to write these as happening 'off-camera' whenever possible, using NPCs in epilogues and issues of Jungle Tales rather than attempt to write a module where the heroes actually have no chance to win. Remember, if we wanted to really prove that the Tamara are the single most powerful creatures in Malatra we could just write a module where you actually encounter one in all its glory. We can confidently assert that this would cause 50% of playing tables to suffer a Total Party Kill (TPK), but we don't think that's either fair or heroic. To be perfectly honest, the whole storyarch came together when we came up with a way for players to decide the final battle via roleplaying, not strictly by combat statistics and dice rolls. It's a tough thing to balance, this allowing the arch to be shaped by the players while still keeping to a broad outline of the classical heroes journey. We count on player actions to drive key pieces of the storyarc, yet must maintain the plausible chance of hero failure.

To write a completely dynamic storyarc would require one of two things - either the whole arch takes one or two modules, or a number of serious failures (at least some TPK's) have to be written in as likely to happen. Without occasional failures and setbacks, it's not much of either a heroic quest or a serious storyline. I'd just as soon not have to write modules whose entire point is to kill a bunch of PCs to prove it's a dangerous quest. That's what NPCs are for.

## **Magic Creation and 'Jobs' in the Jungle**

Magic in the jungle is a mysterious thing. Secretive witch doctors, shamans speaking with ancestral spirits, a ranger speaking to the plants around him; this is the stuff of magic in the jungle. But with the new 3E rules, questions like "when can I create magic items in Malatra?" are common. Well, the immediate answer is 'not any time soon.' As stated above, we intend to go slowly. There are several reasons for this.

The jungle doesn't have wizard's towers where a studious mage can spend a few years learning how to make magic items. You don't have the craftsmen that can quickly fashion a masterwork ring suitable for enchanting. Potions and fetishes are a different story, and two of the new prestige classes, the Spirit Speaker and Spell Weaver are able to learn to make temporary potions and fetishes. This is in its fashion a trial thing. We feel it is easier to test with a limited number of prestige heroes rather than just let half of the jungle start making magic items. As stated above, once we turn it loose it won't go back in the bottle, so we'll move slowly on this one.

The 'in character' reason is simpler. Tribes depend heavily on their shamans and witch doctors. Someone capable of creating potions and fetishes is rare and valuable to the tribe. Since some of our adventures can keep you away from your tribe for up to six months (In 'Search for the Blue Heron', the heroes were gone for about seven months), it is very unlikely that the tribe would say 'Fine, we'll get along without you for two full seasons, but your job will be waiting for you when you get back'. This is the reason that most tribal positions require you to retire from play before accepting those positions. People who do retire are going to have input into the campaign (especially regarding their own tribe or position in the jungle) but without the backing of the tribe, a hero will not have the time or equipment to fashion magic items. It will take longer in the jungle than it does in other campaigns because magic is more difficult in the jungle. More difficult, and just plain different. With the introduction of the High Level Retired portion of the campaign (set to happen as soon as we get some people who are high enough level to retire) people will be able to play their heroes on a limited basis (one or two adventures a year), and will have the time and resources to fashion special and magical items.

Finally, there is a practical reason. We are the only campaign that doesn't require log sheets. While there are a lot of certified items out there, most jungle characters could lose all their certs and still be effective player characters (well, except for sorcerers and their fetishes). This is the very essence of the Living Jungle. The focus should be on the character, not on his certs. A number of our players only play Jungle because they know they can sit down

with the character and play, not having to worry about a sheaf of certified items and keeping log sheets for gold and XP and certs and jobs and etc. A number of them play Jungle and nothing else, or list it as their favorite campaign. Is it a large percentage? Probably not, but it's probably as large as the percentage of people who want to increase the magic in the jungle and see lots more certs. We have to try and serve both kinds of players as well as all the people in the middle, which is of course the majority. For Steve and I, the focus of the jungle will always be on keeping it a role-playing campaign. Log sheets and ultra-powerful certified items will always be anathema to us. We are aware of our responsibility to listen to the players, but we also have to remember what makes Living Jungle different from all other campaigns. We have to maintain the kind of discipline that makes us say 'No' or 'Maybe, but prove it to us first' instead of the quick and easy (and sometimes campaign disastrous) 'Yes'.

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Quite a number of things in this book were influenced, suggested or written by players in the campaign. We are the coordinators, but you are the campaign. We promise not to forget it.

Tom Prusa, Living Jungle Coordinator.  
Stephen H. Jay, Story Arc Coordinator, Jungle Tales editor, and all around visionary.