

# PATHFINDER CHRONICLES™



Todd Stewart, Tim Hitchcock,  
and Amber Scott

# The Mwangi Expanse



- ◆ Point of Interest
- ☼ Ruins
- ⊗ City



# HEART OF THE JUNGLE

A *Pathfinder Chronicles* Supplement

This *Pathfinder Chronicles* book works best with the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game Bestiary*. Although it is suitable for play in any fantasy world, it is optimized for use in the *Pathfinder Chronicles* campaign setting.



## Table of Contents

Introduction	2
Life in Mwangi	4
Mwangi Campaigns	20
Lost Kingdoms	48
Bestiary	58
Encounter Tables	62

## Credits

<b>Authors</b> • Tim Hitchcock, Jason Nelson, Amber Scott, Chris Self, and Todd Stewart	<b>Publisher</b> • Erik Mona
<b>Cover Artist</b> • Vinod Rams	<b>Paizo CEO</b> • Lisa Stevens
<b>Interior Artists</b> • Alejandro Aguirre, Marko Luna, Jorge Maese, and Diana Martinez	<b>Vice President of Operations</b> • Jeffrey Alvarez
<b>Cartography</b> • Tim Hitchcock and Rob Lazzaretti	<b>Corporate Accountant</b> • Dave Erickson
<b>Creative Director</b> • James Jacobs	<b>Director of Sales</b> • Pierce Watters
<b>Senior Art Director</b> • Sarah E. Robinson	<b>Financial Analyst</b> • Christopher Self
<b>Managing Editor</b> • F. Wesley Schneider	<b>Technical Director</b> • Vic Wertz
<b>Editing and Development</b> • Judy Bauer, Christopher Carey, Rob McCreary, Sean K Reynolds, and James L. Sutter	<b>Events Manager</b> • Joshua J. Frost
<b>Editorial Assistance</b> • Jason Bulmahn	<b>Special Thanks</b>
<b>Production Specialist</b> • Crystal Frasier	The Paizo Customer Service, Website, and Warehouse Teams



Paizo Publishing, LLC  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
paizo.com

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*Pathfinder Chronicles: Heart of the Jungle* is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Chronicles, Pathfinder Module, and the Pathfinder Roleplaying Game are trademarks of Paizo Publishing, LLC. © 2010, Paizo Publishing, LLC.

# LORDS OF THE JUNGLE

The Mwangi Expanse stands as one of Golarion's greatest frontiers. It is a land of deep, uncharted wilds and endless exploration. Within its borders, unforgiving jungles devour the unprepared, swallowing all in the darkness of their dense foliage and sweltering heat. Yet at the same time, broad and sweeping savannas offer little shelter to those who live and hunt in their rolling scrublands, chasing gazelles and farming floodplains along muddy river banks. The Expanse is a bountiful land, but one where dangers lurk at every turn, whether they be confrontations with duplicitous and cutthroat agents of greedy trading companies or the snarling hunger of prehistoric beasts, man-eating plants, and intelligent, demon-worshipping apes. Those men and women called Mwangi by outsiders grow up strong, hard, and proud, and their cultures date back farther than citified northerners' recorded history. The Expanse is the antithesis of modern civilization—and an adventurer's paradise.

The Mwangi Expanse stretches over much of the southern continent of Garund, or at least its reliably charted reaches. Vast beyond the scope of any single nation, the Expanse is not a single political entity but a negatively defined geographical region—any territory in the interior of Garund not actively claimed by another nation is considered by most to be part of the Expanse. Locals, of course, may claim acres of miles of this wilderness as their own domain, but few in the Expanse bother with the holding of large territories. In a land simultaneously so lush and so impassable, empire-building is difficult, and the heart of the Expanse is home to hundreds or thousands of independent tribes and pocket communities, many with territories no larger than a single vine-choked valley, and each with its own unique culture and dialect.

The vast majority of the Mwangi Expanse's inner territories remain unmapped—dense virgin jungle unseen by so-called “civilized” eyes for centuries. Historians often describe the Mwangi Expanse as the womb of human civilization, for in its most isolated reaches, rich black soil hides ancient ruins whose structures dwarf those of present civilizations, and appear to predate even the fall of the *Starstone*. The ruins of these lost civilizations aren't their only legacies, either—for in many cases their descendents live on in scattered tribes, united only by shared legends and vague oral histories of a magnificence long since lost. These seemingly simple folk have racial memories spanning thousands of years, and cultures as vibrant and multifaceted as the jungle itself. With their lands so isolated, many of the Mwangi Expanse's people live much the way their ancestors did in prehistory, completely unaffected by those events that foreigners view as earthshaking.

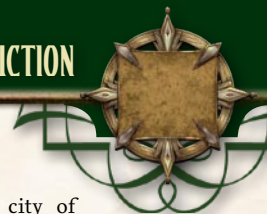
Nowhere on Golarion is the biodiversity greater than the Mwangi Expanse. Fierce competition ensures the evolution of all manner of creatures within the region's crudely drawn boundaries, their features both terrifying and beautiful. The Expanse's organisms possess a wide variety of adaptations to help them survive, and even the region's common animals, such as giraffes and rhinoceroses, appear fantastic to those unfamiliar with them, while insects and other vermin grow to monstrous proportions within the heat of decomposing swamplands. The diversity of plant life is no less fantastic: beneath the towering trees of the darkest jungles grow rainbows of bright orchids and lotus, stinking corpse flowers, miles of vines, intelligent fungus, and fruits of every shape and color. The hills and savannas boast a wide range of shrubs, grasses, and trees capable of surviving dramatic seasonal changes. Anyone who seeks proof of nature's resourcefulness and ingenuity need only go as far as the jungles of the Expanse.

As a result, survival is perhaps the Mwangi Expanse's only unifying theme. From the smallest creatures to the largest city, the fight to stay alive is driven by fierce competition. Despite the diverse environmental differences, each region answers to the so-called law of the jungle. For example, in the twilight world of the inner jungles, stealth is a primary factor in determining one's ability to survive, and those mouse-sized mammals that cannot hear and evade the silent bats or blind birds that hunt those places through sound and scent are quickly exterminated. Conversely, in the sweeping savanna where shelter is scarce, those ill equipped to run or fight die young beneath the curving claws of predators, and it's here that Golarion finds some of its most fascinating megafauna, from the armored rhinoceros and tusked elephant to prehistoric horrors long since gone extinct in colder climes. In the Mwangi Expanse, both creatures and civilizations instinctively root themselves in the principles of survival, with dramatic results.

## BOOK OVERVIEW

This book is designed to give you everything you need to run or develop an adventure in the Mwangi Expanse—or any other jungle setting. In addition to detailed overviews of the dozens of cities, ruins, and other adventure locations within the Expanse, it provides new rules and suggestions for how to run a jungle campaign in general, regardless of setting.

The first chapter, “Life in Mwangi,” explores a variety of natural hazards with which every jungle explorer should be familiar. Ranging from the inconvenient to the deadly,



these hazards include everything from notorious diseases, fungi, and poisons to insect swarms, quicksand, and flash floods. Next, the chapter details the various sentient races native to the Mwangi Expanse, from the diverse ethnicities of indigenous human tribes (often lumped together as “Mwangi” by ignorant colonists and profiteers) to the screaming beast-men of the Spawn of Angazhan. Lastly, no discussion of life in the Mwangi Expanse would be complete without a discussion of local religions and how even the worship of familiar gods can vary wildly from what northerners are used to. The Mwangi Expanse is home to some of Golarion’s oldest religions, mysterious lost faiths founded even before man’s awareness of the gods. From totemism and ancestor worship to demon lords and the impartial gods of nature, the faiths of the jungle’s inhabitants take strange and powerful forms.

Chapter 2, “Mwangi Campaigns,” provides advice and inspiration for Game Masters running an entire campaign set in the Mwangi Expanse, and particularly its jungles, as well as detailed information on the region’s most prominent natural features. In addition to generic information and a sample map designed to help you create a typical jungle village, this section provides statistics, maps, and information for many of the region’s most prominent settlements, including the following:

**Bloodcove**, the notorious and foreign-run mangrove city on the Fever Sea, one of the Expanse’s most popular destinations, and the one most firmly in the grasp of the mercantile Aspis Consortium.

**Elokolobha**, an isolated settlement inhabited almost entirely by vicious Mwangi spriggans.

**Jaha**, a city of long-buried tombs ruled by mad astrologers and their lizardfolk slaves.

**Kibwe**, a bastion of civilization and trade perched at the jungle’s farthest reaches.

**Mzali**, a nationalistic temple-city ruled by an ancient, mummified child-god.

**Nantambu**, the Song-Wind-City of ancient magic and knowledge.

**Osibu**, utopian city of gold, which few find and even fewer leave.

**Senghor**, a native-run port where overreaching foreigners are rebuffed by piracy.

**Usaro**, the legendary and blood-soaked jungle city of demon-worshipping apes.

Chapter 3, “Lost Kingdoms,” discusses the ruins of Mwangi’s ancient civilizations, places devoured by time and the growth of the relentless jungle that still manage to lure hordes of adventurers to the Expanse, hoping to find the treasures and secrets of a world long since forgotten in vine-covered stone towers.

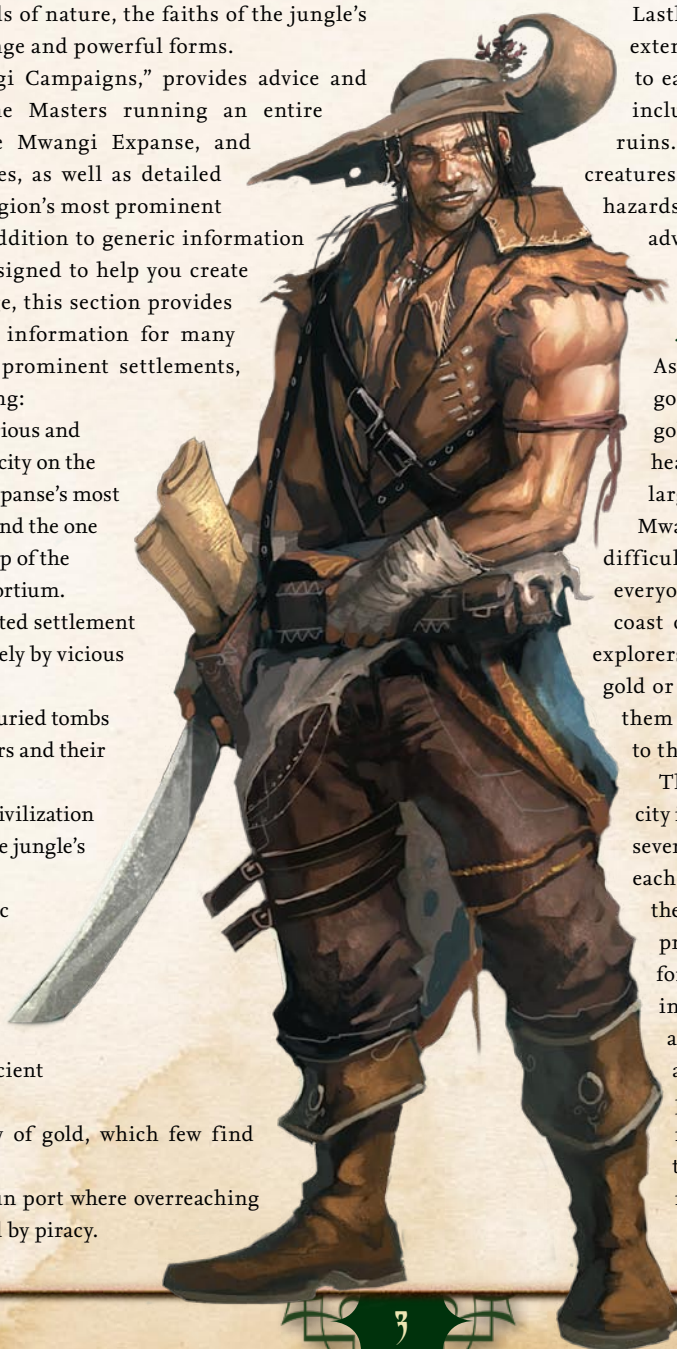
The Mwangi bestiary, which begins on page 58, introduces several new monsters crucial to running a jungle campaign, such as the fearsome hippopotamus, swarms of nauseating botflies and their monstrosly large cousins, massive jungle treants who tend the deepest forests, and the cruelly intelligent girallons known as angazhani.

Lastly, this book provides a set of extensive encounter tables tailored to each of Mwangi’s various terrains, including hills, plains, rivers, and ruins. The tables include not only creatures, but also various events and hazards one might encounter while adventuring in the savage wilds of the Expanse.

## A NOTE ON MAPS

As any jungle explorer knows, a good map is worth its weight in gold, and often even more. When headed off into the legendary and largely uncharted wilds of the Mwangi Expanse, such maps can be as difficult to find as an honest merchant—everyone in the port cities along the coast of the Fever Sea is happy to sell explorers ancient maps to fabled cities of gold or magic, and if the ink on some of them is still wet, it must simply be due to the humidity.

This book offers maps of every major city in the Mwangi Expanse, including several lost and ruined settlements, each in one of two formats. Half of the city maps are highly detailed and professional maps made exclusively for GM use, carefully labeled with information useful in running a game. The other half are pen-and-ink renderings intended as player handouts, unlabeled and ready to be photocopied or shown to players in-game as the stylized renderings of local guides, merchants, and hucksters.





## LIFE IN MWANGI

The guide informed us that the totems were not for sale, but Telgen was not dissuaded. “Do you have any idea how much these would sell for in Oppara?” he asked, moon face gleaming under that ridiculous hat. I reminded him that, unlike his own people, the villagers might not be interested in selling off their ancestors for a handful of beads. He let the matter drop, but several miles later he opened his bag to reveal three of the squat, grimacing carvings. Disgusted, our guide abandoned us, and we made camp.

That night, Telgen took the tent. When I opened the flap the next morning, he and the idols were gone. In his place was a flurry of bloody footsteps leading into the jungle—each just an inch long.

—Shem Ervismor, *Eyes in the Dark: My Life in the Expanse*

## NATURAL HAZARDS

Though the Mwangi Expanse encompasses numerous terrain types, from mountains and deserts to fertile plains and coastlines, it is the region's jungles that most capture the imaginations of foreigners. When traveling in the jungles of Mwangi, explorers from other regions often think about man-eating beasts and hostile, primitive locals. Yet few stop to consider that the environment of the jungle itself can be every bit as dangerous as its denizens.

### Dangerous Plants

The jungle is a dangerous, hostile world. While the resources necessary for life are abundant in the rich jungles of the Mwangi Expanse, the competition for those resources is fierce. Plants fight each other for the sun, and animals battle for territory and food. The density of life is high in the jungles, and both flora and fauna gird themselves with any number of strange evolutionary traits to gain advantages and defend themselves against predation. The denizens of the jungle are dangerous not out of malice, but out of necessity. Yet this is little comfort to adventurers who run afoul of them.

In addition to the sizable jungle encounter table in the *Pathfinder RPG Bestiary*, this book presents numerous random encounter tables tailored to the Mwangi Expanse, beginning on page 62. While the creatures listed on those tables are more active dangers, hunting or defending their territory against outsiders, below are a few of the jungle's lesser, stationary hazards that can complicate travel.

**Bullhorn Acacia (CR 1):** Common to many of the Mwangi Expanse's jungles, the bullhorn acacia tree is a thorny monstrosity; its long, hollow spines grow densely and bar jungle paths wherever several trees grow near each other. Yet more menacing than its spikes are the ants that dwell within the hollow thorns. These tiny ants feed on nutrients exuded by the acacia, and they will fight to the death to defend their home. Unwary creatures who fail a DC 18 Survival check and brush up against one of these plants can expect to be immediately set upon by a swarm of tiny, stinging insects—treat as a spider swarm (*Pathfinder RPG Bestiary* 258).

**Ellim Bushes:** Ellim bushes look like ordinary, thick, leafy bushes that grow close to the ground. Patches of these bushes often split and grow into new patches, and a continuous patch can cover up to 100 feet of ground. Ellim bushes have porous bark and leaves that soak up water during the frequent rainstorms, which generally last from late afternoon to midnight. When the sun rises the next day, the water trapped in ellim bushes begins to evaporate, creating a thick, muggy fog.

The fog that surrounds ellim bushes obscures vision in the bushes' immediate vicinity. Travelers unfamiliar with ellim bushes might make camp in a seemingly clear area and wake up to find dense, musty fog covering their campsite. The vision-obscuring fog stretches for approximately 20 feet beyond the edge of the ellim bush patch.

Though not dangerous themselves, ellim bushes are often used by monsters, raiders, and other local menaces to easily sneak up on prey. Those beasts that don't rely on vision as their primary sense are particularly at home in the mists and may make their lairs near ellim bushes as a natural defense, as well as a perfect ambush site.

Ellim leaves can be used as makeshift bandages in an emergency, as they can absorb half as much blood as cloth bandages. Trackers often carry wrung-out ellim leaves for use as sponges. Ellim leaves placed in the heels of boots or under hats absorb sweat and can help keep travelers cool.

**Gorao Trees:** Gorao trees, often called "grabber trees" by foreigners, are nonsentient trees that can nonetheless be dangerous for unwary travelers. A gorao tree grows multiple thin trunks only 1 or 2 inches in diameter, all clustered together. These trunks sprout even thinner, short branches that stick out from the trunks like spines on a thistle. One gorao tree by itself poses no threat, but gorao trees tend to cover large areas of jungle, and they pose a hazard to any who enter an infested area.

Gorao trees grow sparsely around the edges of a field or stand but cluster more densely at its center. A character can make a DC 15 Survival check to notice that gorao trees are appearing more frequently. Once a traveler enters the perimeter of a gorao tree stand, her movement becomes inhibited. Gorao tree stands count as difficult terrain. The twigs protruding from the trunks catch on clothes, straps, and skin. It's difficult for a character to back up among gorao trees, as the twigs tend to protrude toward the center of the stand, making it easier to enter than to exit. By the time a creature failing the Survival check realizes she has entered a gorao tree stand—meaning by the time her movement becomes inhibited by the difficult terrain—the stand already extends behind her by 2d6 squares.

Much like ellim bushes, the danger of gorao tree stands is that predators often hunt near them, hoping to find a panicked creature caught in the twigs. Creatures in gorao tree stands tend to thrash and break twigs in their efforts to escape—the equivalent of ringing a dinner bell for nearby stalkers.

**Monkey Trees:** Monkey trees present a unique hazard in the jungle. These shaggy-barked trees have thick, twisting limbs sprouting from a central trunk. They have no foliage, only looping branches extending toward the sky. The solid appearance of the tree and its twisted limbs make it seem ideal for climbing. Its fibrous bark also serves as ideal tinder. While not harmful, the bark of the monkey tree contains concentrated oils that seep into the skin of anyone who touches the tree. These oils react with skin to create an incredibly spicy, pungent odor.

A character who touches a monkey tree smells strongly for the next day. The oils react with any skin, including leather, so leather gloves also pick up the smell. A character can rid herself of the scent by scrubbing with soap and water, after which the smell grows mild and inoffensive. Unless the character takes

the time to wash, any creature tracking the character or her allies receives a +4 circumstance bonus to its Survival check. What's more, many predators have learned that the smell of a monkey tree means the presence of naked (and uneducated) flesh somewhere nearby. Unprotected contact with a monkey tree greatly increases the chances of a random encounter, as some predators can smell the pungent odor from up to 10 miles away and may head toward it.

**Spider Vines (CR 3):** The spider vine is a distant cousin of the assassin vine (which is also common in the jungle). Whereas the assassin vine slowly pursues its prey should it attempt to escape, the spider vine is permanently rooted in place. It looks like a thick, hanging or ground-hugging vine that has regular spines, hooks, and protrusions. It is activated by motion against its leaves, at which point it jabs out spines that deliver a dose of paralyzing, necrotic poison. It slowly wraps itself around the paralyzed victim, injecting new doses of poison every round, and inserts rootlets directly into the flesh to absorb the nutrients its poison has dissolved. Dealing 10 points of damage to the vine is enough to free one creature trapped among its coils. A typical spider vine is a CR 3 hazard, with older plants having more hit points and more potent poison (making the CR easy to scale up). A spider vine may be spotted in the surrounding vines with a DC 15 Perception check, but unless a creature is already familiar with a plant or makes a DC 18 Survival or Knowledge (nature) check, the check only reveals a thorny, spiky vine.

#### SPIDER VINE POISON

**Type** poison, injury; **Save** Fortitude DC 15

**Frequency** 1/round for 6 rounds

**Initial Effect** paralysis; **Secondary Effect** 1d2 Con damage;

**Cure** 2 consecutive saves

**Vine Viper (CR 1):** While not actually a plant, this animal's reliance on its specific hunting patterns makes it more of an environmental encounter than a wandering monster. The vine viper is a mottled green snake with a leaf-shaped head and scaling that resembles shadowed leaves. Its main hunting tactic is simple and effective: it coils itself around the branch of a tree, hanging its head among the vines near the ground, and waits for prey to come into striking distance. It attacks any Medium or smaller creature that comes within range (in other words, that enters its square or an adjacent square). The vine viper has the same statistics as a venomous snake (*Pathfinder RPG Bestiary* 255) with the following exception: when hanging among jungle vines, the vine viper has a racial Stealth modifier of +12. It is not at all uncommon for certain breeds of vine viper to grow very large and deadly (acquiring the advanced and/or giant simple templates).

### Diseases and Infections

While ignorant foreigners often imagine the wilderness and comparative poverty of the Mwangi Expanse to be a naturally

dirty place, locals know that hygiene is particularly important here—more so perhaps than in any other environment a character might visit. This cultural value is often apparent in the surprising level of cleanliness observed in the clothes and homes of even the region's poorest residents. It arises from an extremely practical source.

Any character spending a significant amount of time in the deep jungle eventually comes into contact with aggressive parasites, diseases, and fungi. The conditions of the Mwangi Expanse are the perfect incubator for a number of afflictions—the area is very warm and moist, and it's filled to the brim with creatures capable of playing host to uninvited guests. All diseases found in the *Pathfinder RPG Core Rulebook* are considered present in the Expanse, as are the new afflictions presented below. Any character who takes damage in the jungles of the Mwangi Expanse and does not receive magical healing for it within 24 hours has a 5% chance of contracting one of the following diseases. (Afflictions listed without descriptions can be found in the *Pathfinder RPG Core Rulebook*.) In addition, some GMs may want to roll percentage chances for fungal infections like boot soup and red drip even if the characters have done nothing to specifically contract the affliction, as such microscopic spores often float free in the jungle air.

### Jungle Infections

d% Roll	Exposed to	d% Roll	Exposed to
1–7	Dysentery	41–47	Filth Fever
8–10	Boot Soup	48–53	Sleeping Sickness
11–12	Pulsing Puffs	54–60	Malaria
13–14	Green Haze	61–65	Blinding Sickness
15–16	Red Drip	66–70	Shakes
17–18	Cackle Fever	71–75	Brainworms
19–23	Bonecrusher Fever	76–80	Leprosy
24–25	Fire Gut	81–85	Red Ache
26–30	Bubonic Plague	86–90	Mindfire
31–35	Slimy Doom	91–95	Devil Chills
36–40	Greenscale	96–100	Demon Fever

### Bonecrusher (Dengue) Fever

The name of this mosquito-borne illness comes from the terrifying sensation sufferers experience, as if their bones were being squeezed to pulp from within. The illness then leads to severe headaches, high fevers, and a distinctive rash of bright red dots across the lower limbs and chest.

#### BONECRUSHER (DENGUE) FEVER

**Type** disease, injury; **Save** Fortitude DC 12

**Onset** 1 week; **Frequency** 1/day

**Effect** 1d4 Dex damage; **Cure** 2 consecutive saves

### Boot Soup

This infection is named for its ultimate result, should it go untreated for long periods of time. A fuzzy reddish-brown



fungus grows painlessly between the toes and spreads from there to the top of the foot over the course of a day. If not removed within 24 hours, the character's movement speed is reduced by 5 feet for every day the infection is left to spread. It is only at this point that the character begins to feel pain as the fungus starts consuming living tissue and nerves, eventually leading to paralysis.

#### BOOT SOUP

**Type** disease (fungus), contact; **Save** Fortitude DC 16

**Onset** 1 day; **Frequency** 1/day

**Effect** speed reduced by 5 feet and 1d3 Dex damage, creatures reduced to speed 0 feet are permanently paralyzed; **Cure** 2 consecutive saves, or completely skinning or burning the affected area (inflicting 1d8 points of damage)

### Brainworms

Individually, these tiny parasites are almost invisible to the naked eye, yet en masse they're capable of taking down even the strongest animals. Entering the body through contact with an infected host or corpse (especially through open wounds), these thin worms quickly migrate to the brain and begin reproducing. The infestation is typically evidenced by a dulling of the senses and intellect and by erratic bouts of irrational rage toward other creatures during which the worms attempt to spread to other hosts through combat and injury. Examining the brain of a late-stage victim reveals a living carpet of thousands of tiny parasites.

#### BRAINWORMS

**Type** disease (parasite), contact or injury; **Save** Fortitude DC 14

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d3 Wis damage and 1d3 Int damage, if damaged in combat, target must make a second Fort save or gain the confused condition for the duration of the encounter; **Cure** 2 consecutive saves

### Dysentery

A broad family of intestinal afflictions caused by everything from bacteria to viruses to parasitic worms, dysentery is characterized by explosive and sometimes bloody diarrhea, leading to dehydration and occasionally death.

#### DYSENTERY

**Type** disease (parasite), contact or injury; **Save** Fortitude DC 16

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d6 nonlethal damage and target is fatigued and staggered; **Cure** 2 consecutive saves

### Firegut

Though less extreme than true dysentery, this disease is characterized by occasional vomiting of burning bile. It is extremely tenacious.

#### FIREGUT

**Type** disease, injury or inhaled; **Save** Fortitude DC 17

**Onset** 1 day; **Frequency** 1/day

**Effect** target is staggered; **Cure** 3 consecutive saves

### Green Haze

This mold tends to begin growing in the folds of the eyelids. Over the course of a day, it spreads to cover the eyelids and begins to cover the eyeball. If left untreated, this mold can cause the character to go permanently blind.

#### GREEN HAZE

**Type** disease (fungus), contact; **Save** Fortitude DC 13

**Onset** 1 day; **Frequency** 1/day

**Effect** -4 on Perception checks, target is permanently blinded if fails 3 saves; **Cure** 2 consecutive saves

### Greenscale

This disgusting disease causes patches of skin to harden and crack, weeping greenish pus and covering the body with putrid, scale-like patterns. The disease is most commonly contracted through injury or other blood-to-blood contact with an infected creature, though certain carrion eaters of the jungle—particularly birds—have been known to play host to the disease without themselves suffering from it.

#### GREENSCALE

**Type** disease, injury; **Save** Fortitude DC 15

**Onset** 1d6 days; **Frequency** 1/week

**Effect** 1d2 Cha damage and 1d2 Dex damage, target must make a second Fort save or 1 point of the Cha damage is drain instead; **Cure** 2 consecutive saves

### Malaria (Jungle Fever)

A classic traveler's nightmare, malaria is transmitted by the bites of mosquitoes and leads to fever, vomiting, shivering, and convulsions, and sometimes even severe brain damage, particularly in children.

#### MALARIA (JUNGLE FEVER)

**Type** disease, injury; **Save** Fortitude DC 18

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d3 Str damage and 1d3 Con damage and target is fatigued; **Cure** 2 consecutive saves

### Pulsing Puffs

A character who has taken a wound (or even a small scratch) that remains unhealed for any length of time may soon find small blue-white spores sprouting within it. These spores quickly grow into phosphorescent, domed mounds that pulse along with the bearer's heartbeat. At first, the only effect of the growths is to prevent natural healing of the wound. However, if left untreated for more than a day, the spores take deeper



root and begin to damage the character's Dexterity. Due to the fungus's beauty, some jungle tribes are known to cultivate it on the bound bodies of their prisoners.

#### PULSING PUFFS

**Type** disease (fungus), injury; **Save** Fortitude DC 16

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Dex damage; **Cure** 2 consecutive saves

#### Red Drip

The first sign that a character has the red drip is an inflammation of the cuticles and hands. If left untreated, the cuticles begin to bleed and the hands swell until the nails blacken and fall off entirely. From there, the hands become a mess of oozing sores, festering and rotting. The infection then spreads up the arms and into the chest, killing the victim. Fortunately, this fungus generally only attacks one hand at a time, making amputation an effective cure.



#### RED DRIP

**Type** disease (fungus), contact; **Save** Fortitude DC 18

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Dex damage and 1d2 Cha damage; **Cure** 2 consecutive saves or amputation of infected hand

#### Sleeping Sickness

Endemic throughout the Sodden Lands and the Mwangi Expanse, this parasitic affliction is spread by flying insects injecting tiny parasites into the victim's bloodstream and inducing fever, headache, joint pain, swelling of glands in the back and neck, and most notably fatigue. The disease gradually infects the brain, causing confusion, reduced coordination, difficulty keeping track of time, and insomnia.

The best cure for this disease is dosing the patient with the poison arsenic (*Pathfinder RPG Core Rulebook* 558)—if the patient survives, there's a cumulative 30% chance that the disease is immediately cured.

#### SLEEPING SICKNESS

**Type** disease (parasite), injury; **Save** Fortitude DC 14

**Onset** 1d2 days; **Frequency** 1/day

**Effect** 1d4 Wis damage and target is fatigued; **Cure** 2 consecutive saves or arsenic (see text)

#### Insect Swarms (CR 2)

Even seasoned adventurers sometimes flinch at the mention of swarms. Certainly many deadly swarms exist in the jungle's humid heart, and statistics for many of these can be found in the *Pathfinder RPG Bestiary* (spiders, centipedes, and so on) or in the back of this book (bottlefly swarm, page 59). Yet even ordinary insects can form irritating (if nonlethal) swarms under the right conditions. Some trackers claim they can predict the conditions under which insect swarms form. For example, one tracker might insist it's the change in barometric pressure before a storm that triggers swarming, while another might believe it's a change in the prevailing winds. The potential causes are as numerous as the people who espouse them, and if folklore holds a definitive answer, it has yet to become common knowledge.

Extremely large swarms can devastate whole swaths of countryside, but the type of insect swarm most common to jungle travelers is the small, localized swarm—often clouds of small, non-biting insects like gnats that insist on flying close to drink the humans' sweat, crawling unpleasantly on eyeballs and up nostrils. These clouds obscure vision, create irritation, and can even transmit disease. A character on watch for such things can make a DC 25 Survival check to notice an insect swarm and change course to avoid the swarm.

**Swarm Effects:** Moving, living creatures attract the attention of insect swarms, especially if they smell strongly or are actively sweating. A group of adventurers that stumbles into a swarm finds itself pestered by the insects for

3d6 rounds or until the swarm disperses. Swarms disperse under several conditions, including the following: a *gust of wind* or stronger wind effect (whether naturally or magically created), a fire effect that covers at least half the swarm (including torches, provided there's one for each square of the swarm), the submersion of all members of the party in water for 3 consecutive rounds, or a *repel vermin* spell that covers all members of the party for 3 consecutive rounds.

Most swarms occupy a cube that measures 10 feet per side, though reports of larger swarms exist. A swarm can move up to 40 feet per round, squeeze through any space at least 5 feet wide, and occupy squares already occupied by other creatures, even other swarms.

Any living creature that begins its turn in a square occupied by a swarm must make a DC 13 Fortitude save or be sickened for 1 round. A swarm also has a 25% chance of carrying disease. If the swarm carries a disease, a character who fails his Fort save is sickened and must make an additional save or be infected with one of the contact diseases presented on pages 6–8 (save DC varies by disease).

A swarm obscures vision, and any creatures within the swarm are considered dazzled for as long as they remain in it. Creatures within the swarm also have concealment (20% miss chance). Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 10 + spell level). Using skills that involve patience and concentration requires a DC 15 Will save.

**Types of Swarms:** Common irritating swarms include gnats, black flies, and mosquitoes. Flightless swarms, such as swarms of ants, spiders, and maggots, also use the rules presented here but occupy a square rather than a cube and do not impede vision or grant concealment. These swarms should not be confused with deadly swarms, which include monsters like wasps, spiders, and other dangerous insects and follow the normal monster rules for swarms found in the *Pathfinder RPG Bestiary*.

**Remedies:** A character can take certain precautions against non-deadly insect swarm effects. Covering all exposed skin (for example, by donning gloves, wrapping a scarf around one's face, and so on) takes a full-round action and grants a +4 circumstance bonus on saving throws made to avoid being sickened or contracting a disease. Various salves made of bitter, nonmagical jungle herbs are available to travelers in major towns for the vastly inflated price of 10 gp a dose (though many of these turn out to be fake or ineffective). If a traveler applies a genuine dose of this salve, it causes all non-deadly swarms to avoid coming within 5 feet of him for at least 1 hour, removing all associated penalties for that character.

## Jungle Storms

Equatorial storms can be both devastating and predictable. In many jungle areas, rainstorms come every afternoon and

last anywhere from 20 minutes to 6 hours. In other areas, ferocious storms break suddenly and end quickly. These tend to deliver more precipitation than heavy wind, as the thick jungle growth protects those beneath it from the direct force of the storm. Still, in addition to the inconvenience of being wet and miserable, jungle storms bring with them the following dangerous possibilities.

**Falling Trees:** Native flora, especially the tall trees which form the jungle's canopy, have generally adapted to seasonal storms and rarely come down due to rainfall. At times, though, a particularly strong storm can erode the soil and pound a tree with enough force to cause it to topple, possibly setting off a chain reaction. Anyone in the path of a falling tree must make a DC 14 Reflex save to leap clear or take 3d6 points of damage. Fallen trees can block routes, but travelers can usually climb over the trees, which measure anywhere from 5 to 20 feet in diameter. Fallen trees can, however, block river travel and require travelers to abandon their boats or to drag them out of the river and portage them around the obstruction.

**Lightning Strikes:** Lightning strikes also occur during jungle storms, though they tend to be less frequent than in temperate thunderstorms. It is exceedingly rare for a creature to be struck by lightning, though such an unlucky character would suffer between 4d8 and 10d8 points of electricity damage from the strike. Due to the humid nature of the jungle, lightning strikes rarely produce forest fires, yet out on the plains it's possible for a strike to ignite a drought-plagued field and start a wildfire (addressed on page 426 of the *Pathfinder RPG Core Rulebook*).

**Flooding:** These dangers are detailed further on pages 11–12.

## Poisonous Foods

One of the more common and effective defenses against predation in the jungle is simply being dangerous to eat. From an innocuous leaf to a brightly colored frog to the poison-weeping injection vine, it seems everything in the jungle can cause chemical harm to the unwary.

If a player is brave or naive enough to eat a jungle plant or animal she's unfamiliar with—or is maneuvered into doing so by well-meaning or mischievous locals—you may want to roll on the following table to determine whether or not the item is poisonous. The effects listed below may either represent actual poison or simply compounds travelers have not properly adapted to.

### Poisonous Food Effects

Roll	Fort	DC	Onset	Frequency	Effect	Cure
1–50	—	—	—	—	No effect	—
50–75	15	5 min.	1/10 min.	Nauseated	1 Save	
76–85	12	10 min.	1/min. for 3 min.	1d6 hp	2 Saves	
86–90	14	1 min.	1/min. for 4 min.	1 Str, 1 Dex	1 Save	
91–96	15	10 min.	1/day	1d2 Str, 1d3 Con	1 Save	
97–100	17	—	1/rd. for 7 rds.	1d3 Con	2 Saves	

With a DC 15 Knowledge (nature) or Survival check, a character can use smell, color, and other signs to tell if a potential food is likely to be poisonous, and a DC 20 check is usually enough to predict the severity of the poison effect. Also, an alchemist with access to the proper reagents may preserve the effects with a Craft (alchemy) check equal to 5 + the DC of the poison.

In addition to ingested poisons, there are also a fair number of contact poisons in the jungle. Most notable are the poisonous frogs that inhabit the jungle (*Pathfinder RPG Bestiary* 135). Fortunately for the adventuring party, most plants and animals that are poisonous to the touch are brightly colored and easy to pick out (requiring a DC 12 Survival or Knowledge [nature] check to recognize them as poisonous). If a character does touch one of these brightly colored objects, use either the 86–90 or 91–96 result on the ingestion poison table above.

### Quicksand (CR 3)

Quicksand is nothing more than sand or loose soil that is supersaturated with water. This effect allows creatures to sink into the mixture much as if they're settling into nothing more than silty water, but then requires them to fight the crushing weight of sand as if they had been buried alive to escape. The main dangers of quicksand are becoming trapped and unable to move or having one's head submerged and suffocating. Even a trapped individual who manages to stay partway out of the quicksand is still at risk from the dangers of exposure and is easy pickings for the other denizens of the jungle.

Quicksand within the Mwangi Expanse appears primarily along the banks of rivers and the beaches of Lake Ocota. However, it can also occur near springs and areas where runoff leaches into the ground, or anywhere in the jungle after a violent storm. All it takes for quicksand to form is an abundance of water and sand or loose soil, all of which are plentiful in the jungle. The water must be forced into the sand at a volume greater than the sand or soil would normally hold. Supersaturation can be caused by the force of a swiftly flowing river, tidal action on a lake, or water flowing from an underground spring (though it may also be created artificially via the effects of a *control water* spell).

A DC 15 Survival check tells a character in advance that something is not right with the patch of ground containing quicksand, but the character must actively be searching for such dangerous ground. This is especially tricky because ground that initially appears solid may begin to give after a few steps as the vibrations on the surface loosen the structure of the sand, allowing the compacted top layer to lose solidity. Thus, several people in a party may already be on the surface of the sand before it gives, trapping more than just the first individual to step on it. Running or charging characters have no chance to detect quicksand before falling prey to it.

Once a creature has set foot in quicksand, its natural tendency is to struggle to free itself. Any type of struggle will

actually have the opposite effect. Moving any portion of the body that has been submerged causes the sand to shift from underneath the moved body part, thus sucking it deeper into the morass. The best way to escape quicksand is to simply lie still. Once a creature stops struggling, it will naturally float just as it would if it were in a pool of still water, albeit rising more slowly due to the weight of sand. Characters in quicksand must make a DC 10 Swim check every round to stay afloat, or a DC 15 Swim check to move 5 feet. Failing these checks by 5 or more results in sinking and the very real possibility of drowning (*Pathfinder RPG Core Rulebook* 445). Note that anything a character is carrying that is submerged in quicksand has also been saturated with water just as if it had been dropped in a pool of standing water.

It is extremely difficult to pull something directly out of quicksand, as the pressure needed to move upward through the sand is roughly equivalent to having been buried alive. Page 427 of the *Pathfinder RPG Core Rulebook* contains rules for freeing oneself or rescuing other trapped creatures from quicksand. A trapped character may easily free himself with *levitate*, *fly*, or similar effects (note that only magical flight helps, as quicksand fouls wings).

Creatures with tremorsense can easily locate patches of quicksand due to the difference in vibrations and density of the pits of sand. Creatures with a burrow speed treat quicksand as difficult terrain, but they can still suffer the effects of suffocation if they are submerged in it and do not free themselves. Creatures that can breathe water also suffocate in quicksand, but they take twice as long to do so.

### Water Dangers

The serpentine rivers and still ponds of the jungle both sustain life and take it. All creatures, be they animals, monsters, or humanoids, require water in one form or another, and the local watering hole is the common bond that both predator and prey share, albeit not peacefully. Slow-moving jungle rivers also make for easy ship and barge travel, and where their overgrown banks turn sandy the rivers can provide a welcome respite from underbrush for those traveling on foot.

The biggest danger inherent in any jungle water supply is from the creatures that live within it or set ambushes near its banks, waiting for weaker creatures to approach and drink. For these threats, see the River Encounters table on page 63. Yet along with high-profile dangers like crocodiles, hippopotamuses, and carnivorous fish, the lakes and rivers of the Mwangi Expanse also hold many lesser dangers, some inherent to the water itself.

**Tainted Water:** Tainted water poses an attractive danger to a thirsty traveler. A character can make a DC 10 Survival check to tell fresh water from tainted water. Most jungle trackers know that still water holds the greatest potential for contamination, while fast-moving streams and headwaters are more likely to be fresh. A *purify food and drink* spell, of course, removes all doubt,

and *create water* renders the question moot. Canny adventurers pack clean bowls or canteens with which to carry magically purified or created water and boil any water they're forced to harvest from lakes or rivers (effectively eliminating the threat of disease). Tainted water can have any number of causes, from dangerous local plants leaching poison into the water, to a battleground or dung heap upstream, or even a simple animal corpse decaying and putrefying at the water's edge.

If a character drinks tainted water, she must make a DC 12 Fortitude save or contract filth fever (*Pathfinder Core Rulebook* 557). The amount of water ingested does not modify the save or the severity of the disease in any way, as a thimbleful of tainted water can have the same effect as a bucketful. At your discretion, you can replace the standard filth fever with one of the new diseases and parasites presented on page 6–8, such as dysentery.

Wading through tainted water can also communicate filth fever, as tiny drops of the water get on the character's hands, clothes, and face and can later be transferred to the mouth, nose, or eyes as the character moves about. It is more difficult to contract a disease in this way, though. When wading or swimming through tainted water, a character receives a +2 circumstance bonus on her save to resist contracting filth fever.

**Leeches:** Leeches are prevalent in the jungle and are most commonly found in slow-moving rivers or stagnant ponds, though they can also live in deep or fast-moving water. Stagnant water in the jungle has a 50% chance of containing leeches, slow-moving water a 25% chance, and swifter rivers a 10% chance.

Ordinary leeches are disgusting but mostly harmless. They may attach themselves to characters moving through the water, but most leeches prefer to feed on carrion, plant matter, and other leeches. Still, it's disturbing for even the most seasoned adventurer to emerge from a river and find sticky blobs of leech plastered to her skin, and though leeches themselves are not poisonous, they are capable of spreading blood-borne diseases from one victim to the next as they vomit the contents of their stomachs into the wound. Thus, you may wish to assign a percentile chance of contracting one of the diseases presented on page 6–8, such as malaria or sleeping sickness.

Unfortunately, the standard leech is not alone in the rivers of the Mwangi Expanse. Both giant leeches and nauseating leech swarms make their homes here, and they are seldom content with a sip of the victim's blood, preferring instead to drain her dry—stats for these revolting creatures can be found on page 187 of the *Pathfinder RPG Bestiary*.

In addition, Mwangi streams are also home to the translucent terror known as the ghost leech. A ghost leech is a 6-inch-long leech with almost completely clear skin, appearing as little more than a ripple in the water as it moves. A gentle attacker with an anesthetizing poison, it can often attach itself to a humanoid or other prey animal without being noticed (Stealth +20). Once attached, the ghost leech quietly drains its host of blood, inflicting 1 point of Constitution

damage each round that it's attached. As it fills with blood, it gradually becomes more and more visible, taking a cumulative –5 penalty on Stealth checks and allowing a new Perception check to notice it for each point of Constitution it drains. The ghost leech detaches itself once it has dealt at least 3 points of Constitution damage and slithers back into the water. Ghost leeches have no other combat abilities and negligible hit points and AC; an adventurer can kill one easily by tearing it off and squishing it, assuming she notices it before it drops away and leaves her weakened and pale. As such, it works better as a natural hazard of CR 1/2 than as an actual combat encounter.

**Flash Floods (CR 3):** Heavy rains can cause rivers to swell and break free of their banks, turning valleys to rushing mudflows and filthy lakes. Experienced guides know to stay clear of rivers during rainstorms, but tropical storms often erupt quickly, and the torrential downpour can catch adventurers in a flash flood without warning. At other times, a storm some distance away can push swelling water down the river and catch travelers in a rushing wall of water. A traveler can make a DC



## Heat and Humidity

Hot and humid is the rule of the day deep in the jungle. With a combination of the sun beating upon the canopy, vegetation rotting underfoot, frequent rain, and the multiple rivers that run through the area, the air in the Mwangi Expanse is often said to be “thick enough to chew.” It is common for the temperature to be very hot (90° F) underneath the canopy of the Expanse. On particularly hot days, it may even reach the conditions for severe heat (110° F). (For the effects of high temperatures, see page 444 of the *Pathfinder RPG Core Rulebook*.) These temperatures are usually reached an hour before noon and continue 2 to 3 hours past noon. In addition, it is constantly humid, even when the temperatures are well below the safe threshold. In such humidity, it is particularly hard to cool off, as sweat does not evaporate as easily and hence loses much of its cooling property.

20 Survival check to notice the telltale rise in water or other dangerous conditions that signal an impending flash flood. Success means the traveler and her allies have 1d4 rounds to prepare or reach high ground before the flood strikes.

A flash flood sweeps past at a speed of 60 feet with enough force to knock down trees and toss boulders around. Page 432 of the *Pathfinder RPG Core Rulebook* contains rules for being swept away by fast-flowing water. At the GM’s discretion, characters caught in a flash flood might suffer additional effects, outlined below.

Characters within 50 feet of a flash flood must make a DC 12 Reflex save or take 2d6 points of damage from hurtling debris. Any character wading through a river or within 10 feet of the river’s edge is caught in the flash flood when it erupts and is subjected to a bull rush (CMB +20). A successful bull rush indicates the character is swept away, taking 2d6 points of damage per round (a DC 12 Reflex save each round negates this damage). Swim checks are possible in a flash flood, but they are difficult due to the churning, raging waters and should be treated as stormy water (*Pathfinder RPG Core Rulebook* 108), with DC 20 Swim checks required to move through the torrent.

Most flash floods last 3d6 minutes before subsiding, but on occasion longer flash floods may occur. It’s also important to note that certain animals may sense an impending flood before adventurers, and even if the player characters manage to reach the safety of high ground, they find themselves face to face with other jungle denizens who aren’t interested in sharing it.

## DENIZENS OF THE EXPANSE

While foreigners, especially ignorant explorers from Avistan, often group the humans of the Mwangi Expanse as a single people—the Mwangi—this classification is both right and

wrong at the same time. As a political unit, the people of the Mwangi Expanse tend to have more in common with each other than outsiders, yet that’s not the same as being one unified people. In fact, most locals recognize four distinct ethnic groups of humans within the Mwangi Expanse, and within those broad divisions are thousands of isolated tribes and villages with their own individual histories and practices. Of course, it’s widely believed that all four groups descend from some ancient pan-Mwangi human ethnic group now lost to time except for the shadowed ruins scattered across thousands of miles of jungle and plain, but mentioning this to individuals of a particular ethnicity may evoke any number of responses, including violence.

**Bonuwat:** The ethnic group most commonly encountered by foreigners is the straight-haired and swarthy Bonuwat people who dwell largely along the Mwangi coastline, north of Desolation Cape, and throughout the Shackles, as well as in the fallen nations of the Sodden Lands and portions of southern Rahadoum. Relying heavily upon the sea for their livelihood—and having myths of being related by blood to ancient seafarers from beyond the Fever Sea—they tend to worship a combined aspect of Gozreh and Desna known as Shimye-Magalla. Broken into many competing clans, they often adopt other gods as lesser, personal divinities and just as often draw upon famous ancestors for the same role. They often favor colorful vests and pantaloons, as is common among many seafarers, and take great pride in being people of the sea, holding that even those Bonuwat found inland were likely conceived in a boat.

**Bekyar:** Also dwelling along the Garundi coastline, primarily throughout Sargava, Desolation Cape, and portions of the Shackles and the Sodden Lands, the Bekyar people are poorly understood beyond their reputation for brutality toward outsiders. Exceedingly tall, with wiry hair and a cultural flair for flamboyant, sometimes grotesque attire and personal decoration such as extensive piercing and scarring, the Bekyar wallow in the slave trade and openly worship fiends, primarily Angazhan, Dagon, and Zura. Pejoratively called “flesh-merchants” by other Mwangi peoples, they nonetheless find extensive business with less scrupulous Avistani merchants, such as the Aspis Consortium and all others who turn a blind eye to their bloodthirsty religious habits and their methods of slave acquisition.

**Mauxi:** More distantly related to the other Mwangi ethnicities and often denying any connection at all, the Mauxi people long ago migrated away from their original homelands in the northern and central reaches of the Expanse. Tall, with ash-gray skin and straight, lighter colored hair, the Mauxi people abandoned their roots under the cultural influence of the people of northern Garund, primarily the Thuvians—with whom they heavily interbred—and their former imperial masters, the Osirians. Most Mauxi today dwell in Thuvia and Rahadoum, having adopted the Osiriani tongue

and many of that nation's cultural trappings, though some younger Mauxi yearn to return to their roots and rediscover their cultural heritage farther south. The original motive for their northward migration remains a historical mystery, but some scholars, including a minority of Mauxi sages, believe it to be linked to their origins within an original Mwangi progenitor culture and to the events following its collapse during the Age of Anguish.

**Zenj:** The most common people encountered by adventurers within the Mwangi interior, the shorter and darker-skinned Zenj people are broadly divided between jungle- and savanna-dwelling tribes. Two major differences exist between the groups, as the savanna tribes live a semi-nomadic, matriarchal lifestyle, while the patriarchal jungle tribes tend to be more settled and territorial. Still, though these differences are large enough that the two groups tend to only intermarry and form political alliances among their own group, the two factions remain on generally friendly terms. Both groups practice ancestor worship and a shamanistic tradition focused on the use and worship of totems, though the Zenj of the jungle defer to dark and mysterious witchdoctors, and the savannah tribes follow the more transparent leadership of female shamans. Among the hundreds or thousands of Zenj tribes that dot the interior, those best documented by foreigners include the Tirakici of the eastern Mwangi jungle, the cannibalistic Kybwa'ka tribe east of Lake Ocota, the Rumawa crocodile totemists of the northern jungles, and the ancient Jambala Jaeg tribe, destroyed by the followers of Angazhan.

**Other Humans:** In addition to the native Mwangi people, in the past 6 centuries the Expanse has seen an increasing tide of human migration from various foreign sources, primarily the Shackles, the Sodden Lands, the former Chelish colony of Sargava, and most recently the Aspis Consortium's beachhead port of Bloodcove. Beyond these recent immigrant populations, the Expanse's experience with foreign human populations dates back much earlier, including periodic contact via trade and invasion with the Garundi people of Osirion and Katapesh, and far earlier, contact with the ancient Azlanti and an unknown seafaring race from the far west or south, the details of which are still historically hazy.

**Dwarves:** Among the civilized humanoid races, the dwarves of the Mwangi are something of an oddity compared to their kind elsewhere across the continent of Garund. Within the Expanse, two primary groups of dwarves coexist, with virtually no contact between them and considerably different cultural habits. The first group, the Mbe'ke dwarves of the Terwa Uplands, are the most traditional of their kind, dwelling in relatively large villages of several hundred individuals, and rumors place at least one intact Sky Citadel somewhere along the poorly mapped border between the Mwangi Expanse and the Shackles peninsula. The second group, the Taralu dwarves of the eastern Mwangi jungles, long ago abandoned many of their cultural roots; many have migrated (or fled) from their original homelands within the mountains of the Shattered Range, where their former cities now lie abandoned and in ruins. The Taralu living in the jungles practice a version of ancestor worship alongside the worship of totems based on local creatures, particularly dragons and wyverns, both of which they consider holy creatures. Generally friendly with other races and even outsiders, the jungle dwarves have a small but notable presence within the city of Kibwe, and they maintain a reputation as trustworthy guides among foreign explorers and adventurers.

**Elves:** The largest non-human population within the Expanse, the Mwangi elves likely represent all that remain of an ancient elven nation that once reigned over much of the northern jungles, though tangible evidence of the true extent of its power remains undiscovered. Indeed, much modern knowledge comes from the subjective legends of the elves themselves. Normally the accuracy of such an oral history would be questioned, since most of the jungle elves keep no written records, but their long lifespans and the relatively small differences between the histories of different tribes seem to indicate a strong thread of truth. Mwangi elves tend to live in small tribes, often comprising no more than a hundred individuals, with limited interaction between them all except when an external threat forces them to unite (many of those ancient tales refer to a "great darkness" their ancestors defeated but did not destroy). Much of the elves' current history relates to their cooperation against new threats: the Ekujae tribes



## A Fifth Ethnicity?

Much smaller in number and almost exclusive to the port city of Senghor, the Caldaru people stand apart from the other Mwangi humans and are unrelated to the others' common founding bloodline. Straight haired with lighter, olive-brown skin and brilliant blue or green eyes, the Caldaru either represent the last pure examples of a now-vanished Garundi bloodline, a foreign race that may have mixed in antiquity with the ancestors of the modern Bonuwat people, or else possibly humans from the Arcadian continent.

of the western Mwangi fight a brutal insurgency against the Aspis Consortium and once razed the fortified Consortium outpost of Nightfall Station to the ground; the Kallijae tribes of the northwestern jungles fight to contain the northward expansion of the apes of Usaro; the Alijae of the northern jungles are largely concerned with continuing centuries of on-again, off-again warfare against lizardfolk and boggard tribes and aggressively protecting the ruins of the lost city of Nagisa from foreign explorers.

**Halflings:** Halflings have lived within the Mwangi Expanse for as long as humanity, and early explorers from the north occasionally mistook them for a race of pygmy humans. Mwangi halflings generally live within the jungles and are culturally identical to the Zenj tribes dwelling in close proximity to them, worshiping the same gods and totems. Within the Kaava Lands, however, the myriad tribes of halflings that inhabit the jungle interior and the northern coast of Desperation Bay differ markedly from their cousins in both culture and temperament. Savage and territorial even toward other halfling tribes, the Kaava halflings worship Zura and Lamashtu and treasure the preserved and posthumously tattooed heads of outsiders. The largest population of Kaava halflings, the Hazh'a tribe, dwells within the ruined city of Mbaiki, culling the inhabitants of the surrounding jungles for sacrifices to Zura and periodically mounting assaults on plains-dwelling Zenj tribes.

A third group of Mwangi halflings have recently arrival from the west, migrating from the Shackles as its pirate lords' power increases, and many of them are former pirates themselves. These are joined by escaped Sargavan halfling slaves imported from Cheliox. These recent arrivals, though often viewed as outsiders or even non-halflings by their own kind from the jungles, often find a place for themselves among the Bonuwat boat people along the Mwangi coastlines and dwell in rising numbers within the Aspis-dominated port of Bloodcove.

**Gnomes:** Within the Mwangi Expanse, gnomes appear primarily within its western reaches, existing as a diaspora population, many having fled the lost and inundated kingdoms of Yamasa and Lirgen in the Sodden Lands. As such,

their communities are often in a state of frequent migration, living alongside but apart from the various human and wild elf tribes in the western jungles. When they do settle in a more permanent fashion—though still semi-nomadic—they often live in close association with humans of Mauxi descent, filling societal roles similar to those of gnomes in Osirion-influenced Thuvia. But regardless, Mwangi gnomes have an old history within the Expanse that predates their migration from the west, and were it widely known among the other races, this history might cause the gnomes to be shunned. For deep within the Mwangi jungle, there exists a city-state of gnomes whose minds and bodies have been warped over the centuries by dark, unnamed forces. These are referred to by the Zenj people as *morakilae*, or “jungle-ghosts,” but others use the more common name—spriggans. The people of the jungle avoid the spriggans' land as a cursed, taboo place. Secretive in the extreme, the spriggans avoid outside contact except when it comes to gnomes, whom they frequently abduct and attempt to forcibly convert into spriggans, swelling their own ranks.

**Aasimars and Tieflings:** Given the prevalence of demon worship throughout the Mwangi Expanse, there is a much higher incidence of tieflings than of aasimars, though neither are common. While often viewed as strange and alien by their tribes, which are unsettled by the oddity of their celestial heritage, aasimars often rise to become powerful shamans and are seen by their people as linked to their gods and to spirits of the honored dead.

Tieflings are another matter entirely. Among the elves and the Mauxi and Zenj humans, tiefling children are often killed upon birth, as they are viewed as curses from the gods, though the demon-worshipping Bekyar take the exact opposite view. Free from such superstitious “mercy killings,” several longstanding populations of tieflings dwell among the ruins of the ancient Rastel civilization in the east-central Expanse and in the hills surrounding the isolated, seemingly cursed ruins of Kho. Largely cut off from whatever historical event or culture led to the taint within their blood, most Mwangi tieflings have little desire to worship or traffic with fiends. Still, the influence in their blood manifests with extreme flux, and some members feel a call toward the darker aspects of a witchdoctor's magic, cults of the demon Angazhan, or the vanished demon-worshipping cultures of their ancestors.

**Lizardfolk:** The lizardfolk of the Mwangi Expanse are similar in physiology and appearance to their swamp-dwelling brethren in the north, but are perhaps even more uniquely suited to their surroundings. The beating of the sun and the rotting of the vegetation under the canopy provide these reptilian predators with ample heat, and indeed, they often function better under the extreme conditions of the jungle than warm-blooded races, which are at risk of heatstroke in the Expanse. The humidity of the jungle also helps to keep



the area warmer at night, giving the lizardfolk of the jungle a longer active cycle than those in northern climes.

The Mwangi lizardfolk are less insular than most. What few needs they have that they cannot provide for themselves—and that list is small indeed—they actively trade for with the other denizens of the jungle, making them a less-feared sight than they would be elsewhere in the world. However, this interaction has led to more than a few very bloody misunderstandings. While willing to trade and communicate, these lizardfolk remain extremely territorial. Over their countless generations, they have claimed and held the best possible nesting sites that are to be had in the jungle, and they defend them from outsiders with an unmatched vehemence. This creates no end of problems when someone who was trading easily with a lizardfolk the day before suddenly finds himself spitted upon a crude spear for stepping past the wrong line of stones. Over the centuries, there have been several recorded cases of human Mwangi tribes going to war against the lizardfolk for having unnecessarily “protected” a nesting site against a relative innocent (though the subsequent eating of said innocent probably didn’t help the lizardfolk’s case).

As with all lizardfolk strains, the Mwangi lizardfolk are an extremely old race. Their oral tradition tells of the arrival of the humans in the land, the humans pushing the lizardfolk from their homes (and the attrition of the subsequent wars, from which the lizardfolk population will never recover), the rise and fall of the human cities and civilizations, and the role the ancient lizardfolk had in building and destroying them. The arrival of the Lergeni in Jaha and their expulsion and subjugation of the resident lizardfolk is but the most recent in a long list of such offenses. While most of the lizardfolk battle-epics revolve around the fighting and blood that was spilled, these sweeping tales also contain a great deal of information about lost civilizations, and an attentive individual who listens to one of these epics might be able to glean information long since lost from all written records.

The lizardfolk lack any centralized nation and instead have small villages scattered throughout the various jungles of the Expanse. Their largest settlement is carved from hummocks of vegetation on the eastern shores of Lake Ocota. This unnamed village is home to a lizard king by the name of Mergataulk, who has gathered numerous strong warriors and several shamans and druids to him, making his village a force to be reckoned with. Other lizardfolk villages of note include one woven from vines on the edge of the River Bdonge and another sprawling through the jungle on the eastern bank of the Little Vanji River. While the lizardfolk are more numerous in the Mwangi Expanse than they are in most other areas of the world, they are by no means common. They are still a race in decline, struggling to survive in the face of the advance of the warm-blooded humanoids.

**Charau-ka:** As numerous as any of the civilized races, the charau-ka are the antithesis of an ordered society. In screaming, howling troops, these intelligent, chimpanzee-like humanoids tear through the jungle canopy, slaughtering humanoids and beasts alike with their crude weaponry. Lacking the cold calculation of the angazhani (see page 58), charau-ka are easily browbeaten into service as shock troops by the Gorilla King and other powerful jungle denizens, but they are just as easily distracted when their curiosity and natural savagery get the best of them. Carnivorous and capricious, the charau-ka may sometimes take prisoners, but these prisoners are generally viewed not as slaves, but rather as living larders. As the charau-ka can be found in all jungles and even some of the less wooded areas of the Mwangi Expanse, local humans and their allies all understand the importance of immediately and violently evicting any of the frenzied ape-men who take up residence near civilization, for once they’ve settled in, the charau-ka can cause enormous amounts of damage.

**Giants:** Scattered about the eastern Mwangi Expanse and the barrens of the Bandu Hills, the lean and exceptionally tall Mwangi giants live in isolated, xenophobic tribes. Typically avoiding contact with outsiders, they count the stone and hill giants of the Shattered Range as major enemies, but among their jungle-dwelling tribes, they perceive the charau-ka ape-men and the other slaves of Usaro as even greater threats. The various human tribes of the Mwangi jungle view the giants as possible allies and actively court their favor, though the ritualistic feasting that giants perform on the Gorilla King’s followers—or on any the giants perceive as such—make such attempts profoundly cautious.

**Boggards:** Traditional rivals of Golarion’s lizardfolk elsewhere in the world, boggards in the Expanse are no different. Within the Mwangi, however, the boggards find themselves greatly outnumbered, and most tribes have either migrated west into the Sodden Lands in recent centuries or vanished into the poorly mapped jungle interior, dwelling along the rivers extending from Lake Ocota. Unconfirmed explorers’ reports and jungle legends tell of boggard tribes deep in the interior ruling over enslaved humans who worship them and their titanic mobogo leaders, tribes that have grown over time into warring boggard queendoms.

**Serpentfolk:** Often presumed to be creatures of mythology or ancient history, the vast majority of Golarion’s serpentfolk dwell deep within the Darklands. Massacred in prehistory by the Azlanti, little remains of their once vast empires, which stretched across the Mwangi Expanse and much of the Inner Sea region. Small numbers of their kind remain, albeit lesser, culturally degenerate descendents of their former selves, fixated upon the legends that somewhere within the Expanse, the severed head of Ydersius lies buried, calling out to them and promising a return to ancient, vanished glory.



**Sabosan:** As reclusive as they are feared, the nocturnal sabosan are a race of carnivorous, humanoid bat-folk that hide themselves in the deepest and most remote reaches of the jungles. They have been hunted nearly to extinction by other Mwangi races, who vilify them as vampires and man-eaters, possibly even the “dark wings” that legends say haunt many of the Expanse’s ruins.

In truth, just as the angazhani and the Gorilla King are the spiritual children of Angazhan, the sabosan are the worshipers of the demon lord Vyriavaxus and the now-forgotten sun god Easivra. Once these creatures lived in the great city of Jaytirian in the jungle’s heart, holding their own against the bestial rage of Angazhan’s faithful, but in the last few centuries, some disturbance has laid the city low and forced the surviving residents to retreat deeper into the darkness.

**Harvestmen:** Among the strangest of the native Mwangi races are the Umasi, or Harvestmen. Cursed long ago, the Harvestmen have no single appearance and instead are a motley assortment of grafted and fused-together body parts from two, or three, or even up to a dozen different individuals, possibly of different races. The Umasi are unable to breed or even naturally heal; their own legends claim that they were once humans from a vanished Mwangi kingdom who fell victim to a curse levied against them by a powerful witchdoctor. Stripped of some vital part of their souls, the Harvestmen can propagate only by tearing off parts of their bodies and sewing them together with those of freshly dead humans and animals in elaborate juju rituals, and they similarly heal by replacing damaged flesh with new. Reclusive—the Zenj say ashamed of their nature—the Harvestmen dwell where they can be left alone. Most of their kind find refuge in remote ruins in the Kaava Lands and the Screaming Jungle, killing only when necessary and preferring to do so with lesser races, though some in the Bandu Hills who live alongside ghouls are less picky, trading damaged flesh for fresh. Occasionally one of their kind seeks out the aid of a powerful shaman, hoping to return to his original state, and in turn witchdoctors sometimes seek them out, hoping to unlock the secret of their potentially unlimited (if disgusting) lifespans.

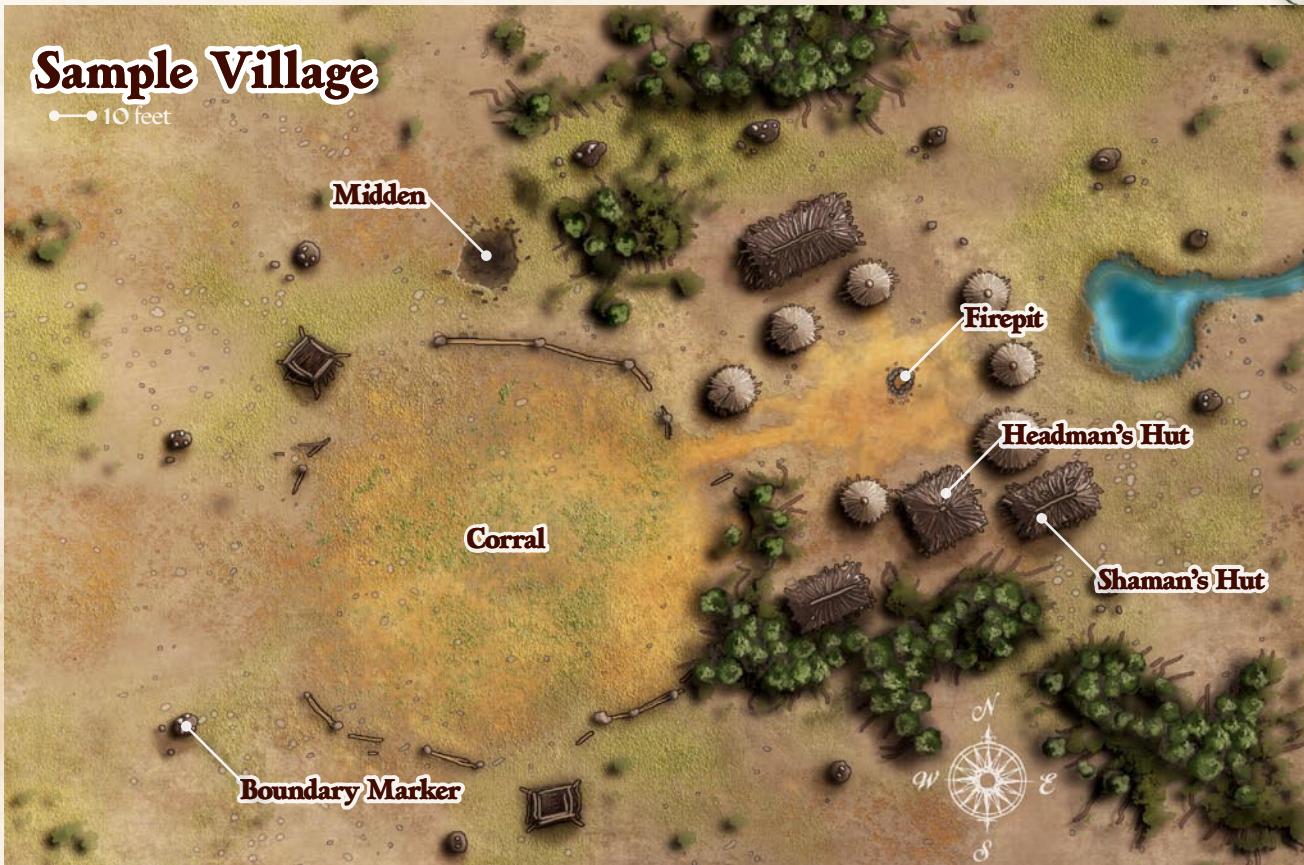
**The Spawn of Angazhan:** Of all the dangers living in the vast Expanse, the Spawn of Angazhan and their leader, Ruthazek the Gorilla King, are some of the most terrifying. Under Ruthazek’s iron fist, charau-ka, girallons (both low and high), and awakened apes like gorillas and chimpanzees serve the demon lord’s bloodthirsty will with a cold, cruel intelligence. Though the Gorilla King rules from Usaro, his minions are everywhere, and those who run afoul of a hunting party are likely to find themselves immediately devoured, if they’re lucky, or else hauled back to the city of the demon-apes for even more terrible torments. For more information, see the section on Usaro on pages 45–47.

**Treants:** Believed to be one of the oldest and the largest forested areas on Golarion—certainly around the Inner Sea—the Mwangi Expanse boasts an unprecedented number of treants. Many of these are particularly old and magnificent individuals, referred to by the locals as the tobongo (see page 61), who live within the deepest parts of the jungle and rarely see other sentient creatures save those who have evolved to coexist peacefully with the forest. While just as elusive as any of their kind, these mighty tree shepherds have occasionally crossed paths with the Aspis Consortium’s lumbering forays into the jungle, and on these occasions they have made their displeasure known, shattering entire mills and settlements. In response, most company logging concerns now employ a few young boys to roam through the forest’s edge searching for signs of approaching forest guardians.

**Fey:** The fey of the forest are well represented in the wild jungles of the Mwangi Expanse. Indeed, the deep and pristine forests, being mostly undisturbed by humanoid hands, are exactly the type of environment in which fey thrive. The dryads of the Expanse are often bonded to enormous kopak trees with girths the size of small houses, stretching up to support the top layers of the canopy. Pixies may be found throughout the jungle, and their capricious natures make them just as likely to hide as to harass or assist the scattered Zenj tribesmen they run across (though explorers and other obvious foreigners are frequently too tempting a target to pass up). Nymphs may be found here as well, along with jungle satyrs who take great pleasure in their forays into isolated villages, wreaking their jovial havoc among those who are easily seduced. Their groves and bowers are well hidden, but the satyrs range far and can often be traced by the sound of their pipes as dusk turns into night.

**Couatls:** Seldom appearing to humans unless they sense great need from an obviously good individual, the couatls of the Mwangi Expanse are concerned primarily with combating the work of demon worshipers like the Spawn of Angazhan. Unfortunately, to date their numbers have been few compared to the demons’ hordes of ravaging beasts and casually blasphemous Bekyar worshipers, and they frequently find themselves forced to resort to subtle manipulations and guerilla tactics rather than the outright crusade the jungle deserves.

**Vegepygmies:** Clutches of these pint-sized terrors can be found throughout the jungles of the Expanse and present a constant danger for those who pass too close to their swampy homes. Primarily subterranean creatures in other lands, the vegepygmies of the Mwangi Expanse make their lairs in dark corners of the jungle where massive trees and thick canopies block out all but the scantest light, leaving the forest floor open to vast gardens of fungus and the vegepygmies’ own russet mold.



## VILLAGE LIFE

Regardless of race, daily life within the many small villages that dot the Mwangi jungles and plains proceeds in a remarkably similar fashion. Some members hunt or fish, others practice agriculture and animal husbandry (though in the bounty of the jungle, gathering is more common), and still others raise the children and take care of necessary crafting and chores, such as weaving and cooking. Elders are responsible for the education of the young and maintaining a connection to the past, and an individual community usually comes together at the end of the day for prayers, a communal meal, and some combination of singing and storytelling, the latter being a vital method of teaching traditions, morals, and tribal history.

While there's usually a chieftain, headman, or headwoman in charge of the tribe, religion is often deeply enmeshed in tribal life, and day-to-day activities often center on the religious mandates of the tribe's shaman or witchdoctor, especially regarding religious rituals, what can be hunted, and how the tribe's members interact with outsiders. Every tribe has its own unique set of cultural and religious taboos, which members expect foreigners to respect, sometimes resulting in violent misunderstandings when outsiders intrude upon a sacred grove or cross a river without first sacrificing a small animal to the crocodiles.

For example, the Warabutu tribe of Rechand's Plains considers the savanna hyena a sacred animal, and despite periodic losses of the tribe's cattle, members refuse to hunt the predators. Foreigners who kill a hyena are sometimes abducted at night, crippled, and left to die of exposure on the plains for the sacred creatures to devour at their leisure (though fighting off the creatures in self-defense does not generally bring such sanctions). The Warabutu's worship also colors their interaction with the neighboring lion-worshipping Kuta tribe, who ride the sacred beasts into battle. The Kuta derogatorily refer to the Warabutu as carrion-eaters, while the Warabutu conversely refer to the Kuta as lazy and characterize the tribe's men as overly dependant upon their women.

Building styles and village layouts in the Expanse vary according to the region and the residents' primary focus. While many larger settlements—especially those influenced heavily by the Aspis Consortium and other northern explorers and exporters—have adopted the larger wood and stone building techniques of surrounding nations, a large percentage of the region's population still lives in traditional villages. These frequently consist of huts of stretched skins and roofs thatched with grass or large leaves, sometimes left open on the sides for ventilation. The buildings are typically arranged in a cluster around a central fire or much larger communal building and in proximity to convenient water or food sources.

## RELIGION

Religion is central in the lives of most Mwangi residents, yet it tends to be less formal and organized than in other regions. In contrast to the monolithic churches of many Avistani nations, the extreme disorganization of and natural barriers between small populations of worshipers in the Mwangi Expanse means that religious devotion can take a thousand widely varying forms, even when the focus is a single god. And the people of the Mwangi Expanse rarely see a need to restrict themselves to just one, instead seeing local spirits and deities everywhere and focusing their prayers toward whatever entity seems most prudent. Below are just a few of the most prominent religions in the region.

**Ancestor Worship:** Many Mwangi tribes engage in ancestor worship as well as in other systems of belief. In jungle tribes, it is common to find villages in which the Mwangi make offerings to Gozreh, look to their shaman for guidance in dealing with nature spirits, and conduct rituals to revere their ancestors. Most Mwangi see no reason why all these beliefs cannot be compatible with each other.

The Mwangi have long and complex lineages. The inherent danger of jungle life means that many Mwangi women face early widowhood and remarriage, thus tangling family lines, and most tribes consider it crucial to remember and honor the dead.

Many Mwangi prefer to visualize their ancestry in the form of trees, and sometimes huts display wooden planks on which sprawling trees have been carved. Some of these records contain carved names on each branch, but more often the owners use the carvings as memory aids to help them recite their lineages orally. Mwangi adventurers entering a new village often face questions regarding their family lines and may find common ancestors in the most surprising places.

Although the Mwangi people's reverence for their ancestors is often termed "ancestor worship," most Mwangi people do not worship their ancestors in the way clerics worship deities, receiving spells and other divine powers from them. Instead, they often see the spirits of their ancestors as existing apart from the rest of their religion, helping to guide and defend them, and perhaps even interceding with a god on their descendants' behalf.

**Angazhan:** The fearsome demon lord Angazhan inspires worship among the intelligent apes of the Mwangi Expanse and terror among most everyone else. Angazhan, the Ravener King, demon lord of apes and jungles, appears to his followers as a slavering, six-armed ape with blood-red eyes and a screech that can shatter eardrums. The Spawn of Angazhan, a tribe of charau-ka and other intelligent simians, rule the ruined city of Usaro and lay claim to much of the Expanse, honoring Angazhan by descending on humanoid travelers and tearing them limb from limb while howling their reverence.

Aside from the grotesque Bekyar slavers, Mwangi humans rarely worship Angazhan, considering it terrible luck to invoke the Ravener King's name. Folk tales exist of travelers, lost in the wilds of the Mwangi Expanse, desperately beseeching Angazhan for guidance, but such tales always end badly for the hapless traveler; in most, the traveler finds her way in the jungle only after Angazhan transforms her into a vicious charau-ka and sets her to hunting former companions. In others, Angazhan appears and guides the traveler out of the jungle, but by the time the traveler returns home, she has gone hopelessly mad and spends the rest of her short, feverish days raving about Angazhan's terrible face, eventually committing murder and suicide in any number of atrocious ways.

**Demon Lords:** The Bekyar people of the Mwangi are responsible for much of the slave trade, capturing other Mwangi and any travelers unlucky enough to cross their path. They are a sullen and untrusting people, and those who choose to worship generally select a demon lord as a patron. Individuals select the demon lord who seems most appealing to their particular personalities and outlooks on life, although Angazhan, Dagon, and Zura are popular. The Bekyar are aware that their worship of Angazhan is seen as repulsive and unnatural by other Mwangi, and they use their beliefs to terrorize those on whom they prey. Some slave drivers even wear demented-looking gorilla masks to assist them in keeping their cargo in line.

**Gozreh:** Gozreh enjoys a strong following in the Mwangi Expanse, but in a unique form. Where Gozreh is often seen as a fickle but generally benign god in many civilized nations, in the Expanse he takes a much wilder and more destructive form. Here worshipers of Gozreh depict their god as an elderly but powerful man with darkly tanned skin and a long gray beard. Vines tangle in his hair and beard, and tribal tattoos mark his bare arms. Mwangi worshipers see Gozreh as more temperamental than do some of his non-Mwangi worshipers, and prayers for his aid are made carefully and with great reverence. His worshipers do not see him as evil or chaotic, but rather possessed of the same detached inevitability that nature possesses. In a land where lightning storms, river floods, insect swarms, fever, and disease are common, the nature god takes on a slightly different aspect. Over areas of water and along the coastline, Gozreh's other aspect often emerges. She appears much as Gozreh's water aspect does in other lands, with wild green hair interwoven with vines and leaves and a body of shifting waves, yet she too is every bit as violent and unpredictable as the sea itself.

Most Mwangi druids revere Gozreh in some form. Even those devoted to a philosophy, such as the Green Faith, see wisdom in making the occasional offering to Gozreh or asking the Wind in the Waves for guidance. Religious travelers who must cross through jungle terrain sometimes

wind a bit of vine around an arm or weapon as a sign of deference to Gozreh.

**Lamashtu:** Given the monstrous appearance of many jungle residents, it would seem only natural for Lamashtu to have a following in the Mwangi Expanse. Though lesser demon lords like Angazhan have larger established congregations, Lamashtu is by far the strongest of them, and none would dare make war on the Mother of Monsters. Fortunately, Lamashtu sees little reason to debase herself by grubbing for followers and instead accepts the worship that flows her way voluntarily, comfortable in the knowledge that if she ever desired control of all the Expanse's monstrous residents, she could simply stretch forth her hand and take it.

**Shamanism:** Most Mwangi people believe that natural spirits inhabit the jungle. Even Mwangi humans devoted to a particular god easily reconcile their faith with the concept of tree-spirits, animal-spirits, and earth-spirits. The Zenj people believe most strongly in the existence of natural spirits, though all Mwangi who have not actively broken ties with their heritage possess these beliefs to a degree. Shamans and other spirit-talkers and mediums are most common among the Zenj, though the Bekyar have almost as many practitioners of the darker arts known as juju.

Most shamans act as spiritual advisors to villages and assist tribal headsmen in their duties. A shaman operates on the belief that by speaking to the natural spirits in an area, he can influence them and bring prosperity to the tribe. In times of need, a shaman tries to influence the natural spirits to protect the tribe from danger, heal the sick, or bring good hunting.

Shamanistic rituals vary from village to village, and different geographical regions often have different rituals as a shaman tailors his rites to his followers' beliefs and needs. In the jungles, rituals tend to make use of the abundant exotic plants growing in the jungle; many include burning particular herbs or flowers and inhaling the smoke or ingesting animal and fungal poisons to induce trances. Animal sacrifice is somewhat less common, as domesticated animals are valuable, but the practice still exists in some areas. Shamans who practice animal sacrifice often believe that killing or consuming particular animals can convey aspects of the animals to themselves or their tribe—birds grant clarity of vision, burrowing creatures grant agricultural bounty, predators grant strength in battle, and so on.

While the Mwangi people in general can comfortably revere both nature spirits and deities, shamans sometimes forgo traditional worship of gods and devote themselves solely to the spirits. Some take levels in cleric without choosing a specific deity. Instead they select among the domains of Air, Animal, Earth, Fire, Plant, Water, and Weather to represent their commitment to nature spirits. Others take levels in druid to cement their ties to the natural world. Most tribal shamans, however, possess levels in adept to represent their abilities.

**Shimye-Magalla:** The Bonuwat people venerate a unique deity they term Shimye-Magalla, who is actually a combination of Gozreh and Desna developed in Bonuwat mythology over generations. The Bonuwat, being sailors and fishermen, recognize the capricious water aspect of Gozreh's female form, but they also see in her an aspect of Desna: the love of freedom and travel. The Bonuwats' reliance on both sea and stars (and their combination in navigation) is reflected in this combined figure of Shimye-Magalla.

Little is known outside the Bonuwat people about their unique deity. Priests of Desna and Gozreh have attempted to gain more information (or make some seemingly easy conversions) but are almost always politely and firmly turned away. However Shimye-Magalla developed, the

Bonuwat people seem to genuinely benefit from their worship. Whether the power their shamans wield comes from Gozreh, Desna, or both in partnership is a question only outsiders would bother to ask.

**Totemism and Juju:** In addition to ancestor worship and conventional shamanism, there's also a dark side to the Mwangi Expanse's homegrown forms of spirituality. Little understood by outsiders, the practice of totemism and idolatry can be so strong in given tribes that the wood and stone idols gain their own mystic power, feeding off the energy of belief and taking on a blasphemous semblance of life. In addition, the mysterious arts known collectively as juju can do anything from convincing a dangerous spirit to pass a village by to turning the inhabitants of that same village into mindless zombies with the appropriate sacrifice. For more information on idols and juju, see *Pathfinder Adventure Path #27* and the *Serpent Skull Adventure Path*.





## MWANGI CAMPAIGNS

When foreigners think of Hell, they think of jagged stone and lakes of fire. But they're wrong. A sharp rock is a blessing when the other option is quicksand and tangled mangrove roots that try to suck you down beneath the brown sludge. Fire is a blessing when the air is so wet that you drown standing up, its hot soup draining into your lungs with the funk of a thousand rotting plants. Give me the clean kiss of a devil's lash over the festering rot that eats your toes and eyes, or the flies that burrow through your skin and lay their maggots in your flesh.

No, Hell is a jungle, and those who forget it once won't live to do so again.

—Shem Ervismor, *Eyes in the Dark: My Life in the Expanse*

## RUNNING A JUNGLE CAMPAIGN

While dungeons may be the first thing players think of when they sit down at the gaming table, few environments provide as much challenge and diversity as a jungle. Even in the modern world, following centuries of exploration, jungles still evoke primordial mystery and a spirit of adventure. And the myriad beasts, ancient ruins, and strange cacophony of local cultures give GMs a nearly unlimited palette to create any sort of campaign under the jungle's canopy.

When preparing to embark on a jungle-themed scenario, adventurers need to consider a few things. In the harsh jungle environment, equipment choices can make or break a PC. Heavy armor in particular becomes a curse when traveling in the jungle as heat, water hazards, quicksand, and dense forests all take their toll. Likewise, metal equipment glistens in the sunlight, quickly catching the attention of sharp-eyed predators, and annoying disease-carrying insects and naturally toxic flora and fauna pose constant problems easily skirted by precautionary gear choices. Acrobatics, Heal, Knowledge (nature), Knowledge (local), Perception, Stealth, Survival, Swim all become especially important skills when headed into the wilds far from civilization.

### Home Base

When beginning a jungle campaign, it pays to give a little thought to the PCs' home base. While that may just be a starting point from which the PCs set out on grand adventures, this locus can also set the tone for the entire campaign, helping to define both the player characters and the types of adventures in which they participate. Below are just a few options a GM might consider.

**Colony:** The PCs may have arrived at the colony for any number of reasons. Perhaps they came to seek religious freedom, to work off a debt, to explore or perform research, to flee the law of their native land, or to act as agents of a powerful faction or government. As they gain status, the PCs might become local heroes and may even find themselves gaining political power within the settlement or using their knowledge to help found new colonies.

Conversely, the PCs might be native-born adventurers living among the colonists. In this case, they might be secret rebels and insurrectionists plotting to drive out the foreign oppressors, diplomats seeking to maintain the delicate balance of relations between the two cultures, or colonial sympathizers using their local know-how and connections to help their colonist friends survive in the harsh landscape (or defend the colonists against righteous genocide at the hands of angry locals.)

**Galleon:** The PCs have come by ship, perhaps as colonists, merchants, explorers, or galley slaves. Likely the ship is owned by a more powerful entity that employs the PCs, though over the course of further adventures the PCs may come to take

control of the ship or rescue it from pirates, hostile natives, or mutineers. They might earn enough gold to buy the ship themselves, or they might organize a mutiny. Regardless, the vessel travels to various port towns for supplies and trading run, always skirting the coastlines in search of new sites at which to anchor (and consequently new adventure sites for those sent ashore to explore).

**Trading Town:** A trading town allows for the greatest variation in PCs. Here characters of diverse origins congregate to meet and do business. The PCs might be merchants, mercenaries, archaeologists who know where to sell their finds, or local tribesfolk seeking to trade with outsiders for manufactured goods, grains, and other materials scarce to the region. As with colonies, trading towns can be hot spots for tension between foreign traders and locals, and those who resent the outsiders' influence or mistreat the native populace can turn such settlements into powder kegs, creating fun in-game tension between NPCs and the PCs, or even party members with different backgrounds.

**Tribal Village:** In this situation, the PCs begin as natives from the same small village or neighboring villages. They may adventure at the request of a headman or shaman, seeking out mysteries and defending their families, friends, and property, or they may take it upon themselves to strike out into the jungle as a rite of passage or in pursuit of greatness. The village doesn't need to be stationary, either—a PC from a nomadic tribe might have a home base that roams across the plains in pursuit of migratory herd animals or wanders through the depths of the jungle following mystic signs and portents.

### Types of Adventures

While the Mwangi Expanse immediately conjures images of lush, steaming jungles and rainforests, such environments are only part of the Expanse. There are also deserts and mountains, massive rivers snaking across the land, and fetid mangrove swamps, providing practically every equatorial setting you could desire as a backdrop. Still, a good campaign proves far more than a stunning environment. Adventurers need conflict, motivation, and good old-fashioned greed to drive them. The following section provides ideas for a variety of adventures and campaign types particularly suited to the Mwangi Expanse.

**Colonization:** In this campaign, the goal of the PCs is to establish a colony as part of an expansionistic foreign policy. The PCs might play foreign invaders sent to tame a new land and reap the benefits of untapped resources. Similarly, they might be criminals sent as part of a labor-intensive penal colony or foreign settlers seeking a new life. The PCs might be asked to find resources and then build a colony around them. This effort probably also involves pulling in soldiers to defend the colony and its resources once it becomes established, as well as interacting with (or relocating or defending against)

## 10 Interesting Things about Adventuring in Jungles

1. Jungles can accommodate really big monsters. It may be hard to hide the Tarrasque in a dungeon, but a jungle certainly can hide one—and perhaps a few of its friends as well.
2. Jungles aren't limited by walls. You can adventure wherever you desire and always find an encounter.
3. Becoming lost in a jungle is far less annoying than in a labyrinth. In the wild, you may not be sure of where you are, but you can always take a compass bearing and try to figure it out. You can also use your skills to find food, identify plants, climb trees, swim, and do any number of neat things that you've invested skill points in.
4. If you get desperate, you can light the jungle on fire—jungles burn.
5. You can put lots of dungeons in a jungle. Temples, lost cities, lost worlds, crashed spaceships, gates to other planets, dinosaurs, passages that lead to the Darklands—whatever you want. With something as big as jungle, there's room for anything.
6. Jungles have every type of terrain and terrain hazard: snow-capped mountains extending up above the trees, steaming swamps, thick forests, quicksand, deep lakes, wide rivers, and more. And if the terrain you prefer isn't in the jungle itself, it probably borders the jungle, as is the case with oceans, deserts, and savannas.
7. Jungles are primordial. They predate civilization and were roamed by unspeakable monsters before the dawn of time, some of which may still be there. This sense of age makes jungles ominous, enigmatic, and foreboding.
8. Jungles have entire cultures of indigenous peoples lost to time. Unaffected by the outside world and modern cultures, they remain unique and unknown to outsiders. Their presence provides the PCs opportunity to roleplay in unique social situations, and lets GMs try out new cultural quirks without committing to them—the next village over may be entirely different from the one the PCs just visited.
9. You get to explore virgin territories and discover things no others have ever seen. In a dungeon, someone else has always been there first—because, of course, someone had to build the dungeon.
10. You can clear and claim territory for yourself, provided you have the strength and resources to defend it.

the indigenous population, who may not welcome strangers laying claim to their ancestral lands. The PCs could also be involved in anti-colonial resistance (see the War section for further suggestions for such campaigns).

**Disasters:** A devastating natural disaster such as a flood, earthquake, or volcanic eruption might send the PCs off into the wilderness to seek help or determine the source of its obviously unnatural source. Similar events might unveil a new city or passages to the Darklands, or simply stir up the activities of mystics who might herald such events as omens or calls to arms from dark spirits.

**Escape:** The PCs start as escaped slaves, refugees, or ex-soldiers fleeing a doomed military operation. Forced to escape an oppressive or deadly adversary, they fight their way through uncharted lands. During their flight, the adventurers might stumble upon a lost city, ancient ruins, or an entrance to the Darklands. Conversely, situations might force the PCs to hole up in the new environment, create a stronghold, learn from the local natives, and attempt to harness the natural resources of the jungle to help them turn the tables on their enemies.

**Exploration:** An exploration campaign typically has a single guiding theme, such as a quest to find a lost city of gold or the mythical treasure stash of an infamous pirate. The adventurers might be explorers blazing new trade routes through uncharted forests, seeking out the relics of a forgotten god, or unearthing the legendary ruins of a flying city.

**Law of the Jungle:** In this campaign, the PCs are natives and guardians of the jungle who must work to defend it from both internal conflict and encroaching colonization. Another option might assume PCs are foreigners stranded or raised in the jungle, such as Tarzan-inspired characters or shipwrecked colonists.

**Missionaries:** The PCs might be pilgrims seeking religious freedom or missionaries seeking to spread their faith to local tribes. They might be required to cover a specific territory or establish and defend a small mission. The adventure might come when the PCs are forced to prove the worth of themselves and their god by doing the locals a great service or defending them from evil. Or they might simply need to fight to survive, as the locals object to the newcomers' blasphemous proselytizing.

**Rescue Missions:** People get lost in uncharted territory all the time, especially in areas like the Expanse where dreams of wealth lure the foolish and inexperienced into the wilds. In a rescue mission campaign, PCs serve as specialists—either native or foreign—who venture into the Expanse and brave its hazards in order to return lost victims to safety. This might include tracking down kidnapped explorers bound for Usaro's sacrifice pits, freeing a political prisoner, stopping cannibals from cooking a priest, or sneaking into Mzali and freeing a dissenting shaman from the Torture of the Seven Angry Suns. Further possibilities include the PCs serving as reinforcements sent to rescue doomed colonists or traders from a besieging horde of charau-ka or to snatch



back fellow tribesman from the hold of a Cheliox-bound slave galley.

**Survivalist:** Survivalist adventures involve placing the PCs in a dire situation with few or no resources. One such example would be an ill-fated river journey in which the PCs' boat smashes upon the rapids and their supplies drift off downstream, leaving them to fend for themselves without food, equipment, or weapons. This is often more fun at 1st level, where the loss of items doesn't strip PCs of tons of magic items, but it may still require some quick legwork from the GM to keep certain classes from being overly penalized.

**Trading Company:** PCs represent a foreign trading company with political backing or even multiple investors, perhaps working for dubious benefactors. The most powerful independent trading companies possess political power and can make laws, claim territories, and declare war. In the Mwangi Expanse, this role is generally filled by the massive Aspis Consortium, but an interesting twist might involve having the adventures start their own competing trading company, with all the additional risks that going up against such a giant entails. Adventures might include seizing valuable property such as salt mines or plantations, establishing new trade posts or ports, or relocating or recruiting locals. Conversely, PCs may fight against such invasive corporations. Anti-trading company adventures might involve sabotaging illegal or harmful operations, breaking slaver rings, or raiding trading posts for money and resources.

**War:** A war-themed adventure might involve territorial battles held between various indigenous tribes, a tribe against a colony, or even conflicts between the colonies of opposing countries or trading companies. As a sub-theme, a regional war could spill over into the main campaign, occasionally complicating or even threatening the PCs' goals. For instance, an army might demand sanctuary in a city where PCs are staying, only to have their enemies lay siege to the city at dawn the following day. Tribal conflicts might affect who the PCs can hire or influence how PCs playing characters from different tribes might relate to each other.

## NATURAL FEATURES

Despite its diverse and vibrant cultures, the people of the Mwangi Expanse are seldom what attracts the most attention from foreigners. Instead, when foreign explorers think of the Expanse, they imagine trackless jungles, undiscovered beasts, lost lore and rare medicines, and fallen temples laden with forgotten wealth. What follows is an overview of many of the Expanse's major regions and natural landmarks. For more information on cities and other manmade landmarks, both currently in use and lost to the jungle, see the sections beginning on pages 29 and 48, respectively.

## The Kaava Lands

Comprising the jungles of the southwestern Mwangi Expanse south of Bloodcove and east of the Bay of Senghor, the Kaava Lands have long been a deathtrap for foreign explorers and natives alike. Teeming with predators and vicious, bloodthirsty humanoids, the region remains poorly explored and generally avoided despite the various temptations of natural riches and lost cities dotting the interior. For every dozen adventurers out of Bloodcove who return from the interior of the Kaava Lands laden with raw gemstones and half-worked gold idols gleaned from the jungles, a hundred more never return. Though the lower humidity and more solid ground underfoot makes travel easier here than in some of the region's other jungles, tribes of demon-worshipping halflings and hostile pygmy charau-ka, as well as other, more bestial predators, more than compensate for that advantage.

Meandering through the depths of the Kaava Lands before emptying into Desperation Bay, the slow and broad Oubinga River feeds the surrounding jungles through dozens of poorly mapped (or completely undiscovered) tributaries. The river itself originates at Zura's Mouth, a series of springs and pools venerated by surrounding tribes and often used for ritual sacrifice by drowning. The bodies of those sacrificed rarely last long, as the river's upper reaches teem with crimson maka-yika, a variety of schooling, carnivorous fish similar to piranhas (and which perhaps inspire the locals' name for the river's source). Though confined primarily to the river's isolated source pools by cataracts (and encouraged to stay by the regular sacrifices provided by the natives), smaller schools and younger fish occasionally swim farther downstream, feeding on other fish, crocodiles, water birds, and even larger animals and humanoids that fall afoul of them while swimming across the river.

Secondary to the Oubinga but much more accessible to outsiders, the Little Vanji starts in the Bandu hills and flows through a corner of the Kaava jungles for more than a hundred miles before meeting up with the Vanji proper east of Bloodcove. Populated by fiercely territorial hippopotamuses and brilliantly colored constrictor snakes (some of the latter growing to lengths of 20 feet or longer), and featuring several sharp and rocky rapids, the little Vanji discourages those who would use it to travel upstream, though some faring in shallow-bottomed crafts still make the attempt anyway. One of the few reliable crossing points is a natural ford at the branch point between the Little Vanji and the Dzimmi River, near the ruins of Darkreach.

Bordering upon but not part of the Kaava Lands proper, the Bay of Senghor and its namesake city provide the only deepwater port in the Expanse controlled by one of its native peoples rather than by foreign colonists or merchant consortiums. The Senghor peninsula benefits from cooler



temperatures than the adjacent jungles, and savanna grasslands cover much of the region except for the cultivated land around the port. One major exception to this is the peninsula's tip at the entrance to Desperation Bay, where the land becomes rocky and more arid. The windswept cliffs that border the sea there are riddled with extensive natural cave systems.

### Mwangi Jungle

The largest and most prominent jungle within the Mwangi Expanse, the Mwangi Jungle's dangers and potential riches stoke the dreams of pirates, merchants, scholars and kings, while its interiors flourish with exotic wildlife, the ruins of lost civilizations, and the skeletons of untold would-be explorers. Like any true rainforest, the Mwangi Jungle possesses an extensive river system, and the frequent rainfall—made worse since the arrival of the Eye of Abendego to the west—has since swelled the rivers and expanded their associated swamps, making direct routes through the jungle next to impossible. The jungle's interior remains poorly mapped by outside explorers, and even in those areas for which maps do exist, many landmarks lack cartographic detail or simply don't appear on the maps at all, having been missed due to the jungle's obscuring growth.

### Lake Ocota

Almost any discussion of the Mwangi Jungle must focus on the central role of Lake Ocota, into which the vast majority of the jungle's rivers feed before ultimately emptying into the sea via the Vanji. The lake is easily a hundred miles across, and its shores harbor the ruins of nearly a dozen lost cities, including demon-haunted Usaro, capital of the Gorilla King and his followers. Travel by boat is quick but almost as dangerous as direct travel through the jungles; travelers avoiding the gorillas of Usaro and other hostile or territorial tribes know that the waters conceal dangers all their own.

Isolated from outside influences and capable of supporting a far more massive ecosystem than those of its source rivers, the lake's waters harbor animals unknown beyond its bounds. To foreign explorers, native tales of gigantic beasts with the necks of snakes and the heads of crocodiles initially sounded like fantastical inventions wrought of ignorant superstition or else like confused descriptions of dragons. Yet sailors out of Bloodcove fearfully confirm such monsters' reality, describing the sinuous beasts and their predatory habits within the lake and sometimes within the surrounding river systems, plucking their victims from boat or shore, dragging them below the waters and

leaving behind only a ripple in the water and a spreading bloody stain within the current. Dwelling not within the waters but in the jungles immediately surrounding the lake, reptilian-toothed flightless birds known as zinza prowl in small packs. Incredibly quick and possessing plumage that easily blends in with the dense undergrowth, they avoid larger groups of animals or humans but are quick to prey on lone or injured travelers, whom they attack, overwhelm, and then drag off into the brush to feast upon. (Use statistics for deinonychuses, *Pathfinder RPG Bestiary* 84.)

At the lake's center stands one of the most curious geological formations in the entire Expanse, the so-called Spire of Destiny. This towering pinnacle of natural rock rises up steeply from a small island of rubble and collected alluvial silt, looming 300 feet above the lake's waters and shining a brilliant white in the sun. Because of the curiously regular nature of the column's stone, many of the jungle's Zenj tribes tell legends of it being a monument erected by titans; others proclaim it the shaft of a spear loosed by Gozreh into the earth, causing the land to bleed with the waters that now feed the jungles.

### Vanji River

The gateway for many foreigners into the Mwangi Expanse, the great Vanji River is itself a foreboding and potentially prophetic sight. Its waters are stained a bloody red by the iron-rich clay that lines its banks, and they play host to crocodiles, carnivorous fish, poisonous snakes, and swarms of stinging insects. The river is broad rather than deep for much of its length, and its bottom becomes perilously shallow at times, forcing travelers to disembark and portage their boats or detour through its tributaries and into their associated swamps—and both options carry more direct danger than following the main river expanse. At the same time, the river mud also holds tiny particulate flakes of gold, discovered early on by members of the Aspis Consortium. This discovery has led to rightfully held speculation of truly titanic gold deposits deeper within the jungle. In the past century, several large deposits have been discovered and zealously guarded from outside discovery; most of their resources flow through the well-guarded supply and trade depots of Whitebridge Station and Nightfall Station (two settlements whose presences are frequently protested by the native Ekujae). Aspis merchants suspect they've still only scratched the surface, however, and that somewhere deeper the true source of the river's gold lies undiscovered or is protected and concealed from outsiders by native tribes or guardian spirits.

### Gozreh's Pool

Located in the jungle between the Jasut Flow and the Ocota River, the great jungle cenote known as Gozreh's Pool has long drawn the attention of local tribes and explorers

alike. Nearly 15 feet across and almost perfectly circular, the pool's waters are cool and clear, in stark contrast to the many murky, silt-choked jungle rivers in the area. Faced with a dozen-foot drop to the waters from the stone lip, climbing down poses a difficulty, but even more so, the pool's guardians strongly deter access to anyone who shows improper reverence to the pool itself. Virtually invisible within its waters, a pair of Medium water elementals requires a small sacrifice on the pool's banks, a sufficiently reverent prayer, or some small token tossed into the depths before they allow any access. But those who do gain access to the waters find them cool and curiously soothing, capable of removing the effects of many of the jungle's insect-spread sicknesses and waterborne parasites.

### Aerie of Bloodletting Songs

Located within the southern Mwangi Jungle, the Aerie of Bloodletting Songs rises up nearly 200 feet above the forest floor, a jagged and isolated plateau overlooking the surrounding jungle. Once used as a burial ground and sacrificial center by a now-vanished, demon-worshiping tribe, the slaughter and emotional impact seeped into the very fabric of the ground and has since twisted the region into a place of physically and mentally warped wildlife and grief-stricken forest spirits driven mad by the toxic presence slowly leaching out of the forested mesa. A few rock-strewn paths lead to the forest plateau top, but the dangerous climb is only made more perilous by the tens of thousands of bizarre, often malformed, nesting birds that make their home in the plateau crags, screaming out their calls and songs like the howling of tormented ghosts and hunting throughout the surrounding jungle. Fearing the place as cursed ground, the Zenj people believe that the birds and other animals dwelling upon the Aerie harbor the trapped souls of those who died there so very long ago, and even those who fall prey to its current dangers.

### Ranage's Circle

Centered upon a squat and massive boab tree, Ranage's Circle comprises a tight clustering of massive jungle cypruses growing in an almost perfect circle, planted a millennium ago by a long-since-vanished circle of shamanic druids of the Jambala Jaeg tribe. The central tree's split trunk wraps tightly around a black basalt stone sphere, said to be the prison of a powerful jungle spirit or demon named the Golokango. Just barely alive, the tree is rumored to be the catatonic body of a powerful treant druid, sibling to the great Dimari-Diji of Osibu, who gave his life to seal away the occupant of the stone sphere. Whether or not this story is accurate, ancient druidic magic still conceals the circle's location from evil creatures and wards away hostile wildlife, providing an eerie haven within the jungle depths for those aware of its location.

## Inspirational Materials

The turn of the previous century, when Africa and South America were still largely uncharted by outside fiction-writers, produced an unbelievable glut of works in the jungle adventure genre—a tradition that carries on to this day. Authors imagined their characters stranded, abandoned, or otherwise trapped in the harsh environments, forced to adapt in order to survive. Feral men and jungle vixens, lost cities with strange gods, demons, dinosaurs, and cryptozoological beasts were all the stuff of their legends, and these stories provide fertile ground for GMs seeking to mine ideas for jungle campaigns. Below are just a few suggestions.

### Fiction

**Burroughs, Edgar Rice:** Tarzan series, et al.

**Doyle, Sir Arthur Conan:** *The Lost World*

**Drummond, John Peter:** Ki-Gor, Lord of the Jungle series, et al.

**Farmer, Philip José:** Ancient Opar series, et al.

**Haggard, Henry Richard:** *She, King Solomon's Mines, The People of the Mist*

**Howard, Robert E.:** "Xuthal of the Dusk," "Servant of Bit-Yakin," "Queen of the Black Coast"

**Hudson, William Henry:** *Green Mansions*

**Kipling, Rudyard:** *The Jungle Book*

**Rosny Aîné, J.-H.:** *L'Étonnant Voyage de Hareton Ironcastle*

### Film

*King Kong* (1933)

*Aguirre, The Wrath of God* (1973)

## Screaming Jungle

The Screaming Jungle is more properly a cloud forest, with low-hanging fog trapped by the forest canopy and the basin between the Bandu Hills and the Shattered Range providing a haunted, surreal atmosphere to those not accustomed to such an environment, especially given the echoing calls of birds and howling primates. Compared to the Kaava Lands and the Mwangi Jungle, few foreigners have explored the Screaming Jungle, although the ones who have—most notably several members of the Pathfinder Society, including Durvin Gest—have told spectacular tales that continue to spark the interest of new adventurers.

Due to its geographical isolation from much of the rest of the Expanse, the Screaming Jungle's wildlife diverges wildly from that of its neighbors. The forest canopy shelters huge colonies of prosimians (such as lemurs, skeletal-fingered aye-ayes, and the carnivorous, goblin-faced tarsiers) whose vocalizations give the jungle its name. On the forest floor,

boars, pygmy deer, and burrowing rodents live in the predatory shadow of a unique variety of color-shifting big cat known as the barukal leopard (same statistics as a tiger; see page 265 of the *Pathfinder RPG Bestiary*).

Few settlements of significance are found in the Screaming Jungle's interior, and, with the exception of Osibu, no major cities. As a result, explorers face the full brunt of the environment, often without the opportunity to purchase or trade for supplies from local tribes (which often prefer to avoid foreigners, given the past actions and attitudes of several Aspis expeditions). Worse than the region's myriad natural difficulties and the wary attitudes of its civilized inhabitants, explorers face considerable difficulty reaching the region in the first place. Passage through the Bandu Hills and over the Korir River poses a challenge, and passage from the south and west runs into Mzali's sphere of influence, where the burgeoning hostility of Walkena's cultists only serves to further isolate the Screaming Jungle.

## Korir River

Feeding much of the Screaming Jungle, the Korir River feeds from the Upper Korir, the Tpishi, and the Lakusa rivers in the foothills of the Shattered Range before ultimately emptying into the Lake of Vanished Armies far to the southwest. Unlike many Mwangi rivers, the Korir lacks the dual dangers of crocodiles and hippopotamuses. Instead, the primary aquatic predators are a variety of lean, elongated gar and constrictor serpents. These serpents suspend themselves from branches overhanging the river and drop down upon water birds and smaller varieties of primates, though occasionally gnome and halfling travelers find themselves suddenly chosen for a snake's evening feast. Additionally, due to the river's swift passage from higher to lower terrain, a number of falls and rapids pose further danger, especially at the Uruvai Rocks, which usually necessitate portaging any boats, exposing explorers to potential ambush by various native groups and humanoid tribes.

## Dbede

Rising above the mists of the Screaming Jungle, the rocky promontory called the Dbede stands entirely out of place. Originally described by the first explorers to see it from afar as a great tower rising above the jungle from some unknown city, the structure is indeed artificial, but it is not at all man-made. Fifty feet wide and nearly a hundred feet tall, the Dbede was built by and serves as home to a titanic termite colony, slowly building up their hive-mound grain of sand by grain of sand. Plastered together by insect spittle and as hard as millennia-old sandstone, the mound has withstood the attack of all the jungle's hungry prosimians. In response, the termites attack and

overwhelm their would-be predators, whose bones now carpet the surrounding forest floor. Useful as a landmark, as well as a way to execute and dispose of bound captives, the Dbebe has no parallel within the jungle, though farther to the north the Korir Plains host hundreds of similar but smaller termite mounds.

### Mount Dowama

While not technically within the Screaming Jungle itself, the great Mount Dowama towers above the entire region. The mountain's snowcapped summit may be seen through virtually every break in the tree cover, and the jungle's native inhabitants see it as a holy place, in many cases revering it as a totemic spirit unto itself. Despite the incredibly difficult terrain leading to the mountain and its location on the eastern side of the Screaming Jungle, Mount Dowama has lately drawn the attention of explorers with increasing frequency. Native legends speak of a debris field on the mountain's southern slope similar in many ways to the one surrounding the ruins of legendary Kho, and speculation abounds that somewhere within an isolated vale, the downed Shory city of Ulduvai waits to be found.

### Bandu Hills

Sectioning off the southeastern corner of the Expanse, the desolate Bandu Hills are reputedly home to hungry spirits, the angry dead, and predators warped by the ruins of ancient, forgotten peoples. As the highest points in the ancient and otherwise heavily eroded range, Mount Nakyuk and its surrounding foothills have long drawn native and foreign explorers seeking to mine its stone for the rich mineral veins that run beneath them, producing large amounts of gold and a significant amount of small but frequently flawless emeralds and sapphires. The fabled Barkskin Lake of Sargavan legend is also said to exist somewhere within the same portion of the range, but the influx of foreign explorers and prospectors has drawn the attention of nomadic ghouls and a tribe of Harvestmen who call themselves the Cobbled Kingdom and demand possession of the newly dead in exchange for allowing intruders to mine the mountain's resources.

The Trail of Burst Souls winds through the Bandu Hills, snarling through a series of shallow valleys and along the north bank of a branch of the River of Lost Tears. Unlike several of the heavily traveled routes through the hills, the trail passes through difficult territory but ultimately ends without ever reaching any destination, so the few explorers to traverse its length theorize a religious rather than practical purpose. Rather than carved markers of any sort, the trail is lined by thousands of shallow graves and barrows, ranging from those thousands of years old to recent burials and encompassing multiple species and cultures. Even with the presence of ghouls and Harvestmen within the hills,

none of the graves appear to have been desecrated. Tales out of Kalabuto and Mzali speak of enraged ghosts and undying revenants rising from their looted graves on the new moon to track down and recover their stolen grave-goods, butchering the thieves and later forcing the thieves' reanimated bodies to properly return the aggrieved undead to their original rest before hurling themselves into the River of Lost Tears.

### The Shattered Range

While the Barrier Peaks separate Osirion, Thuvia, and Rahadom from the southern portions of the Garundi continent, the Shattered Range likewise segregates the Mwangi Expanse from its eastern neighbors—Katapesh, Nex, and Geb. Desolate and impassable for much of its range, a number of geographical points break up the Shattered Range's forbidding monotony.

Three major passes allow transit from the Mwangi Expanse into those nations bordering it to the east: the Kho-Rarne Pass, the Ndele Gap, and the Vangeline Pass. Entering the remote northwest of the Expanse and bordered by some of the most inhospitable deserts in Osirion, the Kho-Rarne Pass might as well be impassable mountains, but it remains notable due to its proximity to the ruins of Kho and the fact that at least one ancient Osirian Pharaoh, Hakotep I, saw a need to fortify his side of the pass, indicative of past conflict between his nation and some now-lost kingdom in the Mwangi north.

The Vangeline Pass provides entrance into a remote portion of western Geb; given the lack of any major cities in the eastern Mwangi Expanse and the dangers that plague the pass, the undead-dominated nation has found little reason to pursue trade and exploration through it. Near the pass, the normal dangers of the mountains and the Mwangi jungles are augmented by uniquely disturbing monsters migrating south from the Mana Wastes or dragging themselves out of Draxmere, as well as creatures from the Axanir River to the south, mutated by alchemical runoff from modern Geb.

The only route used with any frequency, the Ndele Gap opens into western Nex, drawing both traders from that nation to traverse the jungles toward the city of Kibwe and explorers searching for the lost ruins of Nagisa the White City. The only dangers apart from the thin air and cold temperatures from the pass's high elevation are the periodic raiding parties of Katapeshi gnolls and bandits from the mountains to the north, though most parties from Nex view them as annoyances rather than true threats.

Outside of the gaps, the mountains themselves hide isolated valleys, and somewhere among the peaks is rumored to be a kingdom of powerful and reclusive cloud giants who long ago grew disgusted with developing humanity and closed all routes into their mountainous home. The legends might also be a garbling of different legends, conflating the



giants' mountaintop cloud castles with the flying cities of the ancient Shory, though the discovery of cliffs and sheer mountainsides cut with empty, looted tombs and decorated with runes in the language of cyclopes suggests that some manner of giant kingdom once stretched across the range and might still exist in some fashion. Regardless, both the possibilities of a lost giant nation and crashed Shory cities still draw explorers to scour the range for any evidence of their existence.

## Rechiend's Plains

The savannas that separate the Kaava Lands from the Mwangi Jungle make up some of the most fertile and accessible land in the region, and the westernmost edge of the plains near Bloodcove is one of the few places where traditional agriculture can flourish on any significant scale. East of these tentative farms, the rolling plains host several nomadic tribes of long-legged hunters who secure their food by running down the gazelles of the plains until the beasts drop from exhaustion. Perhaps the most infamous of these are the Kuta lion-riders, a tribe whose bond to their spirit animals is so strong that they're able to ride lions into combat, fiercely defending their people from outsiders or other tribal rivals, such as the disconcerting and hyena-worshipping Warabutu.

## REGIONS FARTHER SOUTH

Although not shown on many common maps in Avistan, or even those of the Garundi nations north of the Barrier Wall or east of the Shattered Range, the Mwangi Expanse extends farther south, and the Garundi continent itself continues far beyond that still. The Maiago river delta expands south of the borders of modern Sargava, encompassing marshlands claimed by multiple, warring, lizardfolk tribes. Farther south rises the Kaliasso jungle, bordered by sea to the west and the by Kaz'ulu triad of unified Bekyar city-states to the south, and hedged in to the east by the strikingly arid plains south of Mzali.

In contrast to the Kaliasso jungle, the plains south of Mzali are relatively arid—and in some places are in fact desert-like. The plains also host the so-called Shatterfield. They once supported a pentad of significantly populated cities, now ruined and abandoned, their towers and walls reduced to broken masonry and shattered stone. Neither war nor plague spelled these cities' doom, but rather a series of massive earthquakes that rocked the region in 4606 AR upon Aroden's death, occurring simultaneously with the formation of the Eye of Abendego. Today the region routinely endures aftershocks and massive seismic instability, precluding any population centers and posing a hazard to any braving the broken ruins that remain.

At the most southern periphery of the Mwangi Expanse, the peaks of the Parinarsus Wall rise up, cold and foreboding.

A number of ruined cities dating back before the fall of the *Starstone* dot the foothills, all showing extensive signs of prolonged warfare and massive defensive walls oriented toward the southern peaks. Not only the mountains themselves block travel to the south; a series of titanic, blue steel gates bar passage through the available passes south, though what they could have guarded against that would require such massive fortifications remains unknown.

## OUTSIDE INFLUENCES

Bordered by mountains and sea, filled with trackless and inhospitable jungles, and farther south than most folks in the Inner Sea have ever been or even conceived of, the Mwangi Expanse is characterized by its remoteness, exoticism, and isolation. Yet while pockets of civilization within the jungle continue to carry on beyond the awareness of outsiders, isolation is no longer the rule for most of those peoples living along the coast or near mountain passes. The jungle is a forbidding place, but it is also rife with natural resources, and in the last few centuries foreigners have flooded into the Expanse, changing the region's very nature with their presence.

Surrounded on three sides by the Expanse, Sargava is a perfect example of this. The land was annexed by Chelish colonists in 4138 AR, but their descendents now hold only tenuously to the nation's foundations, struggling to quell strife and constantly at risk of being forced into the sea by local tribesmen enraged over the theft of their ancestral land (not to mention light-skinned Sargavans' tendency to treat the rightful residents as second-class citizens). Explorers, too, are a constant presence along Mwangi Expanse's coasts, hard-bitten or dreamy-eyed souls come to make their fortunes in silver, slaves, or scholarship. Yet for all the cultural trappings these colonists and conquistadors bring with them, all of them combined may not be as significant as the shadowy organization which rules many of Mwangi's ports.

A worldwide mercantile company devoted to trade in all its forms, the Cheliox-based Aspis Consortium is the single largest player in the advancement—and exploitation—of the Mwangi Expanse. Centered in Bloodcove but with tendrils spread throughout the region, the Consortium controls most of the large-scale mining, logging, looting, and international exporting done in the region, and has for many years. Local reactions to this economic powerhouse are mixed—for while the Consortium disrupts local traditions, steals land and resources, and establishes its own form of profit-based governance wherever it goes, it's also the best source of jobs and creature comforts for those locals who find the trappings of the northern civilizations to their liking. Though many have objected to the Consortium's tactics, sometimes with force, the lack of a unified government (and the blind eye

# Bloodcove



turned by most non-Consortium foreigners) means that unless something changes, the Expanse is likely to be the Consortium's primary breadbasket and playground for some time to come. Ironically, it may be that, in lieu of unification, locals' only hope for a shift in power might lie in welcoming and fostering new and less exploitative trading concerns to compete with the Aspis Consortium at its own game.

## CITIES OF THE EXPANSE

While the Mwangi Expanse is a region rather than a single nation and hence has no true capital, the following section details several of its most prominent settlements. Information on how to read city stat blocks can be found in Chapter 7 of the *Pathfinder RPG GameMastery Guide*.

## BLOODCOVE

### BLOODCOVE

NE small city

**Corruption** +4; **Crime** +4; **Economy** +5; **Law** -6; **Lore** +3,  
**Society** +0

**Qualities** notorious, prosperous, strategic location, rumor-mongering citizens

**Danger** +15

### DEMOGRAPHICS

**Government** secret syndicate

**Population** 5,281 (4,200 humans [2,000 Bonuwat, 500 Bekyar, 1,700 other], 475 dwarves, 250 elves, 150 halflings, 75 gnomes, 131 other)

### Notable NPCs

**Harthwik Barzoni, Grand Admiral of the Fever Sea** (CN male human aristocrat 4/rogue 11)

**Tybolt Crow, Militiamaster of Bloodcove** (N male human fighter 15)

**Tesha Umbertine, Dockmaster** (LN female dwarf fighter 5)

**Dibwurd Mupkin, lighthouse keeper** (LE male human ghost expert 3/sorcerer 6)

### MARKETPLACE

**Base Value** 6,800 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 6th  
**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

Officially, Bloodcove takes its name from the iron-rich waters that spill out of the Vanji River, staining the waters red. Unofficially, everyone knows that the name really refers to what the settlement's wealth is built on—blood. For if the foreign exploitation of Mwangi is a living beast, as its victims sometimes imagine it to be, then Bloodcove is its beating heart, feeding on the grief of both the Mwangi people and the land itself. Within Bloodcove's twisting boardwalks, rafts, and



stilt-houses, all resting on the intertwined roots of massive mangrove trees, the civilized world has come to the Expanse, with all the joy and suffering that entails.

Though Bloodcove has its share of unaffiliated merchants and pirates, the amount of wealth flowing through it is due mainly to the presence of the Aspis Consortium. Agents of the Aspis Consortium hide in every shadow in Bloodcove—as well as preen in every spotlight—and they manipulate trade, orchestrate raids, and keep a close eye on anyone who might affect the bottom line. In Bloodcove, business is everything, and while the enmity of an Aspis Consortium agent or affiliate might not be personal, it's still exceedingly dangerous. Though most traders understand that for better or worse, Bloodcove is the best trade nexus in the Expanse, of late several new and independent settlements, such as Freestation farther east along the Vanji, have been springing up in hopes of facilitating trade (and perhaps to splinter off their own piece of the action). Though these other townships are generally run by the Aspis Consortium as well (either overtly, or via infiltrated agents), there's no question that the elite of Bloodcove have mixed feelings about any hint of competition.

The Grand Admiral of the Fever Sea, Harthwik Barzoni, styles himself the official ruler of Bloodcove, though the Grand Admiral position appears to be that of an official elected for life by the scions of the original pirate founders. In truth, the trading consortiums that siphon their goods through Bloodcove have considerable say in who is chosen to serve as the Grand Admiral and what power the position holds. Barzoni maintains the Bloodcove militia and ensures that the periodic violence that sweeps the settlement does not disrupt trade. In return, all businesses and permanent residents of the cove pay Barzoni a small monthly fee to help “maintain order”—and his position.

## Locations in Bloodcove

Below are several prominent locations in the dock city of Bloodcove, both those familiar to all regular visitors—such as Free Trade Square—and those like the Pathfinder Lodge which, despite their significance, keep their identities shrouded from all but a trusted few.

**Warehouse Row:** The docks area known as Warehouse Row is one of the most important locations in Bloodcove. The rust-red waters that emerge sluggishly from the river here channel immense wealth, most of it looted from ancient tombs by treasure seekers or plundered from the land itself by loggers and miners eager to exploit the region's bountiful natural resources. The Aspis Consortium oversees the movement of goods through Bloodcove via its agents on the Row. Most of the dockworkers are Mwangi humans who earn a decent wage by hauling crates, mending hulls, and maintaining storage areas, but those in charge report to the Aspis Consortium.

Tesha Umbertine, one of the rare dwarves in Bloodcove, serves as the port's Dockmaster. Unlike many of her race, she loves boats and ships of all types and is fascinated by sea travel. Umbertine has a vast knowledge of different ship types and can recite the name and dock number of every boat to ever enter Bloodcove during her time as Dockmaster. She is one of the wealthiest citizens in Bloodcove, and her family operates a reputable armory in addition to working on the dock.

Umbertine reports her activities and those of all ships entering Bloodcove to the Aspis Consortium. She's a pragmatic sort who sees no reason to cross the Consortium and has no particular bias for or against the group, though their funds certainly go to pay her salary. Umbertine knows that any perceived betrayal on her part could cause the Aspis Consortium to take action against her, perhaps even kill her. For this reason she is very hard to bribe.

A series of long piers juts from the central dock area in southernmost Bloodcove. In addition to housing the Dockmaster's Office and various storage areas, Warehouse Row is home to one of the oldest and most profitable inns in the city, the notorious Witchlight.

**The Witchlight:** Most new visitors to Bloodcove stay at the Witchlight, a prominent inn on Warehouse Row. The inn's original owner built the large, comfortable building out of wood from the same twisting mangrove trees over whose roots Bloodcove crouches. Moss hangs from the inn's eaves and glimmers in moonlight, giving the inn the eerie appearance from which it takes its name.

In recent years, the Witchlight has gained a reputation for being unlucky. The last two owners ran the inn for less than 2 years each before disappearing. Some claim that the wispy balls of swampfire that sometimes hover around the inn are sentient and believe the property is theirs, and that the witchlights slowly sap away the life energy of anyone else who tries to claim ownership of the inn.

In reality, the Aspis Consortium realized the utility of controlling and monitoring the inn where so many of Bloodcove's traders stay. They placed their own agent in control of the inn, but later reassigned him and replaced him with another. The second owner proved untrustworthy and tried to abscond with some of the Consortium's funds. After dealing with their unfaithful member, the Aspis Consortium placed a third agent—the current owner, a human man named Byshek Obeil—in charge. Obeil uses his staff to spy on guests and collect information on the Consortium's behalf.

**Free Trade Square:** Free Trade Square is the financial heart of Bloodcove. The famous plaza sits on an elevated platform level just north of Warehouse Row, looking down on the harbor full of ships and traders. When cargo—or more often, hard currency—leaves those ships, it comes to Free Trade Square, where the citizens of Bloodcove barter





and trade bales of valuable raw resources for all the riches of the Fever Sea.

Shacks, stalls, and more established stores ring the oblong landing. While shops open and close in predictable patterns, Free Trade Square never closes. When new cargo enters the city, as it does almost every hour, in most cases it goes straight to the square. Visitors to Bloodcove can find quality weapons at midnight, bolts of cloth at sunset, and narcotics at breakfast.

**Pathfinder Lodge:** Bloodcove's Pathfinder lodge sits at the end of a narrow pedestrian street known as the Drop-Off. The relatively small building affords a good view of the harbor and holds an office and two bunks. **Malika Fenn** (N female human ranger 5), a Bonuwat Pathfinder venture-captain, lives in and maintains the lodge, investigating interesting rumors passed along by those aboard the ships stopping in Bloodcove. She follows up on some rumors herself and imparts the others to Pathfinders traveling through the area. Malika is willing to provide food and lodging for visiting Pathfinders, but she lacks the resources to provide for more than a few people at a time. On the whole, though the Consortium doubtlessly knows of her presence, Malika is wise enough to keep her head down in public and makes sure that those Pathfinder investigations she fosters happen far from Bloodcove itself, hopefully allowing her enough plausibility to avoid a turf war she can't hope to win.

**Aspis Consortium Headquarters:** The official Aspis Consortium headquarters for its Mwangi Expanse operations sits at the western end of Corsair's Way. While not the grandest building in Bloodcove, the Consortium headquarters has a dignified, mercantile look to it, much like merchant houses in more civilized regions.

The building serves as the ostensible headquarters of the Aspis Consortium and holds copies of mundane files, a small treasury, maps, shipping manifests, and the like. Most people in Bloodcove presume that the Consortium keeps its important documents and the bulk of its wealth—that not already funneled north or into Consortium businesses—divided among its prominent members and well hidden.

**The Castellany of the Fever Sea:** Built into the trunk of the largest tree in the mangrove, the Castellany of the Fever Sea is a series of chambers and lodgings belonging to Grand Admiral Harthwik Barzoni. From this location, the department of the Grand Admiralty (as Barzoni refers to himself and his cronies) oversees the day-to-day business of Bloodcove.

Both his offices and living quarters occupy the Castellany, and numerous enthusiastic but ill-trained guards serve as a militia, protecting both the Castellany and the city.

## ELOKOLOBHA

### ELOKOLOBHA

CE small town

**Corruption +1; Crime +1; Economy +0; Law -2; Lore -2, Society +4**

**Qualities** insular, notorious

**Danger** +10

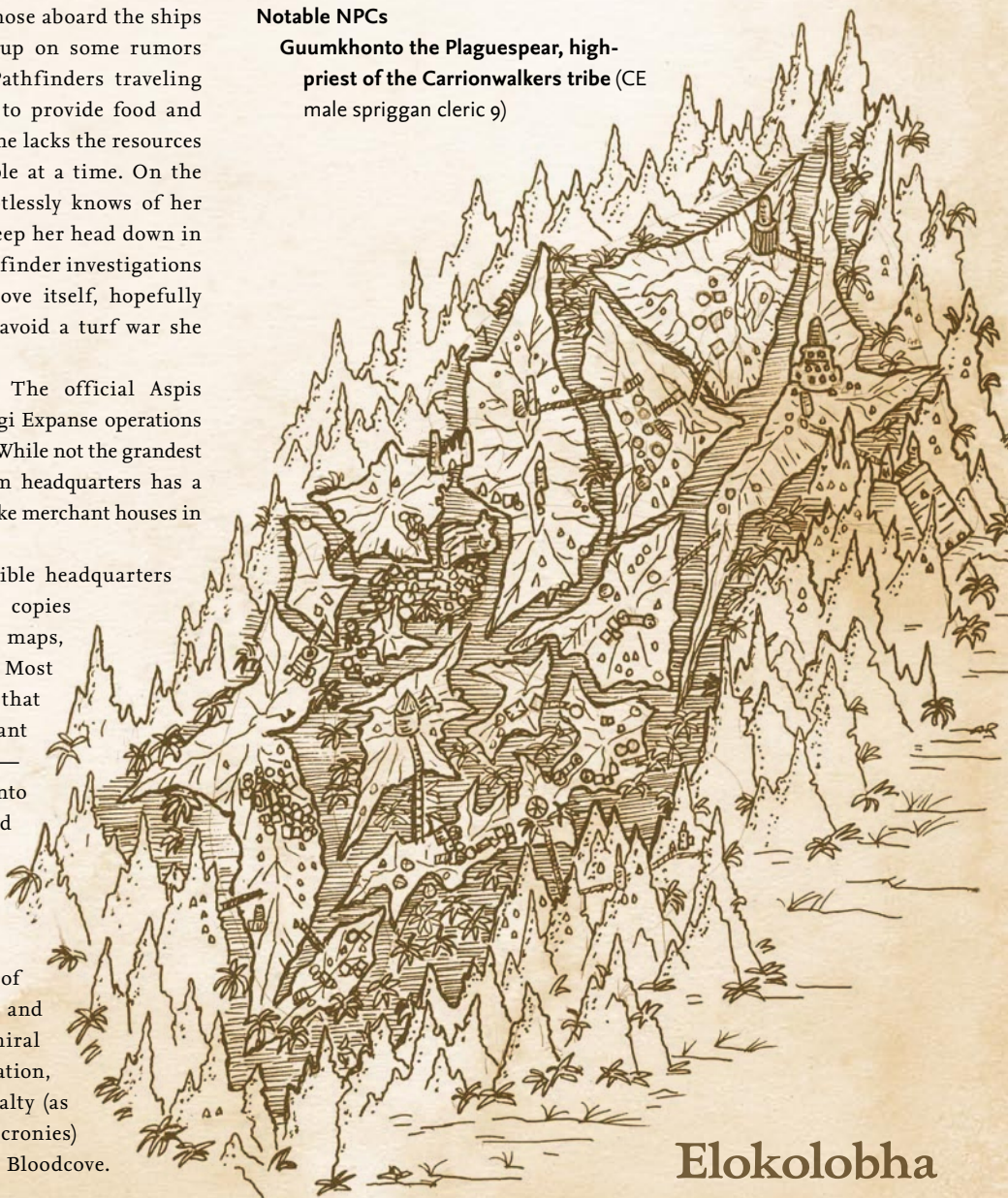
### DEMOGRAPHICS

**Government** council

**Population** 1,100 (1,090 spriggans, 10 other)

### Notable NPCs

**Guumkhonto the Plaguespear, high-priest of the Carrionwalkers tribe** (CE male spriggan cleric 9)



Elokolobha

## On Spriggans

Mwangi spriggans, or Eloko as they are known to the various Zenj tribes of the region, are squat fey distantly related to gnomes, with spindly arms and oversized hands thick with calluses. They have sickly grayish-brown skin and stink of unclean flesh. In addition, they use limewater to mold their ratty hair and beards into spikes and paint their faces with limestone dust to resemble grinning skulls. They prefer to eat humanoids, so they hunt and prey on various tribes, luring them into sinister traps. (For more information, see the *Tome of Horrors Revised* or the *Pathfinder RPG Bestiary II*.)

**Inamakosi the Meat King, chieftain of the Fleshstalkers tribe** (CE male spriggan barbarian 3/rogue 3)

**Ngabo the Deathbringer, chieftain of the Ironbell tribe** (CE male spriggan rogue 4/sorcerer 6)

**Ukabalimeli the Manslayer, chieftain of the Graveborn tribe** (CE male spriggan barbarian 8)

### MARKETPLACE

**Base Value** 1,300 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 4th **Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

Far to the east, in possibly the least accessible boundary of the Screaming Jungle, rises an impenetrable, mountainous formation of weathered limestone. Weird and alien in appearance, its spires shoot up in jagged serrations of weathered gray stone, angrily jabbing skyward. Leafy shrub-trees cling tenaciously to the rock in small, craggy pockets, while larger trees and tangled vines climb from deep, water-torn ravines. Within this harsh and desolate realm flourishes one of the Mwangi Expanse's most vilified races, the Eloko—or as they are known to outsiders, spriggans. Inside these spires they've carved and crafted the enigmatic city of Elokolobha, a wonder of haphazard, incomplete architecture and twisted evil.

Little is known of the chaotic history of Elokolobha, as few ever pass near its walls and live to tell the tale, and its successive chieftains make a habit of destroying the works of their predecessors and replacing them with their own. As leaders rise and fall, they carve and re-carve the facades of their stone structures, changing histories and events to reflect their own needs, power, and status. Rarely do historic structures last beyond a few centuries or escape alteration and defacement. Even fewer written works exist; most Eloko history passes on through stories and tales, each subject to the whim and intention of the teller.

In recent years, intertribal tensions have escalated, spawning separatist settlements within the main city. Governed by individual chieftains, these smaller communities grow independently and thus prove more sustainable. As the political structure continues to divide,

Elokolobha is transforming into something more akin to a small republic. Initial observations might imply that the division of Eloko society decreases its overall threat. Yet should tribal bickering ever lead to the city's dissolution, the tribes of twisted gnome-kin might leave their traditional home and move into more populated regions, with disastrous results.

Elokolobha's outer structures are slapdash constructions, a conglomerate of salvage, scrap wood, and crudely carved limestone. High atop the rocky crags, wooden huts perch upon flats and notches. These are connected to each other via rope bridges, ladders, and zip lines. Far more impressive are the caves within the crags themselves—ancient and partially worked into grand, strangely shaped chambers and caverns by forces clearly predating the spriggans. Who or what initially created these subterranean temples is anyone's guess, but some whisper that their secret is somehow connected to the forces which originally caused the spriggans' devolution from normal gnomes.

As is the way with spriggans, the city is filthy. The vile creatures discard their refuse into the gorges between peaks, leaving them littered with bones, offal, and other waste. These canals of carrion attract a variety of scavengers including botflies and other vermin, hyenas, and vultures. However, the Eloko view their presence as beneficial, as unlike most humanoids, they have no taboos against eating scavengers.

Competition among the Eloko makes life hard, fast-paced, and short. The Eloko see life as a commodity, a resource to be used by those strong enough to seize opportunities. Those too weak to take what they need perish, and such is the way of their culture. Most of Elokolobha's citizens follow this code, especially when it comes to the treatment of those outside their tribes, including other spriggans. Outsiders are viewed as little more than food or resources.

Eloko generate resources by taking them, typically through brutal and violent raids on cattle farmers and merchants that wander into the surrounding areas. Those foolish enough to travel through spriggan lands unaccompanied place their lives at great risk.

Lacking formal government, Elokolobha's populace is composed of clusters of tribes living in close proximity. Tribes interact as necessary, trading or even intermarrying during times of prosperity. During times of scarcity, however, they are known to war upon one another and even to engage in inter-tribal cannibalism. Even within tribes, a good deal of infighting and backstabbing exists. Those claiming leadership live short lives and are usually dethroned within a few months. Power shifts daily, and alliances are worth little. Currently, four primary tribes maintain a precariously balanced hold over the city. While each of their leaders aspires to control the entire territory, their uncertain alliance has brought their tribes great strength and wealth. Combined, they are able to execute

organized caravan raids and have grown bold enough to raid and plunder a few small villages. The four over-tribes are as follows.

**Carrionwalkers:** This tribe is named after its members' distant ancestors, who were exiled from the upper spires and forced to live in the carrion-filled crevasses below. Its people learned not only to survive, but to thrive in their horrid, festering territory.

**Fleshstalkers:** This tribe possesses a sinister reputation for aggressively hunting and eating intelligent humanoids.

**Ironbell:** This tribe's infamy arises from its use of small iron bells, which its members ring to lure inquisitive prey to their deaths.

**Graveborn:** At puberty, each male member of this tribe must survive a grueling rite of passage. After feeding the youth potent toxins, priests bury him in a deep grave. If he survives the poisons, he awakens underground and must dig his way out, thus symbolizing his birth into the tribe as an adult.

Currently, Elokolobha's two most powerful tribes, the Graveborn and the Fleshstalkers, maintain a tenuous truce following several violent riots and an assassination attempt on chief Ukabalimeli. Tensions began after a marriage of convenience between Ukabalimeli and Guumkhonto's sister ended tragically. Initially, the marriage unified the two tribes, but after Ukabalimeli's wife failed to conceive children, he slew and ate her. During the resulting riots, the lesser tribes collaborated to snatch any opportunities they could to gain power, wealth, and opportunity. To prevent further losses, the two chieftains have since set aside their grudges and now hold a temporary truce.

## Tribal Territories

Though many parts of the spriggan city are held in common, maintained for the tribe as a whole by unspoken agreement between tribes, the following areas within Elokolobha are ruled exclusively by their individual tribes, and members of other factions must tread carefully within their borders.

**Guumkhonto-Bara:** The territory claimed by the Plaguespear and his tribe lies within the cellars of the wider channels near the middle of the city. His tribe remains the only one not to settle in the peaks and caverns; instead they live within the death, filth, and refuse below. Carrionwalkers maintain absolute authority over the city's dead. Some speculate that their authority may have influenced the other tribes' predilection for cannibalism. Their largest structure is the Palace of Heads. Carved from the karst, it serves as a meeting hall and its interior is rumored to be decorated with thousands of shrunken human heads.

**Inamakosi-Bara:** The Meat King claims three long blocks of spires along the western edge of the settlement.

The majority of the Fleshstalkers settle on the tip of the southernmost ridge.

**Ngabo-Bara:** The Ironbells populate a cluster of spires in the central part of the settlement. Dozens of dizzying rope bridges also lead to cliff settlements along the steep outer crags to the south.

**Ukabalimeli-Bara:** The Manslayer claims the most territory—the entire northern third of the city. Perhaps the oldest section, this region contains half-carved towers, temples, bridges, and barricades. The most impressive of these structures is Eastblock, a massive wedge of carved stone. Inside its hollow walls, a 1,000-foot-tall staircase permits entrance to the city without the need to climb the treacherous crags. Other impressive structures include the Temple of Withering, Fallen Gate, and a massive tower called Coldblock.

## JAHA

### JAHA

LN small city

**Corruption** -3; **Crime** +0; **Economy** +1; **Law** +3; **Lore** +5, **Society** -1

**Qualities** academic, holy site, insular, magically attuned

**Danger** +5

#### DEMOGRAPHICS

**Government** magical

**Population** 5600 (5,000 humans [Lergeni], 600 lizardfolk slaves)

#### Notable NPCs

**Leshar Rushton, High Star Seeker** (LN male human cleric 7 of Lergeni astrology)

**Mexcel Brance, Star Protector, head of city guard** (N female human fighter 3/wizard 3)

**Raynor Zendell, Star Guide, liaison between church and army** (LN female fighter 1/cleric 3 of Lergeni astrology)

**Martell Strendo, head of dissident faction** (NG human male aristocrat 1/expert 3)

#### MARKETPLACE

**Base Value** 4,800 gp; **Purchase Limit** 30,000 gp; **Spellcasting** 9th  
**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

The legendary city of Jaha languishes on the northern edge of the central Mwangi Jungle. No roads lead to the crumbling gates of the city; it is reachable only by venturing through the trackless jungle or traversing mile upon mile of treacherous and often barely navigable river upstream from Bloodcove.

The white granite walls of the city thrust well above the roof of the jungle, making it easily visible for miles, assuming that one can get above the thick canopy. An observant traveler approaching by the river can begin catching glimpses of the city through the trees and around the bends in the river several hours out.

## Jaha



The city is physically much larger than its population would require. Ancient buildings and ruins make up the majority of the city structures, with only a small portion of the city complex being inhabited. In the century since their homeland was destroyed and they took refuge in Jaha, the members of this splinter group of Lergeni have liberated the city from the lizardfolk who had been inhabiting it, ignorant of the city's past or potential. Most of the city is still covered in vines and trees and inhabited by the beasts of the forest, but the Lergeni have cleared the most essential sections, such as the four terraced fortresses at the corners of the walls and the great temple that clings to the city's terraced cliffs, and they have made significant inroads on repairing the ravages that time has wrought.

Local legends regarding Jaha say that the city was raised from the black and steaming earth in an age before humans or even elves, constructed by unknown beings of great height and singular proportions. The architecture of the city, as well as its sense of immeasurable age, lends

credence to this legend. Doorways in the city are very tall and narrow. Stairs (of which there are a great many leading up and down the terraces) are very steep for a human, and must be climbed much like a ladder by shorter races such as dwarves and halflings.

While the effects of time are obvious throughout Jaha, they are not as extensive as one would think at first glance. A building's facade may be crumbling, and the elements may have smoothed its lines, but the structure beneath the vines is ultimately sound. The effects of wind and rain should have long since eroded the terraces of the city to a uniform concavity, but instead the edges are just starting to round and very few sections have fallen. The astrologer-priests of the Lergeni are just beginning to delve into the mysteries of the magic buried in the depths of Jaha, the least of which are the protective spells that have kept the city intact.

The city as a whole is roughly a 4-mile-by-3-mile walled rectangle, with its long edge along the river. There are three main gates, two that lead into the jungle and one that opens onto the river and the docks that the Lergeni have built. Approximately half a mile from the wall, the land and the city drop sharply into a terraced cliff several hundred feet tall. There are two main drops, giving the city three primary terraces. There are many smaller, local terraces as well, and a mansion may be built on multiple levels, as may a market or a tenement.

Five structures in the city dwarf all others. On each corner of the wall stands a terraced fortress, and the great temple stands in the center of the city. The fortresses have a commanding view of both the river and the surrounding jungle. The Lergeni have cleared out the rotted and rusted gear from the armories and shoved the ruins of ancient catapults from the walls. Their smiths are hard at work restocking the fortresses' vast racks, while their siege-smiths fell the trees within the walls and laboriously carry them to the tops of the walls to construct their far-reaching engines of defense.

In the center of the city, built directly into the terraces, is a huge domed temple. The majority of the Lergeni's activities take place within the walls of this structure. There are no idols in this temple, nor altars of worship. Instead, there are observatories, holy maps of the stars, and ancient telescope lenses. The huge dome at the top of the temple is accessible only by traversing the warrens of the temple carved into the terrace cliffs. The route to it is closely guarded, and only the highest-ranked astrologer-priests are allowed to enter the chamber. The single door to the chamber opens midway up the wall and leads onto an invisible railed walkway. Once the door is closed, only the perfect, 360-degree map of the stars emblazoned upon its walls lights the spherical chamber. The chamber is powered by perpetual spells that combine illusion and divination in a way that the Lergeni are just beginning to unravel.



While there are many structures above the ground in Jaha, there are just as many beneath it. The tunnels, warrens, and tombs beneath the city have not been fully explored in millennia. The lizardfolk that inhabited Jaha before the Lergeni composed ancient oral epics telling of battles with foul and fell creatures in the darkness, and they told many more tales of groups that ventured into the depths and never returned. The tunnels had become taboo for them, and few adventurers made it through the lizardfolk city to delve into their depths. As such, any secrets of the beings who built Jaha are still locked deep under the earth, undisturbed. Some tales say that a few of these beings yet slumber in tombs beneath the city, preserved by strange and forgotten star magic. Others say the fitful sleep of visitors and the bizarrely folding, star-cracked vistas hung with sharp-edged spheres that haunt their dreams come directly from these builders of Jaha.

These tales, as well as their own prophecies of their rise to power within the city, are what led the group of Lergeni to this ancient city, and what have fueled their works within it for the past century.

The Lergeni of Jaha are an oddball group, both ethnically and socially. Physically, they appear closest to the Azlanti or Chelish ethnicities, but they seem to have a Tian cast to their features as well. They do not acknowledge a tie to any other racial group and claim to be of a pure descent from the original humans of Golarion. Regardless, they are a people of dusky or olive skin, dark hair, and generally light eyes. They tend to be tall and broad-shouldered but light in frame, making them look almost as if they had been pressed flat.

Jahan government is theocratic, under the direction of the High Star Seeker and his council of astrologer-priests. These leaders take their direction from guides and portents in the movements of the stars and often plan important events so that they occur or conclude on cosmologically portentous times. They are highly xenophobic and insular. Anyone not of Lergeni descent is instantly viewed with deep suspicion and is likely considered an uneducated simpleton if she doesn't know advanced astrology. The Lergeni's magic appears odd to outsiders, as it is primarily ritualistic and calls upon the power of the stars and the cosmos rather than on a god or force of the arcane. The warrior-mages of the Lergeni follow an exotic discipline that freely combines their skill with sword and axe with their strange astrological magics.

The High Star Seeker has recently ordered dozens of enormous marker stones to be erected throughout the city. The purpose of these stones is unknown outside the circle of highest-ranked astrologer-priests, but many believe that the High Star Seeker is using the stones to triangulate centers of power below the city for further exploration and excavation.

## KIBWE

### KIBWE

N large town

**Corruption** +0; **Crime** -1; **Economy** +2; **Law** -1; **Lore** +0, **Society** +4

**Qualities** insular, prosperous, strategic location

**Danger** +5

---

### DEMOGRAPHICS

---

**Government** council

**Population** 3,800 (3,100 humans [1900 Zenj, 500 foreigners, 400 Bekyar, 200 Mauxi, 100 Bonuwat], 700 other)

### Notable NPCs

**Darvian Estabar, Lord Magistrate of East Mwangi Mining Company** (LN male human aristocrat 5/expert 4)

**Clatriani Orridik, Bloodman of Beykar Block** (LE male human fighter 7)

**Father Maasu Abwedoma, prime representative for the free people of Kibwe** (NG male human cleric 6)

**Hestrax Ves, The Beggar Prince** (N male human rogue 6)

**Tysi Galdren, electorate speaker for the free trade laborers** (N female human rogue 4/expert 2)

---

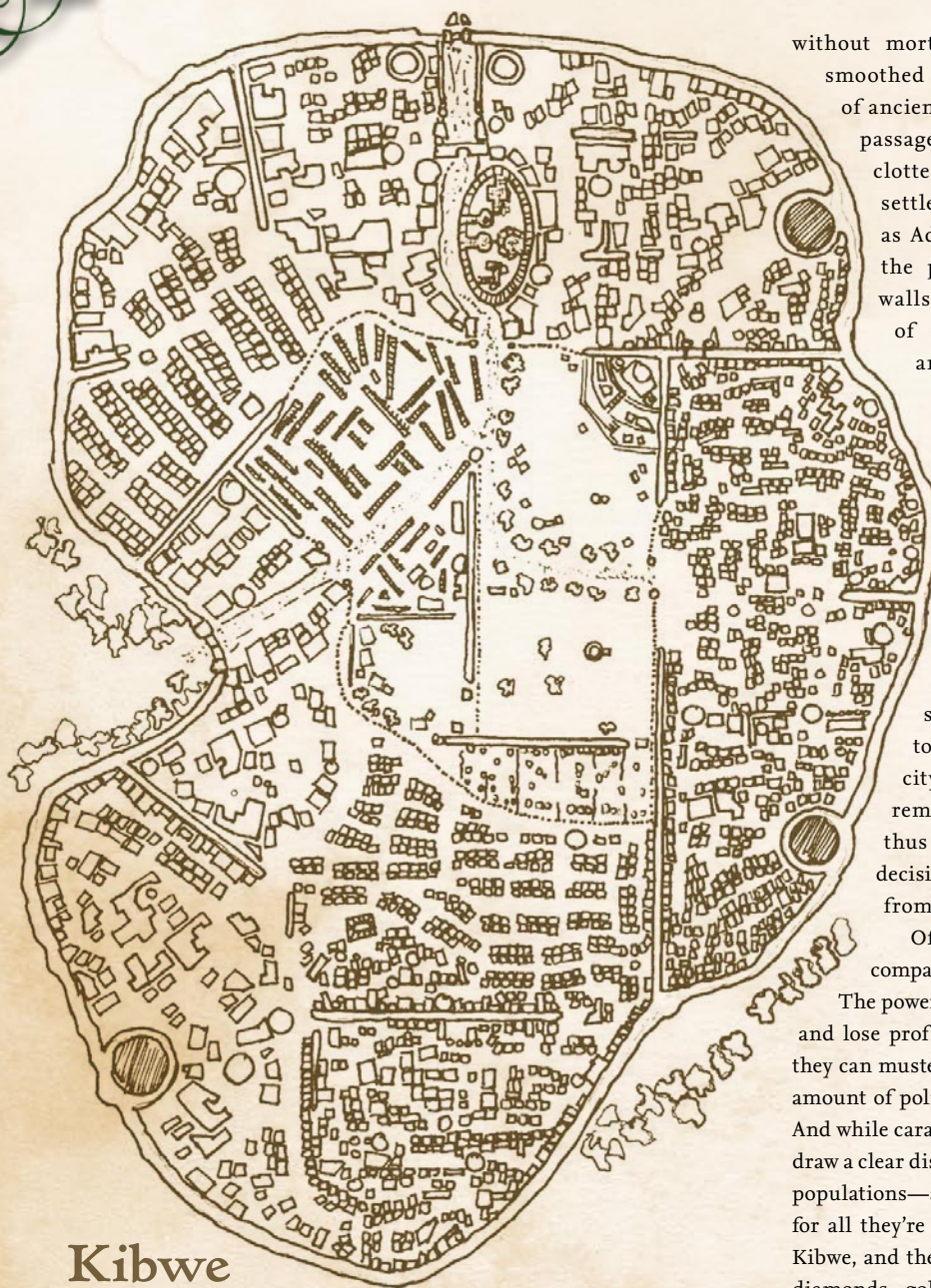
### MARKETPLACE

---

**Base Value** 2800 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 5th **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

The indomitable walls of Kibwe stand as a bastion between humanity and the harsh and unforgiving wilds of the eastern Mwangi Jungle. Born from a conglomeration of indigenous tribes and foreigners, it remains the most ethnically diverse city in the Expanse, featuring tribes of humans, elves, giants, and even stranger beings like kobolds and lizardfolk. As a major trade nexus between the Mwangi Expanse and the eastern nations beyond the Ndele Gap, this city is a patchwork society built almost exclusively on mining and the steady influx of caravans. Its varied populations stake independent claims to the different sections of the city, where they practice their own beliefs and adhere to their own law. The city caters to no specific group, ethnically or culturally. Instead, a council of representatives loosely governs the city (and as a result, city policy tends to favor those ethnic groups currently boasting the majority of council representatives).

Kibwe began as a small trading post, established as neutral ground upon which caravans from the west and east could meet and exchange goods, as caravan owners could earn higher percentages by swapping cargoes and returning home than by actually undertaking the arduous journey all the way to their target markets. Instead, both sides were able to travel the portion of the route they knew best, and business boomed. Over time, Kibwe's proximity to untapped natural resources also became apparent, and the land was quickly purchased by several companies that built permanent, more defensible



## Kibwe

structures. At first, competition between rival companies was fierce and deadly, and the initial colonies were almost wiped out. In the wake of this infighting, the indigenous peoples of the region and caravan folk who had set up shop here instituted various laws and guidelines to assure that the city's ability to trade freely and maximize profits would never again be threatened. And in doing so, they ensured the ethnic freedom of all those taking residence within its walls, giving rise to the city's diversity and a new wave of prosperity.

Nearly impenetrable, Kibwe's towering granite block walls serve as barricades against the treacherous eastern jungles. Tremendous slabs exquisitely fitted

without mortar slope slightly inward, their weather-smoothed surfaces intricately carved with millions of ancient runes. Within the walls, concentric stone passages weave like arterial pathways throughout clotted ghettos of mud-and-thatch huts. These settlements surround a sizable free square known as Adayenki Pavillion. Mud and thatch serve as the predominant building material for small walls and furniture, while soapstone sculptures of anthropomorphic creatures adorn daises and columns about the various slums. Stone depictions of tusked tiger-men and gaunt, featherless birdmen with fleshy wings and curved beaks stand attentively with swords and shields.

For the most part, Kibwe remains politically neutral. Its governing council of consists of numerous tribal leaders and foreign officials appointed from each community. Larger clans are permitted more appointees, and therefore power shifts are common. Appointees are expected to adjudicate law with the interest of the city first, and their people second. Failure to remain impartial can result in execution, and thus deliberations are always well argued before decisions are made concerning the welfare of those from other tribes.

Of the foreign groups, the various trading company representatives may possess the most power.

The power structure shifts frequently as companies build and lose profit (which also defines the amount of support they can muster or hire). Still, indigenous tribes retain a fair amount of political clout, as do government representatives. And while caravans come and go regularly from Kibwe, locals draw a clear distinction between themselves and the transient populations—and they have no problem taking the latter for all they're worth. Bargaining is the highest art form in Kibwe, and the city's most profitable local resources include diamonds, gold, and salt. Other less profitable resources include items like cattle, cacao, coffee, cotton, ivory, peanuts, timber, and wax, as well as countless foreign imports from east of the mountains.

### Locations

Below are several notable locations in Kibwe.

**Adayenki Pavilion:** A broad sea of strewn flower petals litters an extensive commons at the center of the city. A wall of huge tapestries, rugs, and skins strung upon thick totemic posts separates the Pavilion from the rest of the city. Predominantly used as a common area for religious services, the space accommodates extensive celebrations, such as community prayers and large ceremonial weddings. The blocks around it

are devoted entirely to trade, with caravans and stalls offering bulk goods from every corner of Garund and beyond as traders seek to increase their margins by swapping cargo.

**Aspis Consortium:** The Consortium holds and maintains a defensible section near the western gate. While the majority of the citizens are distrustful of the company and its presence here is minor compared to settlements like Bloodcove, the Consortium has made considerable investments supporting Kibwe and its open markets. These include installing infrastructure, such as basic housing, as well as supplying developments with water and food.

**Beykar Block:** The Beykar control this block and use it to orchestrate the sale of slaves, despite the disdain of the majority of the council. While the Beykar solicit and accept bids from international buyers and arrange for slaves to be delivered to alternate sites, active slave-taking is outlawed within the city and the surrounding area, so Kibwe remains strictly a waystation for the Bekyar's caravans and slave chains, not an active hunting ground.

**Bwamandu Camp:** This tiny camp is composed almost entirely of ex-slaves and torture victims fortunate enough to have escaped Usaro, along with their friends and families. Here they band together, creating a small ghetto dedicated to mutual support, both social and economical, as well as to plots against the Gorilla King.

**Gold Refinery:** Owned by the East Mwangi Mining Company, this area is where day laborers smelt gold dust from rock and turn it into ingots.

**Miners' Camps:** Here entire families live in rows of shanties built from mud, thatch, and scrap. They come to eke out meager livings mining diamonds, gold, and salt. More than a few are missing limbs, as amputation is the harsh penalty imposed on those caught filching goods on the side.

**Mozimba Camp:** This camp is composed almost entirely of tribesfolk from surrounding regions who provide labor or work as guides, medics, salt miners, furriers, tanners, and provisioners.

**Straggleblock:** An increasing number of refugees, exiles, and outright criminals find their destinies tied to this sprawl of leaky, moldering hide tents, which shelter several hundred of the city's most destitute.

**Walk of Shrines:** A single street lined on both sides with small churches and shrines dedicated to dozens of gods, spirits, and philosophies. Some are simple kiosks, tightly packed with small platforms for preaching. Others house small congregations. Fetishes hang in windows and interiors are kept cool with skin carpets and leaf-woven prayer mats played across the floor.

**The Wells:** Only in the last 2 centuries have settlers dug deep enough and often enough to supply all the city's water needs with wells, making the city far more defensible should it ever face a long-term siege from outside forces.

## MZALI

### MZALI

LN metropolis

**Corruption** +0; **Crime** +4; **Economy** +4; **Law** +5; **Lore** +7, **Society** +2

**Qualities** holy site, insular, magically attuned, notorious, pious, racially intolerant (non-Mwangi humans)

**Danger** +20

---

### DEMOGRAPHICS

---

**Government** magical

**Population** 36,900 (36,700 human [31,000 Zenj, 2,000 Bonuwat, 2,000 Bekyar, 1,000 Mauxi, 700 other], 200 other)

### Notable NPCs

**Walkena, mummified child-god** (LE male undead greater mummy)

**Ougan-Priest Dzonzi, defender against spirit intrusions** (N male human sorcerer 10/cleric 3)

**Sangoma-Priest Gondwi, plague-ward and master healer** (CG male cleric 8/druid 4)

**Suikiro-Priest Onami, ancestral vessel and speaker of the past** (N female cleric 11)

**N'ganga-Priestess Simbwala, master oracle, seer, and prophetess** (CN female wizard 13)

**Tagati-Priest Zgambo, witch-man** (NE male druid 10)

---

### MARKETPLACE

---

**Base Value** 24,000 gp; **Purchase Limit** 170,000 gp;

**Spellcasting** 9th

**Minor Items** nearly all; **Medium Items** 4d4; **Major Items** 3d4

South of the Screaming Jungles, along the fertile flood banks of the Pasuango River, towers the massive temple-city of Mzali. Its ancient cathedrals have stood for thousands of years, remnants of a proud and terrible religious empire that existed long before the coming of the first Taldan explorers. Once ruled by semi-divine sun-kings, not dissimilar from the pharaohs of ancient Osirion, the city fell to an order of shaman-priests known as the Council of Mwanysa. For centuries they held authority there, even as the city crumbled and the empire dwindled to nothing.

A century ago, council members received a vision and prophesied the rise of a new Mzali empire. Soon after, the Mwanysa uncovered the mummified remains of a young child dressed in the ceremonial garb of an ancient Mzali sun-king. Scriptures found upon the child's tomb identified him as Walkena, a legendary child-god whose magic was strong enough to call fire from the heavens and boil the seas. At first, the mummified child was a curiosity, drawing the interest of historians, priests, and other fanatics who believed the arrival to be an omen. Word spread, attracting thousands to the city to pay their homage with gold, salt, gems, and other valuables. The influx of wealth breathed new life into the dying city, and it again grew strong and

## Mzali



prosperous. It also became a target for greedy Chelish colonists in the neighboring Sargavan city of Kalabuto. The foreign expansionists raised a small army intent on seizing the wealthy city, but their plans were thwarted by a terrifying miracle—Walkena, the mummified child-god, suddenly sprang to life and unleashed his fiery wrath upon the advancing troops.

Walkena's emergence spawned fervor throughout the lands. Pilgrims arrived by the thousands, swelling Mzali's population and making it one of the largest cities in Mwangi. Walkena holds absolute authority and wields his power with the swift fury of a guillotine. The god-king despises all non-Mwangi, and thus outsiders rarely get to visit the city. His primary tenets are returning Mzali to its former glory and eventually uniting all of the Expanse under his banner. He also preaches the idea that the Mwangi tribes are all children of the same progenitor race. He condemns his enemies to violence, plague, and slaughter, openly declaring war on outsiders; even among his own people, he is strict and terrible. To those offering him council and support, he shows favoritism and bestows honor, power, and wealth, though any who dare so much as question his word are condemned to the Punishment of Seven Angry Suns.

Pathfinder Brydon Erimus, one of the few outsiders ever allowed to view the monarch, describes witnessing the child-god in his most famous passage:

"Fearless and radiant, the god-child climbed down from his palanquin. Wrapped in fine linens and glistening with scented oils, his skin seemed pale, fragile, and translucent, twisted and clinging to bones a thousand years dead. He

walked into the crowd, and the eager throngs swooned and moaned as they tried to touch him. The god-king's servants beat them aside like stalks of wheat and paved his passage with a carpet of fresh orchid blossoms for his bare feet to walk upon."

Walkena preaches vehemently against foreign influence and expansionists. Northerners, particularly traders, missionaries, and adventurers, place themselves at great risk by entering his territories. Such individuals are hunted, tried, and inevitably found guilty. Foreign trade is banned, and those who make pacts with trading companies or sell off Mwangi natural resources for foreign profit are branded as traitors. So far Walkena has not moved directly on Kalabuto, but the number of disgruntled locals who continue to flock to his city make it only a matter of time before they flow across the plains and absorb their ancestral lands once and for all.

### Locations in Mzali

Built upon wetlands between the river and the encroaching desert, Mzali rests on soft, rich earth. During the rainy seasons, the river rises and the roads flood, making travel to the city difficult. The massive palace, high temples, and other large stone structures rest on deep foundations, surrounded by slabs of flagstone that poke above the soil. Knotted trees clasp the stonework like monstrous, withered tentacles, the result of city planners who worked trees and other plant life into the architecture. The name Mzali comes from the Polyglot verb "ali," meaning "to be eaten," and translates best



as “the eaten palace” or “devoured palace.” Several locations of note are listed below.

**Temple of the Deathless Child:** At the center of the city stands the child-god’s tremendous palace.

**Great Arches:** These arches serve as heavily guarded inspection points where loyal warriors perform thorough searches of everything entering and leaving the city.

**Gardens of Contemplation:** The child-god’s personal gardens boast unusual plants and birds from all over the Expanse. Trespassing is punishable by death.

**Moats:** Most of the important structures are surrounded by moats, providing both protection and drainage.

**Burial Mounds:** These mounds are deep temple-tombs, miniature pyramids buried underneath mud and soil and extending far into the ground. Many have capstone entrances that protrude from the dirt as shrine markers, sometimes with trees growing atop them to mark the years passed since the sepulcher’s destruction.

**The Sun Man:** This is a massive statue of a stone man with vaguely Mauxi features, perhaps an ancient depiction of a sun god.

**Shrine of Dajermube:** One of Mzali’s oldest structures, this shrine’s importance has been forgotten.

**Mwanyisa Hall:** Mzali’s political center, this hall serves as the meeting place of the shaman-priests who act as the child-god’s most trusted advisors and emissaries.

**High Temple:** Mzali’s religious center holds daily ceremonies and accommodates pilgrims.

**Farm Fields:** Priding itself on self-sufficiency, Mzali boasts fertile fields capable of producing a variety of crops, including beans, rice, sorghum, and yams.

## NANTAMBU

### NANTAMBU

NG large city

**Corruption** +0; **Crime** +2; **Economy** +3; **Law** +0; **Lore** +2, **Society** +7

**Qualities** academic, holy site, magically attuned, pious, tourist attraction

**Danger** +10

#### DEMOGRAPHICS

**Government** council

**Population** 14,500 (13,000 humans [8,000 Zenj, 4,000 Bonuwat, 300 Mauxi, 100 Bekyar, 600 other] 600 halflings, 400 elves, 500 other)

#### Notable NPCs

**Magistrate-Mayor Duroyalla, first of the Council** (NG male human wizard 5/lore master 5)

**High Sun-Mage Oyamba, master of the Magaambya** (NG male human wizard 13)

**Janatimo, the Speaker of All the World’s Tales** (CG male half-elf bard 11)

## Punishment of Seven Angry Suns

The child-god condemns any who dare challenge him to the Punishment of Seven Angry Suns. The condemned must face a new, grueling punishment on each of the seven days that the punishment lasts. Each day at dawn, an angry mob chooses the victim’s punishment, though the seventh punishment is always imposed last. While some claim to have escaped or survived the punishments, Walkena publicly denies such tales as lies and conjecture.

**First Punishment:** The condemned is bound, weighted with rocks, and thrown into the mangrove swamps, such that only his face floats above the water.

**Second Punishment:** The condemned is lashed to a galloping aurochs and dragged through the brush.

**Third Punishment:** The condemned is stripped, then a dozen angry scorpions are strung along the naked body with twine.

**Fourth Punishment:** The victim is force-fed a potent and toxic hallucinogen and then thrown into a deep pit filled with shards of obsidian. Passersby douse the pit with buckets of waste, fish, and goat’s blood.

**Fifth Punishment:** In a grueling procedure, splints of sharpened reeds are threaded beneath the outer layers of the condemned’s skin.

**Sixth Punishment:** The condemned is taken to the mines and packed into a pit of salt.

**Final Punishment:** The condemned is taken out into the desert to a point still visible from Mzali’s walls and staked out spread-eagled from four posts; the cords running between each limb and the posts suspend the victim horizontally 10 feet in the air, where he is left to hang face-up until he dies from exposure.

**Aya Allahe, Dealer in Dreams Both Tangible and Ephemeral, merchant and Pathfinder contact** (N female aasimar aristocrat 2/rogue 6)

#### MARKETPLACE

**Base Value** 11,200 gp; **Purchase Limit** 60,000 gp; **Spellcasting** 9th  
**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

Among the varied cities of the Mwangi Jungle’s interior, Nantambu retains an unprecedented aura of safety and normalcy despite its lack of defensive walls or even a standing army to fend off the ever-present threat of neighboring Usaro. Nantambu’s people live their lives as if the dark cloud that is Gorilla King were at best an afterthought, and they have lived in almost total peace since the city’s founding in the latter days of the Age of Anguish—all of which is thanks to its legendary founder and the legacy he endowed within the towers



of what may be Golarion's oldest academy of arcane knowledge, the Magaambya.

Founded roughly at the mid-point of the legends that detail Old-Mage Jatembe's exploits, Nantambu served as a center of learning at a crossroads of the Zenj tribes from both the jungles and the nearby plains as well as of the other races and cultural groups that dwelled within an Expanse still struggling to escape from centuries of despair brought on by the fall of the *Starstone*. Since then, Nantambu has remained a cultural beacon, but without the same imperial aspirations that led to the quick rise and rapid collapse of other nations, like the Rastel culture. The city refuses to present itself as a threat to its neighbors, but at the same time it carries Old-Mage Jatembe's legacy as an unspoken war banner that provides as much of a defense as would an actual army. The city's mages have access to a tradition as old as recorded history, and to date no invading force has come within 20 miles of the city before turning back with brutal losses.

Though Nantambu lacks any formal army, the tribes who live within its sphere of influence west of the Buunta Flow consider it their informal duty and honor to provide service to the city. In fact, the only guarded and routinely scryed points within its claimed territory are the mouth of the

Nadenge Canal on the Vanji River that ultimately flows into Nantambu itself, and the ancient Hoyolo Bridge over the Buunta Flow that directly connects to the territory claimed by the Spawn of Angazhan. Much of Nantambu's food and a large amount of goods for trade come as tribute from nearly a hundred villages in the surrounding jungles, even though no formal pacts exist between them. Nantambu's very existence provides security and a place of trade, learning, and cultural diffusion in the western jungles, and in turn it prospers from the people within its lands.

Although not constructed upon the banks of one of the jungle's rivers, the city connects to the Vanji River by way of a series of wide, artificial canals that stretch far to the west, providing the city with water and, more importantly, trade and transportation in a land where roads are effectively nonexistent. On the river's southern bank stands the compound housing Sharrowsmith's Exports and the newly renovated structure at its rear. A front for the Nantambu Pathfinder lodge, it was vouched for and partially financed by the otherworldly Aya Allaha in partnership with its foreign owner, Venture-Captain Nieford Sharrowsmith. Celestial-blooded Allaha, one of the city's most powerful merchants, seeks to gain access to the world beyond the Expanse and prevent the region's exploitation by groups such as the Aspiss

Consortium, reigning in abusive foreign traders and pitting them against one another, and thus enriching herself and Nantambu at the same time.

Standing at the city's center, the Magaambya comprises dozens of stone and wood buildings and a ring of 10 terraced towers, each decorated with a tiled mosaic of one of the Ten Magic Warriors looking out over the city. Within Magaambya's confines, students study in a uniquely Mwangi didactic tradition conducted by more learned peers and older masters, with free access to a trove of documents from the time of the city's founding. The only drawbacks of the school's openness are that much of its knowledge is entirely uncatalogued save in its oral tradition, and that many of its oldest documents were carried off by various masters through the centuries and now exist as heirlooms of their families, within the city and through the countryside. As much material exists outside of the Magaambya's walls as within it, and oftentimes a student's quest for understanding involves the arduous task of tracking down one or more lost pages of parables held in reverent trust by a shaman or witchdoctor tens or hundreds of miles away.

Beyond the Magaambya stands a ring of governmental buildings and private dwellings for the city's ruling council of magistrate-mayors and most learned scholars, whose power arises not through wealth or strength at arms, but through knowledge and skill as politicians and arbiters. Tallest among these buildings stands the Nantambiyan, a solitary, gold-flecked tower containing the Watcher's Stone of Jatembe, the magical scrying globe of Old-Mage Jatembe himself, used to view the city's borders and monitor the spread of Usaro's darkness.

Nantambu's markets sprawl throughout a paved ring along the margins of the city's core, beneath the long shadows of its mosaic-decorated towers and multicolored light refracted from the hundreds of hanging glass chimes and beaded charms strung from their windows and balconies. Considered signs of good luck, the city's artisans sell replicas—often enchanted—with the notion that the colored light of each charm acts as a window into Nantambu itself, granting a portion of its safety and enlightenment to those who carry the replicas back to their own villages.

## OSIBU

### OSIBU, THE GOLDEN CITY

N small city

**Corruption** -1; **Crime** +0; **Economy** +1; **Law** +0; **Lore** +1,

**Society** +5

**Qualities** holy site, insular, magically attuned, pious

**Danger** +5

#### DEMOGRAPHICS

**Government** council

**Population** 9,800 (8,000 humans [Zenj], 600 elves, 400 hal-

## Old-Mage Jatembe and the Ten Magic Warriors

Apart from the legends that circulate among virtually all of the Mwangi peoples, very little tangible evidence remains to inform modern sages of the identity and origins of Old-Mage Jatembe. Functioning for the Zenj tribes almost as an analog of Aroden or Azghaad, the first Osirian Pharaoh, in oral tradition he appeared during the Age of Anguish, when the fall of the *Starstone* obliterated the great Mwangi progenitor civilization and effectively reset humanity's level of culture back to zero. Jatembe and his 10 disciples brought or reclaimed the trappings of culture and learning in the aftermath of systemic cultural collapse. All but Jatembe eschewed even a name and are now known only by their golden masks shaped to resemble fantastic creatures of the jungle interior.

Legends say that Jatembe learned secrets whispered by the severed head of Ydersius before sewing shut its lips once more, slew the King of Biting Ants and sealed away the ruins of the Doorway to the Red Star, and communed with angels and demons alike as an equal, using any means available to ensure the safety and survival of his people. And yet, the legends provide little detail on Jatembe's fate. He commanded his Warriors to remain behind and ensure the safety of their people, serving as protectors and advisors but never kings, and to watch and teach the children of man until he returned. Then he vanished from history. The legends end there, and no known tomb exists for either him or his Warriors, though artifacts linked to them remain as holy relics in Nantambu, Mzali, and Osibu. Some sages speculate that Jatembe retreated to the planes or may even have been the mortal incarnation of Nethys, but so far his departure, like his origin, remains a mystery.

flings, 800 other)

#### Notable NPCs

**Dimari-Diji, Final Tree of the Elder World** (N tobongo druid 7)

**Umanja-jinga, Oracle of the Honored** (LN female halfling druid 5/wizard 5)

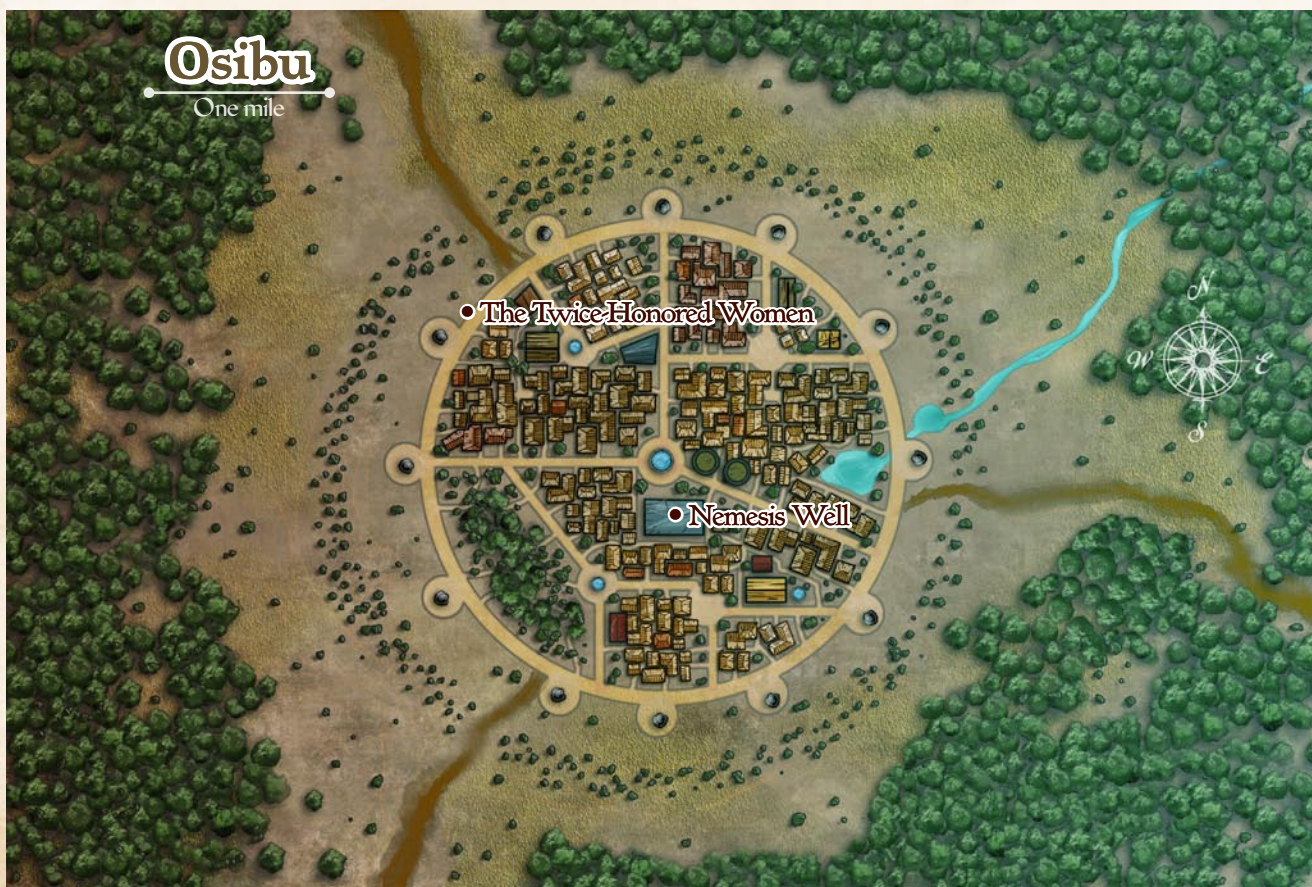
**Deron Melcarian, Pathfinder** (NG human rogue 4/pathfinder chronicler 9)

#### MARKETPLACE

**Base Value** 4,800 gp; **Purchase Limit** 30,000 gp; **Spellcasting** 9th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

Very few maps accurately record Osibu's location, if they record it at all, and to many outside of the Mwangi Expanse it seems more fairy tale and fever dream than anything that could realistically exist on Golarion. By reputation, Osibu sits above the mundane concerns of the world, hidden within the Screaming Jungle's depths—a



golden and reclusive paradise rumored to guard a looming terror at its heart.

For several miles surrounding the Golden City, the jungle rises up like a living wall, with animated brambles, carnivorous plants, and all manner of the jungle's natural terrors swarming to obstruct passage. But those who manage to brave this formidable natural barrier or who possess sufficient magic to bridge the gap or force their way through find the jungle pacified and silent, falling away before a ring of golden statues at Osibu's border. Known as the Twice-Honored Women, these magnificent statues of wise and stoic women radiate a powerful druidic magic that turns away the jungle's natural threats from the city and instead marshals them for its own protection from the exterior world.

Osibu's well-meaning xenophobia stems not from any hatred of the outside world but from very real fears of exploitation of its riches and the secrets it has held for millennia. But to its citizens, these concerns barely register, for they live in paradise, enjoying abundant food provided by the surrounding jungle and rainfall that fills their golden cisterns readily to the brim, as if nature itself sees fit to provide for them—and in a way, it does just that.

The city itself is paved in gold, the stones of its roads studded with raw veins of the precious metal and its walls

decorated in designs and patterns of solid bricks of the same, although the surrounding lands possess no mines or mountain streams from which to dig for ore or pan for raw nuggets. This wealth alone would make Osibu a target for the outside world, but even more enticing than residents' raw enjoyment of wealth is the fact that the city's wise-women possess a unique form of shamanic alchemy and herb-craft capable of curing disease and infirmity, and prolonging life and youth without resorting to necromancy or demonic pacts.

Since before the fall of the *Starstone*, the treant Dimari-Diji has lived within Osibu, his first memories being those of when the stone first passed overhead, plummeting through Golarion's skies in a brilliant burning white. Since that time, the treant has protected Osibu's people, teaching them his knowledge of the Screaming Jungle's secrets so that they might prosper. But his teaching is secondary to his primary role, which is to watch over the so-called Nemesis Well, a seemingly bottomless portal within the city's confines. Though tended to by the city's senior herb-mistress, Umanja-Jinga, he alone stands guard, but this was not always so—he once had two companions. One of them left, promising to return, but the other suffered some terrible fate at the hands of something from within the Nemesis Well itself.

Osibu's people live by the rule of a democratically elected council of elders, a form of government that is an oddity in much of the world, save for in nations like idealistic Andoran. Distinct and independent from the guidance of the treant, the council's rules ensure the smooth function of Osibu society and protection of the citizens from any external threats. Outsiders who manage to actually find the city are quickly ushered in to meet with the city's ruling council. In order to protect their people from outside troubles, the elders request one of three services from visitors: a binding *geas* to never divulge the city's location and certain details, the drinking of an herbal concoction upon leaving that drains their memories of the city and leaves them with the impression that their stay was but a vivid dream, or a promise to remain in the city for the rest of their lives, dwelling in paradise as equals among the native inhabitants. Those who threaten the city or buck the council's authority find the second option forced upon them by the city's powerful druidic matrons.

Also dwelling within Osibu, and very much unwilling to leave, is the Pathfinder Deron Melcarian. A passionate historian devoted to the legendary Pathfinder hero Durvin Gest, he became completely obsessed with the *Pathfinder Chronicles* report of how Gest threw the Lens of Galundari into the Nemesis Well in 4332 AR. After years of training and research, he managed to piece together the original trail that Gest had followed, eventually stumbling upon the city itself. He has remained here ever since, uneasily joining the treant guardian's vigil over the Nemesis Well in hopes of gleaning further information about both the well and the lens. How he'll eventually leave the city to publish his findings remains anyone's guess, and Deron staunchly refuses to think about the future, lest he accidentally give away his plans to the druids who only barely trust him.

## SENGHOR

### SENGHOR

N metropolis

**Corruption** +4; **Crime** +4; **Economy** +6; **Law** +2; **Lore** +5, **Society** +7

**Qualities** insular, notorious, prosperous, racially prejudiced (Bekyar), rumormongering citizens, strategic location

**Danger** +20

#### DEMOGRAPHICS

**Government** council

**Population** 26,430 (25,200 humans [12,000 Bonuwat, 10,000 Caldaru, 1,000 Mauxi, 1,000 Zenj, 1,200 foreigners], 700 halflings, 300 dwarves, 230 others)

#### Notable NPCs

**Helise' Solu, Speaker of the Council of Elders** (LN male human aristocrat 8)

**Jokuma Moromo, Magister of the Harbor and Defender of**

## The Nemesis Well

Known to Avistan through the chronicles of Durvin Gest and guarded over by the elder treant Dimari-Diji, the Nemesis Well's existence hangs heavily over Osibu's citizens, a looming and unknown threat even as it serves to root the treant whose wisdom fosters the city's success. The well, possibly a relic of the elder Mwangi culture or something older yet, predates the city and stands in the center of a paved, white stone plaza south of the city center. Citizens of Osibu avoid looking directly into the well, and many whisper prayers to the gods in passing, wary of their step and mindful of the fact that nothing entering the shaft ever returns.

The Nemesis Well plummets deep into the ground, 30 feet across and radiating a subtle chill, the stone lip surrounding it showing signs of pitting and corrosion, but it otherwise provides no threat to those few visitors who approach and gaze into its depths. Some legends hold that it spans the world, joined to a twin somewhere on the opposite side of the planet, boring through Golarion's core. Other sages posit that the Well provides a one-way passage to Rovagug's prison of the Dead Vault and that any object hurled within is not only lost, but given over to the Rough Beast. Though the latter is only one theory, in 4470 AR a cleric of Rovagug managed to commit suicide by locating the golden city and sprinting through the concerned defenders to hurl himself into the depths.

Further deepening the mystery, once every 5 years, upon the conjunction of certain celestial bodies on the winter equinox, the well begins to whisper. Osibu's citizens lock their doors and burn every light in their possession, pushing away the darkness and staving off the call of sleep to shut out the dreams that surely come, twisted and warped by the voice or voices from the yawning darkness on their doorsteps. When they awake, the people all report the same eerie feeling that something is trapped within the well. Something ancient, beautiful—and hungry.

**the Fleet** (N female human fighter 6)

**Windmistress Caeranahe, High Priestess of Gozreh** (CN female human cleric 11)

**Marebe Solu, High Captain of the Senghor Militia** (LE male human aristocrat 1/fighter 6)

#### MARKETPLACE

**Base Value** 27,200 gp; **Purchase Limit** 200,000 gp;

**Spellcasting** 8th

**Minor Items** almost all; **Medium Items** 4d4; **Major Items** 3d4

Isolated on the southern end of the Bay of Senghor, the Caldaru people of the bay's namesake city of Senghor are distinct from their fellow Mwangi natives, both racially and linguistically. While the Mauxi may claim to be racially unrelated to their kindred, the Caldaru—found only in



Senghor—may actually be able to back up their own claims to uniqueness. Relatively tall, with straight dark hair, green eyes, and skin tones ranging from olive to dark tan, they don't appear physically similar to any of the other Mwangi ethnicities. What's more, their Polyglot dialect includes words and phrases that lack parallels in the dialects of their neighbors, and as a result most scholars and some of their neighboring cultures don't consider them Mwangi at all, with the distant city-state of Mzali viewing them as just another group of foreigners, as alien as the Sargavans.

Of uncertain origin, the Caldaru might be the last remaining pocket of some obscure, ancient ethnic group of Garundi or even Kelish stock no longer extant elsewhere, or remnants of the original stock that the Bonuwat people mixed with in antiquity. Their own founding mythology for Senghor as a city claims that they arrived from a distant land, seeking wealth and trade, and as a result of natural or man-made reasons, lost contact with their place of origin, slowly diverged from it culturally, and finally lost the desire and need to return.

Alongside its people, Senghor's architecture presents a fascinating historical mystery to visitors who marvel at the size and complexity of the port's series of nested and fortified seawalls and breakwaters. Capable of sheltering the harbor from even such storms as the Eye of Abendego

far to the north, and constructed to defend against naval threats that no longer exist for any nation in the modern Expanse, the city appears out of place. The massive stone blocks that make up the oldest portions of the port outstrip anything else within the modern city, or anywhere else on the Mwangi Expanse's coastline. Combined with the unique Caldaru bloodline, explorers have long theorized that Senghor was constructed in antiquity as a distant outpost of a large, powerful, and sophisticated seafaring empire from either across the Fever Sea or farther south on the Garundi continent beyond the range of local maps. For whatever reason, Senghor lost contact with that empire, be it parent culture or colonial master, and for at least 2,000 years it has developed largely on its own.

Apparently content to exist as a city-state for much of its history, Senghor developed largely in cultural isolation. Bordered by the dense and hostile jungles of the Kaava Lands to the east and the blue of the sea to the west, the city possesses no easy land route, yet ocean trade has increased significantly in the past several centuries, and Senghor's fortunes have waxed despite the destruction wrought by the Eye on the Soddan Lands. Though Senghor is far from being a pirate city, its lords turn a blind eye to pirate vessels as long as no piracy takes place within their claimed waters, and their own navy of several dozen ships enforces this

edict with deadly force. Otherwise, any ships willing to pay a nominal duty on their cargo and reasonable docking fees are free to use the port, with one glaring exception: Senghor steadfastly refuses to admit slave ships, and often refuses ships captained or even crewed by those of Bekyar ethnicity, because of that culture's predilection for the flesh trade. Whether on the grounds of moral disgust or racial bigotry—or both—Senghor's actions in this regard have been the cause of bloody naval conflicts with Bekyar city-states to the south of Sargava. These conflicts have also stoked a burgeoning expansionist desire within some members of the city's ruling elite.

Senghor's ruling council draws its members from the ranks of the city's nobility, but it also grants representation to the priesthood of Gozreh, the merchants' compact, and the military. Still, most power remains inherited rather than earned, even within the latter groups. Senghor's citizens rarely criticize the oligarchy, however, as they live in relative prosperity, with few external threats and a largely homogenous populace negating any ethnic strife.

The source of their prosperity, since the founding of Sargava, has been the huge amount of mutual trade that has sprung up between the port and its southern neighbor, particularly within the past decade. The Caldaru generally act as middlemen for trade between the former Chelish colony and outside traders and merchant companies unwilling to anger the Thrune crown in Cheliox or to deal through the Shackles Pirates. Despite several attempts to establish a trade embassy within the city, Chelish agents invariably find their ships attacked by pirates after sailing from the port, and messages to or from Cheliox lost or intercepted. The lords of Senghor claim innocence, but their own best interests lie in preventing the influence of any of the imperial powers within the city's walls. Senghor's status as a center of trade not under the thumb of foreign powers remains the city's primary goal, and some on the council, including its young Speaker and his brother, who captains the city militia, even seek an expansionist change in policy that would ultimately lead to clashes with the Aspis Consortium out of Bloodcove.

At the city center, bordered by the inner ring of canals, Senghor's grand market marks one of the biggest points of convergence points places in the Mwangi Expanse between the goods of the interior and those of Avistani crafting. Not just poorly crafted trade goods, jewelry, and cheap alcohol, the merchant goods that arrive in Senghor entice traders from power centers typically outside of the easy reach of northern trade consortiums, and in turn exchange these exotic goods for those of equal quality, eschewing the raw resource trade of Bloodcove in favor of quality local craftsmanship. Watched over by scarlet-and-black-clad Caldaru guards, the markets outlaw all weapons within their bounds to ensure that the frequently heated haggling at the marketplace never erupts

## Boali

Opposite Senghor on the northern side of the bay stands the ruined city of Boali. More than 2 millennia ago—roughly around the time of Senghor's founding—Boali was utterly destroyed. Its buildings were put to the torch, its walls pulled down by siege, the surrounding forests clear-cut for miles around, and its canals and harbor filled with boulders and silt to ensure its uselessness to any would-be inhabitants. Boali's walls and remaining buildings stand apart from those of Senghor, having been constructed by a different culture entirely, but the ruined city's architecture is vaguely reminiscent of styles found farther south, and east in the ruins of Bloodsalt. The reason behind Boali's destruction remains a mystery, as does the identity of precisely who destroyed it.

The Caldaru don't speak of the city except as a cursed and haunted place, and then only when pressed on the issue, for its discussion remains a cultural taboo for them. The rubble suggests an early rival port city destroyed and eclipsed by its southern neighbor. If so, the merchant lords of Senghor ensured their own continued success and the complete depopulation of their rivals because no traces remain of the culture that once dwelled there. Very few skeletons have ever been found, suggesting the population was exiled or absorbed—or that thousands upon thousands of corpses were dumped far out at sea. Explorers have encountered squatter tribes of charau-ka, the occasional group of marooned sailors, and on moonlit nights, a barely audible whispering and the sounds of clashing swords and running footsteps in the barren streets.

into violence—or at least nothing more than bruised flesh and wounded egos.

## USARO

### USARO

CE small city

**Corruption** +2; **Crime** -4; **Economy** +1; **Law** +5; **Lore** +1, **Society** +1

**Qualities** holy site, insular, notorious, superstitious

**Danger** +15

#### DEMOGRAPHICS

**Government** overlord

**Population** 8,790 (7,000 charau-ka, 1,000 girallons, 450 Angazhani, 100 awakened apes, 240 others)

#### Notable NPCs

**Ruthazek the Gorilla King**, emperor of Usaro (CE male dire ape fighter 14)

#### MARKETPLACE

**Base Value** 5,200 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 6th  
**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

## Usaro



Frightful beyond nightmares, Usaro—the empire of demon-worshipping apes—climbs out of the forests like a primeval leviathan. It swarms with violent and bloodthirsty humanoid-slayers whose cruel immoralities are matched by haunting intelligence. Under the totalitarian rule of a reincarnated ape-warrior known as the Gorilla King, they hunt sacrifices for their high patron Angazhan, Demon Lord of Beasts. Of those humans who pass near the city, few escape with their lives. Most fall to the insatiable appetites of the ape hunters or are broken as their slaves, experiments, and playthings.

Upon escaping the city, Pathfinder Estinfoel of Cassomir recorded the following entry in his journals:

“I shall never rid my dreams of Usaro and its savage demon apes. My pulse throbs still with the dull thud of the pounding human-skin drums. I can smell the raw infections of the leather bindings and feel the coarse wooden cages, hard as iron. I slept little and starved long, waiting in the cages with the others, as screaming chatter and maddening screeches crashed like waves of anguish and glee over the drumming beats. Below in the streets, the great warrior-apes rejoiced.

And in those dreams, I see again the faces of those they slew outright, and wish to the gods I had been among them.”

The city of Usaro overlooks Lake Ocota, its highest tiers hovering above the forest canopy and its lower tiers leading down into the leafy, shadowed darkness. Here pyramids and ziggurats of ancient white stone share vine-choked streets with toppled columns and half-collapsed spires. And everywhere run the chattering chimps and massive, knuckle-walking apes that are the city’s only full citizens.

Usaro bows to the absolute authority of the Gorilla King, an age-old position claimed by the individual strong, ruthless, and charismatic enough to survive the initiation. The current ruler is a powerful warrior named Ruthazek, once a human fighter who was slain and reincarnated into the body of a great ape. Beneath the king, Usaro society follows a loose social hierarchy much like that of unintelligent apes, resting solely on an individual’s ability to seize and maintain power, either through physical dominance or ruthless plotting. Ruthazek delights in the power struggles of his underlings and even encourages them. Competition for power remains fierce and violent, and it culls both the weak and Ruthazek’s



would-be challengers. Yet even if one of those who would take the Gorilla King's place manages to survive the hordes of rivals, Ruthazek's own abilities are far from played out, and the Gorilla King didn't get to his current position on brute strength alone. Those highest members of the society, sometimes referred to as the Court of Hateful Smiles, would do well to remember that fact, lest they find themselves cast down and devoured by their kin.

Tales of predatory, intelligent apes have always haunted the jungles of the Mwangi Expanse, circulating among those Zenj tribes that know to give the south end of Lake Ocata a wide berth. For most foreigners, however, these tales were considered folklore and fairy tales until Taldor's Sixth Army of Exploration made the mistake of defying native warnings and marching unbidden into the forbidden part of the jungle. The resulting massacre, which became known as the battle of Nagisa, brought both the Gorilla King and his followers, the Spawn of Angazhan, into the spotlight; the few stalwart soldiers who escaped gibbered about carnivorous chimps and great four-armed gorillas who tore men limb from limb.

From his immense, trophy-laden palace in the center of the city, the Gorilla King—and indeed all of the Spawn of Angazhan—remains a mystery. Though the line of kings stretches back beyond the simians' crude history, all in the city know that the apes' leader has always spoken with the authority of Angazhan himself. They know this because every king has been chosen by Angazhan himself via the dreaded totem at the top of the palace pyramid, which kills the worthy and reincarnates them as the latest Gorilla King. As such, all of the advisors' manipulation and backbiting is not simply to seize power, but also to please Angazhan enough for him to find them worthy of rule... for anyone else who touches the totem is immediately rent into pieces by the invisible hand of Angazhan himself. Thus has the demon played kingmaker since time immemorial. Why the demon would bother and what secret of the Expanse has so captivated his attention are perhaps the jungle's greatest—and most sinister—secrets.

## Locations in Usaro

Below are several notable locations in the city of ape-men, though few beyond the city's howling borders ever hear of their existence, let alone attain the right (or misfortune) to view them in person.

**The High Throne:** The throne—and coronation test—of the Gorilla King stands atop the weathered ruins of an ancient temple topped with a towering and totemic demon-ape head carved from a slab of granite. Though all in the city know of the High Throne's location, only the most suicidal dare approach it, for in addition to the test of Angazhan himself, the throne is guarded by powerful magic and Ruthazek's most trusted warriors, as the Gorilla King has no idea what would happen if a worthy opponent touched the throne before his own reign was ended—and has no desire to find out.

**Baboon Pens:** In these kennels, the intelligent apes of the city breed and raise dozens of these fierce beasts, which they use like hunting dogs to track enemies and escaped sacrifices through the jungle, screaming with the joy of the hunt.

**Ancestral Menhirs:** Throughout the city stand circular formations of leering, ape-headed totems. Within these circles, the apes conduct massive orgiastic rituals in which they dance, copulate, and gorge themselves on humanoid flesh, giving thanks to their patron demon lord and the barbaric ancestors whose hot blood runs in their veins.

**The Mouth of Usaro:** Here, where the mouth of the Blood River opens out into Lake Ocata, a brace of islands houses several fleets of small but swift dugout canoes and kayaks used by apes to patrol the lake's shorelines and pursue those who would escape them by water.

**Angazhan's Oracle:** This domed and buttressed structure overlooks the nearby Bridge of Cages. Within the chapel, angazhani oracles prepare prisoners for sacrifice to Angazhan, as well as perform prophetic rituals and make predictions for the Gorilla King to take into consideration when plotting his strategies.

**The Bridge of Cages:** Here captured humanoids in wooden cages are hung out over the water as decoration. Occasionally, usually as part of barbaric festivals or in times of war and tumult, these cages are lowered slowly from the bridges into the piranha-filled waters below. In addition to the obvious entertainment value, the prisoners' screams are carefully interpreted by the oracles to aid in their prophesying.

**Chasm of Screams:** A large natural cleft beneath the temple houses the carnivorous mists known only as Tik Taan, which occasionally rise forth to claim living victims from the surrounding city before retreating once more into their seemingly bottomless pit. In order to keep Tik Taan satiated, the citizens of Usaro often toss prisoners into the chasm's depths. Though many think of the hungry mist as the manifestation of their ancestors' vicious and cannibalistic spirits, some of the wiser residents suspect that it may be a completely unrelated entity, something cold and dark that may have contributed to the city's initial abandonment.

**The Vaults:** Tales of Usaro's fabled treasure vaults echo throughout the Expanse, drawing adventurers to the city like blood draws sharks. While the Gorilla King has undoubtedly collected quite a hoard for himself, wise adventurers ponder whether it could possibly be worth an attempt to plunder the city. Such calmer heads suggest that these tales of wealth are greatly exaggerated, possibly even fabricated and spread by the Gorilla King himself to attract greedy, foolish humans to his doorstep.

**The River Pillars:** Along the river stand towering pillars of ancient design. Long ago modified by apes to provide handholds and footholds, these thin spires can be scaled with ease by scouts and city guards to assist in surveillance of the surrounding lands.



## LOST KINGDOMS

The jungles don't recognize time. To them, every year is the same year: one of birth, and of death. The plants and beasts care little for the works of man, but those cities are there—oh yes, they're there. Toppled spires of stone and stepped pyramids heavy with vines, their golden altars now roosts for chattering macaws. Inside, magnificent chambers stand empty, and those temples that aren't abandoned are the worst yet—for the things that can survive a thousand years of silence are things best left undisturbed. The great cities, like their mysterious builders, have been forgotten. In time, they will be reclaimed completely by the jungle. As will we all, one day.

—Shem Ervismor, *Eyes in the Dark: My Life in the Expanse*



While no large-scale civilizations currently hold sway across the vast swath of territory comprising the Mwangi Expanse—only isolated city-states, foreign colonies, and small, regional powers—the region's history has witnessed the rise and fall of several would-be empires, and its depths still hide their ruins. Many of the greatest native Mwangi cities have reoccupied or been built atop the ruins of their great antecedents. From the demon-haunted pyramids of Usaro to the sheltering walls of Kibwe and the temples of Mzali, the structures of the past continue to influence the present.

Native oral histories and some ancient lore from surrounding regions, preserved to the current day, both hold that there was once an original Mwangi civilization that united (or gave birth to) all the current Mwangi ethnicities—something that many foreign explorers are prone to agree upon, given the staggering number of ruins that litter the Expanse. Situated in central Garund, straddling the Shattered Range and the Mwangi Jungle, and extending as far south as Mzali and the Screaming Jungle, this mysterious progenitor culture left few clues as to its identity or the reason for its rise and fall; all that's now known is that its people seem to have been human, rose to power prior to the Age of Darkness, and were the builders of amazing cities capable of lasting thousands of years despite the ravages of the jungle. Their descendants among the modern Mwangi peoples avoid their ruins, considering them taboo, and it's possible that something in this unease is what made the Mauxi people migrate north and shun their cultural heritage. But despite the taboos, explorers both native and foreign who are willing to risk their lives and sanity find the ruins still hold a curious and potent power, as well as magnificent artifacts from a time long since forgotten.

The elder Mwangi culture was not the only lost civilization to once flourish within the Expanse, nor were all the others human. Many of the structures in the jungle and the forbidding hills and cliffs suggest builders of an inhuman nature, and these weirdly angled cities are perhaps the most dangerous and unnerving of them all, possibly predating the rise of humanity. Many of the cities and locations presented here are in ruins, toppled by wind and rain or pulled down and buried by vines, yet whether what remains is a few stones poking mysteriously through the soil of the forest floor or a magnificent edifice held pristine by unknown magic, all of the lost cities and locations of the Mwangi Expanse have their own secrets and powers and give even the bravest tomb robbers pause.

### Arzikal, City of Hungry Spires

From the western edge of the Screaming Jungle rises the heavily forested eastern flank of the Bandu Hills—and something else as well. Sprawling over a dozen square miles, the ruins of the City of Hungry Spires balance precariously

on the stones above the jungle canopy's tallest heights. Of unknown age and unknown cultural origin, it more than any other city in the southern Expanse can truly claim to be a cursed place. The city appears shattered, as if an angry god or titan tore it from its very foundations and broke it apart in antiquity. But rather than hurled across the hills, the broken pieces of the city's walls and buildings lie piled atop each other in hundreds of impossibly tall spires. Precariously and irrationally stacked like irregular blocks by an angry godling, they tower above the gutted outlines of the original walls and roads, and though they have stood for untold centuries, some leaning at improbable angles, they all still stand—or rather, some force ensures that they remain miraculously stacked to the sky. At least once a month, one or more of the towers succumbs to gravity and comes crashing down to the stones below, but by sunrise the next morning the broken towers are stacked once again, though not always in the same spots as they were, or even as part of the same piles.

Even more disturbing than the towers is the utter and complete silence. No birdsong lilts from the distant jungle canopy, no buzzing of insects cuts the air, nor do the howls of monkeys or any other animal disturb the eerie, preternatural silence that envelops the city. The air is quiet, still, and sterile except for the creak and groan of the spires struggling against the wind and the downward pull of the earth.

Throughout the city, the paving stones of its roads and sundered foundations bear the periodic marking of handprints forcibly stamped into the rock by tremendous force. Handprints whose size ranges from that of a child's hand to more than 20 feet across, all of them with seven fingers, have been smashed or melted into the stone with enough force to leave an imprint inches deep.

Something stalks the city at night, and local tribes claim that none who spend the night within the city survive to tell the tale. Their bodies are found the next day, crushed to pulp against the city's flagstones by massive handprints, with their belongings stacked in tiny new spires scattered across the city, or littered atop the other existing spires along with the belongings and riches of every other hapless explorer who met the same fate.

### Bloodsalt, City of Dragon-Men

The shores of Terwa Lake on the northern expanse of Rechiend's Plains play host to the ruins of several cities, spanning three cultures and over a thousand years. Some of the cities show evidence of having been cyclically occupied, abandoned, and rebuilt by later cultures on the spot of their antecedents. The reasons for this pattern remain unknown, as the largest and most expansive of those cultures, responsible for the ruined city of Bloodsalt on the lake's eastern shore, had no writing system and left behind no records.

Bloodsalt's name derives from the iron-rich silt that covers much of its footprint, apparently washed up from the adjacent



lake but similar in nature to the silt that gives Bloodcove its name. Today, much of the city immediately adjacent to the lake has been buried in that same alluvial muck, but several square miles remain intact, and its bronze-tipped towers still rise over the landscape as a landmark. Other than foreign adventurers scavenging the ruins, the towers experience precious little traffic, as rumors of plague and hungry spirits keep the city and its fellows along the lake's periphery largely untouched even in the midst of thriving contemporary cultures spreading across the plains. As such, visitors find the ruins ripe for plunder, and their tales speak of the city's riches left intact, with ancient skeletons strewn about as if the whole city simply died at once. They also tell of religious iconography showing men and women sprouting dragon wings and flying above the land to consort and commune with gods and spirits. These depictions give rise to the city's other name: the City of Dragon-Men.

Beyond such tales, Bloodsalt and the other ruins host a shifting population of plains predators and others drawn down from the highlands, including, true to its name, lesser drakes and all manner of restless dead. Successfully braving the ruins is one thing, but many would-be plunderers of Bloodsalt fall victim to the local taboos regarding the city and disturbing its dead. While avoiding the city themselves, the surrounding tribes take pains to ensure that those who do enter rarely manage to leave. To enter the ruins is considered an affront to the dead punishable by death, and victorious bands of adventurers laden with riches frequently fall victim to spears and arrows upon leaving, their bones joining those of the city.

The true reason for the rise and tragic collapse of Bloodsalt culture and its later inheritors still exists, and it still threatens any living in proximity to the lake itself. Located as it is on the edge of the Terwa Uplands, the lake itself fills the heavily eroded caldera of an ancient volcano. Though it hasn't erupted for tens of thousands of years, the magma chamber far below the surface still leaks a prodigious amount of volcanic gas into the lake's waters. Over time measured in centuries or millennia, the lake's lower, colder layers absorb the suffocating gas until some natural event, such as an earthquake, triggers its sudden, spectacular, and deadly release as a rolling, asphyxiating cloud along the lake's margins, killing everything within miles of the shore. Time and time again, civilizations have flocked to the lake and its adjacent rivers for water, transport, and food, and each in turn has fallen victim to the poison fitfully entombed below the surface.

## Darkreach

While many of the ruins of the Mwangi Expanse are old beyond measure, Darkreach is a newer addition, founded only 30 years ago by independent traders attempting to establish an easy trading nexus between the scattered diamond mines of the Bandu Hills and both Bloodcove and western Sargava. For

several years, the settlement boomed—and then went silent. When friends and trading partners from farther downriver investigated, they found both the town and its populace gone, leaving only charred outlines on the ground to show where buildings' foundations had stood. Many blamed the Aspis Consortium for putting their competition to the torch, while others pointed to the native diamond miners themselves, positing a revolt or anger over the high tariffs charged by Darkreach merchants on items moving upriver through their docks. Yet those who have actually visited the scars of Darkreach tell a different story. For though the outlines indeed seem charred, no fire consumes entire structures without leaving ash and detritus or cuts them off smoothly at ground level, as if it had flowed over the stones like water.

## Dokaren

On the shores of the Defaka River, north of Lake Ocota, stand the ruins of Dokaren. Destroyed by Tyruwat the Lost One, a mad follower of Zon-Kuthon, Dokaren's people were doomed centuries ago through the use of a haunting, soul-devouring artifact known as the *Song of Extinction*. This artifact is capable of granting potentially immortal life to those who touched it by imbuing them with years stolen from its victims. When Tyruwat used it to artificially prolong his life, the artifact devastated the city along with most of his cult. The mad Kuthite savaged the surrounding tribes before retreating to his lair within the desecrated crypt below the city's grand temple, where the honored dead of its shamanistic religion were interred. Tyruwat remains, granted extended life by the deadly artifact and guarded by packs of howlers and a tribe of wild elves, who largely ignorant of the nature of the city's fall and magically in thrall to the dark powers that now reign.

## Doorway to the Red Star

This mysterious ring of magnetic crimson stone, which lends its name to the city of twisted and overgrown cathedrals that surrounds it, hangs, humming, in the empty space of a collapsed courtyard. Over the centuries, there have been numerous legends and theories regarding its purpose, yet few realize that the most outlandish tales are in fact the truth.

As its name implies, the *Doorway to the Red Star* is a link between Golarion and its sister planet, Akiton. It was originally constructed to be a permanent link between the two planets, but the theory behind the magic of its construction proved to be flawed, and the link only functions sporadically and at varying levels of strength. Activating the doorway from Golarion appears to be a simple process, merely requiring individuals to become attuned to it by spending a great deal of time in its presence and then to touch the stone. The amount of time it takes to attune to the magics of the stone varies from individual to individual; for some it's as short as a



month, while for others, it could take several lifetimes. This time does not need to be spent in one session, as it accumulates gradually with multiple exposures. Once an individual is attuned to the doorway, simply touching it allows him to communicate with anyone in the vicinity of the sister doorway on Akiton. Though the doorway only rarely and unpredictably functions as a means of physical transport—a use its unknown builders appear to have intended—it does function as a portal for magic.

Most of those who travel to the Expanse to investigate the doorway care little for where it came from and where it has been, and they study those aspects of it only to learn what it can do. The most famous of those who have studied the doorway are the infamous Throat-of-Nothingness cult—the vanished lords of a nihilistic religion—and the King of Biting Ants, a strange sorcerer somehow composed entirely of poisonous insects.

Little is known about the way in which the Throat-of-Nothingness used the doorway, or if they even used it at all. Some believe they built their seat of power around the artifact so they could use the legends that already surrounded it to bring themselves notoriety during their rise to power. Others believe some of the leaders of the Throat-of-Nothingness were transformed by their proximity to the doorway, much as was the King of Biting Ants, and used their newfound powers to force individuals to join the cult. Certainly the King of Biting Ants appears to have unlocked some secret power of the doorway, as his form otherwise defies all explanations, whether scientific or magical. And though many have been known to study the floating ring, no one has successfully identified the culture of its origin.

The truth of the matter is simple: the doorway was not created on Golarion and linked to Akiton, but the other way around. Quarried from the Red Planet's own native stone, the doorway was magically created and sent to Golarion thousands of years ago as an experiment by the enigmatic Contemplatives of Ashok, who sought to communicate with Golarion's residents and have on occasion even whisked one away to their distant lands across the interplanetary void.

The results of their experiment were mixed—unready for the knowledge the Contemplatives had to offer, the strongest humans to utilize the doorway were

forever transformed. Unable to fully comprehend the Contemplatives' lore and philosophy, the leaders of the Throat-of-Nothingness twisted their narrow grasp of the truth into the tenets of a nihilistic cult. Similarly, though the King of Biting Ants was able to absorb some of their magical teachings, the philosophy of their ways was beyond him, and he became the monstrous figure history records, until he and his red-cloaked armies were eventually put down by Old-Mage Jatembe and his Ten Magic Warriors. After such failures, the Contemplatives retired in perplexity, saddened by the humans' inability to properly utilize their gifts, and ever since the doorway has remained mostly silent, with its silence broken only by the occasional sporadic communication that superstitious locals take for the pronouncements of a god. Perhaps one day, when the Contemplatives judge enough time has passed for the residents of Golarion to have advanced far enough on their own, the Red Planet will again begin to speak with the people of the jungle, inviting them to share in the mysteries of the universe.

The complex of cathedrals that houses the *Doorway to the Red Star* proper and shares its name was constructed by the

## Doorway to the Red Star





Throat-of-Nothingness cult as it rose to power. There are three main cathedral compounds, their inner faces forming a triangle framing the courtyard in which the stone portal of the doorway is housed. The southernmost of these has long since crumbled and fallen in upon itself, and anything left within it has been either destroyed or buried beneath tons of rubble.

Both of the other two cathedral compounds are still partially intact. A tribe of Zenj Mwangi live in the area around the cathedrals and use their outskirts for shelter against the worst of the jungle storms, as well as for storage of important and valuable items, but they dare not venture deeper into the structures. Living their entire lives near the doorway has attuned several of them to the device, though all are completely unaware of the fact, and a few of their shamans over the centuries have felt the artifact's call and have even broken taboo to listen intently for the unnamed Others' sporadic messages (both real and imagined via powerful hallucinogens).

The main vault of the eastern cathedral has collapsed, bringing down most of the towers connected to it as well. Inside, however, is a labyrinthine warren of storerooms, contemplation chambers, workrooms, and dungeons both on the ground level and the single sub-level of the cathedral, all of which are largely intact. The library of the Throat-of-Nothingness also remains intact in this structure, though it is inaccessible underneath the bases of the collapsed towers. It is also rumored that the cult's treasury—or perhaps part of the King of Biting Ants' war chest—resides in yet another underground level.

The western cathedral is the most complete of the three cathedrals. The main vault has only partially collapsed, and most of the towers are still intact. It was this cathedral that the King of Biting Ants used as his base of operations. He and his followers used the entire cathedral structure (which was still fully intact at the time) and made extensive excavations below the cathedrals. The lower levels were partially collapsed and sealed during the battle of the Ten Magic Warriors and their entourage versus the forces of the king. Tales tell that the vermin in the area are pieces of the King himself, scattered to the corners of the earth by Old-Mage Jatembe and crawling about ever since in an attempt to recombine into a form that can gather enough thought to call the rest of his body together. Scholars of the time believed that the doomsday weapon that the king boasted would allow him to eat the sun and rule all Golarion—while never completed—was not entirely destroyed by the Ten, and that parts of it may still rest in some undiscovered chamber in these cathedrals, with others stolen by forces in Mzali and Usaro, or hidden for the sake of everyone in the Magaambya of Nantambu.

## Drowning Stones

Once a proud city of blue stone ziggurats and elegant towers, Drowning Stones was swiftly abandoned by its population

when the region began to sink into the swamps and tribes of bloodthirsty skum began emerging en masse from the same intruding waters. With the passage of time, its history and even its original name have been subsumed as much as its walls by the burgeoning muck, leaving only the city's central citadel, situated upon a crest overlooking its mire-entombed charges, relatively dry. Taking its name from the massive standing stones that once formed the pillars of its central forum, the inundated remains are ruled by Golarion's only surface-dwelling skum population, who defend the ruins from all external intrusions, especially those of the hostile Rumawa tribe who consider the region holy ground. The skum also defend their home from unknown threats from below, since somewhere beneath the city, either submerged in the swamps or deep within the towers' dungeons, exists a major entrance to the skum's original Darklands home.

## Fountain of Tabis

Over the centuries, unknown droves of adventurers have set off into the Mwangi Jungles with the intention of finding the fabled Fountain of Youth, a prize more wondrous than any city of gold. Whether or not any have actually located such a fountain is impossible to say (with the possible exception of famed Pathfinder Durvin Gest), but upon rare occasions, such explorers have instead stumbled upon the Fountain of Tabis. Guarded by a clan of protective locals, the waters of the fountain do grant youth—of a sort.

Anyone who drinks from the fountain is immediately killed and reincarnated as a young child, often of a different race or gender. These children retain no direct memory of their previous life, only occasional terrifying flashbacks and the sense that there's more to their history than they understand. While the locals fight viciously to prevent outsiders from drinking from the fountain, anyone who undergoes this transformation is immediately adopted by the tribe and raised as one of them. The children are taught about their origin and sacred duties but never informed of their previous identities. The villagers themselves sometimes grant this "second life" to aged and ailing members of their own community who have earned the honor through great deeds.

## Holy Xatramba

Long considered among the most legendary of the Expanse's lost cities, Holy Xatramba is spoken of by native shamans with a deep and fervent reverence mixed with regret. Situated within the deep eastern Mwangi Jungle, northeast of the Jasut Flow, Xatramba was the largest city within the eastern jungles upon its founding a thousand years ago. Its kings and queens ruled for centuries before falling to the onslaught of a horde of demons summoned by the rival Rastel culture to the south. The Rastel kings never ruled



Xatramba, however, as their fiendish allies shook free of their control and took the city as their own, turning it into a living nightmare and forcing the war's survivors to flee the region to Kibwe, then only the eastern provincial capital of the Xatramba kingdom.

As originally conceived, Xatramba served not only as a secular seat of power, but also as a religious mecca for a uniquely Mwangi syncretism of ancestor worship and devotion to Pharama. Its loss was a major blow to the locals, as it represented the downfall of a major locally developed theology, rather than of a faith imposed by foreigners. Countless relics and artifacts were lost, with every attempt at reclamation ending in bloody failure for centuries, as the jungle slowly consumed the city, every bit as ravenous as the fiends who destroyed its original defenders.

The fiends' rule was likewise transient, and unbeknownst to outsiders, the holy city now serves as the lair of the green dragon Olohimba. Possessed by her own territorial greed and an orthodox faith in the Lady of Graves, she brutally defends the ruined city's borders, maintaining its demon-haunted mystique even after having cleared the fiends from the city's core and firmly establishing her claim. Olohimba lairs within the former royal palace of Xatramba's ancient rulers, where her hoard of gold taken from across the city spills out from the palace gates and pours haphazardly across the flagstones of the central grand plaza. Yet her hoard remains less guarded than the city's temple district, a hybrid complex of dozens of cenotaphs to the dead of the city's original pre-Pharasmin tribes and multiple shrines to Pharama's aspects. Here, Xatramba's dead remain restless, and ghosts fill the rubble-strewn avenues along with hundreds of remaining demons, the lesser ones hunting in savage packs and the few greater fiends ruling shifting territories beyond the dragon's reach. More than the jungle keeps Holy Xatramba lost to the world.

### Lost City of Ird

Currently the focus of a Pathfinder expedition led by Innobar DiGomphrey, the Lost City of Ird and its namesake culture have long been an enigma to native Mwangi and foreigners alike. Some legends speak of it as the sole surviving fragment of the original Mwangi culture, existing intact though much of the Age of Darkness, while others depict it as the first of many later Mwangi successors to emerge during the subsequent Age of Anguish and the time of Old-Mage Jatembe.

Its location within the Expanse remains completely unknown, though occasionally artifacts surface among the ruins of later states such as the Terwa and Rastel cultures or the cursed towers of Arzikal. Given the nature of the artifacts, indicative of a culture of mass slavery, horrific decadence, and allegedly immortal nobility who trafficked in the lives and souls of their subjects like intelligent cattle,

Ird may well be best left lost. Some legends even credit Ird with the magical tradition used to create the Harvestmen. Most knowledge of the city comes not from primary sources, but the tales of later states, especially the sages of Nantambu, and some foreign scholars have suggested that Ird may have been destroyed by Jatembe and the Ten Magic Warriors—or may even been their place of origin. Such speculation earns censure at the least from the Magaambya's halls, and attempts to actually find Ird itself often result in explorers being led far afield and then abandoned in the jungles by native guides. On par with Kho and Arzikal, Ird is taboo.

### Kembe

Little is known about the ruined city of Kembe—if indeed it's a city at all, rather than some enormous temple complex. The stone ziggurats and other buildings of Kembe stand in three concentric rings: the inner ring sized for a race of giants, the middle one clearly sized for human inhabitants, and the outer ring perfect for gnomes and halflings. Though some have suggested that Kembe may have been a mixed-race society (with the order of the rings perhaps connoting a race-based social structure), the myths carved on the city's walls tell another story. According to the carvings, the people of Kembe came from the sky as giants in silver crafts. They landed and constructed the innermost structures, but over time found themselves slowly decreasing in size due to some unknown curse or interaction with Golarion's magic. They shrank with each generation, building new rings of structures for their children, until they diminished beyond view and fell away into a new world the size of a pinprick, where they dwell today.

Of course, scholars scoff at such a fanciful story, but efforts to locate these mysterious people have been stymied by both the dangerous wilds surrounding the vine-choked city and the whispers that other, more sinister residents have since moved into the abandoned temples, some of which remained sealed against the outside world.

### Kho

One of the strangest ruins in a land rife with inscrutable remnants of elder days is the ruined city of Kho. This great sky-citadel was once the capital of the legendary Shory Empire, but it has lain in repose in the upper Kho-Rarne Pass leading from the Mwangi Expanse into western Osirion ever since an unknown disaster laid it low. The arcane mysteries of the Shory have long since passed into legend, but generations of treasure seekers have sought this famous ruin, hoping to tap into the lacework of magical energies that still envelop it or simply to poach the relics of a lost age.

The ancient city of Kho soared across the landscape of Garund at the direction of its mighty but long since vanished



Aeromancers, the first of its kind—though far from the last. Held aloft by arcane engines now inconceivable and mysterious to even the greatest scholars, the floating urban island roamed the upper stratosphere at will, guided by the Shory's whims, a utopian blend of magical theory and technological application.

Yet for all Kho's glory, nothing lasts forever, and after more than a thousand years of aerial wonder, the great city crashed down in the Barrier Wall Mountains east of the Mwangi Jungle. What caused its destruction remains unknown, though the timing of its loss supports those stories that suggest the Tarrasque may have been responsible, batting it out of the sky during its rampage or in the final battle that led to its defeat. Whatever the truth, the city suffered catastrophic damage to the arcane engines keeping the city aloft, and Kho shattered upon the mountainside, coming to rest on its side in a narrow valley.

Those few who survived the wrack of the city seem to have quickly disappeared, and the city's loss appears to mark the beginning of the empire's decline. As the original survivors died out, the location of the ruins was lost to all but a few, as were the details that precipitated its fall. As history turned to legend and legend to myth, the Ruins of Kho were remembered only as a place of power and a relic of ancient magic, a lost city full of forgotten lore and unclaimed riches.

Visitors to the Ruins of Kho may go to one of several small villages nearby, which are inhabited by the local Uomoto tribes. Generally peaceful toward outsiders, these tribes contain numerous adepts and sorcerers, attributed by some to bloodlines that trace back to the ancient Shory, though the Uomoto seem physically indistinguishable from some of the lowland Mwangi tribes. They can occasionally be persuaded to guide visitors to the ruins, but they require extravagant gifts for the service, for even if their cultural taboos didn't keep them away from the city, the dangerous sputtering of magic still occasionally flashing out from portions of the ruined city would be sufficient to make them keep their distance.

What follow are several of the more notable locations within the ruined city, though interpreting their original function is likely beyond all but the most persistent sages and historians.

**The Cistern Major:** Cracked in several places when the city fell, the arcane aquifer at the city's heart survived with its hydromantic vessel miraculously intact. Still churning out an endless supply of fresh water, the enchanted Cistern Major of Kho serves as the artificial headwaters of the river which flows down from the city and eventually over Gorilla Falls and on into Lake Ocota. Its waters spill out from innumerable fractured aqueducts and perforations, collecting into several streams flowing through the Fields of Glass. The seals on the elemental gates feeding the Cistern Major are no longer as

strong as they once were, however, and those locals who have approached close enough have caught sight of the marid and his family that have created a makeshift palace in the ruined Cistern Major.

**Domes of the Polymatum:** Much of Kho's cityscape was sheltered under immense domes, but the grandest belonged to the Polymatum, the magocracy whose research and rule dominated the city. Its Grand Conclave held pride of place, but each of the Lesser Conclaves for the various magical specialties, elemental and otherwise, had its own domed citadel encompassing living quarters, research and teaching space, and common areas. With the city now shattered and lying on its side, some of the grand domes have partially or entirely collapsed, while others survive intact, if severely cracked. Some of the now-inverted domes contain tainted pools spawning vermin and oozes, while others are haunted by the restless spirits of those slaughtered. Minor magical treasures can be found here in abundance, as their use was a fact of life in ancient Shory, though those who take them home are rumored to attract terminal bad luck.

**The Fields of Glass:** The western part of the valley containing the ruins of Kho is littered with glittering debris. The Shory architects reached their highest achievements in the soaring towers, flying bridges, and immense domed amphitheaters of jewel-toned crystal that dominated the cityscape of Kho. So mighty were the enchantments woven into their structures that even plummeting out of the sky could not shatter them entirely. Many of Kho's buildings remain substantially intact (though often cracked and canted at a 30-degree angle from the ground as the sky-city lies embedded in the earth on its side), but many of its great Sun Towers were snapped off at their bases and lie scattered about the valley fields. Amid these fallen towers, the ground is saturated with shards of enchanted glass. Virtually the entire valley floor west of the fallen city should be treated as if covered in caltrops. In bright light, Perception checks gain a +5 bonus to notice the glittering glass, but anyone traversing the Fields of Glass is automatically dazzled.

**The Pit of Endless Night:** This perfectly smooth corkscrew shaft leads from Kho's valley into the uttermost bowels of the world. Waters from the Cistern Major spill across the lip of the pit and trickle down much of its length, but as it extends for miles down into the earth, very few creatures know of it or use it. What it leads to and how it ties in with the city's fateful crash is a mystery to the local tribes, and none who have ventured down it have ever returned.

## Mbaiki

Animism is a part of many cultures in the Mwangi Expanse. No one who lives among the trees of the deep jungle can deny the power and symbolism of the stealthy hunting cats or the mighty anacondas. Yet long ago the Mbaiki people took the worship of the forest creatures to an



unprecedented level, resulting in their society's destruction or elevation (depending on your point of view).

Centuries ago, this large tribe was one of the better-known civilizations in the sweltering jungle of the Kaava Lands. Within their city's walls, animals were worshiped over all other gods, with the rare and sleek local jaguars holding the position of utmost importance. Lycanthropes and those druids or shamans able to take the form of animals were the religious elite, and they preached to their people from altars atop high ziggurats and pillars. But despite their prosperity and considerable magical abilities, the Mbaiki people were not content. They wished to share in the shape-changing gifts of their skin-walker leaders, that their worship might be decentralized and every man, woman, and child brought into greater communion with the gods. In pursuit of this lofty goal, a great ceremony was held, with the entire tribe bending its magical might to entreat some higher power into granting them the divinity of animal form.

Though it's unclear exactly who they prayed to, something heard their call. In a wave of excruciating, transformative magic, the Mbaiki found their bodies distorted, flesh and sinews snapping as legs bent backward and teeth and jaws thrust forward into muzzles. When the transformation was finished, the people of Mbaiki had taken on the holiest of forms—the form of the jaguar. But though they initially rejoiced, it quickly became apparent that none of them could change back.

Enraged, the animal-people of Mbaiki ran wild, kicking over cookfires and setting their own homes ablaze. Howling, they watched as the flames consumed all but the charred stones of their temples. Then, as their consciousnesses slowly gave over to more animalistic concerns, they slipped away into the forest in ones and twos. To this day, other tribes native to the area avoid the ruins of Mbaiki except in times of great need and treat the local jaguars with the deepest respect. Though most such animals appear to be mere beasts, tribal lore holds that some of them still carry the magic and memories of the Mbaiki and will speak to those worthy of their advice.



### Nagisa, the White City

For generations, the elves of the northern and western Mwangi Jungle have told of a mythical war against some ancient darkness, holding themselves up as the last remnants of their once widespread people. The ruins of Nagisa, the White City, represent tangible evidence that at least some of their claims might hold a kernel of truth. Situated near the eastern end of the River Bdonge, the ruins of Nagisa comprise a number of overgrown, brilliantly white, terraced pyramids and dozens of smaller structures carved from the same bleached stone.

These ruins stand apart from any of the other Mwangi ruins in the region because of the elven script that scrawls



across nearly half of the stones, displaying in verse what other cultures would have depicted in statuary or murals. Though inscribed in a dialect that has since been forgotten by even those tribal elves who dwell in the area, the undeniably elven writing presents a vast and confusing collection of epic poetry that tells of a sect of elves sent into isolation by their kindred in order to protect the world from an unspeakable evil—though the ambiguous nature of the narrative makes it unclear whether the evil that sparked the quarantine was guarded by the elves or in fact intrinsic to the elves themselves. Beyond the writing, the most obvious evidence that Nagisa began life as an elven city lies in the lintel stone of the intact western gate, which rests atop the shoulders of a pair of nearly translucent stone statues of elven warriors, their stern and mute gaze directed outward at the surrounding jungles.

Historically, Nagisa is best known to non-Mwangis for its connection to Taldor's Sixth Army of Exploration. In its effort to chart (and in many cases, claim) as much of the world as possible, the Army of Exploration stumbled upon Nagisa as it marched into the Expanse by way of the Ndele Gap, finding the city already long since abandoned to the jungle by its former residents. Unfortunately for the Taldans, it was here that the forewarned Gorilla King chose to ambush them, revealing his presence to the northern world in a massacre far beyond the scope of anything the army could have imagined. Set upon by thousands of charauka and hulking, screaming girallons, the soldiers sustained massive losses and fled back to the jungle's edge, leaving the white pyramids of Nagisa stained red with blood and echoing with howls of simian triumph.

In more recent memory, only sparse details exist about the city, most of these provided by a group of Chelish explorers who successfully led two campaigns to loot the city. Both expeditions took heavy losses, reporting a staggering number of intricate mechanical traps throughout the city and bloodthirsty, nocturnal fey guardians. Despite the dangers, they returned from the jungles rich, laden down with vast amounts of worked gold and magical objects they had scavenged from a single tomb, boasting that many others existed untouched within the city's crumbling temple necropolises. Unfortunately, before anyone could pry the secret of the city's location out of the survivors, the comrades elected to make a third foray into Nagisa, from which they never returned.

### **Rastel, the Devouring Kingdom**

A contemporary rival of Xatramba to its north, the Rastel tribal nation dominated the Korir Plains south of the Mwangi Jungle as well as much of the northern Screaming Jungle. Rastel comprised a multiracial consortium of humans, dwarves, and civilized lizardmen, and much of its legacy began and ended with brutal warfare with

its neighbors, followed by its own abrupt collapse. Its remaining ruins, particularly the ruined cities of Rastel and Liclac, all display signs of warfare, fire, and cannibalism, along with the deliberate destruction of their temples to a cross-species pantheon. Rastel's embrace of darker magic at the hands of its witchdoctors may have contributed to its downfall, if the fiends that lay waste to Xatramba are any indication, and that act may have led to internal strife and eventually civil war that caused an overthrow of its entire cultural hierarchy. Of course, any captive fiends undoubtedly aided in its cultural death spiral and then pounced at the end.

Today the ruins of Rastel shelter a small number of Zenj tieflings who practice the shamanic worship of their own ancestors, mortal and immortal alike, including the so-called Waiting Ones. Likely the strongest of the fiends who led to Rastel's destruction, the Waiting Ones alluded to by the tieflings' chants and stories do not appear to be dead, but rather sleeping below the stones in some manner of stasis or planar binding.

### **Sele**

Almost directly north of Jaha, on the northern bank of the confluence of the Mberbe and Olongo rivers in the northwestern Mwangi Jungle, lies a city lost not to war, nor famine, nor the bloodlust of demons, but rather simply to its own environment. Situated within a natural bowl in the terrain, the red granite walls and temples of the city of Sele one marked the grand capital of an ancient Mauxi culture. Today, the walls rest below some 30 feet of water and are still sinking as the limestone below their foundations slowly dissolves and the rivers flood in unrestrained, centuries after the waters breached the extensive network of dikes which had originally allowed the city's inhabitants to reclaim miles of swampland for cultivation.

The loss of Sele as a capital was less destructive to its people than was the loss of their farmland, and while many villages reverted to the isolated tribalism now common in the northern jungles among the Zenj peoples, this disaster may also have hastened the northward Mauxi migration out of the Expanse. Artifacts from Sele and its multiple, jungle-consumed satellite cities in the north fetch high prices from the Mauxi diasporas in Thuvia and Rahadom, especially among the young and wealthy, many of whom view Sele as a myth-steeped homeland calling out for reclamation and restoration. The inundated ruins now play host to schools of monstrous, carnivorous fish and predatory colonies of ambulatory vines as well as to a family of wyverns lairing within the only non-submerged structure—a towering, domed palace of red granite and blue mosaics, its yawning windows reachable only from the air or via canoe (the latter requiring significant climbing expertise to scale its algae-slick walls).



## Spiro Spero

North of the Ndele Gap, in the rugged foothills of the Shattered Range, rises the strange dwarven fortress known as Spiro Spero. Its strangeness comes not only from the rough, boulder-like construction of the site, but also from its apparent age. Although every scholar in the Inner Sea region knows that the dwarves emerged onto the surface and established their great Sky Citadels during the Age of Darkness, the runes and pictographs of Spiro Spero suggest that this rugged bastion may in fact predate the Sky Citadels by generations, perhaps the result of some forgotten scouting mission by the subterranean dwarves pushing upward in their generations-long Quest for Sky or else a splinter society contemporary with the vanished Mwangi progenitor culture.

Of course, any such suggestions are heresy to a proper dwarf, and many of the Mwangi dwarves who hear of Spiro Spero hold its apparent age up as proof that it's not actually a dwarven construction at all, but rather the work of some similar stoneworking race. Whatever the truth, further study has been discouraged ever since the fortress's discovery and occupation by Katapeshi gnolls (though rumors continue to spread that the gnolls occupy only the uppermost levels and refuse to descend further for fear of the stranger guardians beneath). Situated on a rocky promontory that rises sharply to tower over the nearby hills, the fortress takes its unusual name from the spiral pathway which leads to its gate, circumnavigating the peak three times as it climbs and giving defenders ample opportunity to bombard invaders from the tops of jagged cliffs.

## Zurakai the Lost

Among the peaks rising east of the Bandu Hills, overlooking the source flow of the Ocota River, stands an enigmatic monument. Atop the flat crest of a mountain shorn of its original summit by magic lies a fallen colossus of an imposing man bearing Azlanti features surrounded by a dozen cairns, all of them excavated and plundered in antiquity. A single line carved into the colossus's chest and back reads, "I point the way to Zurakai, never there to return." Neither the cairn stones nor the statue itself were carved from stone local to the Mwangi Expanse—or to anywhere else known in Garund, for that matter. Instead, the enormous statue is composed of black granite flecked with metallic green specks, a rare type of rock previously found only on scattered islands and shoals in the loneliest reaches of the Arcadian Ocean.

Many legends claim that the statue points the way to a lost Azlanti city, a relic of colonization established long before Earthfall that may possibly have escaped its parent civilization's destruction. Other stories claim that the unknown city of Zurakai was colonized by a religious splinter cult that, once established within the sweltering

## The Legend of Saventh-Yhi

One of the most legendary of the still-undiscovered cities of the Mwangi Expanse is Saventh-Yhi. Believed by some to be the classic "city of gold" and by others to be nothing more than a hallucination born from jungle fever, most scholars agree that the real Saventh-Yhi exists somewhere in the deep Mwangi Jungle, where it is likely hidden by a combination of fortuitous terrain and lingering magic. The most fascinating rumors of Saventh-Yhi indicate that the city was established by the ancient Azlanti—if so, it would be the only significant Azlanti ruin in the region. The fact that the city's name has a meaning in the Azlanti tongue ("Savith's Grave"—the Azlanti hero Savith being the one most often credited with beheading the serpentfolk god Ydersius) is certainly the most compelling evidence to support this theory. Indeed, the thought of an undiscovered Azlanti ruin in Garund has driven countless Pathfinders, Aspis Consortium agents, and other explorers to unknown dooms, for if such a ruin does exist, the secrets it must hide could revolutionize what is known of the mysterious Age before Earthfall.

Saventh-Yhi plays a key role in the Serpent's Skull Adventure Path, available in *Pathfinder Adventure Path* #37–#42.

jungle depths, quickly descended into depravity and obscurity. If so, given the statue's enigmatic message, it stands to reason that its people were likely followers of the ancient Azlanti ruler—and future demon lord—Zura the Vampire Queen.

If Zurakai ever existed, it undoubtedly still awaits discovery somewhere in the deepest reaches of the southern Mwangi Jungle, its probable location based on the direction the statue's outstretched arm would most likely have pointed when it still stood. The fact that no Azlanti artifacts have ever been discovered in the region, however, indicates that whatever fate the city suffered, it likely occurred shortly after its founding. Should the rumors of demon worship hold true, explorers might be well advised to let its treasures and its forgotten residents remain at rest beneath the jungle canopy's silent vigil. What explorers might find—or unleash—within Zurukai's borders might not be worth the riches.

Of course, it's always possible that the statue twisted while falling, in which case the lost city could lie in any direction, including well out to sea in the Arcadian Ocean. Or perhaps the truth is stranger still—perhaps the statue never stood at all, and the arm believed to have been half-buried in the fall in fact points downward as well as south, straight through the earth toward some secret subterranean realm.

# BESTIARY

## ANGAZHANI (HIGH GIRALLON)

This horned, albino ape has four arms and thick white fur braided with bone fetishes and trophies. It carries a strangely shaped throwing axe.

**ANGAZHANI (HIGH GIRALLON) CR 9**



**XP 6,400**

CE Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +11

### DEFENSE

**AC** 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural, -1 size)

**hp** 114 (12d10+48)

**Fort** +12, **Ref** +11, **Will** +8

**DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

### OFFENSE

**Speed** 30 ft., climb 30 ft. (40-ft. base)

**Melee** mwk throwing axe +16/+11/+6 (1d8+5), 3 mwk throwing axes +16 (1d8+2), bite +11 (1d8+2) or bite +16 (1d8+5), 4 claws +16 (1d6+5 plus rend)

**Ranged** 4 mwk throwing axes +16 (1d8+5)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** rend (4 claws +16, 1d6+7)

**Spell-Like Abilities** (CL

14th, concentration +16)

Constant—*see invisibility*

At will—*deeper darkness*, *dimension door*, *dispel magic*

3/day—*dominate monster* (DC 21), *fear* (DC 16)

### STATISTICS

**Str** 21, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 14

**Base Atk** +12; **CMB** +18; **CMD** 31

**Feats** Cleave, Combat Reflexes, Iron Will, Multiweapon Fighting, Power Attack, Weapon Focus (throwing axe)

**Skills** Climb +20, Intimidate +11, Knowledge (religion) +14, Perception +11, Stealth +6, Survival +11

**Languages** Abyssal, Common, Polyglot

**SQ** martial training

**Gear** masterwork hide armor, masterwork throwing axes (8), leather axe harness

### ECOLOGY

**Environment** warm jungle

**Organization** solitary, tribe (2–4 angazhani, 4–8 girallons, and 12–24 charau-ka), or empire (8–12 angazhani, 12–20 girallons, and 50–100 charau-ka)

**Treasure** standard

### SPECIAL ABILITIES

**Martial Training (Ex)** Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of choice.

Physically, high girallons are larger, more powerful versions of their lesser cousins. Yet the most dangerous thing about the angazhani (as the creatures call themselves) is not their strength, but rather their intellect. For behind each angazhani's fury lies a cold, calculating mind.

Whether this intelligence is the product of evolution or meddling by unholy powers, all angazhani honor the demon lord Angazhan.

Reclusive by nature, high girallon clans settle the most secluded depths of the jungles, generally inhabiting ruined cities and misty mountain temples. There they rule as divine priest-kings over tribes of lesser apes.

These congregations sometimes even include humanoid slaves or cultists, though the angazhani prefer raiding and collect tribute over commanding direct service. They rarely reveal themselves to outsiders, and instead quietly gather strength against the day their patron sends them out to claim

all the world's forests.

High girallons stand 9 feet tall and weigh nearly a thousand pounds. They often dress in hides, and they fight with exotically shaped throwing axes or sacrificial knives.



## GIANT BOTFLY

This foot-long, gray-and-black-striped insect looks like a cross between a bee and fly, with an oversized head and bulbous eyes.

### GIANT BOTFLY

CR 1/3



XP 135

N Tiny vermin

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 4 (1d8)**Fort** +2, **Ref** +2, **Will** +0**Immune** mind-affecting effects

#### OFFENSE

**Speed** 5 ft., fly 60 ft. (good)**Melee** sting +4 (1d2–4 plus infestation)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** infestation

#### STATISTICS

**Str** 2, **Dex** 14, **Con** 10, **Int** —, **Wis** 11, **Cha** 2**Base Atk** +0; **CMB** +0; **CMD** 6**Feats** Weapon Finesse<sup>B</sup>**Skills** Fly +10, Stealth +12; **Racial Modifiers** +4 Stealth

#### ECOLOGY

**Environment** warm jungle**Organization** solitary, pair, or colony (10–30)**Treasure** none

#### SPECIAL ABILITIES

**Infestation (Ex)** Upon each successful sting attack, the giant botfly implants an egg in the victim subcutaneously. Each implanted egg reacts to the warmth of the victim's body, triggering its hatching. One day later, the egg releases a pupa that devours the host's flesh as it develops, growing to the size of a small mouse, at which point it reaches its larval stage. If left untreated, the larva continues to develop until it kills the host or 1 week has passed, at which point it burrows out of the body and drops to the ground, where it transforms into an adult giant botfly. Individual larvae may be squeezed or cut out of the host with a DC 10 Heal check, though each attempt inflicts 1d4 points of damage whether or not it's successful. A *cure disease* spell destroys all larvae without further harm to the host.

*Giant botfly larvae:* infestation; *save* Fort DC 10; *onset* 1 day; *frequency* 1/day for 1 week; *effect* 1 Con damage per larva.

Botflies are perhaps the most disgusting vermin native to the Expanse. Explorers tell sickening tales of removing maggots from living hosts—or worse, comrades eaten alive by larvae. Once a botfly finds a warm-blooded host, it uses its proboscis to insert eggs into the host's flesh. When the eggs hatch, the larvae feed upon the host until they mature into adult flies and exit.

## BOTFLY SWARM

Like a cloud of black dust, a swirling swarm of insects hovers in the air. From within comes the low, droning buzz of thousands of tiny flies.

### BOTFLY SWARM

CR 4



XP 1,200

N Fine vermin (swarm)

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

**AC** 18, touch 18, flat-footed 18 (+8 size)  
**hp** 40 (9d8)**Fort** +6, **Ref** +3, **Will** +3**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage**Weaknesses** swarm traits

#### OFFENSE

**Speed** 0 ft., fly 60 ft. (good)**Melee** swarm (2d6 plus infestation)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 14), suffocation

#### STATISTICS

**Str** 2, **Dex** 11, **Con** 10, **Int** —, **Wis** 11, **Cha** 2**Base Atk** +6; **CMB** —; **CMD** —**Skills** Fly +12

#### ECOLOGY

**Environment** warm jungles and swamps**Organization** solitary or colony (2–20 swarms)**Treasure** none

#### SPECIAL ABILITIES

**Infestation (Ex)** A living creature injured by a botfly swarm's attack must make a DC 14 Fortitude save or be infested with the swarm's larvae. The larvae may be cut out of the host with a DC 15 Heal check, though each attempt inflicts 1d8 points of damage whether or not it's successful. A *cure disease* spell destroys all larvae without further harm to the host.

*Botfly larvae:* infestation; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage.

Common to sweltering jungles, warm swamplands, and lazy riverbanks, these pestilent fly swarms seek humanoid hosts for their eggs. While not as physically dangerous as their giant cousins, implanted botfly larvae typically carry diseases that spread to the host.

### Infestations

Parasites such as botfly larvae cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; otherwise, no matter how many saving throws are made, the infestation continues to afflict the target. While a *remove disease* spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

## HIPPOTAMUS

This fleshy behemoth wallows forward on four stumpy legs. Its jaws spread wide in a roar of challenge, exposing massive, tusk-like teeth.

### HIPPOTAMUS

CR 5



XP 1,600

N Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)

**hp** 66 (7d8+35)

**Fort** +10 (+12 vs. nonmagical disease), **Ref** +5, **Will** +2

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +13 (2d8+12)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** capsiz

#### STATISTICS

**Str** 26, **Dex** 10, **Con** 20, **Int** 2, **Wis** 10, **Cha** 5

**Base Atk** +5; **CMB** +14; **CMD** 24

**Feats** Alertness, Improved Initiative, Power Attack, Weapon Focus (bite)

**Skills** Intimidate +1, Perception +8, Sense Motive +0, Stealth +0 (+10 underwater), Swim +13; **Racial Modifiers** +10 Stealth when underwater

**SQ** blood sweat, hold breath

#### ECOLOGY

**Environment** warm rivers

**Organization** solitary or bloat (2-30)

**Treasure** none

#### SPECIAL ABILITIES

**Blood Sweat (Ex)** A hippopotamus excretes a reddish-tinged oil that protects its skin from both the sun and bacteria. It suffers no harm from being in hot environments (up to 140 degrees Fahrenheit) and gains a +2 on Fortitude saves to resist nonmagical diseases.

**Capsiz (Ex)** A hippopotamus can attempt to capsiz a boat or ship of its size

or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher.

**Hold Breath (Ex)** A hippopotamus can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

These massive, four-legged herbivores can grow up to 17 feet long and generally weigh between 3,000 and 4,000 pounds, though males continue to grow throughout their entire lives and have been known to reach weights of up to 10,000 pounds. Despite their girth, hippopotamuses can run quite fast—up to 30 miles per hour in quick bursts—though they usually spend the bulk of their time lazing about in rivers and wallows, using the water to support their weight and regulate heat for their titanic bodies. Excellent swimmers, hippopotamuses can hold their breath for about 15 minutes and are quite stealthy when submerged. This trait makes them exceedingly dangerous to boats, for a submerged hippopotamus is likely to view any such craft as a challenge to its territory and is entirely capable of capsizing a boat and biting the boatmen in half. Hippopotamuses typically herd together in bloats, blocking waterways and creating natural blockades for river travelers. While lions and tigers often garner more public attention from foreigners, residents of areas frequented by hippopotamuses know that the “water horses,” as they're sometimes known, are far more likely to kill and maim humans that cross their path. Fortunately, forewarned travelers can generally avoid bloats, as hippopotamuses mark the banks of their territories with dung, spinning their tails while defecating to create aromatic “dung showers.”

Though hippopotamuses spend most of their lives in water, adults cannot swim and are not buoyant, instead propelling themselves by pushing off the bottom in great leaps. When submerged, they surface every 3 to 5 minutes to breathe and can even do so automatically while sleeping without waking. They have the unique ability to hold their heads partially above the water and send out a cry that travels through both water and air, alerting all nearby hippopotamuses whether submerged or on land.

### Pygmy Hippopotamus Companions

**Starting Statistics:** Size Medium;

**Speed** 30 ft.; **AC** +4 natural;

**Attack** bite (1d6); **Ability Scores** Str 14, Dex 10, Con 13, Int 2,

Wis 10, Cha 4; **Special Qualities** low-light vision, scent.

**7th-Level Advancement:** Size Large; **AC** +4 natural armor; **Attack** bite (2d6); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attack** trample (1d8).



## TOBONGO (MWANGI TREANT)

*Tearing its elephantine roots free from the soil, an enormous tree unfurls long, tangled branches into arms ending in massive claws.*

### TOBONGO

CR 12



N Gargantuan plant

Init -1; Senses low-light vision; Perception +12

#### DEFENSE

AC 27, touch 5, flat-footed 27 (-1 Dex, +22 natural, -4 size)

hp 175 (14d8+112)

Fort +17, Ref +3, Will +9

Defensive Abilities plant traits; DR 10/slashing

Weaknesses vulnerability to fire

#### OFFENSE

Speed 40 ft.

Melee 2 slams +19 (4d6+12/19-20 plus grab)

Ranged rock +6 (4d6+18)

Space 20 ft.; Reach 20 ft.

Special Attacks curse of barkflesh, rock throwing (240 ft.), shake the earth, trample (4d6+18, DC 29)

Spell-Like Abilities (CL 11th, concentration +15)

At will—*entangle* (DC 15)

#### STATISTICS

Str 35, Dex 8, Con 26, Int 14,

Wis 16, Cha 18

Base Atk +10; CMB +26 (+28 to sunder); CMD 35 (37 vs. sunder)

Feats Alertness, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +14, Intimidate +16, Knowledge (local) +14, Knowledge (nature) +14, Perception +12, Sense Motive +9, Stealth -8 (+8 in forests);

Racial Modifiers +16 Stealth in forests

Languages Polyglot, Sylvan, Treant; treespeech

SQ animate trees, double damage against objects

#### ECOLOGY

Environment warm jungles

Ecology solitary or grove (2-7)

Treasure standard

#### SPECIAL ABILITIES

**Animate Trees (Sp)** A tobongo can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant, gaining the treant's vulnerability to fire (although it has only one slam attack and

lacks the treant's animation and rock-throwing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

**Curse of Barkflesh (Su)** Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting him with a foul and potent curse. Unless he succeeds at a DC 20 Fortitude save, the victim's flesh immediately begins to harden and grow uncontrollably like tree bark, and he takes 1d4 points of Dexterity damage per day until his Dexterity reaches 0. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of *wish* or *miracle*.

The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning inflicts 1d6 points of damage on the victim, but it negates the need to make a new Fortitude save. If the victim goes without pruning for more than an hour, the barkflesh takes over and he must immediately make the Fortitude save for the day or suffer the Dexterity damage.

The save DC is Wisdom-based.

*Curse of Barkflesh:* Grapple— injury; save Fort DC 20; frequency 1/day; effect 1d4 Dex damage, when Dex reaches 0, target transforms into a tree.

**Double Damage Against Objects (Ex)** A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

**Shake the Earth (Ex)** A rooted tobongo can, as a full-round action, uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must make a DC 29 Reflex save or fall prone and take 1d6 points of damage. Man-made structures within the area of effect must make a DC 29 Fortitude save or take 4d6 points of structural damage.

Once uprooted, the tobongo cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively. The save DC is Strength-based.

**Treespeech (Ex)** A tobongo has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet it with an attitude of friendly or helpful.





## MWANGI EXPANSE ENCOUNTER TABLES

### HILL ENCOUNTERS

d%	Encounter	CR	Source
1–6	1d6 eagles	2	<i>Bestiary</i> 118
7–9	1d6 pugwampis	2	<i>Pathfinder</i> #19 83
10–12	1 dire bat	2	<i>Bestiary</i> 30
13–14	Flash flood	3	pages 11–12
15–17	1d4 giant geckoes	3	<i>Pathfinder</i> #1 89
18–21	1d4 giant spiders	3	<i>Bestiary</i> 258
22–24	1 juvenile rukh	3	<i>Pathfinder</i> #21 84
25–26	2d6 tengus	4	<i>Bestiary</i> 263
27–31	2d6 hobgoblins	4	<i>Bestiary</i> 175
32–33	1d6 venomous snakes	4	<i>Bestiary</i> 255
34–37	1 leucrotta	5	<i>Pathfinder</i> #17 82
38–41	1d4 giant eagles	5	<i>Bestiary</i> 118
42–43	1 derhii	5	<i>Crucible of Chaos</i> 28
44–45	1 siren	5	<i>Pathfinder</i> #14 84
46–48	1 manticore	5	<i>Bestiary</i> 199
49–51	1 giant frilled lizard	5	<i>Bestiary</i> 194
52–53	1 cyclops	5	<i>Bestiary</i> 52
54–55	1 maftet	6	<i>Pathfinder</i> #15 88
56–57	1 stymphalides swarm	6	<i>Pathfinder</i> #26 86
58–61	1d4 dire lions	7	<i>Bestiary</i> 193
62–65	1d6 griffons	7	<i>Bestiary</i> 168
66–68	1d4 phase spiders	7	<i>Bestiary</i> 226
69–70	Avalanche	7	<i>Core Rulebook</i> 429
71–73	1d6 trolls	8	<i>Bestiary</i> 268
74–76	1 ogre mage	8	<i>Bestiary</i> 221
77–78	1 giant stymphalides	8	<i>Pathfinder</i> #26 88
79–81	1 gorgon	8	<i>Bestiary</i> 165
82–85	1d4 wyverns	8	<i>Bestiary</i> 282
86–88	1 behir	8	<i>Bestiary</i> 34
89–90	1 lamia matriarch	8	<i>Pathfinder</i> #2 92
91–92	1 kuchrima	8	<i>Pathfinder</i> #6 80
93	1 copper dragon (young)	8	<i>Bestiary</i> 106
94–96	1 rukh	10	<i>Pathfinder</i> #21 84
97	1 copper dragon (adult)	12	<i>Bestiary</i> 106
98	1 harridan	12	<i>Pathfinder</i> #6 82
99	1 phoenix	15	<i>Bestiary</i> 227
100	1 simurgh	18	<i>Pathfinder</i> #24 86

### JUNGLE ENCOUNTERS

d%	Encounter	CR	Source
1	1 wood idol	1	<i>Pathfinder</i> #27 84
2–5	1 insect swarm	1	pages 8–9
6–7	1d6 dream spiders	2	<i>Pathfinder</i> #7 82
8–12	1 bat swarm	2	<i>Bestiary</i> 30
13–15	1 yellow musk creeper	2	<i>Bestiary</i> 285
16–19	1 constrictor snake	2	<i>Bestiary</i> 255
20–23	1d6 giant centipedes	2	<i>Bestiary</i> 43
24–25	1 leopard	2	<i>Bestiary</i> 40
26	1 bone idol	2	<i>Pathfinder</i> #27 82

27–28	2d6 giant botflies	3	page 59
29–30	1d4 giant flies	3	<i>Pathfinder</i> #8 84
31–32	1d4 giant spiders	3	<i>Bestiary</i> 258
33–34	Flash flood	3	pages 11–12
35–36	1 botfly swarm	4	page 59
37–38	2d6 giant maggots	4	<i>Pathfinder</i> #8 84
39	1d6 venomous snakes	4	<i>Bestiary</i> 255
40–43	1d4 boars	4	<i>Bestiary</i> 36
44–47	1 tiger	4	<i>Bestiary</i> 265
48–51	1 dire boar	4	<i>Bestiary</i> 36
52–54	1 leucrotta	5	<i>Pathfinder</i> #17 82
55	1 derhii	5	<i>Crucible of Chaos</i> 28
56–59	1 forest drake	5	<i>Pathfinder</i> #15 86
60–62	1d4 mosquito swarms	5	<i>River into Darkness</i> 29
63–65	1 giant frilled lizard	5	<i>Bestiary</i> 194
66–69	1d6 monitor lizards	5	<i>Bestiary</i> 194
70–72	1 army ant swarm	5	<i>Bestiary</i> 16
73–74	1 ankylosaurus	6	<i>Bestiary</i> 83
75–78	1d6 dire apes	6	<i>Bestiary</i> 17
79–84	2d4 gorillas	6	<i>Bestiary</i> 17
85–87	2d4 deinonychuses	7	<i>Bestiary</i> 84
88–89	1 nymph	7	<i>Bestiary</i> 217
90–91	1d4 girallons	8	<i>Bestiary</i> 154
92–93	1 dire tiger	8	<i>Bestiary</i> 265
94–96	1d4 shambling mounds	8	<i>Bestiary</i> 246
97	1 angazhani	9	page 58
98	1 tyrannosaurus	9	<i>Bestiary</i> 86
99	1 brachiosaurus	10	<i>Bestiary</i> 83
100	1 tobongo	12	page 61

### PLAINS ENCOUNTERS

d%	Encounter	CR	Source
1–3	1 insect swarm	1	pages 8–9
4–7	1 cheetah	2	<i>Bestiary</i> 40
8–11	1 mosquito swarm	3	<i>River into Darkness</i> 29
12–14	1 chupacabra	3	<i>Pathfinder</i> #19 78
15–17	1 cockatrice	3	<i>Bestiary</i> 48
18–21	1 giant scorpion	3	<i>Bestiary</i> 242
22–23	Duststorm	3	<i>Core Rulebook</i> 438
24–27	1d6 venomous snakes	4	<i>Bestiary</i> 255
28–31	1 dire lion	5	<i>Bestiary</i> 193
32–34	1 giant frilled lizard	5	<i>Bestiary</i> 194
35–38	1 army ant swarm	5	<i>Bestiary</i> 16
39–40	Thunderstorm	5	<i>Core Rulebook</i> 438
41–43	1d6 ankhegs	6	<i>Bestiary</i> 15
44–46	1d8 monitor lizards	6	<i>Bestiary</i> 194
47–50	1d6 dire hyenas	6	<i>Bestiary</i> 178
51–54	2d6 hyenas	6	<i>Bestiary</i> 178
55–58	2d6 gnolls	6	<i>Bestiary</i> 155
59–63	1d6 lions	6	<i>Bestiary</i> 193
64–65	Brushfire (as forest fire)	6	<i>Core Rulebook</i> 426
66–67	1 rajput ambari	7	<i>Pathfinder</i> #9 84



68–71	2d6 giant ants	7	<i>Bestiary</i> 16
72–75	4d6 zebras (use horse)	8	<i>Bestiary</i> 177
76–78	4d6 antelope (use horse)	8	<i>Bestiary</i> 177
79–80	1d6 ankylosauruses	9	<i>Bestiary</i> 83
81–82	1 shir div	10	<i>Pathfinder</i> #21 78
83–86	2d4 rhinoceroses	10	<i>Bestiary</i> 235
87–88	1d6 stegosauruses	10	<i>Bestiary</i> 85
89	Tornado	10	<i>Core Rulebook</i> 439
90–93	2d4 elephants	11	<i>Bestiary</i> 128
94	1 gold dragon (young)	11	<i>Bestiary</i> 108
95–96	1d8 triceratops	12	<i>Bestiary</i> 86
97–98	1d6 tyrannosauruses	12	<i>Bestiary</i> 86
99	1d6 brachiosauruses	13	<i>Bestiary</i> 83
100	1 gold dragon (adult)	15	<i>Bestiary</i> 108

## RIVER ENCOUNTERS

d%	Encounter	CR	Source
1–3	1 insect swarm	1	pages 8–9
4–5	1 constrictor snake	2	<i>Bestiary</i> 255
6–7	1 crocodile	2	<i>Bestiary</i> 51
8–9	1 electric eel	2	<i>Bestiary</i> 119
10–12	1 mosquito swarm	3	<i>River into Darkness</i> 29
13–15	Quicksand	3	page 10
16–17	1d4 nixies	3	<i>Bonus Bestiary</i> 15
18–19	Flash flood	3	pages 11–12
20–22	1 hydra	4	<i>Bestiary</i> 178
23–26	1 leech swarm	4	<i>Bestiary</i> 187
27–28	1 devilfish	4	<i>Pathfinder</i> #7 80
29–30	1d4 swamp barracudas	4	<i>Pathfinder</i> #13 86
31–34	1d6 venomous snakes	4	<i>Bestiary</i> 255
35–37	1d4 shocker lizards	4	<i>Bestiary</i> 248
38–39	1 sea hag	4	<i>Bestiary</i> 243
40–44	2d6 stirges	4	<i>Bestiary</i> 260
45–47	1d6 crocodiles	5	<i>Bestiary</i> 51
48–52	2d6 giant frogs	6	<i>Bestiary</i> 135
53–57	2d6 lizardfolk	6	<i>Bestiary</i> 195
58–62	1 fell flotsam	6	<i>River into Darkness</i> 28
63–67	2d6 boggards	7	<i>Bestiary</i> 37
68–71	1 chuul	7	<i>Bestiary</i> 46
72–73	1 dracolisk	7	<i>Bestiary</i> 170
74–77	2d6 giant leeches	7	<i>Bestiary</i> 187
78–79	1 black dragon (young)	7	<i>Bestiary</i> 92
80–83	1 water naga	7	<i>Bonus Bestiary</i> 14
84–85	1 spirit naga	9	<i>Bestiary</i> 213
86–87	1d6 will-o'-wisps	9	<i>Bestiary</i> 277
88–90	1 dire crocodile	9	<i>Bestiary</i> 51
91–93	2d6 hippos	10	page 60
94–95	1 mobogo	10	<i>Pathfinder</i> #12 88
96	1 ghawwas div	10	<i>Pathfinder</i> #22 80
97	1 miengu	11	<i>Pathfinder</i> #22 82
98	1 black dragon (adult)	11	<i>Bestiary</i> 92
99	1 omox	12	<i>Pathfinder</i> #16 82
100	1 froghemoth	13	<i>Bestiary</i> 136

## RUINS ENCOUNTERS

d%	Encounter	CR	Source
1–2	1 carrionstorm	1	<i>Pathfinder</i> #2 83
3–4	1 spider swarm	1	<i>Bestiary</i> 258
5–7	1 insect swarm	1	pages 8–9
8–9	1 rat swarm	2	<i>Bestiary</i> 232
10	1 doru div	2	<i>Pathfinder</i> #19 80
11–12	1 cockroach swarm	2	<i>Pathfinder</i> #13 84
13–14	1d6 stirges	2	<i>Bestiary</i> 260
15–16	1d4 poisoned dart traps	3	<i>Core Rulebook</i> 420
17–20	2d6 human skeletons	3	<i>Bestiary</i> 250
21–24	1 mosquito swarm	3	<i>River into Darkness</i> 29
25–27	1 assassin vine	3	<i>Bestiary</i> 22
28–30	1d4 giant spiders	3	<i>Bestiary</i> 258
31	1 stone idol	3	<i>Pathfinder</i> #27 84
32–35	1d6 venomous snakes	4	<i>Bestiary</i> 255
36–38	1 hydra	4	<i>Bestiary</i> 178
39–40	1d4 spiked pit traps	4	<i>Core Rulebook</i> 420
41–45	1d6 ghouls	4	<i>Bestiary</i> 146
46–47	1 mimic	4	<i>Bestiary</i> 205
48	1 jade idol	4	<i>Pathfinder</i> #27 82
49–50	1d4 giant rot grubs	5	<i>Pathfinder</i> #25 78
51–52	1 basilisk	5	<i>Bestiary</i> 29
53–54	1 falling block trap	5	<i>Core Rulebook</i> 420
55–58	1d6 skeletal champions	5	<i>Bestiary</i> 252
59	1 mummy	5	<i>Bestiary</i> 210
60	1 cutlass spider	6	<i>Pathfinder</i> #15 84
61	1 maftet	6	<i>Pathfinder</i> #15 88
62–63	1d4 green slime patches	6	<i>Core Rulebook</i> 416
64–65	1d6 shadows	6	<i>Bestiary</i> 245
66–67	1 lamia	6	<i>Bestiary</i> 186
68	1 wood golem	6	<i>Bestiary</i> 164
69–70	1d4 serpentfolk	6	<i>Into the Darklands</i> 56
71–72	1d4 minotaurs	6	<i>Bestiary</i> 206
73–74	1d6 harpies	7	<i>Bestiary</i> 172
75–76	1 medusa	7	<i>Bestiary</i> 201
77–78	1 rot grub swarm	7	<i>Pathfinder</i> #25 78
79–80	1 dark naga	8	<i>Bestiary</i> 211
81–82	1d8 gargoyles	8	<i>Bestiary</i> 137
83–84	1 sphinx	8	<i>Bestiary</i> 257
85–86	Cave-in/collapse	8	<i>Core Rulebook</i> 415
87–88	1 angazhani	9	page 58
89–90	1 spirit naga	9	<i>Bestiary</i> 213
91–92	1d4 spectres	9	<i>Bestiary</i> 256
93	1d8 cyclopes	9	<i>Bestiary</i> 52
94	1 dire crocodile	9	<i>Bestiary</i> 51
95	1 tyrannosaurus	9	<i>Bestiary</i> 86
96	1 couatl	10	<i>Bestiary</i> 49
97	1 guardian naga	10	<i>Bestiary</i> 212
98	1 stone golem	11	<i>Bestiary</i> 163
99	Crushing stone trap	15	<i>Core Rulebook</i> 422
100	1 shoggoth	19	<i>Bestiary</i> 249

# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME™

# MEET THE CLASS OF 2010

The new *Pathfinder Roleplaying Game Advanced Player's Guide* offers six new character classes, tons of options for *Core Rulebook* characters, new feats, prestige classes, magic items, and more than 300 pages of new material designed to advance your Pathfinder characters to the next level!



## ADVANCED PLAYER'S GUIDE • AUGUST 2010

Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2010, Paizo Publishing, LLC.



### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License. This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Grant and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.  
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The

owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.  
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.  
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v.1.0a Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Chronicles: Heart of the Jungle. Copyright 2010, Paizo Publishing, LLC; Authors: Tim Hitchcock, Jason Nelson, Amber Scott, Chris Self, and Todd Stewart.

Dracolisk from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Frogmoth from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Rot Grub from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Russet Mold from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Spiggen from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Vengepygmy from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.



# THE JUNGLE AWAITS

From tropical coasts, where greedy colonial powers pillage the land, to remote jungles and rolling savannas of mystics and lion-riders, the Mwangi Expanse is a region of boundless opportunity. Underneath the steaming jungle canopy, the lost ruins of ancient giants shelter isolated tribes, bloodthirsty predators, and screaming hordes of demon-worshipping apes. Sites of ancient magic lie almost forgotten to the outside world, and a steady stream of bold explorers ventures into the trackless wilderness after legendary fountains of youth and cities of gold, never to return. For the jungle is a living, breathing entity, and it's always hungry...

*Heart of the Jungle* is the perfect supplement for any jungle campaign. Inside this book, you'll find:

- ▶ New rules for adventuring in the jungle, including hazards like diseases, fungi, poisonous plants, insect swarms, quicksand, and more.
- ▶ Nine new jungle cities, from the colonial trade town of Bloodcove to the cyclopean astrologer-fortress of Jaha, complete with full statistics and maps.
- ▶ Information on the many cultures of the Mwangi Expanse, encompassing both the major human tribes and the jungle's more alien and monstrous denizens.
- ▶ A detailed gazetteer of some of the Expanse's most legendary adventure sites, from the crashed flying city of Kho to the City of Hungry Spires.
- ▶ More than a dozen new maps of cities and jungles, each one highly detailed for GM reference or artistically rendered for player handouts.
- ▶ Five new monsters, including the flesh-eating botfly, the ancient jungle treant, and the terrifying ape-men known as angazhani.
- ▶ Massive random encounter tables for multiple jungle adventure terrain types.

This book is intended for use with the Pathfinder Chronicles campaign setting and the Pathfinder Roleplaying Game, but it can be easily used in any game setting.



[paizo.com/pathfinder](http://paizo.com/pathfinder)

**PATHFINDER**  
ROLEPLAYING GAME

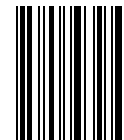
3.5 • OGL  
COMPATIBLE

ISBN 978-1-60125-247-0

US \$19.99



5 1999 >



9 781601 252470

Printed in China PZO9222