



Still only
10
(x 20)

SPEARS OF THE TISANGANI

A PULP HERO ADVENTURE
CONVERTED FOR USE WITH

**THRILLING
TALES**

OR ANY OTHER D20 PULP CAMPAIGN

SPEARS OF THE TISANGANI

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When they learn that the lost half of an antique map has been discovered, Our Heroes must journey into the heart of darkest Africa in search of the long-lost city of Tisangani! But they'd best beware, for one of their enemies seeks to thwart their efforts to find the fabled city. And if they do reach it, they'll find themselves plunged into a political battle between the king and his warlord, with the fate of all of Africa perhaps hanging in the balance...

Spears Of The Tisangani is a D20 conversion of a Pulp Hero adventure. The optimal number of PCs is four to six heroes of 6th through 9th level, but you can scale it up or down based on the number of opponents you pit against the heroes in various encounters.

ADVENTURE SUMMARY

The PCs receive a telegram from their friend Professor Hogan, a retired anthropologist, archaeologist, and expert on African history. They drive to his country estate, where he informs them his agents in

Africa have recovered the long-lost half of "Marsh map," a document that supposedly shows the way to the city of the Tisangani. Most people consider Tisangani (both the city and the tribe) to be a myth, but the Professor's always been more open-minded — and now he has proof! But apparently someone else has learned of the discovery, for while at the Professor's house the PCs are attacked by African warriors intent on stealing the part of the map Hogan already owns!

After they defeat the natives, the PCs have to travel to Africa, to the town of Stanleyville in the Belgian Congo. There they meet Heillard Alswend, the Professor's agent, and get from him the missing half of the map. As they exit his shop, they're again attacked!

After defeating this second group of adversaries, the PCs set out into the jungle with a train of native bearers and guides. Following the map, they slowly but surely make their way toward Tisangani. As they get close to the city, they have the chance to

rescue Princess Kinara, who's fled the city to escape her father's enemies. The grateful Kinara, sensing their heroism, leads them to Tisangani in the hope they can help her father

In Tisangani, the PCs are rewarded for saving the princess with a feast. But during the feast King Togalo's warlord and rival, Boseda, captures them and starts a revolt! While in the dungeon awaiting a no doubt horrible fate, the PCs receive a visit from their old enemy, "Colonel" Bruce Forsythe, who's been the one behind the attempts to steal their map. He gloats, then leaves them to their fate.

After the PCs escape (either due to their own cleverness, or perhaps with help from Kinara), they have to fight Boseda and put down the revolt. They then leave Tisangani laden with gifts and rewards from the grateful King Togalo.

MAPS AND PROPS

This adventure includes one "prop" — a copy of the Roger Marsh map the PCs are trying to obtain and use. You can find the map on the next page; the dotted line indicates where you should tear it in two.

If you want, you can prepare other props to make the adventure more fun. Examples include a copy of the telegram described in Part One (so you can hand it to the players, instead of just reading it to them) and maps of 1930s Africa so the PCs can plan out their route to Stanleyville.

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Lost
Tisangawi



The great chason

Road westward
of the great
dead tree



Many jungle
tribes -
very hostile



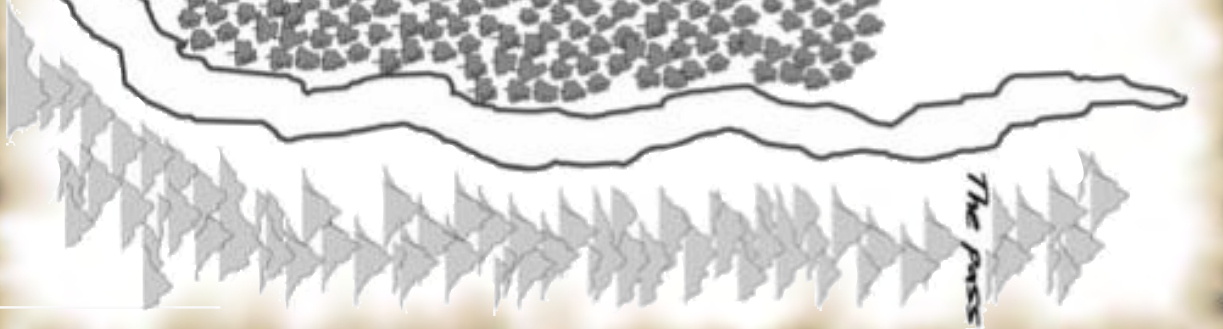
Lake
Linnors

Follow the road
that leads from
Dielaks

Lands of the Bungari -
have their spears!

Ravage
roads

The pass



PART ONE: THE TELEGRAM & THE MAP

Having recently returned to the States from an adventure, the PCs are staying at a hotel in Manhattan (you can have them in residence at the Empire Club if you prefer, or for a nod at Pulp trivia make it the Hotel Metrolite). While relaxing in the lobby or restaurant, they receive a telegram from an old friend, Professor Andrew Hogan. The telegram reads:

Have found missing piece
Tisangani puzzle. Stop.

Come to my home tomorrow
night 7:00 to learn more.
Stop.

Most important! Stop.

Hogan

The PCs know, from their friendship with Professor Hogan, that he's been trying to prove the existence of the Tisangani (both the tribe, and the supposed city of the same name) for decades. They're regarded as mythical, but the Professor believes they really exist. Being intrepid Pulp adventurers, how can they resist the chance to be a part of proving him right?

The PCs pile into their car and drive out to visit the Professor the next evening. It's a pleasant spring night, cool but not

cold — perfect for a drive in the country. When they arrive at the Hogan residence, the Professor greets them effusively and ushers them into his study. It's a cozy room panelled in dark wood, the walls lined with bookshelves filled to overflowing with anthropology and archaeology books. Here and there relics and artifacts from the Professor's many trips to Africa hang on the wall, serve as bookends, or gather dust on endtables. Since the weather's so pleasant, the room's several large windows are open to catch the breeze.

THE MARSH MAP FRAGMENT

After offering the PCs drinks and food, the Professor gets to the point. A friend of his in central Africa, a Dutch trader named Heillard Alswend, cabled him recently that he'd come into possession of a fragment of a map the he believes is part of the fabled "Marsh map" — a map created by Roger Marsh, an explorer in the early 1800s, that purports to show the location of Tisangani. The Professor already owns one piece of the map, but it doesn't show enough to enable him to find the city

At this point the Professor brings out his map fragment, which is carefully stored in a leather folder, so you should give the map fragment to the players. (You can find the map on the previous page, but you need to tear it in two along the dotted line.) The Professor's piece is the eastern (right-hand) half of the map. Nothing on the map fragment is known to the PCs, no matter how much they make any appropriate Skill rolls by — they've never heard of the "Lake Lumaru" or the Twin Obelisks

depicted on the map. Obviously, they need the western (left -hand) piece to figure out where to go — and that's what Alswend claims to have.

The Professor asks — implores, if necessary — the PCs to go get the rest of the map, find Tisangani, and verify his theories. (Sadly, he's too old to go into the field, or else he'd gladly accompany them.)

NATIVE WARRIORS ATTACK!

At this point have the PCs make Spot checks at DC 20. The PC who makes it by the most notices a blowgun being poked in through one of the windows, aimed at the Professor!

The character who noticed the attack gets a free action in which to act; no one else can do anything. Quick-thinking heroes will dive for the Professor and knock him down, so that the blowgun dart thuds dramatically into the wall where he was just standing! If a character tries that, he automatically succeeds. If he tries anything else, adjudicate it normally

Now a group of warriors — Tisangani warriors, though the PCs don't know that yet — bursts into the room! They're wielding spears and shields, and there should be enough of them to give the PCs a good fight (but one they'll likely win) -- perhaps 2 warriors for each PC, adjusted as necessary.

The warriors' goals are, in order of importance,

(a) obtain the Professor's map fragment,

- (b) kill Professor Hogan, and
- (c) kill the heroes.

They're working for the PCs' enemy, "Colonel" Bruce Forsythe, who's already made contact with the Tisangani and is helping the evil warlord Boseda in his bid to seize power

Tisangani Warrior

Fast Hero 1/Tough Hero 1 CR2; Medium-size human; HD 1d8+2+ 1d10+2; hp 17; MAS 15; Init +2; Spd 35 ft; Defense 18 (+2 Dex, +4 class, +2 shield); BAB+0 Grap+1; Atk: +1 melee (Spear, 1d8+1) or +2 ranged (Blowgun 1 plus poison); FS 5 ft x 5 ft; Reach 5 ft; AL: Tribe; SV Fort+3 Ref+3 Will+0; AP 6; Rep +0; STR12 DEX 15 CON 15 INT 10 WIS 10 CHA 14

Occupation: Athlete (Archaic Weapons Prof plus Climb and Jump Skills)

Skills: Balance+6, Climb+5, Hide+6, Jump+5, Move Silently+6, Survival+3

Feats : Simple Weapons Proficiency, Archaic Weapons Proficiency, Brawl, Shield Proficiency

Talents: Remain Conscious, Increased Speed

Possessions: Medium Shield, Spear, Blowgun (Archaic Weapon, Range: 10' increment; Damage 1 pt plus poison. Curare Poison (D20M pg 54) injury poison Damage 2d4 Dex/2d4 Wis DC 18)

As the fight ends, have the PCs make DC 15 Listen checks. The hero who makes his by the most hears the squeal of tires as a car pulls away from the house. (Forsythe was watching from the road with binoculars; having seen the defeat, he's fled. The PCs are too far from the road to see any details, or to catch him.)

If the PCs have left any of the warriors alive, they can try to interrogate them — but since none of the Africans speaks any language but Tisangani, and no one in the civilized world speaks Tisangani, they won't learn anything. The Professor states that the warriors' war-paint and ritual scarification match patterns supposedly used by the Tisangani.

OFF TO AFRICA

The PCs now have to plan their trip to Africa. Unless they have access to their own plane, zeppelin, or the like, that probably means

- (a) booking passage on a ship from New York City to somewhere in Africa (probably Tangier or Cape Town) and then
- (b) chartering a plane in Africa to take them to Stanleyville, where they'll make contact with Heillard Alswend (the Professor will cable Alswend to expect them).

Other options include sailing up the Congo River or taking a train to get as close to Stanleyville as possible and then riding or walking there; both of those alternatives add time to the trip.

If you want to lengthen *Spears Of The Tisangani* so that it requires multiple game sessions (or even becomes an entire story arc), now's your opportunity. If the PCs take a ship, they're trapped on board for days, presenting you with the perfect opportunity for a murder mystery or horror scenario. If at any time they get in a plane, they could suffer a crash that puts them in the middle of an unrelated adventure. (Since this is already a "lost civilizations" story, don't make it one of those; come up with something different, like a Weird Menace scenario that takes place on an old rubber plantation.)

If your group of players enjoys planning trips in detail, let them. Before they leave they can go shopping for whatever supplies they want to take along with them, figure out each leg of the trip in precise detail, whatever you're willing to allow. If they (or you) prefer to keep the action rolling, assume that Heillard Alswend can provide them with any reasonable supplies they need; he'll also arrange for trustworthy native bearers and guides.

IN STANLEYVILLE

Once the PCs arrive in Stanleyville, they can check into the Royal Hotel and then look up Heillard Alswend. He's not hard to find; asking after him in the hotel or the street will soon lead them to him.

The streets of Stanleyville are bustling and busy. Most of the inhabitants are native Africans, but here and there the PCs see other white people, and persons of Arabic descent are also apparent. They notice

plenty of people staring at them with frank curiosity — word of the arrival of “white tourists” has already gotten around. If you want to roleplay a little, have beggars, street merchants, and other folk interact with the PCs.

Alswend's expecting the PCs and is glad to see them. He's a hearty, friendly, portly middle-aged man dressed in a slightly shabby suit; he frequently mops his forehead with a handkerchief. He speaks English well, but with a pronounced Dutch accent; he can also speak Dutch, and a little French and German. Once the PCs arrive, he puts one of his workers in charge of his store (he's a general merchant, outfitter, and broker) and ushers the PCs into his office.

Once the PCs are in the office, Alswend will bring out a leather folder containing the other half of the Marsh map, which you should now give to the PCs. Information on that fragment — specifically, the mention of the Banguri tribe — tells the PCs something if one of them makes DC 15 Knowledge (History) roll. (If none of them have an appropriate Skill, have Alswend supply the information.) They've heard of the Banguri and know roughly where their lands are. Knowing that, they can easily make a rough deduction about where the hills and the pass depicted on the map are.

It should become apparent after a little studying of the map that the only way to get to Tisangani from Stanleyville is to hike through the jungle to the pass, then travel down the river in boats until they

reach the Twin Obelisks. If possible, you should prevent the PCs from using a plane to overfly the area; it ruins the story. If necessary, inform them that the weather in the area is reputed to be extremely rough and stormy, which is why no one's ever discovered Tisangani from the air before. If they decide to fly anyway, hit them with a storm that causes their plane to crash near the river. Guess it's time to break out the boats....

STREET ARABS ATTACK!

The PCs can make whatever plans they like as to when they'll leave on the trip to Tisangani; Heillard Alswend offers to help however he can and arrange for any reasonable supplies they need.

As the PCs leave his shop, several ugly Arabic-looking fellows (1 per party member, minimum 4) get up from where they've been lounging around the street and approach them. Before the PCs know it, they've been surrounded by a loose knot of thugs... who draw knives!

The Arabs are working for Bruce Forsythe, who's still trying to get the map so the PCs can't follow it. They'll fight as hard as they can until the battle has really turned against them, at which point they'll flee.

Arab Street Thugs

Fast Hero 1 CR1; Medium-size human; HD 1d8+2; hp 10; MAS 14; Init +2; Spd 30 ft; Defense 15 (+3 Dex, +2 class); BAB+0 Grap+0; Atk: +0 melee (dagger, 1d4) or +2 ranged (thrown dagger, 1d4)); FS 5 ft x 5 ft; Reach 5 ft; AL:Gang;

SV Fort+2 Ref+3 Will+0; AP 4; Rep +0;
STR10 DEX 15 CON 14 INT 12 WIS 10
CHA 14

Occupation: Criminal (Brawl feat plus
Gamble, Knowledge (streetwise))

Skills: Hide+6 ,Knowledge (streetwise)+8,
Move Silently+6, Gamble+4, Sleight of
Hand+6

Feats: Simple Weapons Proficiency, Point
Blank Shot

Possessions: Daggers.

During the fight, while the PCs are occupied, have all of them make Spot rolls at DC 10. The one who makes it by the most notices a white man wearing a white suit watching the fight from behind the curtains of a nearby shop's window. As soon as the PC sees him, he leaves the window. This is Forsythe, monitoring the progress of his hirelings; he quickly departs the scene and leaves for Tisangani so he can beat the PCs there (he's been there before and should have no trouble outdistancing them; if necessary for story believability, distract them or slow them down--here's a perfect chance for a *Raiders*-esque market scene.)

In the unlikely event the PCs get defeated or lose the map, you'll have to run a chase scene where they pursue the Arabs to get it back. Fortunately, Forsythe has given them strict instructions not to destroy or lose it; he wants it for his own collection of artifacts, or to sell later on when he no longer needs it.

PART TWO: INTO THE JUNGLE:

After everything's arranged, the PCs set out to follow the map to Tisangani. Unless you want to lengthen the scenario with some encounters (wild beasts, venomous snakes, slippery pathways, disputes among the native bearers, Weird Science menaces...), assume they make it to and through the pass after a couple days of traveling

Once they're through the pass, they can find the river easily. Now they must take to the small boats provided by Heillard Alswend.

THE RIVER

In its northern reaches, the river is fairly normal, with banks lined with vegetation. But as it proceeds south, the banks rise until the river's running through a sort of gorge. This basically makes it impossible to get off the river, which means the PCs can't avoid the rapids marked on the map

As the boats pass through the rapids, have every PC make a DC 10 Reflex Save. If all the rolls succeed, all the PCs and boats make it through successfully (though you might want to sacrifice one boat that's only carrying native bearers and supplies to demonstrate how dangerous the rapids are, and/or to force the PCs to go on with fewer supplies so they must find Tisangani). If any PC fails, something dire happens: he falls out of his boat and has to be rescued; his boat capsizes; his boat gets smashed on the rocks. The magnitude of the disaster, and the difficulty of performing a rescue,

should depend on the severity of the failure. This isn't intended as a way to kill PCs, though — it's just a bit of excitement — so don't make the situation too dire

For another touch of peril, have the PCs spot a small group of Banguri warriors on the south bank sometime. The Banguri carry spears, but only watch the PCs... as long as they're not molested. If the PCs attack them or try to land on the south bank, the Banguri will attack: they do not care for visitors.

THE TRAIL

After about two days on the river, the PCs reach the Twin Obelisks marked on the map. By this point the banks have come down again, making it easy to land the boat. There's a sort of stone quay at the Obelisks

Once they've landed and unloaded their supplies and gear, the PCs and their bearers can head up the trail. The trail still exists, though it's obviously not heavily used. The "great dead tree" marked on the map is still there. Unless you want to lengthen the scenario, nothing happens on the trail until the incident described below. If necessary, you could have a group of "hostile natives" (not Tisangani) attack the PCs, or you could threaten one of them with a venomous serpent.

A CRY FOR HELP

After about two days on the trail, the PCs feel they must be getting close to the chasm marked on the map. Suddenly they hear a woman's scream! It's coming from the

south. It sounds like she's just off the trail, over a hill covered with scrub brush that prevents the PCs from seeing her

Naturally, the PCs, being Pulp heroes, charge to the rescue. As they crest the hill, they see a beautiful young black woman crouched at the foot of a tree. A grey-haired but still hale black man is using a walking staff to try to fend off the attack of a ferocious lion! The PCs can save the pair (who are obviously doomed if they don't get help) by scaring off the lion, killing it, or the like.

Lion

Large Animal

Hit Dice: 5d8+10 (32 hp)

MAS 15

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+12

Attack: Claw +7 melee (1d4+5)

Full Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+2

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Feats: Alertness, Run

Environment: Warm plains

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 3

Advancement: 6–8 HD (Large)

Level Adjustment: —

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

The woman, who seems to be about age 20, expresses her gratitude to the PCs — amazingly, she speaks halting, simple English! (If asked, she attempts to explain that she and her father both learned it from books

left behind by Roger Marsh, which have been handed down in the Tisangani royal family for generations.) She identifies herself as Kinara, the daughter of King Togalo and thus Princess of Tisangani. (The man is a servant.) She was running away from Tisangani in the hopes of avoiding what she felt was an inevitable forced marriage to the king's cruel general, Boseda (who is a rising power in the ancient, hidden kingdom), and because she wants to find some help for her father to resist Boseda's efforts to seize power. With the PCs by her side, she's willing to return to Tisangani and see what can be done

Assuming at least one PC is a strapping, handsome male, you can have some fun by roleplaying Kinara falling for him. She'll



immediately begin paying more attention to him than anyone else, will explain to others that he saved her (even if someone else was more responsible for that), and so on. This is particularly amusing if two male PCs have a rivalry — have her pick one of them.

THE ROPE BRIDGE

Kinara leads the PCs to the chasm. Across the chasm is a rope bridge. It appears to be sturdy, but the players will no doubt be suspicious — especially when their characters notice the group of Tisangani warriors guarding the far side of the bridge!

Before they can stop her, Kinara strides confidently onto the bridge. One of the guards shouts something at her in Tisangani; she shouts back. While none of the PCs understand Tisangani, the thrust of the argument is obvious: the guard's challenging her right to bring these "white devils" to Tisangani, and she's asserting her royal prerogative to do whatever she darn well pleases. As she (and presumably the PCs) get closer, the guards sullenly acquiesce — she and the PCs may head on into Tisangani not only unmolested, but with a small "honor guard" of two spearmen.

PART THREE: IN TISANGANI

The PCs quickly attract a crowd after they enter Tisangani. Most of the natives stare at them with frank curiosity; a few of the bolder ones might touch them to see if the white color of their skin "rubs off." A few look at them with apprehension (or

even frank dislike); some have expressions on their faces that might signify... relief? hope?

Kinara ignores the crowd and leads the heroes through the city to a large building in the center — obviously the palace. As she walks, people bow their heads to her; some prostrate themselves on the ground. At the palace, everyone treats her with deference and respect; she's regally aloof, but not unkind. If she's taken a shine to a male PC, she'll insist he walk with her and happily point out sights of interest

Kinara leads the PCs into the palace and down a few corridors to the throne room — a large, rectangular room in the center of the building with a colonnade around three of the walls. Against the fourth wall there's a raised platform with a wooden throne, and on the throne sits King Togalo, Kinara's father. He's an old man, rather feeble-looking, but with a bearing that bespeaks dignity and pride.

The king is not the only person in the room. Various nobles — courtiers, if you will — stand or sit around the throne room, and slaves scurry to and fro on various errands. The nobles are well dressed, and greet the PCs with the same stares as the townsfolk... though here more of them show obvious dislike or distrust. One noble in particular stands out: a tall, muscular, darkly handsome man holding a spear. He stands on the dais to the left of the king. This is Boseda, the king's warlord and his rival for power in the city (if the PCs can't figure this out themselves, Kinara

will whisper it to them). Boseda looks at the PCs with undisguised contempt, even hatred

Like Kinara, King Togalo speaks halting English. After Kinara tells him what happened, he welcomes the PCs to Tisangani, offers them his hospitality for as long as they care to stay, and gives them each a gift. If you like, you can tailor the gifts to each PC, but they could receive matching necklaces or other items of jewelry if you don't want to go to the trouble.

IN THE PALACE

King Togalo then tells the PCs that rooms have been arranged for them in the palace, and slaves will now escort them there so that they may rest and prepare for the grand feast that will be held tonight to celebrate his daughter's rescue! Since it's early-mid afternoon, the PCs have an hour or three to relax.

This is another point at which you can lengthen the scenario if you so desire. If you feel like it, let the PCs explore the palace and interact with the natives. Since they speak no Tisangani, and the natives no other languages, the odds for successful communication are dim. However, the PCs might convince Kinara to give them a tour of the palace, or have a run-in with a hostile noble that foreshadows later events. If you want to keep the scenario moving along briskly, just skip ahead to the feast without giving the PCs any "free time."

FEAST OF TREACHERY

At dinnertime a slave arrives at each PC's room to escort them to the feast. The feast is held in the throne room, where a long table has been set up in the center. The king's throne has been moved down to the head of the table, and as the guests of honor the PCs get to sit nearest him (though a guard armed with a spear stands to each side of him, and there are other guards standing at attention along the colonnade). Kinara sits with the PCs. If she's sweet on one of them, he gets the best seat of all and she's right next to him. Several of the nobles look rather put out at having to sit "below" the white visitors; Boseda looks positively furious.

The feast commences as slaves bring in large platters of food. If you like, describe the very non-European food (including some insects, reptiles, and a variety of strange-looking fruits and vegetables) to make the PCs squirm.

Halfway through the feast, Boseda stands and addresses the king. This brings other conversations to a halt; the PCs get the impression this is unusual, and can feel tension in the room. The "discussion" between the two quickly turns heated, and Boseda obviously becomes angrier and angrier. Suddenly, he shouts an order! The two guards flanking the king cover him with their spears, and the guards on the portico quickly move forward to stop the PCs and Kinara from acting

At this point, the PCs should realize that they're badly outnumbered. In game terms,

consider each of them Surprised by at least one spearman: if they do anything, they'll automatically get skewered once, if not more. If they want to fight, let them, but the deck is definitely stacked against them... and Boseda and a few of his chief warriors are powerful enough to have Action Points of their own to spend. If necessary, Boseda and his rebels can even take the king and Kinara hostage to stop the PCs from fighting

Use the Tisangani Warrior stats for Boseda's men and the other nobles. Boseda's stats are below:

Boseda

Fast Hero 2/Tough Hero 1/Charismatic Hero 2 CR 5; Medium-sized human, HD 2d8+4 + 1d10+2 + 2d6+2; HP 29; MAS 15; Init: +3; Spd 35 ft; Defense 21 (+6 class, +3 dex, +2 shield) +1 additional in melee due to defensive martial arts; BAB +2; Grap +6; Atk: +7 melee (Spear 1d8+4) or +5 ranged (dagger 1d4+4); FS 5 ft x 5 ft Reach 5 ft; AL: Self; Sav Fort+6 Ref+7 Will+1; AP 9; Rep +5; STR18 DEX 17 CON 17 INT 12 WIS 12 CHA 20

Occupation: Athlete (Archaic Weapons plus climb and jump skills)

Skills: Balance+9, Climb+10, Hide+9, Jump+10, Move Silently+9, Survival+4, Bluff+9, Diplomacy+9, Intimidate+7

Feats: Simple Weapons Proficiency, Brawl, Shield Proficiency, Weapon Focus Spear, Defensive Martial Arts, Renown

Talents: Increased Speed, Remain Conscious, Coordinate

Possessions: Spear, Dagger, Shield

Unless things really go their way, the PCs should be taken prisoner (if appropriate, have the spearmen smack them unconscious with the butts of their spears, rather than running them through with the points). They'll then be escorted (under heavy guard) to a dungeon cell.

VISITORS WELCOME & UNWELCOME

The PCs' cell is located in the bowels of the palace. Its walls are made of stone; the door is thick, sturdy wood with a small barred window; the only light is provided by a guttering torch. The door is barred and locked from the outside. The door should be strong enough to resist the PCs' efforts to escape... at least for a short time

While in the cell, the PCs hear the sounds of shouting and fighting in the streets: Boseda's rebellion is in full swing and seems to be succeeding! And then they hear a familiar chuckle coming from just outside the door. Looking in the hole in the door is their old adversary — "Colonel" Bruce Forsythe! "*Looks like I've finally got you where I want you,*" he gloats fiendishly.

Forsythe will go on to explain how he stumbled across Tisangani some months ago, learned of Boseda's ambitions, and formed a partnership with him. In exchange for Forsythe's aid and knowledge of the outside world, Boseda will give him

many of the Tisangani's golden treasures. Having failed to prevent the PCs from getting here, Forsythe will at least have the pleasure of watching Bosedá lop off their heads. After making some suitably dire prediction or pun about their fate, and the fate of West Africa once Bosedá begins his campaign of conquest, Forsythe will leave (He is not statted for this reason -- feel free to bring him back as the focus of another adventure, by which time the PCs will be ready to make short work of him!).

At this point, you can let the PCs make serious efforts to escape from the cell... but if they can't manage to escape on their own, they'll have some help. A little while later, they hear someone else approaching the cell. Looking out the hole in the door, they can see it's a slight figure, stooped, wearing a dark robe. Suddenly, the visitor stands up to reveal... Kinara!

She explains that she eluded the slaves Bosedá set to watch over her, got hold of the key, and has come to free them. She'll quickly unbar and unlock the door, tell the PCs that Bosedá and the other leading rebels are keeping King Togalo prisoner in the throne room until he agrees to their demands, and beg them to help him. She's even brought along their weapons....

THE BIG FINALE

Being true Pulp heroes, the PCs head toward the throne room and begin a battle to defeat Bosedá and rescue the king. And since it's a Pulp adventure, this time the odds are stacked in their favor — you can even “refresh” a few of their Action Points

to give them a chance to really cut loose if you like. Make it a tough fight, with lots of challenges for them (such as saving the king from a sneak attack by Bosedá or a wicked noble).

If you wish to lengthen the scenario, you can have Kinara sneak the PCs out of Tisangani, where they can meet up with an exiled band of warriors loyal to King Togalo, and then return in force to re-take the kingdom.

With the PCs' help, guards and warriors loyal to King Togalo can quickly put down the revolt and round up the rebels. The surviving rebels will be executed; Justice is swift in the jungles of Africa.

You can wrap up the scenario however you like. The king can make the PCs honorary members of the Tisangani tribe, agree to open up relations with the civilized world, shower them with valuable gifts, persuade one of them to marry Kinara... or all of the above! It all depends on how long you want the scenario to last and what sort of follow-up adventures (if any) you'd like to develop from this one.

And of course, there's the trip back to Stanleyville, and home. If you prefer, you can gloss over this and get them home safely in just a few seconds... but you can always pile on some difficulties if you want to start another adventure right away!