



*Patreon Adventure Supplement  
January 2022*

*The Python's Coil  
Jungle Trading Post*

*Map: Jungle Trading Post*

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Jungle Trading Post*

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Patreon *Map of the Month* GM's supplement

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Regional map made using Inkarnate ([www.inkarnate.com](http://www.inkarnate.com)).

# SETTING



## Setting description

The Culebra Verde is just one of hundreds of snaking rivers that feeds the Tyba jungle. Vast and frequently impenetrable, much of the jungle remains unexplored by outsiders. Rivers are frequently the only practical way to travel through the Tyba and so the jungle rivers have become busy highways of travel and trade. Following the long, coiling Culebra Verde upstream, southwards to the point that it becomes unnavigable, riverboats will reach The Python's Coil, a fortified trading post set in the bend of the river. From here, a trader or explorer may continue through the jungle on foot and a few easy trails head west and south.

The trading post is a useful point of contact between the people of the jungle and outsiders who travel the rivers engaging in trade. Run by an old pair of adventurers, it is also an excellent spot from which to head into the jungle, as the proprietors understand the needs of explorers and sell a range of useful goods. Travellers can also rent a spot in a pitched tent for the night – the trading post is never without a handful of people passing through.

The surrounding jungle is beset with dangers – unusual plants, wild animals, monstrous beasts and treacherous terrain. Make sure you're well stocked-up on supplies before you leave the safety of The Python's Coil.

## Places around the Trading Post (see numbered map and table on p6)

1	The Hollow Tree
2	Poletep's village
3	The Ruins of the Heaven Steps, a pyramid
4	Tunye's village
5	The Python's Coil Jungle Trading Post
6	The Tantaqisqa, a fight clearing
7	The Machay Tuta, a dark cave
8	The Statue of the Crying Man
9	The Rir Pool, a small, magical lake
10	Black Lily Ruins, an old temple
11	The Sun Thief, a huge natural crystal shard
12	Tulpuaway Village, an abandoned settlement

# PLACE & PLOT



## Around The Python's Coil

- 1 The New Jetty, built only last year when the Old Jetty collapsed.
- 2 The Back Room is a treasure trove of goods, stored in boxes, crates, barrels and sacks.
- 3 A simple room for the owners of The Python's Coil. A bed and a desk are the only items of note.
- 4 The Culebra Verde flows slowly here, the water hardly seeming to move at all. Vegetation grows freely over the surface.
- 5 The heart of the trading post, this small shop is crammed with useful items.
- 6 Four small tents are set up in the courtyard which travellers can rent, providing some measure of protection from the elements.
- 7 Goods destined for further trade routes are temporarily stored in the yard.
- 8 The bridge here is the only crossing point on the Culebra Verde for miles in both directions.

## Story Ideas

### Story hook 1 – Jungle Hunger

As the party disembark, they are surprised to see the proprietors of the trading post ushering them into the yard and setting about building a makeshift barrier at the dock. Batun explains that sabre tooth tigers have been attacking the small wooden fort, attempting to access the large store of dried meats. Kamay, a local guide who works out of The Python's Coil says he believes that the tigers are starving, with an unusual increase in crocodiles upstream nabbing the tigers' usual prey. Can the party help defend the fortified trading post and eliminate the threat?

### Story hook 2 – Log Off

The Python's Coil is alight with the fear and anger of the locals. Bodvarr explains that everyone is terribly worried about the arrival of loggers a few miles to the south. The Elven Ship Company has set up camp with the intention of obtaining vast amounts of kedgewood. A material highly prized by the elves in shipmaking, the tree is rare outside these parts. Stripping the forest will ruin The Python's Coil's trade and destroy the jungle habitat. The ESC has declined to listen to local objections and Batun and Bodvarr, having used 'direct methods' in their youth to deal with such people, are asking around for people willing to take on the loggers.

### Story hook 3 – Lengthen the Day

As the party members settle into the tents for the night, Batun, one of the proprietors, wanders over for a quiet word. After begging for discretion on this matter, Batun sadly confides that he fears his life will not stretch many more years. He would like to live on, here, with Bodvarr, a dwarf who will outlast him by decades. Batun has heard rumours in the jungle for years about a people who knew the secret of longevity. Can the party help him find the secrets and achieve his aim?

# NPCs

## Batun and Bodvarr – Proprietors of The Python's Coil

Batun, a man of local provenance, and Bodvarr, from the cold mountains thousands of miles to the south, met in their youthful adventuring days. After years exploring and fighting alongside each other, Batun wished to return to his homeland and Bodvarr chose to retire here with his friend. Arriving at The Python's Coil, they found the proprietor Igsley cocooned in the silk of a giant spider. Though they cut him free, Igsley was too far gone to save, but he bade the former adventurers take over his business. To Batun and Bodvarr, it made perfect sense. With Batun's local knowledge and excellent appraisal skills and Bodvarr's language proficiency and poison resistance, the pair have made a great success of the trading post.

These days, Batun's age is catching up with him. He stoops a little as he walks and that old dragon-scratch scar along his leg burns and aches more than it used to. Defending the trading post is harder than it was and Bodvarr finds Batun's remarks on such matters an unseemly weakness. Dwarven Bodvarr has much life remaining, but he has settled into a senescent cantankerousness lately that irritates Batun. He complains constantly about the climate, despite having chosen to live here. He shaves his entire body and wears only a pair of snakeskin britches. He regularly braves the murky depths of the Culebra Verde to cool off, a risk Batun feels not worth taking. Yet despite their petty differences, the pair do not let such annoyances get in the way of being a strong team and the Pythonscoil thrives under their stewardship.

## Kumay, a jungle guide, reasonable rates

A knowledgeable and enthusiastic guide, Kumay hides well his disdain for those adventurers who come to the jungle from far-off lands. "They who seek," he always says, "seek not the jungle, but themselves. And I ain't got time for that crap." The nonsense spouted at a jungle guide is enough to drive a person loopy and Kumay, sick of playing the part of the polite jungle native, has nearly had his fill. Luckily his savings jar is also nearly full – he plans to head downriver, catch a boat to a big city and head straight to the theatre. The stage, that Batun and Bodvarr have told Kumay so much about, is the place for him! Grasping to sneak a look at any theatrical text a visitor may possess, he dreams of a thousand other lives.

## Travellers camping at the Trading Post

- 1 **Oysev**, a river trader who brings seafood and useful whale products deep into the jungle. His river boat is called the Song of the Minke and is festooned with numerous small scrimshaw objects
- 2 **Kedher of the Low Watch and his bow-sister Adethe**, hunters who have travelled to the Tyba Jungle to gather unusual monster pelts to sell in the city to makers of fashionable furniture. Blithe and vain.
- 3 **Aryca Portsuito** who is searching for her brother Gehadd, a missing river trader last seen leaving this trading post six months ago. His gold capstan necklace was found on the neck of a monkey.
- 4 **Leisill deWithen**, a witch who is using the camp whilst gathering rare ingredients from the jungle. She appears secretive and sinister in the camp firelight.
- 5 **Baster Grey**, a sweating doctoral student from Vellum College, researching the rebirth knowledge of the Lost People of the Fern Shroud who once ruled the jungle.

## Some people who live in the local jungle

- 1 **Tunye**, the astute head of a local village grown rich by trading crocodile skin. Having worked to become expert river hunters, the villagers are the only people in the area who can successfully tackle the giant crocodiles.
- 2 **Canulcan**, an excitable youth who believes in the existence of a lost underground city somewhere in the jungle. Searching for it endlessly, he brings artefacts to the trading post to sell.
- 3 **Mucuwe**, a mysterious and ancient trader from the deep forest, who brings a rare poison to the trading post. It is especially prized for use on the blades and tips of weapons.
- 4 **Poletep**, an elder from a small village to the north, is adept at inking tattoos and reading the codes hidden in their iconography.
- 5 **Mowe**, a warlord who holds sway locally. She and her soldiers are particularly active against outsiders with encampments that encroach on the jungle.

# TRADE & SUPPLIES

## *Items typically desired here for trade (in bulk)*

### **Brought to the post by jungle-based traders**

- 1 Crocodile eggs (boiled and pickled by the barrel).
- 2 Emerald Pearls (by the metre string). Giant pearls collected from freshwater oysters, coloured green due to algae that the pearl incorporates as impurities.
- 3 Coconut flesh, sugared and pressed (by the crate)
- 4 Snake-eye beans (per ten-string). Sun-dried in the pod and strung, this bush-grown protein source is prized in the city for its decorative appearance.

### **Brought up the river to sell locally**

- 5 Wool, prepared for weaving (by the 10lb bundle)
- 6 Apples, sold by the barrel (tiger-striped a favourite)
- 7 Glass bottles, by the five-bundle (coloured glass is more highly sought)
- 8 Whale oil, purified for lamp lighting (by the jar)

## *Local potions for sale*

- 1 **Marmleleaf drops** - drip onto insect bites for relief from itching. Can also be sipped to induce diarrhoea.
- 2 **Coconut sunbalm** - smear on skin to form a solid, white barrier that prevents skin burn in bright sunshine.
- 3 **Cloudswim herb** - eat half a pinch of the tiny leaves as a potent painkiller. Consuming too much causes hallucinations.
- 4 **Kafri root powder** - add a pinch to a 1 litre vessel of water to purify contents.
- 5 **Chameleon balm** - spread on skin/item to give an excellent camouflage effect to stationary objects. Rare.
- 6 **Neddin** - a poison obtained from a tree frog. Use with extreme care as is highly toxic and absorbed through skin. Rare.

## *Supplies for sale useful for jungle adventurers*

- 1 **Mosquito net**, basic but essential.
- 2 **Higgine's Dry-Foot** - a powder used to dry-out feet once the damp of the jungle has set into to the skin.
- 3 **Palm hammock** - made from treated and stitched palm leaves with coconut-husk rope. Fairly poor durability, but light and replaceable.
- 4 **Flint pocket-blade** - razor sharp and avoids the rust-risk suffered by metal tools in a wet environment.
- 5 **Snake trap** - can only be used for small snakes. Catches the snake, alive, inside a leather bag. Useful for obtaining edible snakes.
- 6 **Monkey trap** - catches a monkey's tail in tightened loop and suspends the monkey from a branch. Harms no part of the monkey, other than its pride.
- 7 **Bargy** - dried croc meat strips, high protein. Choose from either honey-glazed or spicy.
- 8 **Pittleberries** - dried, green berries that are extremely energy dense in this form. Very sweet and possessing a slightly rotten taste.
- 9 **Smoked pixfish** - dried and flaked, a meaty riverfish. Rehydrate in a stew for tastiest results.
- 10 **Snakeskin leg wraps** - aid waterproofing. Can be wound from feet upwards or the more usual ankles.
- 11 **Coconut-shell plate armour** - scale mail breastplate, rare. Clatter as you walk in this quite hard local armour.
- 12 **Croc knuckles** - a simple knuckleduster made from a slice of hard, knobby crocodile skin.

# AROUND THE JUNGLE

## Places of note in the local jungle

- 1 **The Machay Tuta**, a vast cave of unnatural darkness. It is believed that a person who is brave enough to spend the night alone in such blackness will learn their life's true purpose.
- 2 **The Rir Pool**, a glittering fresh water pool that reflects sound as well as light. It is rumoured that on a night when the moon is reflected in the pool in it's fullness, sounds directed at the pool will be reflected back as answers from the dead.
- 3 **Black Lily Ruins**, the remains of what was an important temple to a people who once lived in the jungle. Some say there are wondrous hidden treasures among the ruins, but some also say that the temple god protects them from being removed.
- 4 **The Hollow Tree**, a huge tree hollowed by age and dryness. Dangerous, biting spiders crawl every inch of the inside, but they possess an enchanted silk that is said to be able to bind a ghost.
- 5 **Tulpuaway village**, an abandoned settlement in which no person has been seen for decades. The village, however, always looks as if people left it and walked into the jungle only 5 minutes before.
- 6 **The Tantaqisqa**, a forest clearing in which local youths meet to fight wild animals for prizes.
- 7 **The Statue of the Crying Man**, an ancient, gilded stone sculpture of a man weeping in foetal position. Everyone in the jungle knows a different legend about it, but most believe that an offering that comforts the man confers an unusual benefit.
- 8 **The Ruins of the Heaven Steps**, a crumbling stepped pyramid that jungle legend says once was a pathway to the realm of the gods. Outsiders who have explored the ruins report being chased away by a demonic creature.

## Monsters that live in the jungle

- 1 **Turunkaya**, a revenant jaguar, violent and unrelenting in its pursuit of prey. It walks the jungle in the twilight hours.
- 2 **The Yawarsuq**, a vampire tribe who walk quietly among the trees, snatching unsuspecting travellers. They have hair that drips to the floor like black vines, aiding their concealment in the jungle shadows.
- 3 **Giant Constrictor Bats**, who grab at victims and wrap them tightly within their wings, squeezing until the captive's life drains.
- 4 **Maruwenu**, an enormous snake, camouflaged so well that it is impossible to spot unless it is moving. It slithers among the leaf litter and has a venom that turns limbs blue as paralysis slowly spreads.
- 5 **Spittle Monkeys**, vicious, acid-spitting monkeys. They leap through the low branches, making an interminable screeching chatter. Enjoying nothing more than annoying people on the forest floor, they throw items from the trees and spit large globs of their highly acidic phlegm at anyone who tries to shoo them away.
- 6 **Tullu**, the bone monster, an enormous, animalistic bone-construct said to have been created by a sorcerer who lost control of it. Built largely of sharp shards of bone and horrifying fangs, it roams the forest and attacks people who cross its path.
- 7 **Mus-Wakiirly**, the nightmare walkers, a group of vengeful jungle spirits who enter dreams and try to kill the dreamer from within. Successful attempts result in the victim waking confused, frightened and with a strong feeling of disconnect from reality.
- 8 **Kiru**, the mother crocodile, of whom only legend exists. No one ever seems to have seen her, but everyone believes she exists. Said to be as long as three barges and with a skin of iron, she is rumoured to be unkillable.