

OUT FOR A STROLL

**A One Round AD&D Tournament for six Living City
characters in an out of body experience.**

by Dan Donnelly & Tom Prusa

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

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

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

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

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

Adventure Background

This is a one-round adventure for Living City characters. In this adventure, the characters will be traveling, in spirit at least, to Malatra, the land of the Living Jungle.

Meeting with Thought. The first encounter has the PCs summoned by a high ranking wizard/druid to a meeting in a grove outside of Ravens Bluff. The PCs are told that the

druid is not pleased with the way they have been treating nature. He intends to send them on a special trip, where they can meet and learn from people who do understand the whole 'cycle of life.' The encounter ends with them all joining hands and being lifted out of their bodies and sent to another place.

Meeting with Bengoukee. The heroes arrive in different bodies. A series of handouts are provided to show what bodies they will inhabit, and how their stats will change. They meet an old witch doctor, who gives them their mission, and some supplies to replace the ones that did not travel with them. At this time the PCs will have to choose new spells, finding some advantages and some disadvantages to the crossover.

River Rafting. The next encounter consists of the PCs making their way down the River of Laughing Idols to the first waterfall. From there, they are to travel overland to the Rayanna Savanah, to witness the true abundance of the jungle and the savannah. En route, they can save a small creature, a person by Jungle standards, but possibly not by theirs.

The Hunt. The PCs are told that they should only kill in self defense, or for food. They encounter a creature that is wounded and weak, but if they kill it, they have over 2000 lbs of fresh meat, not something they can just gobble down. They have several options for dealing with this dinosaur. Following this, a great carnivore attacks, allowing them to either slay the carnivore or lead it to the carcass of the animal they have just slain.

Reaching the Savannah. The PCs find a small village, a hovel by their standards. It is actually one of the larger villages in the jungle, home of the Wise Ones tribe. They are recruited to visit a stone tree, an evil place. They also witness some of the problems that the village is facing.

Attack at the Stone Tree: A straight combat encounter, where the PCs get to try to defeat manscorpions and leopard katanga to gain access to the Stone Tree.

Black Stone Finale. Where the PCs get to figure out how to destroy the Black Stone, and get home.

The Tests. Starting with the second encounter, each encounter is actually a test to determine how well the PCs fit in with the 'cycle of life'. They must pass at least four of the six tests to win Bengoukee's respect, and earn the knowledge that Thought wants them to have.

Jungle to LC Glossary

Living Jungle Term	LC Term
Garuda	Dinosaur
Gnasher	T-Rex
Raptor	Raptor (deinonychus)
Katanga	shapechanger
Shu	tattooed, hairless halfling
Saru	intelligent ape
Korobokuru	dwarf
Plantman	vegepygmy
Butu	oriental kobold (sort of)
Aarakocra	aarakocra
Lacerial	saurial
Spirit of the jungle	replaces all LC deities
Fetishes	spellbooks/holy symbols
Race of incalculable evil	elves
Tam'hi	jungle/river spirit folk
Oscray	big intelligent orcs

Players Introduction.

Well, it's not the first mysterious summons you've received, but it is the first one ever delivered by an elemental! It wasn't much of an elemental, a little one foot tall fire baby, but it did show that whoever wanted to see you was pretty serious about it. The message was in stone, and read as follows:

"Ten miles north of the city, a grove of oak trees now stand. Please come as soon as you can, I have urgent need of your help. I can promise that the rewards are knowledge that no one else in the city has."

The grove turned out to be a druid's grove, something that didn't surprise you. The cowed figures standing around the pool at the center of the grove moved to allow you into their circle. A tall bearded man, his cowl thrown back, thanks you for coming. Some of you recognize him, although you don't know his name. You have encountered him before, he is a druid of middling power.

"I have need of your help. The city of Ravens Bluff has been through many trials, and has faced them with courage. Your exploits in defense of the city have not gone unnoticed. But your exploits in defense of nature have not been as stalwart. I make no judgements, one does what one can. But in the coming times, the city has need of those who understand the balance of nature. So we have selected you, some of the finest heroes of the city, to travel far and learn what may be learned."

"Far away is a land where the folk live in complete balance with nature. They also face a trial in the coming months, a perversion of nature. I would send

you there, for a little while, to learn what they can teach you, and to teach them what you have learned. What say you, will you help now, as you have so often before?"

Note: The PCs with spellcasters should be encouraged NOT to make out their spell lists until after you start. They will be given a chance before anything happens.

Encounter One: A Strange Way to Travel.

The PCs probably have questions, Thought answers what he can. He does say that time is pressing, he asks the heroes to limit themselves to one question each.

- How will we get there?

The druid's circle will perform a ritual. You will be exchanging places with a group of heroes from their land. They will use your bodies, you will use theirs.

- Will we be able to take our magic and stuff?

The exchange is of knowledge only. Your minds will go, the rest remains here. This question illustrates what I mean, you have no item as powerful as your minds and the knowledge contained therein, and this is the lesson I hope that you learn.

- What are we to teach them?

Nowhere are there adventurers as resourceful as Raven's Bluff, they need to learn from you how to adapt to new things, new foes, new ideas.

- What do we get out of this?

Again, the reward is in the knowledge you will acquire. Knowledge that no one in the city has now, not even the learned druids standing around this pool.

- How long will we be gone?

A matter of a month or two. While it may seem a long time to some, it is a short time to those who would learn many lessons.

- What can we expect to learn?

New spells, spells of nature. New methods of living with the land. The experience should strengthen your minds, as well as your hearts.

- Do we have time to get ready?

Take as long as you need. Take up to an hour, if you wish. We will begin the ceremony as soon as you agree. Time is pressing, so I ask that you decide now.

Give the heroes a chance to decide. You might tell them that if their PC does not think this is a good idea, they could actually refuse, and bring in another one of their characters who might agree. Do NOT let them create a new character in the middle of the encounter, but if they have another character that would think this is a good idea, they can bring them in now.

Once they agree, continue below:

The druid instructs you to clasp hands and step into the pool. The water is cool, and soothing. The druids from a circle around the pool, and begin chanting. Even those of you with no powers in magic feel a tingle, and the spellcasters among you recognize this as magic of the highest sort. You worry, at first, but the worry is replaced with a detached feeling. This feeling grows, until you can almost see your bodies standing in the pool. Then there is a fading, and now you see other forms standing by the pool. No, it is not the pool that you stood by before, but another one. The pool looks identical, but the surroundings are ... wilder. With a wrench you feel yourself spiraling down, down, into another body.

Players Handouts #1-7 should be given to the players now. Try to fit the new body to the old PC and profession.

1. The saru should go to a strong fighter, can also go to a fighter/priest or a straight priest. It should not go to anyone with mage skills.
2. The tiger katanga should go to a paladin, or other lawful good character. Can also work for a multi-classed character, but should not go to any kind of a rogue.
3. Monkey katanga make good thieves, or multi-class combinations involving thieves.
4. The oscray also works for a strong fighter, or a multi-class combination.
5. Hedgehog katanga make great priests, and pretty good thieves. Multi-class combinations involving either of those two classes are also good candidates for this body. If there is a druid in the party, this is the body they should get.
6. The forest tam'hi works well for rangers, or multi-class fighter-wizard combinations. A bard might also work well in this body.
7. The river tam'hi should most likely be left out if you only have six players. It is just as strong as the rest, but has a dependence on water that could make this a little tough.

The PCs experience a few moments of

disorientation. All spellcasters remember none of their spells. It takes them a few minutes to get used to their bodies, tell them that they are conscious of someone holding them up. They are carried somewhere, and when they get their wits about them, continue with the following:

You lie on a straw mat in a large hut. Nearby is an old twisted little man. He wears a loincloth and a cloak with dozens of strange little attachments. He cackles at you, showing his one good tooth and says something in a guttural sounding language. When he finishes, he says; "There, now you can talk with us. I am Bengoukee. I see that my friend Thought succeeded in his magic. Welcome to Malatra. Old Thought said you are here to learn, but you are here to help us as well. I won't ask if you are willing, one look at your new bodies should answer that.'

"We stand near a river. You are to make your way downriver until the first waterfall. From there, you are to travel north to the Rayana Savannah. A village of shu needs your help. Help that I am assured only you can provide. But for now, you must be tired from your trip. Rest now, and eat. Time enough in the morning for you to be on the river. I will send young Tuk along, he will be your guide.

"One stipulation only do I task you with. What you do must be done with the life of the jungle in mind. Or as you might say, the 'cycle of life'. Kill only in self-defense or for food, that is the way of the jungle. I fear that the village of Inyora is threatened by foes that cannot be reasoned with, but that is for you to decide. Come, food is ready, and we can talk."

Food is simple jungle fair, fruits (bananas, papayas, dates and figs), cooked meats (dinosaur), and vegetables (tubers, wild onions). While they talk, they can examine themselves and get some information from Bengoukee.

* *How do we get home??? What is happening to our real bodies???* Bengoukee assures them that their bodies are being cared for, in a magical trance. They can get home by solving the mystery of the stone tree.

* *Where are we again?* You are on the jungle plateau of Malatra. It is far from your home, so far you would not believe it.

* *What is a shu?* He describes something that sounds like a halfling, but with a lot of tattoos.

* *What are the foes that may be too much for the village?* Leopard katanga, the mortal enemy of the tiger katanga. They should be driven off, if possible. It probably won't

be.

* *Is this what only we can face?* No. It is a strange stone tree that brought the evil leopard katangas. It is this that the heroes must face and solve.

* *What is a stone tree?* From his description, it sounds like he means a stone tower, but maybe not.

* *Who is Tuk?* Bengoukee introduces Tuk, a butu. This being looks like a small kobold with goat feet. He is obviously afraid of the tiger and the ape. Bengoukee mentions that Tuk is not much good in a fight, but he hides really well.

Tuk: bu/m M4/T4; AC 2; MV 6 (15 in rocky terrain); AL N; hp 14; #AT 1; THAC0 19; Dmg 1-3 (blowgun); SD quivers and looks pathetic, monsters may leave him alone. relevant thief abilities: HS 55%; MS 65%; Climb 60%.

Tuk is there to guide, he does not fight. He is also there to report to Bengoukee on the heroes performance, although he won't reveal this.

* Information the heroes should get for free.

1. Mages have no spellbooks. Instead they have spell fetishes. A tangled bit of spiderweb for a *web* spell, for instance. Some spells do not work in the jungle. These include *fireball*, *lightning bolt*, *stoneskin*, *wall of fire*, and *wall of force*, and any spell from any place other than the Players Handbook. If a mage possesses any of those spells, he may choose any other spell - from the Players Handbook only - to replace it.
2. Priests have no contact with their deities. Instead they feel the presence of the Spirit of the Jungle. They too have fetishes for their spells. All priests have ALL access to all spheres from the Players Handbook. Any special granted priest abilities do not function.
3. Priests of 5th level and above have access to the *cure animal bite*, which heals 2d6+1 points of natural (claws, teeth, fist) only. It is 3rd level, and takes 6 segments to cast. They do not have access to *raise dead*, which does not work in the jungle.
4. Any PCs who end up with weapons that do not fit their class may trade them in for more appropriate weapons. No swords other than short swords (called long knives here) are available. Weapons are typical for a jungle culture, clubs, spears, javelins, axes. Flail users can obtain one bladeback flail, a new weapon in the jungle. It does damage as a normal flail.
5. The PCs have plenty of time to rest and regain spells.

Mages and priests can study. While they are doing that, fighters and thieves may practice with unfamiliar weapons. Anyone who does this reduces any non-weapon penalties to a -1.

6. The PCs are given a pair of canoes, made of bone. It takes seamanship (called boating) to control it on the river. If no one possess this proficiency, Wisdom -4 rolls can be used instead. It can hold four people comfortably. Extra food and water is stored in the boats, enough for at least a week. Each canoe has two oars.

Encounter Two: River Rafting.

So you are on a quest, in a very strange land. As you sit in the canoes, the jungle glides quickly past you. All around the very air is filled with life. The birds and the insects set up an almost hypnotic sound, the river lulls you to a sense of peace. Well, as much of a sense of peace as you can have while inhabiting a strange body in an inaccessible land thousands of miles from your home.

Tuk has said that you must travel to the first waterfall on the River of Laughing Idols, there you will turn northeast. A strange sound now intrudes on the song of the jungle. It sounds like an ogre laughing, or maybe a giant. The river soon reveals itself to be aptly named. There, on the side of the river, is a large ruined stone idol. The river rushes over it, somehow producing the sound of a giant's laughter. The sound stays with you for a long time. According to Tuk, there are many such idols on the river.

As the days go by, you become accustomed to your bodies, no longer do you feel clumsy and out of control. Then on the third morning, you spot a battle in the water. A fierce crocodile and a small lizardman are engaged in a struggle on the shore. The crocodile has a firm grip on the lizardman's leg, while the lizardman helplessly tries to fend it off with a spear.

The heroes may pass by without problem, if they choose. If they ask Tuk, he does recognize the lizardman as Husssak, a member of the village of Chief Bagoomba. Again, only if asked, he thinks they should save the lizardman.

If the heroes choose to attack, spells and missile attacks may well be enough to drive off the crocodile. If it takes more than 50% of it's hit points in damage, it flees, leaving Husssak to lay on the beach.

Crocodile: AC 5; HD 3 to 7; THAC0 17 (tier 1); 15

(2&3); 13 (4); hp 10 per tier; #AT 2; Dmg 2-8/1-12 (tier 1-2); 3-18/2-20 (tier 3-4); SA nil; SD nil; MR nil; S L/H; ML 10.

The crocodile does not attack a hero unless a hero closes to melee, and then only with a tail. The bite attack is saved for its chosen prey, Husssak. The heroes have three rounds to drive off the crocodile. On the fourth round, the crocodile succeeds in dragging the lizardman beneath the water. By the end of fifth round, the lizardman is dead.

The heroes are in range for missile and spells attacks from the beginning of combat. It will require one successful boating roll for each boat to get close enough to leap onto the beach and close for melee. If the boating roll is failed, it takes two rounds to reach the combat.

If the heroes ignore Husssak, continue with the next encounter. They have failed this test.

If the heroes rescue Husssak, he thanks them in a sibilant way - lots of extra sss's. He was spear fishing, when he spied the crocodile. He almost escaped, but it grabbed him.

Husssak's leg is badly bitten, magical curing would certainly help. If rescued in the first two rounds, he is down 80% of his hit points. If rescued in the third or fourth rounds, he is down 90%. If rescued on the fifth round, he is at zero hit points, and must have magical healing to revive.

If the heroes rescue Husssak, even if they do no healing, they have passed the test.

The Test: Just because a being doesn't look like you doesn't mean he isn't a person.

Encounter Three: The Hunt

The river trip soon ended, you came to a deep waterfall. With Tuk's help, you hid the canoes and set out for the great savannah. For now, you are traveling through thick jungle, with vines and underbrush clogging your every step. Haven't these people ever heard of a good machete?

You have been on the move for almost ten days now, you could use some food. You have seen a number of small creatures that Tuk says are good to eat, but somehow monkeys and lizards aren't exactly what you wanted to eat. Something a little more substantial would be better.

Ahead you hear a crashing through the underbrush, something big is coming this way. Then

you spy it, a hornhead according to Tuk. It has three massive horns on its head, armor plating on its back, and bears a large wound on its side. The wound was caused by a bite, and you don't really want to meet something with teeth that large. In its wounded state, this beast should be easy to kill, but what are you going to do with a ton and a half of meat? No, there is another, make that three tons of meat.

The heroes have several choices.

1. They can simply slay the beast, take as much meat as they can, and move on. The beast is not interested in combat, it is in pain and just tries to escape. The healthy one recognizes that its comrade is too wounded to survive, it tries to flee as well.

This is not a combat encounter, unless the heroes choose to attack the healthy hornhead. If they attack the wounded one, have them make a hunting roll, or simply say that they can easily slay the wounded one.

Triceratops (Hornhead) (2): Int nil; AC 0; MV 6; HD 9; hp 45 (currently 12), 56; THACO 11; #AT 1; Dmg 3-18; SA nil; SD nil; MR nil; SZ H; ML 9.

If they slay either hornhead, they can not carry more than 1/3 of the edible meat. It is quite tasty, to the meat eaters in the party.

2. They can let the beasts go, they move off into the jungle.

3. They can attempt to magically capture the wounded beast (nets would work as well), and heal it.

The only real way to fail this test is to kill the healthy hornhead and let the wounded one go, or to kill both. The unused meat will be quickly claimed by the scavengers of the jungle. An additional chance to use the rest of the carcass is offered in the next encounter.

Test: The jungle culls the weak.

Encounter Four: The Hunted.

Just a few moments after the heroes finish with the hornheads, a passing carnivore is attracted by the smell of the blood from the wounded hornhead.

You have just finished dealing with the hornheads, and are back on the trail. Ahead, you see a head peering above the trees. Yes, it's a really large lizard, or as Tuk calls them, a garuda. This one seems to be a gnasher, at least that's what Tuk called it just before he

ran away. It's a hundred yards or more away, it's coming your way, and it looks hungry.

Again, this may be a combat encounter, but it isn't strictly necessary. They are within several hundred yards of the carcass of the hornhead. Avoiding combat is relatively easy, all of them are faster than the carnivore in the thick jungle. The hedgehog katanga is the same speed, but with one round of burrowing, is out of the combat as far as the carnivore is concerned.

If the heroes simply let the wounded hornhead go, they can still catch it. The wounded hornhead won't last long against the carnivore. The trail left by the wounded hornhead is clear to anyone, no tracking rolls needed. In fact, it makes a good trail to run down.

If the heroes choose to fight, the carnivore breaks off combat after taking 3/4 of its hit points in damage.

Tier 1:

Small Gnasher (gorgosaur); AC 6; MV 15 (only 9 through the thick jungle); HD 7; hp 31; THAC0 13; Dmg 1-3/1-3/3-18; SA on a roll of 18 or higher, swallows small creatures whole; SD nil; MR nil; SZ H (20' long); ML 11.

The gnasher is just hungry, it stops when presented with a large amount of meat.

Tier 2:

Gnasher (gorgosaur); AC 6; MV 15 (only 9 through the thick jungle); HD 11; hp 41; THAC0 9; Dmg 1-3/1-3/4-32; SA on a roll of 18 or higher, swallows small creatures whole; SD nil; MR nil; SZ H (30' long); ML 11.

The gnasher is just hungry, it stops when presented with a large amount of meat.

Tier 3:

Tyrant lizard (tyrannosaurus rex); AC 5; MV 15 (only 9 through the thick jungle); HD 18; hp 71; THAC0 5; Dmg 1-6/1-6/5-40; SA on a roll of 18 or higher, swallows man-sized creatures whole; SA nil; MR nil; SZ G (50' long); ML 11.

The T-rex is just hungry, it stops when presented with a large amount of meat.

Tier 4:

Great Tyrant lizard (tyrannosaurus rex); AC 5; MV 15 (only 9 through the thick jungle); HD 20; hp 121; THAC0 5; Dmg 1-6/1-6/6-48; SA on a roll of 18 or higher, swallows man-sized creatures whole; SD nil; MR nil; SZ G (60' long); ML 11.

The T-rex is just hungry, it stops when presented with a large amount of meat.

All of the various lizards are carnivores and scavengers. If the heroes simply run past the carcass, the

lizard stops and starts to eat. It will defend its food, but is not otherwise interested in the heroes.

Tuk wisely leaves the area of the combat as soon as he sees the gnasher.

If someone is swallowed, they take 1/6th of their total damage each round, dying in six rounds. At this point the rest of the heroes have no choice but to kill the beast and cut their friend out.

* **The chase.** If the heroes choose to run and lead the carnivore to the wounded or dead hornhead, it doesn't have to be all of them. The hedgehog can burrow, the saru, tiger, and monkey can climb, the tam'hi can fade into the forest. Even the oscray could get out of the way. So only one person really need lead on the T-rex, as long as they do something to get its attention. A missile attack is a wonderful way, as is making lot of noise.

The heroes may not pick up on the idea of leading the carnivore to the hornhead. If they do not, and are having trouble in the fight, Tuk can offer assistance. He is hidden safely behind a large tree, but he can yell out the suggestion. Something simple like "Lead him to the hornhead and he'll leave you alone." Use this only if the party is going to lose someone to a carnivore.

Test: In the jungle, nothing goes to waste.

If the heroes succeed in distracting the carnivore with the hornhead meat, they pass the test.

If they drive off the carnivore without killing it, they also pass the test, as it soon tracks down the blood trail from the hornhead.

If they slay the carnivore and just leave the carcass, they fail the test.

Encounter Five: The village of Inyora.

Two days ago, you reached the savannah. The wide grassy plains teem with life, antelope, duckbill garuda, wildebeest, even an occasional elephant. Tuk showed great respect to the elephant, it is evidently a sacred totem or something.

Finally a small village rises before you on the plain. The village is a study in contrast. On the one hand, the people are clean and happy, on the other, they live in the most primitive of conditions. Thatched roof huts, hardly any clothes, crude weapons, are the first things to catch your eye. Most of the inhabitants are 'shu', halfling sized with lots of tattoos. You also see humans, several apes, and two people who are apparently part armadillo. As you approach, a tall

human with six fingers on his left hand approaches.

"Welcome to Inyora, we who are sworn to the tribe of the Wise Ones. I am Teil'a. You are the heroes that Bengoukee has promised to send?"

When the party answers in the affirmative, he leads them to his hut. On the way the party notices that several of the huts are collapsed, as though something really big had smashed them. If they ask about it, he replies that the recent earthquakes are responsible, not the troubles the village is having.

When he reaches his hut, he has food and date wine brought, by a young female shu who he introduces as Kat'i. As soon as all the heroes are seen to, he continues.

"I must thank you for coming. To us, you look like some of the great heroes of the jungle. I recognize Gof, who slew the evil witch doctor with one blow, Mali, winner of the Great Hunt, and Flood, member of the council of Elders. But I am told that you are not who you seem. Is this so?"

Let the party explain as they will.

"Strange, but in these times one must expect the strange. Our village is under attack, but not by a normal foe. For all that our villagers are mostly small, they are fierce warriors, and we have several powerful shamens among the shu. But this foe they have little chance against, for it is pure evil. About ten miles to the northeast, out towards the Great Rift, our hunters discovered a great stone tree. It was hollow, with steps actually carved into the inside. Several of our bravest hunters, old Jakat and little Iterba entered, and returned with two knives of a wondrous material that held an edge better than anything we have ever seen. But the items, or the tower, were cursed. Both Jakat and Iterba died of a wasting sickness within six months. Since then, the stone tree continues to attract the worst of the jungle. A group of leopard katanga have taken up residence there, and they have plagued the village with raids. This we could perhaps handle, but now they have been joined by manscorpions, and other, perhaps worse, creatures. Someone must drive out the evil from the stone tree, and Bengoukee says that you are the only ones to do it. You must interpret the strange pictures inside the stone tree.

As he says this, he makes a sign to ward off evil.

Yes, I fear that these pictures are part of the Black Arts, as Jakat described them. He said that the steps in the tree lead up to a shining green globe, one that it

hurt to look at. The globe rested on a stone pedestal that had many of the strange drawings on them. They did not touch the globe, so the evil must somehow come from the stone tree, or perhaps the globe radiates it. It is magic of the foulest nature. Can you help us?

Teil'a answers questions as best he can.

What can we do? He sort of assumed that they knew what to do, that's why they have been sent.

If the leopards are living in the tower, are we to just kill them or drive them away?

That would be fine with him. They are many, perhaps it would be best to wait until they raid the village and go there when they are busy.

Don't you need our help defending the village?

That would be appreciated, but the village is adequately defended. They have been resisting the attacks, the fear is that they are growing in size, with new evil monsters joining every week. Eventually, the village will be worn down and overrun.

What are the Black Arts? Some call them reading and writing. They were practiced by the ancients before they brought the devastation. There are rumors that these arts are returning to the jungle, something he hopes fervently is wrong.

Somewhere in the middle of answering questions, Teil'a is interrupted.

A commotion rises outside. Someone is yelling something about Longhorn. A young tiger katanga bursts into the hut, wild-eyed and panic stricken. "Teil'a, quickly. Where are the shamens? Longhorn is hurt." Teil'a immediately gets up and heads for the door. "Kirsha is gone today, gathering herbs and roots. But young Fori should still be here, although he is not the healer that Kirsha is."

Any PC priests can speak up now. Either way, they can follow Teil'a and Brighteyes outside where the katanga immediately runs up to a 20' long rhino beetle that is obviously wounded. Brighteyes explains that he and Longhorn ran into a pair of manscorpions, along with two leopard katanga. They were lurking only a mile from the village. They slew one manscorpion, but the rest retreated. "They'll be back tonight, for sure." says Teil'a. "We must prepare the defense of the village."

The heroes have several options here. First and foremost, any priests may heal the rhino beetle.

Longhorn - rhino beetle: AC 2; MV 6; HD 12; hp 65 (currently 21); THAC0 9; #AT 2; Dmg 3-18/2-16; SA nil; SD nil; MR nil; SZ L; ML 14 (Elite).

Brighteyes - Male tiger katanga; P3; AC 8; MV 12; AL LG; hp 14; #AT 1; THAC0 19; Dmg 1-6 (club); SA spells; SD nil; MR nil; Str 15; Dex 16; Con 12; Int 12; Wis 15; Cha 13; SZ M; ML 13
Spells memorized: *animal friendship, entangle, barkskin*. (already used several curing spells on Longhorn).

Their second option is whether to stay and help defend the village. Teil'a urges them to go seek out the stone tree, he is confident that with the warning, the village can drive off the attackers. As he does this, inform the heroes that there are several dozen shu busily spreading poison (sleep) on blowgun darts and arrows. If the party asks, they can obtain enough sleep poison for six arrows or darts. The poison causes sleep for 1d4 hours if a save is failed.

If the party chooses to stay in the village, they are welcome there as well. The leopard katanga are only here to make a raid, not get involved in a pitched battle. Their tactics are simple. Several spellcaster will support the manscorpions while the majority hit the village from the other side. If they can drag off three prisoners, their mission is a success, and they withdraw. If several of them are killed, with no prisoners to show for it, they withdraw to try for a better opportunity.

Tier 1:

Black leopard katanga F3 (3): AL NE; AC 6; MV 15; HD 3; hp 22; THAC0 18; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; MR nil; SZ M; ML 12.

These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (3), P3: AL NE; AC 6 (hide armor); MV 15; HD 3; hp 22; THAC0 20; #AT 1; Dmg 1-6 (club); SD surprised only on a 1; MR nil; Str 13; Dex 13; Con 11; Int 11; Wis 14; Cha 11; SZ M; ML 12.

Spells memorized: *entangle, faerie fire, light, cause fear, produce flame, hold person*.

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion: AL NE; AC 5; MV 12; HD 8; hp 40; THAC0 13; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L ML 15; ML 14.

The manscorpions tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Tier 2:

Black leopard katanga F4 (5): AC 6; MV 15; HD 4; hp 25; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; SZ M; ML 12.

These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (3), P4: AL NE; AC 6 (hide armor); MV 15; HD 4; hp 27; THAC0 18; #AT 1; Dmg 1-6 (club); SA spells; SD surprised only on a 1; Str 13; Dex 13; Con 11; Int 11; Wis 15; Cha 11; SZ M; ML 13.

Spells memorized: *entangle, faerie fire, light, cause fear, cause light wounds, produce flame, hold person, silence 15' radius*

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion (2): AL NE; AC 5; MV 12; HD 8; hp 40; THAC0 13; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L; ML 15.

The manscorpion's tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Tier 3:

Black leopard katanga F6 (5): AL NE; AC 6; MV 15; HD 6; hp 35; THAC0 15; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; MR nil; SZ M; ML 13. These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (3), P6: AL NE; AC 6 (hide armor); MV 15; AL NE; HD 6; hp 32; THAC0 18; #AT 1; Dmg 1-6 (club); SD surprised only on a 1; MR nil; Str 13; Dex 13; Con 11; Int 11; Wis 15; Cha 11; SZ M; ML 14.

Spells memorized: *entangle, faerie fire, light, cause fear, cause light wounds, produce flame, hold person, silence 15' radius, summon insects, cause paralysis*.

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion (3): AL NE; AC 5; MV 12; HD 10; hp 55; THAC0 11; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L; ML 15.

The manscorpions tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Tier 4:

Black leopard katanga F8 (5): AL NE; AC 6; MV 15; HD 8; hp 65; THAC0 13; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; MR nil; SZ ML 13.

These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (3), P8: AL NE; AC 6 (hide armor); MV 15; HD 8; hp 47; THAC0 16; #AT 1; Dmg 1-6 (club); SD surprised only on a 1; MR nil; Str 13; Dex 13; Con 11; Int 11; Wis 17; Cha 11; SZ M; ML 14.

Spells memorized: *entangle, faerie fire, light, darkness, cause fear, cause light wounds, produce flame, hold person x2, silence 15' radius, summon insects, cause paralysis, remove paralysis, produce fire, cure serious wounds.*

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion (5): AL NE; AC 5; MV 12; HD 12; hp 72; THAC0 9; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L; ML 15.

The manscorpions tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

The attack on the village: The manscorpions rush into the village and begin wreaking havoc. They attack anyone they can see, snatching up a shu to carry off if it is easy. They are met by a hail of blowgun darts, most of which bounce off. The priests use *produce flame* or *produce fire* to start fires in several huts, adding to the confusion. When any resistance is encountered, they use *hold person*, and *entangle* to delay the defense.

The black leopard fighters and the remaining priests wait a round, then enter the back of the village. They attempt to quickly *hold* or *paralyze* several shu, and run off with them.

Defense of the village: In addition to Brighteyes and Longhorn, the village has 20 fighters, and three priests. They also boast several katanga, and two saru fighters. This should be driven home when the party is not included in the preparations for defense. If they insist on remaining, Teil'a welcomes them wherever they feel they are needed.

If the party does choose to stay and help, the attackers break off at the first sign of powerful magic (i.e. mage spells like *magic missile* or *acid arrow*). Any monsters that survive will join the ones at the tower by the following morning.

If the party doesn't stay and help.

This is what Teil'a urges. With some of the forces at the stone tree drawn off for an attack on his village, the party may be able to get in and destroy the evil before the rest return. Without the evil driving them, the black leopards and the manscorpions are sure to fall on each other.

He offers young Eliki as a guide, a female shu of about 15. She is not to be allowed anywhere near combat or inside the stone tree. He insists on a promise from the heroes, tell them that Eliki looks a bit rebellious at this.

Eliki: hgf; F1; AC 4 (hide armor and dex); MV 6; hp 4; #AT 1; THAC0 20 (17 with sling); Dmg 1-3 (knife) or 1-4 (sling rock); SD 75% hide in natural surroundings if alone or in advance.

Eliki is learning to be a hunter, and she has fought in two of the raids on the village, a fact she shares as soon as she can. Her role consisted of slinging stones from the safety of the top of a hut, but she was in the battle.

Eliki leads the heroes in a looping path to the stone tree, careful to avoid any chance of running into the attackers. It takes about four hours to reach the stone tree. The returning attackers won't be back until at least six hours have passed.

Test: Cooperation is a key to survival in the jungle.

If the heroes trust the village to defend itself, they pass the test. If they insist on waiting to defend the village, and stay to rest and recover spells, they fail this test. If they used an intelligent plan for defense, and were able to stop anyone from being kidnapped, they still fail, but the village is very grateful.

Tuk: No matter what the heroes decision, Tuk chooses to stay with the vilalge. He doesn't want anything to do with the Black Arts, and he likes the idea of shooting at things from on top of a hut.

Encounter Six: The Stone Tree.

You crouch in the tall grass in a hollow on the plains. Ahead, you can see the so-called Stone Tree. It is a tower of weathered stone, perhaps thousands of years old. It tilts at a crazy angle, as though it could fall at any second. It is quiet, but as you watch you see a hint of movement near the entrance. Something is on guard.

The night is dark and moonless. If the heroes chose to defend the village and recover spells, they approach during the day. They can see a single manscorpion on guard at the entrance. Near the stone tree are several huts where the leopard katangas stay.

If the party chose to come while the attackers are at the village, the force is as follows. If they stayed to defend the village, and any of the attackers escaped, they

should be added to the force opposing the heroes.

Tier 1:

Black leopard katanga F3 (2): AL NE; AC 6; MV 15; HD 3; hp 22; THAC0 18; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; MR nil; SZ M; ML 12.

These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (2), P3: AL NE; AC 6 (hide armor); MV 15; HD 3; hp 22; THAC0 20; #AT 1; Dmg 1-6 (club); SD surprised only on a 1; MR nil; Str 13; Dex 13; Con 11; Int 11; Wis 14; Cha 11; SZ M; ML 12.

Spells memorized: *entangle, faerie fire, light, cause fear, produce flame, hold person.*

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion: AL NE; AC 5; MV 12; HD 8; hp 40; THAC0 13; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L ML 15; ML 14.

The manscorpions tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Tier 2:

Black leopard katanga F4 (3): AC 6; MV 15; HD 4; hp 25; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; SZ M; ML 12.

These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (2), P4: AL NE; AC 6 (hide armor); MV 15; HD 4; hp 27; THAC0 18; #AT 1; Dmg 1-6 (club); SA spells; SD surprised only on a 1; Str 13; Dex 13; Con 11; Int 11; Wis 15; Cha 11; SZ M; ML 13.

Spells memorized: *entangle, faerie fire, light, cause fear, cause light wounds, produce flame, hold person, silence 15' radius*

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion (2): AL NE; AC 5; MV 12; HD 8; hp 40; THAC0 13; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L; ML 15.

The manscorpion's tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Tier 3:

Black leopard katanga F6 (4): AL NE; AC 6; MV 15; HD 6; hp 35; THAC0 15; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; MR nil; SZ M; ML 13. These

katanga will not shift out of leopard form.

Black leopard katanga spellcasters (2), P6: AL NE; AC 6 (hide armor); MV 15; AL NE; HD 6; hp 32; THAC0 18; #AT 1; Dmg 1-6 (club); SD surprised only on a 1; MR nil; Str 13; Dex 13; Con 11; Int 11; Wis 15; Cha 11; SZ M; ML 14.

Spells memorized: *entangle, faerie fire, light, cause fear, cause light wounds, produce flame, hold person, silence 15' radius, summon insects, cause paralysis.*

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion (3): AL NE; AC 5; MV 12; HD 10; hp 55; THAC0 11; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L; ML 15.

The manscorpions tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Tier 4:

Black leopard katanga F8 (5): AL NE; AC 6; MV 15; HD 8; hp 65; THAC0 13; #AT 3; Dmg 1-3/1-3/1-6; SA rear claws for 1-4 each if both front claws hit; SD surprised only on a 1; MR nil; SZ ML 13.

These katanga will not shift out of leopard form.

Black leopard katanga spellcasters (3), P8: AL NE; AC 6 (hide armor); MV 15; HD 8; hp 47; THAC0 16; #AT 1; Dmg 1-6 (club); SD surprised only on a 1; MR nil; Str 13; Dex 13; Con 11; Int 11; Wis 17; Cha 11; SZ M; ML 14.

Spells memorized: *entangle, faerie fire, light, darkness, cause fear, cause light wounds, produce flame, hold person x2, silence 15' radius, summon insects, cause paralysis, remove paralysis, produce fire, cure serious wounds.*

Two of the spellcasters support the manscorpions, the other comes to the back of the camp with the fighters.

Manscorpion (4): AL NE; AC 5; MV 12; HD 12; hp 72; THAC0 9; #AT 3; Dmg 2-5/2-5/1-4 (claw/claw/tail). SA poison; SD nil; MR 20%; SZ L; ML 15.

The manscorpions tail is poisonous, saving throw vs. poison is required or the victim will die in 2d4 rounds.

Combat, when it ensues, should not be a neat orderly thing. The manscorpions move to defend the entrance, bunching up to ensure that the party cannot get past them. The leopard katanga move off into the grass, and try to surprise the party.

In leopard form, the katanga have a 90% chance to hide in natural surroundings. Unless a hero is actively searching for them, or perhaps flying overhead, they notice the katanga only on a 1 in 10 chance.

Spellcasters take cover behind the huts, looking for the best times to cast *entangle* or *hold person*. If it is dark, they use *faerie fire* on anyone hanging back from the battle (spellcasters).

Morale: None of the monsters need check morale here. The power of the Black Stone has them completely enthralled, they fight to the death to defend it.

Combat at night: If the heroes have come at night, they have a good chance to turn this into a quick and easy battle. If they make no obvious noises, they can search the area - the forest tam'hi and monkey katanga in particular have good chances to spy the area without being seen.

In the dark, there is one manscorpion and two katanga on watch, the rest are asleep in the huts. The katanga patrol the area, while the manscorpion stays near the entrance of the tower.

If an alarm is sounded, it takes the manscorpions two rounds to reach the tower entrance. The katanga take four rounds to circle the heroes and come up from behind. If the manscorpions are being dealt with quickly at the entrance, half of the leopard katanga join the melee while the rest circle.

Test: Sometimes it's kill or be killed. If the heroes survive, they pass this test.

Encounter Seven: Inside the Stone Tree.

Once the heroes have defeated the guardians, they can enter the tower.

The stone tree is really a falling down tower. Inside, you see mostly rubble, with a set of stone stairs winding around up to the top. There is nothing of value on this level.

Moving up the stairs, you discover words carved into the walls. The writing is too faded to be legible, but you can recognize some of the characters. This is in elvish. Ancient elvish, that is.

Reaching the top, there is a single small room. In the center, exposed to the sky by a hole in the roof, sits a dead black stone on an altar. Bloodstains near the stone tell a grim story. Again, there is elvish writing on the altar, but this writing is in better shape.

Reading the writing. If you have someone who can read ancient Elvish, they can make it out without much trouble. If they can read Elvish, they have an 80% chance to understand it. If no one reads Elvish, there is another

way. Anyone touching the altar causes the writing to change to a language that they can understand, due to an enchantment placed on it. It doesn't last long (2 rounds), as the magic is weak.

The Writing on the Altar: When they translate, they can read the following:

*Black stone to black heart;
The old ones lie sleeping;
Evil and good may both play their part;
Evil will smile, good will be left weeping.
Blood is the key, to life and to power;
Offer it freely, if power you would have;
The moon shines down into the tower;
Act swiftly, heart willing, or to the stone be a slave.*

If checked, the stone radiates both necromancy and enchantment/charm magic. It is not fastened to the altar, but rests in a hollow in the stone. It can be lifted out with no danger to the heroes (unless someone touches it with their blood.)

Destroying the stone:

The stone can be destroyed by the heroes. Smashing it with a big stone works as well as anything, or a likely sounding spell like *shatter* or *Melf's acid arrow*. Doing so causes the tower to start to shake and shudder, within five rounds it collapses. Have the heroes make a few Dexterity checks, but they should all make it out safely (with some damage if they fail rolls).

Blood on the stone. If someone freely offers blood to the stone, either theirs or someone else's, the stone begins to glow. A wave of light washes over the whole party, leaving them feeling .. different. Basically, if the blood comes from a good hero, all good aligned characters in the party gain XP, all neutral or evil lose some. This effect works only once per day per alignment. Do not consider law or chaos in determining the effects.

Tests: The test of the stone. If the heroes use someone else's blood, they fail the test, for they are using it for evil. If they simply destroy the stone, or if they use their own blood in a good ceremony, they pass the test.

Epilogue

When you emerge from the tower, it is to see Bengoukee. "I knew that this was the time. It is good that this old power, for good or evil, is gone from this land. Come, you are wounded (if they are), let us tend to you."

Bengoukee heals any wounds the heroes may have, and instructs them to retrieve the shards of the stone from the ruins of the tower. He has them space them out in a circle and stand in the center.

"When I finish, you will be returned to your own place, in your own forms. Knowledge you came for, and knowledge you shall have. I thank you heroes, and I believe I shall see you again. For now, farewell."

He begins a chant, and the heroes are swept up in a spinning, confusing journey, until they spiral down back into the pool where the druids are still chanting. Thought looks satisfied, although he says nothing as he and the druids disappear into the woods around. The adventure is over, and the party must take the time to ponder their new knowledge.

The heroes receive a strange reward. If they passed at least four tests, then they gain the ability (through the strange wildfire effect in Ravens Bluff) to change into their "Living Jungle" bodies for one adventure. They change into the same ones they used in this tournament, and the change is a real shapechange, not a transferral. Their equipment does not transfer with them, so they can use it.

The End

Experience Point Summary:

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1: Character levels 1 and 2

Tier 2: Character levels 3 and 4
 Tier 3: Character levels 5 and 6
 Tier 4: Character levels 7+

Encounter Two:
 Rescuing Hussak 150 xp

Encounter Three:
 Taking only the wounded hornhead, or healing the wounded hornhead 100 xp

Encounter Four:
 Leading the gnasher to the wounded hornhead, or to the hornhead carcass 125 xp
 OR
 Defeating the gnasher 100 xp

Encounter Five:
 Healing Longhorn 50 xp
 Defending the village 100 xp
 OR
 Heading for the Stone Tree while leaving the village to defend itself 150 xp

Encounter Six:
 Defeating the katanga and manscorpions 150 xp

Encounter Seven:
 Destroying the black stone 150 xp
 Using the black stone – NON-TIERED
 for everyone of similar alignment 100 xp
 for everyone of dissimilar alignments -50 xp

Total Experience for Objectives: 975 xp
 Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,475 xp
 For Tier 2: 2,950 xp
 For Tier 3: 4,425 xp
 For Tier 4: 5,000 xp

Treasure Summary

The characters cannot take anything physically from the scenario.

The heroes receive a strange reward. If they passed at least four tests, then they gain the ability (through the strange wildfire effect in Ravens Bluff) to change into their "Living Jungle" bodies for one adventure. They change into the same ones they used in this adventure, and the change is a real shapechange, not a transferral. Their equipment does not transfer with them, so they can

use it. The change ends at the end of the adventure.

Saru body

- Appearance - you are a 7' tall ape! At least you're wearing a loincloth, but an ape!

Ability score changes

- Strength: 19 +3 to hit, +7 to damage, BB/LG 50%
- Intelligence: (-1 to current stat)
- All others unchanged.

Movement 9, 15 in trees

- Special abilities: brachiation, *Speak with animals* 1/day, approach normal animal with the effect of a *friends* spell 1/day, infravision 60'.
- Special attack - pummel with fists for 1-2+7 points of damage (x2) and +/- 2 on the punching/wrestling chart.
- Special hindrances: Staunch vegetarian, fear of fire and magic. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you see fire or flashy magic, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one for each instance. When the penalty reaches zero, or when you save twice in a row, you have control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Tiger Katanga body

- Appearance: You are a weretiger! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. Even when human, you have a faint orange striping to your skin. Your shadow is always that of a tiger, no matter what your form.

Ability score changes - none

- Movement 12 in any form.
- Special abilities: able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or tiger. In biped form you look much like a weretiger. In tiger form you may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a tiger; attacks, increased hearing and smell, and so on. In tiger form you can only speak with other katanga, but you can still understand any language you can speak.
- Special attack - biped form - 1-3/1-3/1d6 (claw/claw/bite) tiger form - 1-4+1/1-4+1/1-10. If both claws hit you get two additional raking attacks for 1-4/1-4. Strength bonuses do not apply to these attacks.
- Special hindrances: In any form, you are a carnivore.

Vegetables and fruits make you nauseous.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #3 - Monkey Katanga body

- Appearance: You are a monkey! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. When human, your hair is of several different colors, red and brown and black. Your shadow is always that of a monkey, no matter what your form.

Ability score changes -

- Dexterity 19 +3 reaction/missile adj., -4 AC adjustment

Movement 12, climb 15. 80% climbing skill as a monkey.

- Special abilities: able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or monkey. In biped form you have a small stubby tail, and fur covers much of your body, but not your face. In monkey form you may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a monkey; climbing, easy movement through the trees, increased hearing and smell, and so on. In monkey form you can only speak with other katanga, but you can still understand any language you can speak.
- Special attack - 1-3(biped) or 1-2(monkey)
- Special hindrances: You do not like cooked food. Fruits, vegetables, roots, fish, even raw meat sounds better than burning your food.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Oscray body

- Appearance - you are an orc! You are bigger, almost 6'6", and don't have the hunched over body, but you'd know that face anywhere.

Ability score changes

- Strength - 19 +3 to hit, +7 to damage, BB/LG 50%
- Charisma - -2 to current charisma
- All others unchanged.

Movement 12

- Special abilities: in an emergency can bite for 1-3 points of damage.
- Special hindrances: none, outside of your face.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Hedgehog Katanga body

- Appearance: You are a rodent! At least that's what it

looks like to you. You realize you have three forms now, you are currently in biped form. When human, you are about the size of a halfling. In biped form, you have soft quills on your back and long spiky hair. Otherwise, you are a hedgehog, complete with spines along your back.

Ability score changes

- Wisdom 19: Magical adjustment +4, Bonus Spells 3 2 1 2, Immune to *cause fear*, *charm person*, *command*, *friends*, *hypnotism*.
- Cha -1 to current score

Movement 6/6 (biped/hedgehog), burrow 3.

- Special abilities: able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or hedgehog. In hedgehog form may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a hedgehog; burrowing, increased hearing and smell, and so on. In hedgehog form you can only speak with other katanga, but you can still understand any language you can speak. In biped form you have 120' infravision. In hedgehog form you gain the hide (Int -2) and foraging (Int -2) proficiencies.
- Special attack - 1d4(biped - claws). In hedgehog form, if attacked from behind, the attacker takes 1d4 from the quills.
- Special hindrances: Outside of the size and appearance, you don't think this body does very well in water. Also, you are pretty sure you just ate a bug, and it tasted.. well.. pretty good, actually.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Forest Tam'hi body

- Appearance - you are an elf! Well, not quite. Actually, you feel very in tune with the forest. You can almost hear the trees and the undergrowth talking to you. It will be easy to blend into the wilds with a body like this.

Ability score changes

- Strength - max of 17.
- Charisma - +1 to current charisma
- All others unchanged.

Movement 12

- Special abilities: *Speak with plants or animals* 1/day, hide in shadows (in jungle) at 75%, move through the jungle as the spell *pass without trace*. +1 to saving throws vs. wood or earth based attacks, -1 vs. fire, infravision 120'.
- Special hindrances: Staunch vegetarian, fear of fire. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each

time you face fire, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one each instance. When the penalty reaches zero, or when you save twice in a row, you control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

River Tam'hi body

- Appearance - You are a sea elf. But you're not anywhere near the sea. Already you can feel you're skin drying out, you're going to die out here. Well, it seems that you can breathe okay, but this pool you are standing in feels pretty good.

Ability score changes

- Strength - max of 17.
- Charisma - +1 to current charisma
- All others unchanged.

Movement 12, Sw 12

- Special abilities: breathe underwater as well as in air, *cure serious wounds* on self 1/day when able to submerge in a river or stream, infravision 120', swimming, +1 save vs. water based attacks, -1 save vs. fire.
- Special hindrances: Staunch vegetarian, fear of fire. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you face fire, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one for each instance. When the penalty reaches zero, or when you save twice in a row, you have control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

These certificates expire August 1st, 2001.

Players Handout #1 - Saru body

Appearance - you are a 7' tall ape! At least you're wearing a loincloth, but an ape!

Ability score changes

Strength - 19 +3 to hit, +7 to damage, BB/LG 50%

Intelligence - (-1 to current stat)

All others unchanged.

Movement 9, 15 in trees

AC 6 + dex bonus

Special abilities: brachiation, *Speak with animals* 1/day, approach normal animal with the effect of a *friends* spell 1/day, infravision 60'.

Special attack - pummel with fists for 1-2+7 points of damage (x2) and +/- 2 on the punching/wrestling chart.

Armor - Hide armor (base AC 6)

Weapons - long bone spear (2-16+str), sling and 20 stones (1-4 damage).

Other Possessions: waterskin, wicker backpack, 30 feet of vine rope, one weeks supply of food (berries, cheese, fruit, nuts, cocoanut shell full of honey), loincloth, vine belt, large sack.

Special hindrances: Staunch vegetarian, fear of fire and magic. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you see fire or flashy magic, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one for each instance. When the penalty reaches zero, or when you save twice in a row, you have control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #2 - Tiger Katanga body

Appearance: You are a weretiger! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. Even when human, you have a faint orange striping to your skin. Your shadow is always that of a tiger, no matter what your form.

Ability score changes - none

Movement 12 in any form.

AC 10/8/6 (human/biped/tiger)

Special abilities: able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or tiger. In biped form you look much like a weretiger. In tiger form you may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a tiger; attacks, increased hearing and smell, and so on. In tiger form you can only speak with other katanga, but you can still understand any language you can speak.

Special attack - biped form - 1-3/1-3/1d6 (claw/claw/bite) tiger form - 1-4+1/1-4+1/1-10. If both claws hit you get two additional raking attacks for 1-4/1-4. Strength bonuses do not apply to these attacks.

Armor - Hide armor (base AC 6). If you change to tiger form, this armor merely falls off, it does not transform with you, nor can it fit the larger tiger form.

Weapons - well balanced spear (+1 to hit and damage although non magical), obsidian battle axe (very sharp and heavy, but unwieldy. It has a -1 to hit and a +2 to damage), obsidian knife.

Other Possessions: waterskin, wicker backpack, witch doctor foot salve, 20' of hemp rope, loincloth, lizardskin rain cloak (does not fit tiger form), pretty stone on a thong around neck (actually a 500 gp emerald), raw haunch of wild pig (yum), gourd of date wine, firestarter, torch, straw sleeping mat, wooden bowl.

Special hindrances: In any form, you are a carnivore. Vegetables and fruits make you nauseous.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #3 - Monkey Katanga body

Appearance: You are a monkey! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. When human, your hair is of several different colors, red and brown and black. Your shadow is always that of a monkey, no matter what your form.

Ability score changes -
Dexterity 19 +3 reaction/missile adj., -4 AC adjustment

Movement 12, climb 15. 80% climbing skill as a monkey.

AC 10/8/6 (human/biped/monkey)

Special abilities: able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or monkey. In biped form you have a small stubby tail, and fur covers much of your body, but not your face. In monkey form you may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a monkey; climbing, easy movement through the trees, increased hearing and smell, and so on. In monkey form you can only speak with other katanga, but you can still understand any language you can speak.

Special attack - 1-3(biped) or 1-2(monkey)

Armor - Hide armor (base AC 6). If you change to monkey form, this armor merely falls off. It does not transform with you, nor can it fit the much smaller monkey form.

Weapons - bone knife, blowgun with intricate carvings on it, 20 barbed darts (dmg 1-3/1-2), sling and 15 stones (dmg 1-4).

Other Possessions: waterskin, hide backpack, 7 different gems worth between 100 & 500 gp each, 3 rotten guava fruits, small gourd with heavy musk perfume, gourd filled with honey, 2 bone fishing hooks with line, small hammock.

Special hindrances: You do not like cooked food. Fruits, vegetables, roots, fish, even raw meat sounds better than burning your food.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #4 - Oscray body

Appearance - you are an orc! You are bigger, almost 6'6", and don't have the hunched over body, but you'd know that face anywhere.

Ability score changes

Strength - 19 +3 to hit, +7 to damage, BB/LG 50%

Charisma - -2 to current charisma

All others unchanged.

Movement 12

AC 6 + dex bonus

Special abilities: in an emergency can bite for 1-3 points of damage.

Armor - Brass chain mail (base AC 6)

Weapons - short bow & 20 brass tipped arrows (damage 1d6); bone spear, large spiked club (damage 2-8+2/2-7+2+strength).

Other Possessions: waterskin, backpack, one week's food (smoked meat, some fruit, skin of flat red beer), 30' vine rope, fish net, wooden bracelet with carvings of elves being chased by orcs, fire starting stick.

Special hindrances: none, outside of your face.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #5 - Hedgehog Katanga body

Appearance: You are a rodent! At least that's what it looks like to you. You realize you have three forms now, you are currently in biped form. When human, you are about the size of a halfling. In biped form, you have soft quills on your back and long spiky hair. Otherwise, you are a hedgehog, complete with spines along your back.

Ability score changes - Wisdom 19 Magical adjustment +4, Bonus Spells 3 2 1 2, Immune to *cause fear, charm person, command, friends, hypnotism*.

Cha -1 to current score

Movement 6/6 (biped/hedgehog), burrow 3.

AC 10/8/6 (human/biped/hedgehog)

Special abilities: able to shape shift 1/day/level. (multi-class use their highest level). Forms possible are human, biped or hedgehog. In hedgehog form may not cast spells, or use proficiencies which require a human form (rope use, for instance). You do have all the benefits of the form of a hedgehog; burrowing, increased hearing and smell, and so on. In hedgehog form you can only speak with other katanga, but you can still understand any language you can speak.

In biped form you have 120' infravision. In hedgehog form you gain the hide (Int-2) and foraging (Int -2) proficiencies.

Special attack - 1d4(biped - claws). In hedgehog form, it attacked from behind, the attacker takes 1d4 from the quills.

Armor - Hide armor (base AC 6). If you change to hedgehog form, this armor merely falls off. It does not transform with you, nor can it fit the much smaller hedgehog form.

Weapons - small club (damage 1d6/1d4), bone knife (damage 1d4/1d3), sling and 20 stones (dmg 1d4).

Other Possessions: waterskin, hide backpack, 20' vine rope, bag with some food (their are crawling things in there), 2 vials of red berry dye, wooden bracelet, reed flute, two bunches of plants that might do some good (heal for 1d4 ea).

Special hindrances: Outside of the size and appearance, you don't think this body does very well in water. Also, you are pretty sure you just ate a bug, and it tasted.. well.. pretty good, actually.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #6 - Forest Tam'hi body

Appearance - you are an elf! Well, not quite. Actually, you feel very in tune with the forest. You can almost hear the trees and the undergrowth talking to you. It will be easy to blend into the wilds with a body like this.

Ability score changes

Strength - max of 17.

Charisma - +1 to current charisma

All others unchanged.

Movement 12

AC 6 + dex bonus

Special abilities: *Speak with plants or animals* 1/day, hide in shadows (in jungle) at 75%, move through the jungle as the spell *pass without trace*. +1 to saving throws vs. wood or earth based attacks, -1 vs. fire, infravision 120'.

Armor - Hide armor (base AC 6)

Weapons - short bow & 20 obsidian tipped arrows (damage 1d6); ceramic javelin (damage 1-6, +2 to hit when thrown) long knife made from a single tooth (damage 1-6/1-8), bone knife (damage 1-4/1-3).

Other Possessions: waterskin, backpack, one week's food (fruits and vegetables), 30' vine rope, wooden medallion on a leather thong with a fine ruby (1400 gp) in the center, sandals, loincloth, hair thong, vial of vanilla perfume.

Special hindrances: Staunch vegetarian, fear of fire. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you face fire, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one each instance. When the penalty reaches zero, or when you save twice in a row, you control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #7 - River Tam'hi body

Appearance - You are a sea elf. But you're not anywhere near the sea. Already you can feel you're skin drying out, you're going to die out here. Well, it seems that you can breathe okay, but this pool you are standing in feels pretty good.

Strength - max of 17.

Charisma - +1 to current charisma

All others unchanged.

Movement 12, Sw 12

AC 6 + dex bonus

Special abilities: breathe underwater as well as in air, *cure serious wounds* on self 1/day when able to submerge in a river or stream, infravision 120', swimming, +1 save vs. water based attacks, -1 save vs. fire.

Armor - Hide armor (base AC 6)

Weapons - short bow & 20 obsidian tipped arrows (damage 1d6); long wooden spear (damage 2-16), wooden knife (damage 1-4/1-3).

Other Possesions: 2 waterskins, backpack, one week's food (fruits and vegetables), 30' vine rope, ceramic bracelet, sandals, loincloth, fishing net, witch doctor foot salve.

Special hindrances: Staunch vegetarian, fear of fire. Of course since you are in control of the body, you may learn to control the instinctive reaction. Each time you face fire, you must save vs. paralyzation or flee for one round. The initial penalty is -6, reduced by one for each instance. When the penalty reaches zero, or when you save twice in a row, you have control of this reaction and no longer need save.

All other stats should be taken from the normal character, and of course your personality and proficiencies remain the same.

Players Handout #8 – The Writing on the Stone Altar.

Black stone to black heart;

The old ones lie sleeping;

Evil and good may both play their part;

Evil will smile, good will be left weeping.

Blood is the key, to life and to power;

Offer it freely, if power you would have;

The moon shines down into the tower;

Act swiftly, heart willing, or to the stone be a slave.