

Dark Shadow Over Kuamu

A One Round Team Tournament for 6 players
set in the *Malatra: The Living Jungle* campaign

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DM Information

This adventure is both a team tournament and a Living Jungle scenario. A Team Scoring Sheet and Explanation are included. Please look over this sheet carefully while you read the tournament. Since this is a Living Jungle scenario, you must also keep track of Living Jungle Experience points. These XPs are completely separate from the Team Score, and are included on their own separate scoring sheet. If you have any questions about the scoring of this scenario, please talk to the Convention Coordinator prior to running this event.

Because this is a Living Jungle scenario, players have the responsibility to bring their own characters. In this scenario, all characters should be new, with zero experience points. To keep the tournament fair, the character sheets must be looked over with a certain amount of care. If the players are ready to present their characters to you right away, spend no more than 10 minutes going over the character sheets. Correct any errors for the players, and note that such discrepancies affect the Team Scoring Sheet. If the players did not bring characters with them, assist them in creating them. Let the players take as much time as they want to prepare before starting the scenario, but you should be ready to proceed within 10 minutes of receiving the characters.

As you run the scenario, refer to the Team Score Sheet and note which items the party accomplishes as they do them. Also realize that the sooner the players complete the scenario in **game**

time, the higher their score. Instructions as to how to determine the passage of game time are listed in the scenario. In most tournaments, the game time has little effect on the outcome scenario. *In no way should you suggest this team tournament is any different.* Merely note the party's actions, and then total up the game time used.

Since this is a team event, attacks from all monsters cause a set amount of damage. (e.g., each time a skeleton hits, it causes 3 points of damage) Do not roll randomly for damage, but rather use the number listed. Other aspects of combat are unchanged.

Adventure Background

The cast: There are four major NPCs referenced throughout the scenario, and to help you familiarize yourself with them, they are listed here:

Adili the Village Elder - Leader of Kuamu and mother of Shujaa

Shujaa the Village Champion - Champion of Kuamu and son of Adili

Tilifu the Village Diviner - Diviner of Kuamu, elder brother of Mtukutu

Mtukutu the Village Healer - Healer of Kuamu, younger brother of Tilifu

The premise: The players are six members of a Malatran village, called Kuamu, who were given the honourous position of protecting Adili the Village Elder while Shujaa the Village Champion was away on a ceremonial hunt in preparation for the village's Spirit Hunt. Shujaa is also the Elder's

son. Adili's her husband has long since passed away, while on an elephant hunt. Due to their inexperience, the players were surprised that Tilifu the Village Diviner had selected them to be Adili's guards, but the Elder assured them they must have been chosen wisely.

On the first evening of their watch, however, disaster struck. Patrolling behind the Elder's hut, they noticed the Village Champion exiting the Elder's home surreptitiously. He noticed the party, looked down at the bloodied knife he was carrying, and then ran off into the forest. The party pursued, but lost the skilled warrior. He apparently attacked his mother, and she lies very close to death. The poison on the dagger he used is pulling the life from her body.

Mtukutu the Village Healer (the younger brother of the Diviner) has assumed temporary leadership of the village. The Village Diviner has secluded himself within his hut, supposedly seeking a way out of this terrible situation, and has left the Healer to deal with the aftermath.

The Healer has an audience with the PCs at dawn. He has determined that he can concoct a powerful antidote that could heal the Elder. Since it was the party's duty to protect the Elder's life, he asks that the party obtain some of the ingredients. If the party can obtain all four rare ingredients, the Elder's life will be saved.

What's going on: The Diviner and the Healer are both behind this whole affair. Their motive was to secure the leadership for one of them when the

Elder planned to step down. In a few more years, the Elder will step down, and the right of leadership would then become her son's, the Champion. If, however, the Champion were disgraced, when the Elder stepped down leadership would either go to the Diviner or the Healer. Both decided to procure a pollen which would charm the Champion, and then direct the Champion to disgrace himself. That way, the Champion would no longer be in consideration for leadership of the village when the Elder steps down, and the Healer and the Diviner would be required to compete for the position.

However, the Diviner decided to make his own plans. His younger brother, the Healer, is not old enough yet to hold the position of leadership. If the Elder died now, he would not have to compete for the position with his brother. To immediately obtain leadership of the village, the Diviner gave the charmed Champion a dagger within poison on it, and then commanded him to strike his mother. The Diviner then told the Champion to flee the village and take his own life.

Realizing how precarious his position is, the Healer enlists the party to help save the Elder's life.

The scenario: The party is sent to procure four rare ingredients for the Healer's antidote. They will get a piece of the Honey Ginger Root from a tribe of korobokuru, a Screaming Voiced Mushroom from an ancient burial chamber, a garuda egg from a Duck-Billed Garuda nest, and the fruit from a unique plant, the White Crest Mountain Fruit.

The party can search for the ingredients in any order, however, their adventure will be interrupted after obtaining a specific number of items. After obtaining the first item, the party comes across the corpse of Shujaa the Village Healer: The Diviner had commanded the charmed warrior to strike his mother with the dagger, run away from the village, and hang himself so that the truth would never come out.

After obtaining two items, the Diviner is worried that the PCs will save the Elder, and dispatches some minions to kill them. The PCs will have to fight off some Kani Dolls before proceeding.

Finally, once the party retrieves all the ingredients and is making its way back to the village of Kuamu, they come across the dying Druid who gave the charm pollen to the Diviner. The party cannot save his life, but they can obtain valuable information. Since he is close to death, his memory is hazy, so the PCs must delve to obtain all the information that he has. At the very least, the party should gain enough information to implicate the Diviner, but a more thorough interrogation will reveal that the Healer was working with his older brother.

The Healer will be very grateful when the party returns all the ingredients necessary to concoct the antidote. He will calmly interrogate the party, trying to find out how much they know of his involvement. He will help them piece together the clues which implicate the Diviner. If, however, the party concludes that the Healer was also responsible and confront him on this, he will admit his guilt and explain the situation. He will tell the party that he is

now trying to save the Elder's life, and that he will help the party defeat his powerful brother. Then, he will surrender himself to the justice of the village of Kuamu.

The final encounter is when the party confronts the Diviner. If the PCs were able to figure out the Healer's involvement in the nefarious plot, they will have the repentant Mtukutu the Village Healer to assist them. Otherwise, they must defeat the Diviner alone.

Player Introduction

For the past week, your village of Kuamu has been bustling with excitement, for all were waiting in anticipation of the Spirit Hunt. This glorious event comes once but every cycle of the seasons, and it is a time to display one's courage and strength. The Spirit Hunt first begins with a ritual feast on the evening prior to the hunt itself. The entire village, comprised of mostly nubari but also some friends from other races, will dine upon the animal brought back by the village Champion on his solitary hunt. The next morning, all men and women old enough to carry a spear or knife gather together to hunt the herd beasts which have recently migrated to the area. The village Elder will stop the hunt when enough beasts to feed the village of Kuamu have been slain. The mighty warrior seeks not to slay the most beasts, but to slay an animal with the most skill and daring. The entire event is in remembrance of the generations of mighty hunters that came before you. Their strength is your strength, and thus, you honor them.

Two days ago, Shujaa the Village Champion left alone to bring back an animal sufficiently large to provide food for the entire village. Shujaa is the mightiest warrior of the village, and also happens to be the son of the village Elder, Adili. While her Champion is away, warriors must be chosen to guard Adili the Village Elder.

The village gathered outside to watch Shujaa the Village Champion depart, and also see the choosing of the warriors who would guard the village Elder. The wise and mysterious Tilifu the Village Diviner paced through the crowd, his eyes closed in meditation. With senses that go beyond the material world, he would choose the most worthy warriors.

"The spirits have spoken," he said after some time, and the crowd waited expectantly for his next words. "It shall be you six." The village cheered, and you all stared blankly in disbelief of the honor bestowed upon you. Each of you are young warriors of Kuamu, and there are many with more exploits behind their name. While you each believe you have tremendous potential, you realize that your skills are still unhone. Never have so inexperienced warriors been chosen. Surely, there must have been a mistake!

Seeing the doubt in your eyes, the village Elder approached and spoke quietly so that only you could: "Do not worry. I have no doubt that our village Diviner has chosen wisely. I entrust my life to your protection without reservation." She smiled at each of you, and then returned to her hut. After a moment's hesitation, you followed her to fulfill your new duty.

All went well throughout most of the evening, but disaster struck around dawn. After patrolling behind the Elder's hut, you turned to look back at the hut itself. You saw Shujaa the Village Champion and son of the Elder exiting the rear of the hut. This was most curious indeed, since he was supposed to be out hunting. Perhaps his endeavors were successful, and your duty has been fulfilled. Noticing you, he looked down at what he was carrying in his hand. Your eyes follow his, and you noticed a bloodied dagger held firmly in his grip.

Quickly, you realized that something was wrong, and you ran towards the Champion. But he was quicker still, and hastily dashed into the forest. You yelled an alarm to the rest of the village and chased after him. You searched for him as best you could, to no avail, and you decided to return to the Elder's hut.

Outside the hut, most of the village had gathered. Pushing through the crowd to enter the hut, you saw inside Mtukutu the Village Healer, younger brother of the Tilifu the Diviner, tending to a knife wound in the Elder's abdomen. Standing next to him was the Diviner himself, his eyes closed and apparently in meditation.

"The wound is superficial," the Healer stated, and the crowd seemed relieved. "However, I detect poison in her wound. The devious individual who was behind this act wanted to ensure the life of our beloved Elder would be taken from us. I have done all I can, and must see if I can concoct a suitable antidote to this foul poison."

At this, the Diviner opened his eyes and addressed you. He asked how this came to be, and you explained all that you observed - the Champion fleeing from the scene, a bloodied knife gripped in his hand. The crowd gasped at your words. "My younger brother," the Diviner said, addressing the Healer, "you understand that by village law, with the Elder unable to lead and her Champion not fit to rule, the burden of leadership should first go to the village Diviner. I must decline this duty, for the time being, and ask you to rule in my stead. The truth must be found, and I will require days of intense meditation to divine how these circumstances could have come about."

The Diviner turns around, and heads to his hut. The Healer stands up, points to two villagers asking them to guard the Elder diligently. The young man then asks you to follow him to his hut. He needs your help.

Meeting with Mtukutu the Village Healer

As soon as you enter Mtukutu's hut, the first rays of dawn pierce the sky. Despite the excitement, you have been up all night and your bodies are weary. Mtukutu hands one of you a bowl.

"Each drink one swallow of this potion; there is just enough for all of you. This will bring energy to your bodies, as though you had a full night's rest. I need you to help me right away. I have detected a poison coursing through the body of our Elder. She is alive for now, but her life is slowly flowing out of her body. I believe I can

brew an antidote, but I lack the ingredients. These items will be difficult to obtain, and while you were supposed to ensure the safety of the Elder, you do have the right to refuse this task: Will you help save the Elder?

Pause to let the party answer, and also ask which PCs drink from the bowl the Healer gave them. All who drink feel completely refreshed, as though having slept a full night. Mtukutu will not have any more of this potion available during the rest of the scenario. When they are done responding, continue:

"I need you to obtain four key ingredients for the antidote. In the forests to the north, there lives a tribe of korobokuru with which we have had frequent contact. That tribe grows a unique ginger plant, the Honey Ginger Root. Travel north into the forest, and no doubt they will find you before you find them. If treated with respect, they should give you a piece of this prized root.

"To the east of our village of Kuamu, in the great plains, there stands a small, isolated copse of trees almost a day's journey from here. In the middle of the grove is a cave, in which a vision has told me another ingredient lies: the Screaming Voiced Mushroom.

"To the south, you will find the Lake of Still Waters. Many duck-billed garuda, the large thunderous lizards of our land, build nests on the shores of the lake. Obtain one egg, but beware of the horrible beasts which lay them.

"To the west rises the mighty White Crest Mountain, and atop it

grows a unique plant. It is a small bush which once a year produces a deep blue fruit, which is beautifully translucent. Bring this fruit down from the mountain.

"You may obtain these items in any order you wish, and you can return them to me as you obtain each, or all at once. If you return after obtaining each ingredient, I can provide you with a healing mixture which will prepare you for your next trial. However, realize that the Elder's life is at stake. The quicker she is cured, the more complete her recovery will be. Once I have all the ingredients, I can mix the antidote to save our beloved Elder's life."

The village Healer pauses for a moment, and continues, "I also have other concerns that go beyond just the life of the Elder: Understand that I am too young to permanently lead the village, for only next year will I have been on this earth 21 cycles of the seasons. If the Elder does not survive this horrible attack, and if the Champion really did commit this heinous crime, the duty of leadership will go to my older brother. I must confess, and please hold this in confidence, I do not trust my brother nor do I think he should lead the village. If you save the life of the Elder, her just wisdom will keep the village from harm. Yet she is old, and will step down in the next few years. Even if, at that time, the Champion is still believed to be guilty, I will be old enough to lawfully challenge my brother for the right of leadership. Perhaps I am a bit arrogant to think I myself am capable of being a good leader, but I do know that the continued rule of our Elder is a good thing and

that rule under my brother would be disastrous to Kuamu. The death of our Elder would have serious ramifications.

So, please go, and for the sake of the village of Kuamu, make great haste.

If the party questions Mtukutu the Village Healer further, he has little more information. Mtukutu's reference to the necessity of acting quickly is the only clue the players will get that game time is important. If they are unclear about any of the information given above, repeat it for them. Below are a list of possible questions the party might ask and some additional information Mtukutu will give. If the party asks questions similar to the ones listed, he will volunteer that information.

- How do we get to the four locations of the ingredients?

On foot, of course. If the party is worried about obtaining accurate directions or they think they need guide, Mtukutu will assure them that they will be able to find these locations. They are familiar to all of Kuamu.

- How long does it take to get to each locations?

Each location is a little less than one day's walk from the village of Kuamu.

- Why would Shujaa the village Champion attack his mother?

"I do not know. Shujaa has, in the past, been a forthright individual. Perhaps he got into a family dispute with his mother, or maybe even something more sinister - the possibility of ruling Kuamu might have been too

great for him to resist. I shudder to think that something this heinous could be true."

- Why are you so suspicious of your brother?

"In my opinion, my brother is not a trustworthy person. For me to tell you why would reveal private matters between he and I. I cannot do so."

- Do you suspect that anyone else is involved in the attack on Adili the village Elder?

"No. I see no evidence to support this theory."

This is all the information that Mtukutu has or is willing to reveal. Once the party is done questioning the Healer, let them proceed to the ingredient they choose.

Team Score Questions

Does the party question Mtukutu for more information?

YES – 5

NO – 0

Traveling to Obtain the Ingredients

The DM's Map shows the layout of these four encounters in relation to the village of Kuamu. As was mentioned before, game time is a factor in the Team Score. However, do not suggest to your team that this is the case. Here is how the party's actions will affect game time:

Unless the party decides to delay events (e.g. perhaps resting an extra day

to regain spells), it takes a full day to travel from the village to one of the locations, from one of the locations to the village, or from one location to an adjacent location (e.g. from the White Crest Mountain to the Still Waters Lake). Refer to the DM's Map and see that traveling along one arrow takes a day. After traveling throughout the day, the party has just enough time to complete whatever encounter is at the destination before the sun sets in about an hour or two. By the time they have completed the encounter, the sun is setting, and it should be time to rest for the night.

Thus, if the party travels to the first location, goes directly from one adjacent ingredient to the next, sleeps during the evenings, and finally returns to Kuamu, they will have used 6 days of game time. However, if the PCs travel to each ingredient, and returns immediately to Kuamu before obtaining the next ingredient, they will have used 8 days of game time.

One way the party can speed their progress is to forego sleeping. If they do so, the PCs can travel twice as far. (i.e. They travel to one location during the day, and the second during the night.) However, for each extra encounter they push themselves, they incur a cumulative -1 penalty to DEX, CON, "to hit" rolls, and Saving Throws from exhaustion. The party can rest to stop incurring further penalties, but they must rest an entire 24 hour period to reduce the penalty by +1. Thus, at best, the party could push themselves from the village to all four locations and back to the village in three days, but by the end they would have a -5 penalty to

the above scores. Or, if the party decided to press on after obtaining the first ingredient, but after the second, rested after each leg of their journey, they would have suffered a -1 penalty gathering the second and all other ingredients, but would have reduced their total time by .5 day.

The only other way the party can speed its progress is by splitting up and going after more than one ingredient at a time; allow them to do so, but this is probably not a wise course of action. The party does not have the resources to speed their travel any other way. All attempts to do (e.g. capturing an elephant as a mount, charming a Roc to fly to each locations, etc.) will fail.

After the descriptions of the four locations of the various ingredients are three encounters designated as Interrupts. No matter what order the party gathers the ingredients, the Interrupts occur soon after they gather a set number of ingredients: Interrupt One after obtaining one ingredient, Interrupt Two after obtaining two ingredients, and Interrupt Three after gathering all four ingredients.

If the party returns to the village of Kuamu before gathering all four ingredients, go to the encounter designated **Returning to Mtukutu the Village Healer Before Done**. Once the PCs gather all four ingredients, and completes Interrupt Three, go to the encounter **Returning to Mtukutu the Village Healer Once Done**.

The Four Ingredients

North: The Honey Ginger Root

You may have to modify the following description to fit the party's actions:

After traveling to the north for a few hours, you come to a dense expanse of rain forest. A high, thick canopy of green rises above you and almost completely obscures the blue sky. You continue onward, and the travel is rather pleasant. Beautiful birds sing glorious songs in the distance, and there is little undergrowth to hinder your journey.

You travel throughout the afternoon without incident, wondering when you will come across the korobokuru tribe. Without warning, this peace is disturbed as you hear a scream from up ahead.

In a clearing, six Bullywugs are torturing a captured korobokuru. The clearing has a diameter of about 30 yards. Once the party breaks through into the clearing, the Bullywugs take notice and attack. If the party attacks with missile weapons or spells before entering the clearing, they get a full round of attacks before the Bullywugs can retaliate. On the first round, the Bullywugs hop to engage in melee, obtaining +1 "to hit" for the maneuver. Remember any penalties the PCs might have due to exhaustion. The Bullywugs fight to the death.

BULLYWUGS (6): IN Low; AL CE; AC 6; MV 9; HD 1; hp 6 each; THAC0 19; #AT 1; D 4; SA hop; S M (5-6' tall); XP see below.

After defeating the Bullywug's, the party may untie the korobokuru. He

introduces himself at Kithtack. He is middle aged for a korobokuru, and has been abused greatly by the Bullywugs. If the party talks to Kithack, he can reveal the following information:

- The Bullywugs captured him when he was alone hunting. He doesn't know why there were torturing them; they asked no questions, and seemed merely to be gaining pleasure from his pain.
- Kithtack is very weak, and would appreciate an escort back to his korobokuru tribe. Kithtack can guide the party to the location of the tribe's settlement.
- The chief of Kithack's tribe, Tolokyu the Bold, grows the Honey Ginger Root. It is an essential ingredient to the tribe's fermented cassava beverage, a beverage who's recipe is known only to Tolokyu. The root is very important to the tribe.
- Kithtack proclaims Tolokyu to be a very wise and just person, and would surely see fit to reward the PCs for their bravery by giving them a piece of the Honey Ginger Root.

Kithtack will lead the party for about three miles, until they can hear the sounds of a loud, boisterous party. Breaking through the forest, the party finds themselves amongst the small korobokuru settlement. Huts of straw, vine, and leaves blend with the edge of the forest. In the center, a number of korobokuru are seated around a table having a loud, rambunctious feast.

Kithtack immediately approaches the korobokuru at the head of the table,

and describes the valiant actions of the party to Tolokyu. The rest of the tribe listens to Kithtack's story, and once finished, Tolokyu speaks. He thanks the party for saving Kithtack, and invites them to feast with his tribe. There is a huge assortment of vegetables, meats, and the tribe's cassava drink is freely flowing.

Tolokyu will ask the party why they have journeyed north into the forest. If they mention that they need a piece of the Honey Ginger Root, he will instantly smile and mention that the plant is very sacred to the tribe; asking for a piece is no small request. He will let the party try to convince him of the importance of their mission, and then think for a moment. Finally, he will suggest a challenge: He and a PC of the party's choosing will shoot five arrows at a target. If the PC scores as many or more hits than him, Tolokyu will gladly part with a piece of his ginger root. If the PCs accept the challenge, Tolokyu will give them a few moments to choose the PC who will compete against him. Once the PC is chosen, Tolokyu will pour two cups of cassava drink and offer a toast to that PC.

In the few minutes while Tolokyu and the PC finish their drink, an old korobokuru with long white hair approaches the PC. He introduces himself as Shaman Sanju. He speaks very quietly to the PC:

"Difficult it will be indeed, striking a target in this twilight. Our tribe trades extensively with tam'hi. Unbeknownst to most, some of the fruits of their labor can greatly aid you.

If your wits be with you, perhaps you can figure out which to choose:

Grown half in light and half in dark
Forest above and fire below
Consume this arrow for your missile to
hit its mark"

Shaman Sanju will say no more. The party has 2 minutes of real time to figure out the answer before Tolokyu interrupts and the PC must compete in the contest. If the PCs look around, all they see are huts, arrows, bows, various farming tools, and a table full of meats, vegetables, and cups overflowing with cassava drink. The solution to the riddle is "a carrot." If the PCs state they are looking for a carrot on the table, they find one buried amongst the many vegetables; *only if they ask if there is a carrot will it be noticed by them.* Any PC who eats this entire carrot, the only one left, gains a +4 "to hit" in the following contest. The carrot has no effect outside the contest.

Tolokyu will lead the party away from the village to another clearing. At the end of the clearing, a single target stands. The target is 100 yards away, and at that distance, is equivalent to AC 5 for any type of bow. Tolokyu will shoot first, and from there, he and the PC will trade shots, each shooting 5 arrows. Remember any penalties the PC might have due to exhaustion. Tolokyu has a THAC0 of 16, and thus needs an 11 "to hit."

If the PC scores as many or more hits than Tolokyu, he will congratulate the party and says that he must go to his hut to get their prize. If the PC loses the competition, Tolokyu will praise the

PC for his valiant effort: "You are indeed a worthy opponent, and have saved one of my people. That, I cannot ignore. Though I was more accurate, I cannot let you leave empty-handed. Let me go to my hut, and I shall return with the item you seek." Thus, either way, the PCs will obtain the Honey Ginger Root.

Tolokyu presents a piece of the Honey Ginger Root, and offers to let the PCs rest in the settlement until they must move on. He also presents each with a small gourd full of his cassava drink, consuming which will raise a person's CON by +1 for six turns. Multiple doses are not cumulative.

Team Score Questions

Did the party defeat the Bullywugs?

YES - 15

NO - 0

Did the party figure out the answer to the korobokuru's riddle?

YES - 10

NO - 0

Did the party score as many, or more, hits as Tolokyu?

YES - 5

NO - 0

Living Jungle Experience

Did the party defeat the Bullywugs?
150XP

Did the party figure out the answer to the korobokuru's riddle?
100XP

Did the party score as many, or more, hits as Tolokyu?
25XP

Treasure

6 doses of cassava drink - +1 Con for 6 turns, non-cumulative.

East: Screaming Voiced Mushroom

You may have to modify the following description to fit the party's actions:

For many hours, you travel across the vast plains to the east of Kuamu. In the distance, you can see the herds of beasts you hoped to hunt in the Spirit Hunt. You are reminded of how unfortunate it is that the glorious ceremony must be postponed.

You occasionally pass a solitary tree, but nothing that would fit the description given by Mtukutu. Finally, after traveling throughout the afternoon, you see a fairly large cluster of trees up ahead. With renewed vigor, you march toward them.

In the middle of the copse is a small, rocky hill, and at the base of this hill is a cave. This cave is the entrance to a burial chamber from centuries ago. This site is depicted in the Tomb Map.

A: After about 10', the cave ends with a series of small boulders blocking further progress. Spending about 15 minutes, the party can clear away enough of the rocks for them to crawl through to the chamber beyond. From this point on, the PCs will need a source of light to see in the visible spectrum.

B: This antechamber is about 30' by 40', and has strange decorations and runic symbols painted on the walls. There is no apparent exit, but there is a large boulder that abuts one wall and appears to block what should be the exit. The boulder is really a Galeb Duhr that had been instructed to guard further passage into the tomb. If the party tries to move the "boulder," the Galeb Duhr will wake up from a long, long slumber.

"*Yaawwwnnn.* Well.. come.. to pay... your respects.... to the dead? Well, speak the.... password, and then... I can go."

If the party asks what password, the Galeb Duhr, not being a particularly bright boulder, speaks the riddle he was told in order to remember the password:

"You know.... the one that answers the riddle....

You should behold what lies beyond the still water's surface,
Call the mother of the lamb,
Or hear the beginning of the elegy,
And you will realize the solution is where the puzzle began."

The answer to the riddle is "you." (The first line refers to a reflection, the second a "ewe," the third the first phonetic syllable of the word "ulegy," and the four the first word of the riddle.) The party has 5 minutes of game time to answer the riddle, during which, the Galeb Duhr yawns and stretches. He won't answer any questions if the party asks. However, as a DM, repeat the riddle if the players ask. Finally, if the

party has not said that "you" is the answer within 5 minutes, the Galeb Duhr will speak:

"Look, I'm.. hungry. I'll... go, but..... you remember.... to speak.... the password before..... entering.... the tomb."

At this, the Galeb Duhr exits the chamber by passing through one of the stone walls.

C: This is merely a long corridor. At the end of the corridor is a stone slab which blocks the entrance into the next chamber. The door was trapped when the tomb was built, but the mechanism of the trap has broken in the centuries since. If a PC makes a successful check for traps, s/he finds that pushing or pulling on the stone slab would cause a ceiling block to fall in; attempts to disarm the trap are automatic. If the PCs try to remove the stone slab without disarming the trap, they hear a loud scraping noise, and one of the ceiling blocks drops down six inches before getting stuck.

The stone slab can be removed by smashing it (e.g. with the stones from Area A) or any other means which you deem sufficient.

D: If the PCs have a visible light source, as soon as they break through the stone slab blocking entrance to this chamber, the "Screaming Voiced Mushrooms" (a.k.a. Shriekers) begin emitting a loud noise. Inside, there are a number of stone tables with bodies on top of them, covered by shrouds. As soon as the party enters the room, the bodies animate and attack. Remember any

penalties the PCs might have due to exhaustion.

SKELETONS (6): IN Non-; AL N; AC 7; MV 12; HD 1; hp 6 each; THAC0 19; #AT 1; D 3; SD see below; S M (5-6' tall); XP see below.

Skeletons are immune to all sleep, charm, and hold spells. Cold-based attacks do no damage. Slashing or piercing weapons inflict only half-damage. Holy water causes them 2-8 points of damage per vial.

If the party successfully turns the skeletons, they cower in the corners and allow the party access to the Shriekers. Once the party defeats the skeletons, they can cut up one of the Shriekers, which are growing on the far side of the chamber.

On the bodies of the skeleton are some items of value: an ivory necklace, a ring of jade, and a bracelet of obsidian. There are no other items of value within the tomb.

The party should have no trouble leaving the burial chamber. The Galeb Duhr will not return, and the cave would be a safe place to rest.

Team Score Questions

Did the party solve the Galeb Duhr's riddle?

YES - 20

NO - 0

Did the party search for traps in area C?

YES - 5

NO - 0

Did the party defeat the skeletons?

YES - 15

NO - 0

Living Jungle Experience

Did the party solve the Galeb Duhr's riddle?

125XP

Did the party defeat the skeletons?

150XP

Treasure

Ivory necklace, bone ring, obsidian bracelet.

South: Duck-Billed Garuda Egg

You may have to modify the following description to fit the party's actions:

You have been marching through the gently rolling plains to the south of Kuamu for hours. The afternoon sun beats down on your heads, but every so often, the spirits bless you with a refreshing breeze. You pass an occasional tree, or a thick bunch of shrubs.

After walking for most of the afternoon, you can see the vast Still Waters Lake in the distance. Far out in the shallow lake, you can see the forms of huge garuda, like mountains on the horizon. Closer to the lake shore, however, you see the smaller duck-billed garuda. A small herd is wading about 50 yards from the shore. Looking at the shoreline itself, you can barely make out the nests in which lies the egg you need.

If the PCs attempt to attack the garuda, they will eventually die. However, if they attempt to sneak up on

the garuda nests, there is a chance that they will not be noticed. The chance that they will not be noticed depends on how well they attempt to conceal themselves, based on the various ways the garuda may sense them:

Sight: If the PCs take care to camouflage whoever approaches, they will gain a bonus of +20%. They can use twigs, leaves, mud, etc., for camouflage. There are no shadows near the garuda nests, which are several yards from the nearest bushes, so no benefit can be gained from the Hide in Shadows thief ability.

Smell: The wind blows parallel to the shoreline, from west to east. If they approach from the east, the garuda are less likely to detect their scent, and gain a +20% bonus. Also, if the PCs could disguise the sent of whoever approaches by covering him/her in mud, mashed vegetation, guano, etc., and thus are also eligible for the +20% bonus. These bonuses are not cumulative; only a +20% bonus can be gained from concealing the character(s) scent.

Sound: If the characters(s) that approach successfully make a move silent check, then a +20% bonus is gained. If the move silent check fails, no bonus or penalty is incurred. There is no other way of obtaining this bonus.

Each character has a base 22% chance to escape protection, plus his/her Dexterity, plus any of the above bonuses. For example, a PC with a DEX of 16 who is camouflaged and is approaching from upwind, but is not moving silently, has a 78% chance not to

be detected. Remember any penalties the PCs might have due to exhaustion.

Once the character(s) make it to the garuda nests, a detection check must be rolled by each PC who approached. If more than one PC approaches, all must escape detection for the garuda not to notice them. If the garuda notice the intrusion, the character(s) do have enough time to grab an egg before retreating. A single garuda will run after the PCs. If the PCs stand to attack, they will most likely die. If the PCs grab an egg and run, each must make a Dexterity check; failure indicates the PC falls, bruised and scraped by the rocks for 3 points of damage, before escaping. After running for a round, the garuda will give up and return to protect its remaining eggs. Only if the party is dumb and holds its ground will a garuda be engaged in combat.

DUCK-BILLED GARUDA (1): IN Non-; AL N; AC 6; MV 12; HD 12; hp 72; THAC0 9; #AT 1; D 7; S M (5-6' tall); XP see below.

Team Score Questions

Did the PCs conceal themselves from sight and get the bonus?

YES - 5

NO - 0

Did the PCs conceal themselves from smell and get the bonus?

YES - 5

NO - 0

Did the PCs conceal themselves from sound and get the bonus?

YES - 5

NO - 0

Did the PCs get the garuda egg without being noticed?

YES - 5

NO - 0

Living Jungle Experience

Did the PCs conceal themselves from sight and get the bonus?

25XP

Did the PCs conceal themselves from smell and get the bonus?

25XP

Did the PCs conceal themselves from sound and get the bonus?

25XP

Did the PCs get the garuda egg without being noticed?

25XP

West: The White Crest Mountain Fruit

You may have to modify the following description to fit the party's actions:

You've traveled many hours to the west before coming to the vast expanse of rain forest which now surrounds you. Annoying insects swarm around you, and the humid atmosphere makes your journey very difficult. You continue marching west for much of the afternoon, but then hear the refreshing sound of a stream up ahead. As you approach, you believe you can hear someone crying.

Going forward, the PCs see a curious sight: There is a slow moving stream, with a shore made of rock. On the shore, the party can see a lone saru,

interested in something on the shore. She seems rather distressed.

The saru is named Kima, and she is an adolescent saru who wishes to learn magic. Several months ago, she helped a nubari wizard through the forest, and as part of his payment to her, he gave her one of his fetishes. She hopes to learn magic by practicing with the fetish, but unfortunately has dropped the wooden symbol in a hole in the stone shore. The hole is only 2-3 feet deep, but it is so narrow that if she reaches in and grabs the fetish, she can't fit her clenched fist out of the hole. Kima is very frustrated, and would appreciate the PCs help.

Many solutions to the problem suggest themselves: The PCs could pour water in the hole, and the wooden fetish would float to the top. The PCs could search for a tree with a sticky sap (they will find one), drop a sap-coated rope into the hole, and pull the fetish out. Creative use of magic might also do the trick. Any plan you deem suitably creative and reasonable should work.

If the PCs obtain Kima's fetish, she will thank them profusely and will ask if she can repay them. She says that she knows this part of the forest very well. If they mention that they are after the White Crested Mountain Fruit, Kima's eyes widen, and she says she knows exactly how to get there. (If the party does not obtain Kima's help, they will spend an extra day searching the entire mountain.)

Kima will lead the PCs to the White Crest Mountain, and from there, she takes them around to the far side of the mountain. Just above the treeline, a single bush can be seen a hundred yards

further up. Kima points out the bush, and says that she must go. (Kima is uncomfortable without a forest canopy above her head, so she can't be convinced to proceed further.)

About a hundred yards further up the mountain, you can see the solitary bush Kima pointed to. In almost all respects, it seems like an ordinary shrubbery. Atop of this bush there is a single blue fruit, which appears translucent and reflects the sunlight like clear water. Moving closer to the bush, you marvel at the beauty of the fruit.

Before you can react, however, a hawk dives down and lands on the bush. Quickly, it flies off, with the fruit grasped in its talons. Your hearts sink, fearing you will lose the hawk as it flies away. Fortunately, you see that it lands only a little further up the mountain, and appears to drop the fruit in its nest before taking off again to circle high above its nest.

About 50 yards further up the mountain, the PCs will come to the nest. The hawk's nest lies at the edge of a 10' ledge. At the bottom of the ledge, the PCs will find a smashed blue egg. One of the hawk's three eggs fell out of the nest and smashed here. The hawk, spying what looked like its egg, grabbed the fruit and placed it in its nest. The PCs can approach the nest, but if they take the fruit without replacing it with something that looks similar to its egg, the hawk will attack. A number of things could be used - a rock with smashed berries dying it blue, the smashed egg shell carefully pieced

together with a glue of tree resin, etc. All the PCs need to construct is something small, round, and blue.

If the PCs do not replace the fruit with a facsimile, the hawk will begin to descend to attack. The PCs have one round to either replace the fruit or put a suitable item in its place, before the hawk attacks. The party can grab the egg, see that the hawk will attack, replace the fruit before the hawk attacks and then search for something to replace the egg. However, once the hawk attacks, it will attack them until dead, even if the PCs replace the fruit:

HAWK, LARGE (1): IN Animal; AL N; AC 6; MV Fl 33(B); HD 1; hp 8; THAC0 19; #AT 3; D 1/1/1; S S (4'); XP see below.

Team Score Questions

Did the PCs retrieve the fetish for the saru?

YES - 5

NO - 0

Did the PCs obtain the fruit without the hawk attacking?

YES - 25

NO - 0

Living Jungle Experience

Did the PCs retrieve the fetish for the saru?

50XP

Did the PCs obtain the fruit without the hawk attacking?

150XP

Returning to Mtukutu the Village Healer Before Done

If the PCs return with some, but not all of the ingredients, Mtukutu will be very glad that they are making progress. The condition of the Elder is worsening, and she may face permanent injuries even if she does survive. Mtukutu will give the PCs each a swallow of a minor potion he concocts, which heals 3 hit points of damage. This potion can only heal 3 hit points, regardless of how much is consumed. It spoils quickly, but each time the PCs come back, Mtukutu says he can brew more. Each time the PCs return with another ingredient, Mtukutu has another dose prepared.

Mtukutu can provide no more information for the PCs. If they mention to him about Interrupt One, he is very distressed that the Champion has taken his life. However, he says he cannot shed any more light on the situation beyond pure speculation. Hopefully, he says, the PCs will learn more. If the party brought back the body of Shujaa, Mtukutu says he will take care of the necessary arrangements.

If they talk to him about Interrupt Two, he says he does not know who would send such creatures after them. He does mention that it is apparent that evil forces are at work, but from where he does not know. However, he will see if he can learn anything from the villagers while the party is out obtaining the last few ingredients. While many of the above statements of Mtukutu are

lies, he does not appear to be lying in any way.

It is possible that the PCs will suspect the Diviner and desire to confront him before they have obtained all the ingredients. Mtukutu will warn against this. He says his brother is in deep meditation, and must not be disturbed; obtaining the ingredients and saving the Elder should be their primary duty. If the PCs insist, let them skip to the final encounter. The Diviner will attack the PCs, and they must face him alone. If they survive, they still will have to gather the remaining ingredients to save the Elder. It is only after obtaining all four ingredients, and going through Interrupt Three, that they may have reason to suspect the Healer's involvement in the situation. If the PCs confront the Healer after having defeated the Diviner, he will confess and submit himself to the justice determined by the village, and the scenario will end.

Team Score Questions (see Returning to Mtukutu Once Done)

Living Jungle Experience (see Returning to Mtukutu Once Done)

Interrupt One: The Champion's Body

After obtaining one of the ingredients, on the next leg of their journey the party eventually sees a number of vultures circling overhead. Pushing on further, the party comes to the corpse of Shujaa the Village Champion. He has hung himself from a tree limb. (Depending on where the

party is, the tree is either one in the forest or an isolated tree on the plains.) The vultures have yet to descend to scavenge the body, so the corpse is fairly intact.

All signs indicate that Shujaa committed suicide. There is no sign of struggle around the tree. There are no signs that he was killed prior to being hung. There is a log just underneath his feet, which he could have used to stand upon and then kick out from underneath himself. If the PCs search the body, they find only one thing unusual. As they search, they smell a sickeningly sweet smell and notice a yellow powder on Shujaa's nose and mouth. They can save a small amount of this powder if they wipe it onto a piece of cloth. If the party searches around the tree, they find the plain bone dagger used to strike the Elder; her blood is still on it, and some dried blood remains on Shujaa's right hand.

If the party asks what their village does with their dead, tell them that it is customary to burn the dead within the village they came from. The party can carry Shujaa's body with them without slowing them down.

Team Score Questions

Did the party obtain a sample of the yellow pollen on Shujaa's body?

YES - 10

NO - 0

Did the party return Shujaa's body to be burned in Kuamu?

YES - 10

NO - 0

Did the party search around Shujaa's body and find the bloody dagger?

YES - 5

NO - 0

Living Jungle Experience

Did the party obtain a sample of the yellow pollen on Shujaa's body?

50XP

Interrupt Two: Attack of the Diviner's Minions

By the time the party has obtained two ingredients, the Diviner is aware of their progress and is quite worried that they will help Mtukutu save the Elder. He has enchanted a number of Kani Dolls, straw figurines meant to look like humans, and sent them to attack the PCs. If the party has split up to go after more than one ingredient at a time, the Kani Dolls attack the group that has just retrieved the second ingredient. This encounter occurs when the PCs are traveling away from the second location.

KANI DOLLS (10): IN Nil; AL CE; AC 10; MV 12; HD 2; hp 8; THAC0 19; #AT 1; D 2; SA Continuous attacks; S T (1' tall); XP see below.

When a Kani Doll scores a hit, it bites for 2 points of damage and then continues to chew for an automatic 1 point of damage each successive round, until killed.

On each Kani Doll is a small jade stone, for a total of 10 small jade stones.

Team Score Questions

Did the party defeat the Kani Dolls?

YES - 15

NO - 0

Living Jungle Experience

Did the party defeat the Kani Dolls?

150XP

Treasure

10 small jade stones.

Interrupt Three: The Druid

After finally obtaining all four ingredients, the party will come to this encounter. It will occur as they are traveling from the last location. While traveling back to the village, they hear a low moan coming from the side of their path. After searching for a few minutes, they find the body of a man with a vicious knife wound to the stomach.

This man is Eertu, a druid. He lives alone with nature, and knows a great deal about the flora of the area. His only companion was his best friend, a chimpanzee he named Mikita. When the Healer and the Diviner decided to disgrace the Champion, they knew that Eertu might be able to obtain a substance which could put Shujaa under a powerful charm.

The Diviner approached Eertu alone several days ago. Eertu is a good man, and thus he would not normally agree to give someone a substance which could be used for evil purposes. However, the Diviner captured Eertu's chimpanzee, Mikita, and threatened to

kill it unless he helped the Diviner. Eertu went back to his hut, and gave the Diviner what he wanted. The Diviner refused to return the chimp until he was sure that the powder worked. The Diviner said that he would be back within a few days, and if Eertu's powder worked, he would get his companion back.

The Diviner charmed the Champion, commanded him to strike his mother with the poisoned dagger, and escape so that the PCs would see him. The Diviner then instructed him to flee far from the village and hang himself. The pollen Eertu gave the Diviner was so powerful that the Champion could not resist his commands.

One day before the time of this encounter, the Diviner and the Healer traveled together in this direction, carrying the bound chimp. Along the way, the Diviner and Healer were arguing about how the Elder was not supposed to be seriously harmed. In the distance, Eertu heard some of this argument. When they got close to where Eertu was waiting, the Healer insisted that he stay behind; Eertu did not know he was involved, and there was no reason to let Eertu know.

The Diviner proceeded further to where Eertu was waiting. The Diviner then pulled out a knife and ruthlessly slew the chimpanzee. In a rage, Eertu charged, but the Diviner struck him hard with the knife. A poison similar to the one used against the Elder was on the knife's blade.

Only Eertu's tough constitution has kept him alive through the night, but the poison holds his life firmly in its

grasp. Eertu is so close to death that his memory is very foggy. The PCs may interact with them, but he will remember only information if they ask the right questions. Eertu is beyond help; healing spells may close his wound, but the poison cannot be stopped. If the party tries to move Eertu, more of the poison rushes to his heart and he dies immediately.

Below are a list of questions or bits of information that the party must present to Eertu before he will recall the information paired with it. If the PCs ask questions similar to the ones listed, give them the information Eertu has.

- Who did this to you?

"He did. Tilifu the Diviner has taken my life. Oh, and the life of Mikita too!"

- Who are you?

"I am Eertu, a druid of these lands."

- Who is Mikita?

"My pet. Mikita is, was, my pet chimpanzee. Tilifu kidnapped my companion, and demanded that I help him. I did! But he killed Mikita anyway!"

- What did Tilifu the Village Diviner want from you?

"He needed me to procure something for him. What was it? Oh, my life is fading from me. The blackness! It is all so hazy." Eertu cannot volunteer that he provided a charm pollen for Tilifu.

- Do you know anything about Shujaa the village Champion?

"He is a fine and noble warrior."

Eertu knows nothing about Shujaa's relationship to the events he has been caught up in.

- If the PCs discovered and saved some of the pollen from Shujaa's corpse in Interrupt One, Eertu can provide more information. They must present a bit of the pollen for Eertu to remember this information:

"That was it. It grows clearer. The foul Tilifu wanted me to provide him with a pollen that has special powers. Only I know which flower to gather the pollen from, and it is a dangerous powder indeed. Inhaling a dose causes one to become deeply charmed. I wouldn't give Tilifu the powder, but he had captured my poor Mikita. I had to accede. Makita was far too precious. But when Tilifu returned, he killed Mikita anyway and struck me as well. I can feel the poison coursing through my veins. Death approaches."

- Was Tilifu with anyone when he approached you?
- Do you think Tilifu is working with someone else?
- Was Tilifu being helped by someone else?
- Who else could be involved?

"Yes, now that you mention it, I believe I recall something. I cannot be certain, but when Tilifu returned to release my dear Mikita he was alone. Before I saw him, though, as he approached I thought I heard him

arguing with someone. Oh, how did it go? Someone said something like:

"She wasn't supposed to be seriously hurt. You did not need to go this far to disgrace the Champion. We agreed the time for us would be when she decided to step down on her own."

"And then Tilifu spoke back, 'Please, you are acting like a child again. Leave the important decisions to those old enough to have obtained wisdom.' I did not hear any more."

Eertu knows nothing more about the incident, and will not speculate on what it means.

Eertu has no more information for the PCs. Once they have finished questioning him, he quietly passes away. Saving him is beyond the PCs power. On his body are a number of spell components, and a non-magical obsidian scimitar which is so sharp, that it has a +1 bonus on "to hit" and damage rolls.

Team Score Questions

Did the party help Eertu recall what it was he gave Tilifu?

YES - 5

NO - 0

Did the party find out from Eertu that someone else was with Tilifu?

YES - 10

NO - 0

Living Jungle Experience

Did the party help Eertu recall what it was he gave Tilifu?

25XP

Did the party find out from Eertu that someone else was with Tilifu?

50XP

Treasure

+1 Obsidian Scimitar (non-magical).

Returning to the Healer once Done

When the PCs return with all the ingredients, Mtukutu's primary interest is brewing the antidote to the Elder's sickness. She lies close to death in his hut. While he hastily mixes the ingredients together, he discusses the party's adventure. If the PCs have not returned before after Interrupt One or Two, Mtukutu reacts to that information as described previously in the adventure.

Mtukutu also has a single dose of a healing brew for each PC. It will heal up to 3 hit points for each PC that drinks. A PC cannot drink more than one dose during this encounter to heal more damage.

The main topic of conversation will undoubtedly be Interrupt Three. Mtukutu will remain calm while discussing the encounter, but he is really very anxious. How this encounter develops really depends on if the PCs have learned from Eertu that someone was working with Tilifu:

- If the PCs start suggesting that Mtukutu was involved in the attack on the Elder, he will ask the PCs why they

think so. Let them piece together what they have learned for him.

- Once the PCs have finished describing what they learned, if they haven't done so, Mtukutu will want to know what motive he would have: "I am trying to save the Elder," he claims. "It is only my brother who will gain by her death, for he shall rule the village. What motive would I possibly have?"

The PCs will have correctly demonstrated a motive if they conclude **all** of the following:

- 1.) Mtukutu and the Diviner were working together to disgrace the Champion, so that when the Elder stepped down, one of them would rule the village.
- 2.) The Diviner instead had the Champion attempt to kill the Elder, against the wishes of Mtukutu.
- 3.) Since Mtukutu is too young to rule, he is trying to save the life of the Elder.

Mtukutu will wait a few minutes for the party to piece together the motive. Even if the party cannot correctly describe the motive, Mtukutu will admit his guilt and explain what happened, filling in the gaps in the party's story: (NB: Do not read the following if the party does not confront Mtukutu about his involvement in the plot to discredit the Champion.)

Yes, you have exposed my guilt, but I believe it is best. I should pay for the crimes I have intentionally, and unintentionally, committed. You see, a few weeks ago, my brother Tilifu approached me about a plan to assure

the leadership of the village by one of us in the future:

Adili the Village Elder plans to step down in a few years, and at that time, the right of leadership would, by tribal law, go to her son. Tilifu thought that if we could disgrace Shujaa, her son, he would no longer have the right to rule. Thus, when the Elder stepped down, tribal law would dictate that one of us should rule, and we would compete for that right.

Tilifu said he knew a druid who would provide a pollen that could charm Shujaa. I took the pollen and helped create a blowgun which would be used against Shujaa. My brother was then supposed to charm Shujaa and command him to do something that would utterly disgrace him. Finally, Shujaa would be commanded to leave the village, never to return. Even if the charm couldn't prevent him from returning, the disgrace would prevent him from ever leading the tribe. In a few years, Adili the Village Elder would step down, and one of us would rule. No one would suspect that we had any involvement in an incident so far in the past.

Well, my brother had other plans. He knew that I was not old enough to claim leadership of the village now. He knew that if both the Elder and the Champion were killed, he would rule. Thus he gave Shujaa a poisoned dagger and commanded him to strike his mother. Instead of commanding Shujaa to merely flee the village, my brother must have commanded him to kill himself.

You must believe me when I say that I never would have helped my brother if I knew anyone would be killed. If the village of Kuamu were ruled by my brother, we all would suffer. That is why I have been trying desperately to save the life of Adili the Village Elder.

Adili is resting now, and I think she will recover. You must apprehend my brother right away, and I will help you. Once my brother has been stopped, I shall surrender myself to the justice of the village. You have my word.

Thus, if the PCs state that they think Mtukutu was involved in the nefarious plot, they will proceed to the next encounter with him to assist in confronting the Diviner. If the party, however, does not figure out that he is involved, they will face the Diviner alone. If the PCs are hesitant to go after the Diviner, Mtukutu will encourage them to do so. If they still decide not to, the Diviner flees the village and proceed to the conclusion.

MTUKUTU (Cleric, 3rd Level): IN Very; AL N; AC 8; MV 12; HD 3; hp 18; THAC0 20; #AT 1; D 1d6+1 (mace); SD spells, "scroll"; S T (5' 7" tall); XP see below.

Spells memorized: Faerie Fire, Shillelagh, Chant. Mtukutu also has the Malatran equivalent of a spell scroll, containing Prayer.

Team Score Questions

How many ingredients did the PCs return to Mtukutu?
ONE - 10

TWO - 15
THREE - 20
FOUR - 40

If the PCs returned all 4 ingredients, how many days of game time did it take them?

Less than 6 days - 30
Less than 8 days, but not less than 6 days - 15
Exactly 8 days - 5
More than 8 days - 0

If the PCs returned all 4 ingredients, did they then confront Mtukutu about his involvement in the plot?

YES - 20
NO - 0

If the PCs returned all 4 ingredients and confronted Mtukutu, did they correctly describe his motive?

YES - 20
NO - 0

Living Jungle Experience

How many ingredients did the PCs return to Mtukutu?

ONE - 25XP
TWO - 50XP
THREE - 75XP
FOUR - 125XP

If the PCs returned all 4 ingredients, how many days of game time did it take them?

Less than 6 days - 150XP
Less than 8 days, but not less than 6 days - 75XP
Exactly 8 days - 25XP
More than 8 days - 0 XP

If the PCs returned all 4 ingredients, did they then confront Mtukutu about his

involvement in the plot?
100XP

If the PCs returned all 4 ingredients and confronted Mtukutu, did they correctly describe his motive?
100XP

Confronting Tilifu the Village Diviner

The PCs will arrive at this encounter either just after sunset or just before sunrise, depending on their schedule collecting the ingredients. At this time, there are few villagers up and around. If party tries to enlist the aid of any villager they can find, the villager will be very suspicious about the story being told. Should the PCs persist, they notice Tilifu leaving from the rear of his hut, escaping from the village. They will have to run to catch up with him, and no villagers will believe they should interfere.

If in the previous encounter, the PCs told Mtukutu about his involvement in the plot to disgrace the Champion, he will be with them to fight his brother. Prior to the encounter, he will pull out his "scroll" and cast Prayer upon the party. During the encounter, he will first cast Chant and continue until as long as possible. This will give the PCs a +2 bonus to all "to hit," damage, and saving throw rolls. Tilifu and his minions, however, suffer a -2 penalty to those rolls. Once Mtukutu is directly attacked by one of Tilifu's minions, he stops chanting and this bonus drops to +1/-1 for the duration of the combat. If Mtukutu must stop

chanting, his next action is to cast Faerie Fire on Tilifu. Then he casts Shillelagh on his mace and enters melee for the rest of the encounter.

Tilifu's hut is rather large, 40' by 40', and unless the party attempts to drive him out, he will be found there in prayer. When they enter his hut, Tilifu will demand to know what is going on. Let the party answer him, and if they mention that they intend to apprehend, capture, or kill him, he tells the PCs to prepare to die. Six Kani Dolls spring up and attempt to keep the PCs from engaging Tilifu in melee, so their master can get off spells.

KANI DOLLS (6): IN Nil; AL CE; AC 10; MV 12; HD 2; hp 8; THAC0 19; #AT 1; D 2; SA Continuous attacks; S T (1' tall); XP see below.

When a Kani Doll scores a hit, it bites for 2 points of damage and then continues to chew for an automatic 1 point of damage each successive round, until killed.

On each Kani Doll is a small jade stone, for a total of 6 small jade stones.

TILIFU (3rd Level Wizard): IN Very; AL CE; AC 8; MV 12; HD 4; hp 9; THAC0 20; #AT 1; D 3; SA spells; S M (5' 8" tall); XP see below.

Tilifu attacks with his spells in the following order: Stinking Cloud (the Kani Dolls are immune), Magic Missile, Light (on one of the PCs eyes).

The following items of value may be found on Tilifu's person:
6 plain ivory beads
fetishes for Stinking Cloud, Magic Missile, Light, Sleep, and Charm Person

Team Score Questions

Did the party defeat Tilifu and his minions?

YES - 25

NO - 0

Living Jungle Experience

Did the party defeat Tilifu and his minions?

400XP

Treasure

6 plain ivory beads

fetishes for Stinking Cloud,

Magic Missile, Light, Sleep, and Charm Person

Conclusion

After finally defeating the wicked Tilifu the Village Diviner, you realize that many villagers have gathered around you. They stand in awe, not sure what to do about this conflict. Then, you see Adili the Village Elder leaving the Healer's hut.

Describe Adili's condition for the PCs. If they were able to obtain the ingredients in 6 or less days, she has almost completely recovered. If it took them 8 or less days, but more than 6, she is limping and seems very weak, but is otherwise all right. If it took them more than 8 days, she is walking with the assistance of two villagers and her speech is slow and slightly slurred.

"Good citizens of Kuamu," speaks the Elder. "Before you stands the saviors of our village. Not only have they saved by life by obtaining the rare ingredients to the antidote which cured me, but they have also stopped the foul man behind the attack on me. The

devious Tilifu charmed my son and commanded him to strike me, and then to take his own life. My son is now dead, and I mourn, but further disaster has been averted by these good persons."

Adili turns and addresses you directly, "For everything that you have done, I thank you. Please accept these gifts for your bravery and courage."

This is the end of Dark Shadow Over Kuamu. If there is time, the PCs may role play with Adili. Otherwise, just give them the treasure listed below, which depends on how quickly the party were able to save Adili:

Team Score Questions

Complete the following only if the PCs returned all 4 ingredients and defeated Tilifu and his minions:

How many PCs were still alive at the end?

1 2 3 4 5 6 2 for each PC =

How many PCs had never gone below 1 hit point by the end?

1 2 3 4 5 6 3 for each PC =

Treasure

If the PCs were able to return all 4 ingredients in less than 6 days:

6 Potions of Extra Healing

6 Potions of Super Heroism

If the PCs were able to return all 4 ingredients in less than 8 days, but not less than 6:

6 Potions of Extra Healing

6 Potions of Heroism

If the PCs were able to return all 4
ingredients in 8 days:

6 Potions of Extra Healing

If the PCs took more than 8 days to
return all 4 ingredients:

6 Potions of Healing

Team Scoring Sheet

Keep this sheet in front of you as you run the scenario, and score the players as they accomplish each task.

Preparation (20 Max.)

Were all the character sheets correct?

YES - 20

NO - 0

Meeting with Mtukutu the Village Healer (5 Max.)

Does the party question Mtukutu for more information?

YES - 5

NO - 0

North: The Honey Ginger Root (30 Max.)

Did the party defeat the Bullywugs?

YES - 15

NO - 0

Did the party figure out the answer to the korobokuru's riddle?

YES - 10

NO - 0

Did the party score as many, or more, hits as Tolokyu?

YES - 5

NO - 0

East: Screaming Voiced Mushroom (40 max.)

Did the party solve the Galeb Duhr's riddle?

YES - 20

NO - 0

Did the party search for traps in area C?

YES - 5

NO - 0

Did the party defeat the skeletons?

YES - 15

NO - 0

South: Duck-Billed Garuda Egg (20 max.)

Did the PCs conceal themselves from sight and get the bonus?

YES - 5

NO - 0

Did the PCs conceal themselves from smell and get the bonus?

YES - 5

NO - 0

Did the PCs conceal themselves from sound and get the bonus?

YES - 5

NO - 0

Did the PCs get the garuda egg without being noticed?

YES - 5

NO - 0

West: Which Crest Mountain Fruit (30 max.)

Did the PCs retrieve the fetish for the saru?

YES - 5

NO - 0

Did the PCs obtain the fruit without the hawk attacking?

YES - 25

NO - 0

Interrupt One (25 Max.)

Did the party obtain a sample of the yellow pollen on Shujaa's body?

YES - 10

NO - 0

Did the party return Shujaa's body to be burned in Kuamu?

YES - 10

NO - 0

Did the party search around Shujaa's body and find the bloody dagger?

YES - 5

NO - 0

Interrupt Two (15 Max.)

Did the party defeat the Kani Dolls?

YES - 15

NO - 0

Interrupt Three (15 Max.)

Did the party help Eertu recall what it was he gave Tilifu?

YES - 5

NO - 0

Did the party find out from Eertu that someone else was with Tilifu?

YES - 10

NO - 0

Returning the Ingredients to Mtukutu (110 Max.)

How many ingredients did the PCs return to Mtukutu?

ONE - 10

TWO - 15

THREE - 20

FOUR - 40

If the PCs returned all 4 ingredients,

how many days of game time did it take them?

Less than 6 days - 30

Less than 8 days, but not less than 6 days - 15

Exactly 8 days - 5

More than 8 days - 0

If the PCs returned all 4 ingredients, did they then confront Mtukutu about his involvement in the plot?

If the PCs returned all 4 ingredients and confronted Mtukutu, did they correctly describe his motive?

Confronting Tilifu (15 Max.)

Did the party defeat Tilifu and his minions?

YES - 25

NO - 0

Conclusion (30 Max.)

Complete the following only if the PCs returned all 4 ingredients and defeated Tilifu and his minions:

How many PCs were still alive at the end? 2 for each PC =

How many PCs had never gone below 1 hit point by the end? 3 for each PC =

Team Scoring Sheet

Explanation

Each of the questions on the Team Score Sheet are described below, hopefully clarifying all ambiguities. If you still have questions, please see the Convention Coordinator prior to starting the scenario. Note that if the PCs were in the middle of completing one of the below tasks when the slot expired, they did not finish the task and do not get the associated points.

Were all the character sheets correct?

Mark YES only if every player's character sheet conformed to the published Living Jungle rules. A copy of these rules should be provided for you. Mark NO if there was any incorrect information.

Does the party question Mtukutu for further information?

Though Mtukutu does not have much more useful information for the party, a smart party will ask for more information. Mark YES if the PCs ask Mtukutu for further information. Mark NO if the PCs do not question him, or merely ask him to repeat what he has already said.

Did the party defeat the Bullywugs?

Mark YES if the PCs killed or subdued the Bullywugs.

Did the party figure out the answer to the korobokuru's riddle?

Mark YES if the PC, who was to compete against Tolokyu, found and ate a carrot within 2 minutes of real time, as Shaman Sanju hinted at.

Did the party score as many, or more, hits as Tolokyu?

Mark YES if the PC who competed against Tolokyu hit the target as often or more than Tolokyu.

Did the party solve the Galeb Duhr's riddle?

Mark YES if the party answered "you" within 5 minutes of real time.

Did the party search for traps in area C?

Though there is no trap to cause the PCs harm, a smart party will search for traps. Mark YES if someone with the ability "search for traps" uses this ability in area C.

Did the party defeat the skeletons?

Mark YES if the party kills or turns all of the skeletons.

Did the PCs conceal themselves from sight and get the bonus?

Did the PCs conceal themselves from smell and get the bonus?

Did the PCs conceal themselves from sound and get the bonus?

Mark YES to the following if all PCs who approach to get a garuda egg conceal themselves against the particular sense. The scenario describes what the PCs must do to conceal themselves against each sense.

Did the PCs get the garuda egg without being noticed?

Mark YES if the percentile roll indicated the duck-billed garudas did not notice the PCs attempting to get an egg. The calculations necessary to obtain the target percentile is described in the scenario.

Did the PCs retrieve the fetish for the saru?

Mark YES if the party got the saru's fetish out of the hole and gave it to her.

Did the PCs obtain the fruit without the hawk attacking?

Mark YES if the party was able to retrieve the White Crested Mountain Fruit from the hawk's nest without engaging the hawk in combat. To do so, the needed to place a facsimile of the hawk's egg in its nest within one round of taking the fruit.

Did the party obtain a sample of the yellow pollen on Shujaa's body?

Mark YES if the party took some of the yellow powder with a sickeningly sweet smell which was found on Shujaa's mouth and nose.

Did the party return Shujaa's body to be burned in Kuamu?

Mark YES if the party carried Shujaa's body to Kuamu. As described in the scenario, if they asked you should have told them that tribal custom says Shujaa's body should need to be burned in Kuamu.

Did the party search around Shujaa's body and find the bloody dagger?

If the party searched the area around where they found Shujaa's body, they would have found the bloody bone dagger he used to strike his mother. Mark YES if the party did so.

Did the party defeat the Kani Dolls?

Mark YES if the PCs killed the Kani Dolls.

Did the party help Eertu recall what it was he gave Tilifu?

Mark YES if the PCs showed Eertu some of the yellow powder from Shujaa's body, and thus helped him remember giving Tilifu the powder.

Did the party find out from Eertu that someone else was with Tilifu?

Mark YES if the PCs asked the right questions necessary to get Tilifu to recall hearing the argument between Tilifu and someone else.

How many ingredients did the PCs return to Mtukutu?

Circle the number corresponding to the number of ingredients the PCs returned to Mtukutu. If the PCs had any ingredients on their person which they had yet to give to Mtukutu when the slot ended, *do not count them*. They must give the ingredients to Mtukutu to get the points.

If the PCs returned all 4 ingredients, how many days of game time did it take them?

In the section **Traveling to Obtain the Ingredients**, there are instructions about how to calculate how much game time the PCs used. Total up the game time used by the time the PCs return all 4 ingredients to Mtukutu, and circle the appropriate answer. If the PCs did not return all 4 ingredients, do not answer this question and the PCs get no points for it.

If the PCs returned all 4 ingredients, did they then confront Mtukutu about his involvement in the plot?

From Interrupt Three, the PCs might have learned information which suggested that Mtukutu was involved in the plot to disgrace the Champion. If they returned all 4 ingredients to Mtukutu and then confronted him on this fact, circle YES. If the PCs did not return all 4 ingredients, do not answer this question and the PCs get no points for it.

If the PCs returned all 4 ingredients and confronted Mtukutu, did they correctly describe his motive?

If the PCs confronted Mtukutu about his involvement in the plot, he asked the PCs to describe what motive he might have had. In the scenario are three aspects of the motive which the PCs must describe to accurately answer the question. Circle YES if they did so.

Did the party defeat Tilifu and his minions?

Circle YES if the party killed or subdued Tilifu and all the Kani Dolls.

How many PCs were still alive at the end?

Answer this question only if the PCs returned all 4 ingredients to Mtukutu and defeated Tilifu and his minions. Every character with -9 or more hit points at the end of the scenario is considered alive. Circle the answer corresponding to this number.

How many PCs had never gone below 1 hit point by the end?

Answer this question only if the PCs returned all 4 ingredients to Mtukutu and defeated Tilifu and his minions. Count the number of characters that never, throughout any portion of the scenario, fell to zero hit

points or lower. Circle the answer that corresponds to this number. A PC that fell to zero or below more than once during the scenario only counts as one PC who does not add in to this total.

Living Jungle Experience Points

Below is a list of the possible experience point awards. These questions have been described in the previous section. Note that the maximum experience point award for this scenario is 2000XP.

North: The Honey Ginger Root

Did the party defeat the Bullywugs?
150XP

Did the party figure out the answer to the korobokuru's riddle?
100XP

Did the party score as many, or more, hits as Tolokyu?
25XP

East: Screaming Voiced Mushroom
Did the party solve the Galeb Duhr's riddle?
125XP

Did the party defeat the skeletons?
150XP

South: Duck-Billed Garuda Egg
Did the PCs conceal themselves from sight and get the bonus?
25XP

Did the PCs conceal themselves from smell and get the bonus?
25XP

Did the PCs conceal themselves from sound and get the bonus?
25XP

Did the PCs get the garuda egg without being noticed?
25XP

West: Which Crest Mountain Fruit
Did the PCs retrieve the fetish for the saru?
50XP

Did the PCs obtain the fruit without the hawk attacking?
150XP

Interrupt One
Did the party obtain a sample of the yellow pollen on Shujaa's body?

Interrupt Two
Did the party defeat the Kani Dolls?
150XP

Interrupt Three
Did the party help Eertu recall what it was he gave Tilifu?
25XP

Did the party find out from Eertu that someone else was with Tilifu?
50XP

Returning the Ingredients to Mtukutu
How many ingredients did the PCs return to Mtukutu?
ONE - 25XP
TWO - 50XP
THREE - 75XP
FOUR - 125XP

If the PCs returned all 4 ingredients, how many days of game time did it take them?
Less than 6 days - 150XP
Less than 8 days, but not less

than 6 days - 75XP

Exactly 8 days - 25XP

More than 8 days - 0 XP

If the PCs returned all 4 ingredients, did they then confront Mtukutu about his involvement in the plot?

100XP

If the PCs returned all 4 ingredients and confronted Mtukutu, did they correctly describe his motive?

100XP

Confronting Tilifu

Did the party defeat Tilifu and his minions?

400XP

Treasure List

This is the list of treasure which could have been obtained in the scenario. Once scoring is done, read off the items which the party acquired, and let them divide the treasure amongst themselves.

North: The Honey Ginger Root

6 doses of cassava drink - +1 Con
for 6 turns, non-cumulative

East: Screaming Voiced Mushroom

ivory necklace, bone ring,
obsidian bracelet

Interrupt Two:

10 small jade stones

Interrupt Three:

+1 Obsidian Scimitar (non-
magical)

Confronting Tilifu

6 plain ivory beads
fetishes for Stinking Cloud,
Magic Missile, Light, Sleep, and Charm
Person

Conclusion

If the PCs were able to return all 4
ingredients in less than 6 days:

6 Potions of Extra Healing
6 Potions of Super Heroism

If the PCs were able to return all 4
ingredients in less than 8 days, but not
less than 6:

6 Potions of Extra Healing
6 Potions of Heroism

If the PCs were able to return all 4
ingredients in 8 days:

6 Potions of Extra Healing

If the PCs took more than 8 days to
return all 4 ingredients:

6 Potions of Healing

