

Dark Shadow Over Kuamu

A One-Round Living Jungle Adventure
For Low Level Characters

by
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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the heroes; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

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 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. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments. The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Heroes of Malatra Living Jungle Character Creation Guidelines

The following are guidelines for creating your own Living Jungle hero and for modifying that hero after playing in official Network tournaments.

You can use the Living Jungle Hero Sheet or make one of your own, as long as it is complete and easy for a judge to read. You are responsible for keeping a copy of your hero and a list of all the items, wealth, and experience points he or she earns during tournament play. You must be able to provide a Treasure Certificate to prove that your hero has earned any special items listed on your Hero Sheet, and you must have a Hero Point Certificate to show that you've earned a Hero Point.

All Living Jungle heroes must fit the AD&D® 2nd Edition Game rules and the hero race descriptions in the *Monstrous Compendium* sheets in this issue. Follow these steps to create your own Living Jungle hero:

1) Select a Race & Class

Races Available: Katanga, korobokuru, Nubari (humans), saru, shu, and tam'hi. The katanga are shapechanging animals, korobokuru are dwarfish savages, Nubari are humans, saru are smart apes, shu are hairless halflings, and tam'hi are nature spirits. All of these races are explained in greater detail in the Tribes descriptions and MC sheets.

Classes Available: fighter, ranger, cleric, thief, and wizard. Bards, specialty priests, druids, paladins, and specialty wizards are not available at this time.

Multi-Class heroes are permitted (see below). Keep in mind that it takes longer for these demi-humans to advance, as they must divide experience they earn. Dual-Class heroes are not permitted in the Living Jungle at this time.

Warriors: Living Jungle warriors are virtually unchanged from the generic version, though the lack of powerful armor changes the nature of combat significantly. Living Jungle rangers are identical to the standard version, except for style and trappings.

Wizards: Wizards begin play with any five spells from the following list: affect normal fires, armor, audible glamour, burning hands, chill touch, comprehend languages (spoken only), enlarge, feather fall, friends, jump, light, magic missile, mending, protection from evil, shocking grasp, sleep, spider climb, spook, taunt, ventriloquism, wall of fog. Spellbooks are unknown in the Living Jungle (see below).

Hero wizards will gain spells at the end of most (but not all) adventures as part of the scenario's rewards. Living Jungle wizards do not use spell books or material components; instead, they memorize their spells by meditating upon the various fetishes each wizard carries. Each fetish represents a single spell that the hero wizard can memorize. First level wizards begin the game with four fetishes.

Clerics: The shamans, witch doctors, and priests of the Living Jungle are all treated as clerics, except they have major access to all priest spheres. Clerics of the Living Jungle do not worship gods, but the spirits of the jungle, their holy symbols are of all varieties, even within a tribe: rattles, small drums, preserved snakes, bones, and virtually any totem or fetish imaginable.

Rogues: Thieves are essentially the same as their basic versions, but they cannot use the read languages ability until after written or iconic languages are discovered during the course of the campaign.

2) Assign 75 Points

You have 75 points to divide among your hero's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma scores. Scores of 19 can be reached only by spending 10 points beyond the initial 18. A Dexterity of 19, then, requires 28 points. The exception to this rule is in Strength scores. Raising Strength above 18 costs one point for each 10% up to 18/00. Strength scores of 19 cost 29 points.

Except for katanga, all non-human heroes Ability Scores must range from 6 to 18, with the following exception:

Korobokuru:	C: 12/19	I: 3/17
Tam'hi:	C: 3/17	Ch: 12/19
Shu:	S: 3/17	D: 12/19
Saru:	S: 12/19	I: 3/17

See the MC sheet for katanga Ability Score ranges. Human heroes' scores must range from 3 to 18. Heroes begin at first level and must meet the minimum statistic scores for their classes. Living Jungle heroes have maximum hit points at first level.

3) Choose an Alignment

All Living Jungle heroes must be of neutral or good alignment, but only goodly-aligned heroes may earn or benefit from Hero Points.

4) Select Proficiencies

Most proficiencies in the Players Handbook are also available to Living Jungle heroes. Others could become available as the campaign progresses.

At present, no Living Jungle hero may begin play with the following proficiencies: ancient history, armorer, blacksmithing, charioteering, engineering, forgery, gem-cutting, heraldry, languages (ancient), mining, reading/writing, riding (airborne), riding (land-based), seamanship, stonemasonry.

5) Select Equipment

Living Jungle heroes begin with no money. The people of Malatra do not use money, but a bartering system. Magic items are acquired only during tournament play and at convention activities, such as the Great Convocation of Fire Mountain. Trading magic items among heroes is welcome, but players must exchange Treasure Certificates to prove the trade.

A player character begins play with one item for each point of Charisma he or she has. Money is not used in the Living Jungle setting, so starting equipment is represented by the gifts heroes have received in past. For example, a hero with a Charisma score of 10 can select 10 items total. Choose all of your items from the following lists of clothing, food, equipment, weapons and armor.

Clothing: robe, belt, loincloth, halter, vest, sandals, shoes (reed), snakeskin cap, toga, tunic, rain cape, woven hemp sash, straw hat, lizardskin leggings

Food: beer, bread, cheese, eggs, fruit, grain, berry juice, wine, meat, milk, nuts, water, coconut shell full of honey, roots (one week's supply of food and drink counts as two items)

Equipment: arrows (6), barbed darts (6), basket (large or small) berry dye (ink), bone tube, charcoal stick, clay pot, clay jug, cloth, fish net, bone fishhooks (6), pouch (large or small), sack (large or small), torch, water gourd, waterskin, wicker backpack, straw sleeping mat, wooden bracelet, bone earrings, walking stick, wooden bowl, reed flute, bone comb, small drum, leather cup, ornamental necklace, witch doctor foot salve, coconut filled with insect wax, 20 feet of hemp rope, 30 feet of vine rope, sharp cutting stone, fire-starting stick, bone needle with thin hemp thread

Weapons in the Living Jungle setting are usually made of stone, wood, or bone. Metal technology has simply not appeared on the Malatran plateau (yet), and metal weapons are rare. For the sake of simplicity, however, these inflict the same damage listed in the Player's Handbook for steel versions of the same weapons.

During campaign play, heroes could find more exotic weapons, but beginning heroes must choose from this list:

Weapons: Battle axe, blowgun (for barbed darts or thorns*), short bow, club, hand axe, javelin, knife, quarterstaff, sling (stone only), spear.

★ Poison thorns are never available to heroes, though non-player character shu tribes are notorious for their use. Sleep poison could become available during an adventure, but only for the duration of that adventure.

★ Armor is rare in the Living Jungle, but these kinds are available: hide armor (AC 6, weight 30), bone armor [Wise Ones heroes can also wear thatch] (AC 8, weight 15, weight 5 for thatch), and reed armor (AC 9, weight 5) body shields, and medium shields. Other weapons and equipment will be made available during the campaign. Heroes may not begin the campaign with items that are not on this list.

6) Describe Your Hero

Heroes should never be just collections of numbers and abilities; they should have personality, appearance, and history. So before your Living Jungle character is done, you should be sure to fill in the Physical Description, Personality Description, and Tribe Information on your Hero Sheet. If you want more room, simply attach another page to your sheet and write as long a description and background as you like. These can be as sparse or as elaborate as you like, and here are some suggestions:

★ Characters who have both strengths and weaknesses are much more interesting than characters who have nothing but strong points. Consider giving your character some flaws, like a fear of spiders, an inability to see more than one side of an issue, or even a physical injury, like a missing finger or tooth.

★ Heroes come from humble beginnings as often as from grand. Consider a character who isn't especially prominent in her tribe, or perhaps one who everyone thought wouldn't go far in life (before the adventuring begins, that is).

★ Even when playing a non-human character, remember to include human-like personality traits, especially some that you do not possess. If you consider yourself quiet and reserved, you may like trying to play an active and out-spoken character.

7) Advancing a Level

Heroes should have interesting backgrounds, but be sure not to tell all of your hero's story before she begins adventuring. Let the tournaments be a large part of your hero's story, and update your Hero Sheet to include important or interesting events from those tournaments in your hero's background. Advancing in Level When your Living Jungle character earns sufficient experience to advance a level, be sure to modify your Hero Sheet to reflect the new level.

★ Add the appropriate number of additional Hit Points. Living Jungle heroes gain hit points based on their hit die type: Hit points for high Constitution scores are added to this. For example, a ranger hero (warrior class) with a 16 Constitution gains 10 hit points per level beyond first. Consult the following table for the additional hit points gained.

★ Note that a Nubari hero can earn and save more Hero Points at higher levels. For example, second level Nubari heroes can have up to two Hero Points at a time.

★ Check the Players Handbook for additional or improved abilities, such as thief and bard kills.

★ Important: Living Jungle heroes gain a new proficiency slot with every level they attain beyond the first. This advancement is a change from the core AD&D game rules and replaces the usual weapon and non-weapon proficiency advancement. Thus, a fighter hero in the Living Jungle can gain a proficiency (weapon or non-weapon) at second level, and another at third.

8) Mult-Class Restrictions

Korobokuru: warrior/priest, warrior/thieves

Katanga: warrior/wizard, warrior/thieves, warrior/priest, wizard/thieves

Tam'hi: warrior/wizard, warrior/thieves, wizard/thieves. warrior/priests

Shu: warrior/thieves

Saru: warrior/thieves

9) Character Class Limits

Nubari—unlimited. Katanga—F(10), W(7), Pr(5), Th(7). Korobokuru—F(10), W(5), Pr(7), Th(9). Saru—F(10), Th(7). Shu—F(10), Pr(5), Th(7). Tam'hi—F(10), W(9), Pr(5), Th(7)

Hero Points

Hero Points are a game device for rewarding good-aligned characters for particularly selfless or heroic actions. They affect the outcome of die rolls, but promote role-playing rather than just number crunching.

All good-aligned PCs can earn Hero Points, but only human characters may have more than one Hero Point saved up at a time. Earning Hero Points PCs earn Hero Points by acting bravely, selflessly, daringly, and dramatically. Normally, a tournament author will point out several instances in which the PCs can earn Hero Points during the adventure. But sometimes, PCs may act heroically in unanticipated circumstances. In these cases, the judge determines whether a PC has earned a Hero Point; since defining these qualities is difficult, here are some general guidelines about what do not and what do constitute heroic actions:

★ Heroic actions are not hesitant or calculated. A warrior whose companions must persuade him to fight a local champion to save an NPC from death is not heroic. A wizard who pauses to consider whether his spells will be more effective than weapons against the champion before agreeing to fight him is clever and perhaps even brave, but he is not heroic. Heroism is impulsive, not scheming.

★ Heroic actions are not performed for personal gain. If two PCs elbow each other out of the way to be the one to earn a Hero Point, then neither receive one: I will fight the champion. --No, the honor will be mine!-- Further, when a PC performs an act which has an obvious reward (fighting the champion to gain his magical spear) no Hero Point is awarded. If the PC expects a reward for his action, then it is not heroic. Heroism is selfless, not selfish.

★ Heroic actions are not safe and easy. A PC must face and realize she faces a serious threat for an action to be heroic. Thus, a warrior who leaps into a pit of vipers to save a fallen comrade is acting heroically—unless she thinks she is immune to the poison or that the vipers are no threat. A rogue who rushes across a vine bridge to save a young boy from an imminent landslide is heroic only if he has a real chance to fall or be caught in the landslide and knows it. Heroic actions are dangerous and difficult.

★ Heroic actions are not mechanical and bland. If a player simply declares, Oh, I guess Kalida will face the champion, then the judge shouldn't award a Hero Point. On the other hand, a player who accepts a challenge with real panache is acting heroically: I, Kalida, son of Harusa the Wise Woman, accept your boastful challenge in defense of all the Nubari tribes! Heroism is grand and dramatic.

When a judge deems a PC's action worthy of a Hero Point, he or she fills out one of the six Hero Point certificates provided with each tournament and hands it to the player. The PC can use the Hero Point immediately.

Except in special circumstances (noted in tournaments), a PC can earn only one Hero Point per adventure, which is why only six Hero Point certificates are provided for each tournament. Once they are all awarded, no more are available during the session.

Human PCs can never have more Hero Points than levels of experience. For example, any heroic actions performed by a 3rd level character who already has three Hero Points are still heroic, but they do not earn Hero Points. Non-human PCs may never have more than one Hero Point at a time; thus, a Saru PC who has earned one Hero Point must spend that Hero Point before being eligible to acquire another. (Note: Some special items and situations may allow a PC to exceed these limits.)

Spending Hero Points

Hero Points affect rolls which determine the results of a PC's actions, including passive actions like resisting a spell effect. Hero Points do not affect an opponent's rolls. So a PC can spend a Hero Point to raise his own chance to hit an opponent, but the PC can't spend a point to lower the opponent's saving throw or Ability check. A player may use Hero Points in one of three ways: to modify a die before it is thrown, to modify a die after it is thrown, or to re-roll a failed die roll.

★ Before a die is thrown, a PC may spend a Hero Point to gain a +2/d20 (or +10%/d100) bonus for combat rolls, saving throws, Ability checks, system shock, resurrection survival, or virtually any other d20 or d100 roll during the game. A Nubari PC may spend up to two Hero Points at a time in this manner, gaining a maximum bonus of +4/-d20 (+20%/d100) on a roll before the die is thrown.

★ After a die is thrown, a PC may spend a Hero Point to gain a +1/d20 (or +5%/d100) bonus on those same sorts of rolls. Again, a PC may spend up to two Hero Points in this manner, gaining a maximum bonus of +2/d20 (+10%/d100) on a roll after the die is thrown.

★ A PC may spend two Hero Points to re-roll any failed d20 or d100 die roll.

Whenever a PC spends a Hero Point, the judge must collect the player's Hero Point certificate and tear it in half. PCs may use Hero Points to benefit the rolls of other good-aligned characters. Using a Hero Point in this manner is generous, but it is not in itself a heroic action (so the PC doesn't earn another Hero Point for using his own Hero Points to benefit another character).

Hero Points & Judge Rolls

Occasionally, judges may—and should—roll dice secretly to determine the result of an action. For instance, an NPC wizard casts a charm person spell upon a PC, but the DM makes the saving throw secretly so that the player's aren't sure of the spell's effects. Any time the judge makes a secret roll based on a PC's action, the PC may elect to spend a Hero Point to affect that roll, but the judge still rolls the dice secretly.

DM Introduction

Welcome to the Living Jungle! If this is the first time you've judged a Living Jungle adventure, be sure to obtain a copy of the Living Jungle Judge guidelines from your event coordinator. In any event, review the use of optional rules (especially the "At Death's Door" rule) before beginning play.

The Living Jungle is a tournament campaign exclusively for members of the RPGA Network. Be sure that you distribute scoring sheets at the beginning of the round and make sure that each player at your table has a membership card (or at least remembers his or her membership number).

This is a low-level Living Jungle adventure; only characters of third level or below may participate in it. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero or start a new hero to play in this event. If your players do not have characters, help them create new heroes (see your

event coordinator for character creation instructions, if you don't have them).

During the course of the adventure, the heroes will earn experience points based on their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasure. After each encounter an experience point value is listed. This is summarized at the end of the adventure as well. All characters contributing to the success of an encounter receive the listed experience points.

For example, if an encounter lists an experience point value of 100 each—each hero participating earns 100 points. All experience points are awarded at the end of the tournament. Do not award experience points after each encounter.

DMs please note that the maximum amount of Experience Points available for this tournament is 1,600. This award is attainable only if the heroes do everything right and make it through the entire scenario; more likely, the average group will earn somewhat less experience.

In some places the heroes can gain treasure. For common items, like normal weapons and equipment, the players must simply record the new items on their character sheets. For magical or other special items, you must hand the player whose character keeps an item the appropriate Treasure Certificate, included in this tournament package.

Background

This adventure is a team tournament set in the Living Jungle scenario. A Team Scoring Sheet is included. Please look over this sheet carefully while you read the tournament. If you are not running this as a team event, simply disregard the scoring sheet.

Since this is a Living Jungle scenario, you must also keep track of hero 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 1st level. To keep the tournament fair, you **must** look over the character sheets carefully. 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. Characters must be created before the event begins.

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 heroes accomplish 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 heroes'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 three points of damage) Do not roll randomly for damage, but rather use the number listed. Other aspects of combat are unchanged. If this is not being run as a team event, disregard these entries.

The Premise

The heroes are six members of a Malatran village, called Kuamu (or are visiting and hold the position of honorary tribe members). Recently, these six people were charged with 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 husband was killed years ago while on an elephant hunt.

The heroes were surprised that Tilifu, the Village Seer, had selected them to be Adili's guards—after all, the characters had not yet distinguished themselves in battle or other heroic action. But the Elder assured them they must have been chosen wisely.

On the first evening of the heroes' watch, disaster struck. Patrolling behind the Elder's hut, they noticed Shujaa exiting Adili's home surreptitiously. He noticed the heroes, looked down at the bloodied knife he was carrying, then ran off into the forest. The heroes pursued, but lost the skilled warrior. Returning to the Elder's hut, they found her wounded and dying of poison.

Mtukutu, the village healer (younger brother of Tilifu), has assumed temporary leader-

ship of the village. Tilifu has secluded himself within his hut, presumably seeking a way out of this terrible situation, leaving the Mtukutu to deal with the aftermath.

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

What's Really Happening

Both Mtukutu and Tilifu are behind the 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 Shujaa's. If, however, Shujaa were disgraced, then when the Elder stepped down leadership would either go to the Seer or the Healer.

The brothers procured a pollen which would charm Shujaa, and then plotted to direct him to disgrace himself. That way Shujaa would no longer be in consideration for leadership of the village when the Elder stepped down, and Mtukutu and Tilifu could compete for the position.

However, Tilifu decided to make his own plans. His younger brother, Mtukutu, is not old enough yet to hold the position of leadership. If the Adili were to die now, he would not have to compete for the position with his brother. To obtain leadership of the village immediately, Tilifu gave the charmed Shujaa a poisoned dagger and commanded him to strike his mother. The Seer then told commanded Shujaa to flee the village and take his own life. Realizing how precarious his position is, Mtukutu needs the heroes' help save Adili.

The Scenario

The heroes is sent to procure four rare ingredients for the Healer's antidote. They need to 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 heroes 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 heroes comes across the corpse of Shujaa. The Seer 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 Seer is worried that the heroes will save the Elder, and dispatches some minions to kill them. The heroes will have to fight off some Kani Dolls before proceeding.

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

The Healer will be very grateful when the heroes returns all the ingredients necessary to concoct the antidote. He will calmly interrogate the heroes, trying to find out how much they know of his involvement. He will help them piece together the clues which implicate the Seer.

If, however, the heroes 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 heroes that he is now trying to save the Elder's life, and that he will help the heroes defeat his powerful brother. He will then surrender himself to the justice of the village of Kuamu.

The final encounter is when the heroes confronts the Seer. If the heroes 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 Seer alone.

Player Introduction

For the past week the village of Kuamu has been bustling with excitement, for all are 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. 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. A 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 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 the Village Elder.

The village gathered outside to watch the Village Champion depart, and to see the choosing of the warriors who would guard the village Elder. Tilifu, the Village Seer, 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. While you each believe you have tremendous potential, you realize that your skills are still unhoneed. 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 only you could: "Do not worry. I have no doubt that our village Seer 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 at dawn. After patrolling behind the Elder's hut, you saw Shujaa the Village Champion exiting the rear of the hut. This was most curious indeed, since he was supposed

to be on the Spirit Hunt. 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 Seer, tending to a knife wound in the Elder's abdomen. Standing next to him was the Seer 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 individual 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 Seer 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 Seer 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 Seer. 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 Seer 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.

Mtukutu the Village Healer

As soon as you enter Mtukutu's hut, the first rays of dawn pierce the sky. 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 heroes answer, and also ask which heroes 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 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 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 west of our village, in the great plains, there stands a small, isolated copse of trees a day's journey. In the middle of the grove is a cave where a vision has told me another ingredient lies—the Screaming Voiced Mushroom.

"To the south, you will find Sleepy Lake. Many duck-billed garuda, the large thunderous lizards of our land, have recently built nests on the shores of the lake. Obtain one egg, but be ware of the horrible beasts which lay them.

"To the east 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 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.

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. 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 heroes questions Mtukutu 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 heroes might ask and some additional information Mtukutu will give. If the heroes 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. If the heroes 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.

★ 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." Mtukutu will reply, "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 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."

★ 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 heroes is done questioning the Healer, let them proceed to the ingredient they choose.

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.

Unless the heroes 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 heroes 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.

If the heroes 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 six days of game time. However, if the heroes travel to each ingredient, and returns immediately to Kuamu before obtaining the next ingredient, they will have used eight days of game time.

One way the heroes can speed their progress is to forego sleeping. If they do so, the heroes 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 Dexterity, Constitution, "to hit" rolls, and Saving Throws from exhaustion. The heroes can rest to stop incurring further penalties, but they must rest a 12 hour period to reduce the penalty by +1. Or, if the heroes 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 half a day.

The only other way the heroes 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 heroes 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 large bird, etc.) will fail.

After the descriptions of the four locations of the ingredients are three encounters designated as Interrupts. No matter what order the heroes 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 heroes 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 heroes 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 heroes'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 with a captured korobokuru. The clearing has a diameter of about 30 yards. Once the heroes breaks through into the clearing, the Bullywugs take notice and attack. If the heroes 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 heroes 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; THACO 19; #AT 1; D 4; SA hop; S M (5-6' tall)

After defeating the Bullywug's, the heroes may untie the korobokuru. He introduces himself at Kithack. He is middle aged for a korobokuru, and has been abused greatly by the Bullywugs and is barely conscious (he is at 1 hit point). If the heroes heal Kithack, he can reveal the following information:

★ The Bullywugs captured him when he was alone hunting. He doesn't know why they captured him, probably for food. They asked no questions, and seemed merely to be gaining pleasure from his pain.

★ Kithack is weak, and would appreciate an escort back to his korobokuru tribe. Kithack can guide the heroes to the location of the tribe's settlement. If he is not healed, he will have to give directions through a hazy stupor. Travel will then take an addition 1/2 day.

★ 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.

★ Kithack proclaims Tolokyu to be a wise and just person, and would surely see fit to reward the heroes for their bravery by giving them a piece of the Honey Ginger Root.

Kithack will lead the heroes for about three miles, until they can hear the sounds of a loud, boisterous heroes. Breaking through the forest, the heroes 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.

Tolokyu's Challenge

Kithtack immediately approaches the korobokuru at the head of the table, and describes the valiant actions of the heroes to Tolokyu. The rest of the tribe listens to Kithtack's story, and once finished, Tolokyu will speak. He thanks the heroes 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 heroes 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 heroes 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 hero of the heroes's choosing will shoot five arrows at a target. If the hero scores as many or more hits than him, Tolokyu will gladly part with a piece of his ginger root.

If the heroes accept the challenge, Tolokyu will give them a few moments to choose the hero who will compete against him. Once the hero is chosen, Tolokyu will pour two cups of cassava drink and offer a toast to that hero.

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

*"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 heroes has two minutes of real time to figure out the answer before Tolokyu interrupts and the hero must compete in the contest. If the heroes 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 heroes 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 hero 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 heroes 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 hero will trade shots, each shooting five arrows. Remember any penalties the hero might have due to exhaustion. Tolokyu has a THACO of 16, and needs an 11 "to hit."

If the hero scores as many or more hits than Tolokyu, he will congratulate the heroes and says he must go to his hut to get their prize. If the hero loses the competition, Tolokyu will praise the hero 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 heroes will obtain the Honey Ginger Root. Tolokyu presents a piece of the Honey Ginger Root, and offers to let the heroes rest in the settlement until they must move on.

West

Screaming Voiced Mushroom

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

For many hours, you travel across the vast plains to the west 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 heroes can clear away enough of the rocks for them to crawl through to the chamber beyond. From this point on, the heroes will need a source of light to see in the visible spectrum.

B: This antechamber is roughly 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 heroes tries to move the "boulder," the Galeb Duhr will wake up from a long slumber.

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

If the heroes 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 ulegy,
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 heroes has five minutes of game time to answer the riddle, during which, the Galeb Duhr yawns and stretches. He won't answer any questions if the heroes asks. However, as a DM, repeat the riddle if the players ask.

Finally, if the heroes has not said that "you" is the answer within five 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 on 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 hero 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 heroes 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 heroes have a visible light source, as soon as they break though 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 heroes enters the room, the bodies animate and attack. Remember any penalties the heroes might have due to exhaustion.

Skeleton (6): Int Non; AL N; AC 7; MV 12; HD 1; hp 6 each; THACO 19; #AT 1; Dmg 1-6 (club/3 pts in team play); SD Special; MR Special; SZ M; ML Special

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 2d4 points of damage per vial.

If the heroes successfully turns the skeletons, they cower in the corners and allow the heroes access to the Shriekers. Once the heroes defeat the skeletons, they can cut up one of the Shriekers, which are growing on the far side of the chamber. The heroes should have no trouble leaving the burial chamber. The Galeb Duhr will not return, and the cave would be a safe place to rest.

South Duck-Billed Garuda Egg

You may have to modify the following description to fit the heroes'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.

After walking for most of the afternoon, you see the vast waters of Sleepy Lake in the distance. The fog is not very thick on the lake this day, and you can see quite some distance from the shore. Close to the lake shore, however, you see several duck-billed garuda, wading about 50 yards from the shore. Looking at the shoreline itself you can barely make out the nests in which contains the egg you need.

If the heroes attack the garuda, they will fall before the larger creatures. If they attempt to sneak up on the garuda nests there is a chance they will not be noticed. The chance they will not be noticed depends on how well they conceal themselves, based on the various ways the garuda may sense them:

Sight: If the heroes 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 heroes could disguise the sent of whoever approaches by covering themselves in mud, mashed vegetation, guano, etc., and are then eligible for the +20% bonus. These bonuses are not cumulative. Only a single +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.

The heroes also get a bonus per point of Dexterity, plus any of the above bonuses. For example, a hero with a Dex of 16 who is camouflaged and is approaching from upwind, but is not moving silently, has a 76% chance not to be detected. Remember any penalties the heroes might have due to exhaustion.

Once the hero or heroes make it to the garuda nests, a detection check must be rolled by each hero who approached. If more than one hero 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 heroes. If the heroes stand to attack, they will most likely die. If the heroes grab an egg and run, each hero must make a Dexterity check; failure indicates the hero falls, bruised and scraped by the rocks for three 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 heroes is dumb and holds its ground will a garuda be engaged in combat.

Duck-Billed Garuda: IN Non-; AL N; AC 6; MV 15; HD 10; hp 62; THACO 11; #AT 1; D 2d8 (7 points in team play); S M (5-6' tall); ML 16

East White Crest Mountain Fruit

You may have to modify the following description to fit the heroes'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 heroes see a curious sight—there is a slow moving stream with a shore made of rock. On the shore, the heroes can see a lone saru, interested in something. 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 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 heroes help.

Many solutions to the problem suggest themselves—the heroes could pour water in the hole, and the wooden fetish would float to the top, they 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 heroes 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 heroes does not obtain Kima's help, they will spend an extra day searching the entire mountain.

Kima will lead the heroes to the White Crest Mountain, and from there 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, and cannot be convinced to proceed further.)

About a hundred yards further up the mountain, you see the solitary bush Kima pointed to. In almost all respects, it seems like an ordinary shrubbery. Atop this bush 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 loose 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 heroes come to the nest. The hawk's nest lies at the edge of a 10' ledge. At the bottom of the ledge, the heroes 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 heroes 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 heroes need to construct is something small, round, and blue.

If the heroes do not replace the fruit with a facsimile, the hawk will begin to descend to attack. The heroes have one round to either replace the fruit or put a suitable item in its place, before the hawk attacks. The heroes can grab the egg, see 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 heroes replace the fruit:

Large Hawk: Int Animal; AL N; AC 6; MV Fl 33(B); HD 1; hp 8; THACO 19; #AT 3; D 1-2/1-2/1 (1/1/1 in team play); S (4'); ML 9

Returning to Mtukutu the Village Healer Before Done

If the heroes return with some, but not all of the ingredients, Mtukutu will be glad 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 heroes each a swallow of a minor potion he concocts, which heals three hit points of damage. This potion can only heal three hit points, regardless of how much is consumed. It spoils quickly, but each time the heroes come back, Mtukutu says he can brew more. Each time the heroes return with another ingredient, Mtukutu has another dose prepared.

Mtukutu can provide no more information for the heroes. If they mention to him Interrupt One, he is 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 heroes will learn more. If the heroes 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 heroes 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 heroes will suspect the Seer 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 heroes insist, let them skip to the final encounter. The Seer will attack the heroes, 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 heroes confront the Healer after having defeated the Seer, he will confess and submit himself to the justice determined by the village, and the scenario will end.

Interrupt One The Champion's Body

After obtaining one of the ingredients, on the next leg of their journey the heroes eventually sees a number of vultures circling overhead. Pushing on further, the heroes comes to the corpse of Shujaa the Village Champion who has hung himself from a tree limb. (Depending on where the heroes 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. 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 heroes 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 heroes 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 heroes can carry Shujaa's body with them without slowing them down.

Interrupt Two Attack of the Seer's Minions

By the time the heroes has obtained two ingredients, the Seer is aware of their progress, and is worried 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 heroes. If the heroes 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 heroes are traveling away from the second location.

Kani Dolls (10): Int Nil; AL CE; AC 10; MV 12; HD 2; hp 8; THACO 19; #AT 1; D 1-4 (2 points in team play); SA Continuous attacks; S T (1' tall); ML 19

When a Kani Doll scores a hit, it bites for two points of damage and then continues to chew for an automatic one point of damage each successive round in team play, until killed. In non-team play the chewing bite does 1d2 points per round. On four of the Kani Doll is a small jade stone.

Interrupt Three The Priest

After finally obtaining all four ingredients, the heroes 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 priest of the jungle. He lives alone and knows a great deal about the flora of the area. His only companion was a chimpanzee he named Mikita. When the Healer and the Seer decided to disgrace the Champion, they knew that Eertu might be able to obtain a substance which could put Shujaa under a charm.

Tilifu approached Eertu 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 Seer captured Eertu's chimpanzee, Mikita, and threatened to kill it unless he helped the Seer. Eertu went back to his hut, and gave the Seer what he wanted. Tilifu refused to return the chimp until he was sure that the powder worked. Tilifu said he would be back within a few days, and if Eertu's powder worked, he would get his companion back. The pollen Eertu gave the Seer was so powerful that the Champion could not resist his commands.

One day before the time of this encounter, the Seer and the Healer traveled together in this direction, carrying the bound chimp. Along the way, the Seer 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 him know.

The Seer proceeded to where Eertu was waiting, then pulled out a knife and ruthlessly slew the chimpanzee. In a rage, Eertu charged, but the Tilifu 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 foggy. The heroes 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 heroes tries to move Eertu, more of the poison rushes to his heart and he dies immediately.

Below are bits of information that the heroes must present to Eertu before he will recall anything that has happened. If the heroes ask questions similar to the ones listed, give them the information Eertu has.

★ Who did this to you?

"Tilifu the Seer has taken my life. Oh, and the life of Mikita too!"

★ Who are you?

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

★ Who is Mikita?

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

★ 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.

★ What did Tilifu the Village Seer want from you?

"He needed me to make 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.)

★ If the heroes 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:

"It grows clearer. 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 powder indeed. Inhaling causes one to become deeply charmed. I wouldn't give Tilifu the powder, but he had captured my poor Mikita and I had to accede. But when Tilifu returned he killed Mikita and struck me as well. I can feel the poison coursing through my veins ... my death approaches."

★ Was Tilifu with anyone when he approached you?

OR

★ Do you think Tilifu is working with someone else?

OR

★ Was Tilifu being helped by someone else?

OR

★ Who else could be involved?

"Yes ... I recall something. I cannot be certain, but when Tilifu returned to release Mikita he was alone. Before I saw him he approached and I thought I heard him arguing with someone. 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. Once they have finished questioning him, he quietly passes away. Saving him is beyond the heroes power. On his body is a non-magical obsidian scimitar (not actually a scimitar, just a piece of obsidian shaped like one) which is so sharp that it has a +1 bonus on "to hit" rolls.

Returning to the Healer

When the heroes 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 heroes's adventure. If the heroes 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 hero. It will heal up to three hit points for each hero that drinks. A hero 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 heroes have learned from Eertu that someone was working with Tilifu:

★ If the heroes start suggesting that Mtukutu was involved in the attack on the Elder, he will ask the heroes why they think so. Let them piece together what they have learned for him.

★ Once the heroes 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 will rule the village. What motive would I possibly have?"

If the heroes will have correctly demonstrated a motive if they conclude all of the following:

- Mtukutu and Tilifu were working together to disgrace the Champion, so that when the Elder stepped down, one of them would rule the village.
- Tilifu instead had the Champion attempt to kill the Elder, against the wishes of Mtukutu.
- 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 heroes to piece together the motive. Even if the heroes cannot correctly describe the motive, Mtukutu will admit his guilt and explain what happened, filling in the gaps in the heroes's story. Do not read the following if the heroes do not confront Mtukutu about his involvement in the plot to discredit the Champion.

"Yes, you have exposed my guilt. 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, 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."

"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 hinder him from ever leading the tribe. In a few years, Adili would step down and one of us would rule. No one would suspect 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 also knew that if both the Elder and the Champion were killed, he would rule. He then 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 commit suicide.

"You must believe me when I say 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 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."

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

Mtukutu: Int Very; AL N; AC 8; MV 12; Pr3; hp 18; THACO 20; #AT 1; D 1d6+1 (mace); SD spells, "scroll"; S: M (5' 7" tall); ML 13

Spells: *faerie fire*, *shillelagh*, *chant*, *prayer*

Mtukutu also has the Malatran equivalent of a spell scroll, containing Prayer.

Confronting Tilifu the Village Seer

The heroes 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 heroes tries to enlist the aid of any villagers will be very suspicious about the story being told. Should the heroes 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 believe they should interfere.

If in the previous encounter the heroes 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 cast *prayer* upon the heroes. During the encounter, he will cast *chant* and continue until as long as possible.

This total will give the heroes 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.

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

Kani Dolls (10): Int Nil; AL CE; AC 10; MV 12; HD 2; hp 8; THACO 19; #AT 1; D 1-4 (2 points in team play); SA Continuous attacks; S T (1' tall); ML 19

(see previous encounter for details)

Tilifu: Int Very; AL CE; AC 8; MV 12; W4; hp 9; THACO 20; #AT 1; D 1-4 dagger (3 points in team play); SA spells; S M (5' 8" tall); ML 16

Tilifu attacks with his spells in the following order: *stinking cloud* (the Kani dolls are immune), *magic missile*, *light* (on one of the heroes eyes).

The following fetishes are found on Tilifu's person: *stinking cloud, magic missile, light, sleep, charm person*

Conclusion

After defeating the wicked Tilifu the Village Seer, 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 heroes. If they were able to obtain the ingredients in five or less days, she has almost completely recovered. If it took them eight or less days, but more than five, she is limping and seems very weak, but is otherwise all right. If it took them more than eight 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 my life by obtaining the rare ingredients to the poison's antidote, but they have also stopped the man behind the attack on me. The devious Tilifu charmed my son and commanded him to strike me, and then took 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. For their services the Elder will give each of the heroes a *brew of extra-healing* and a necklace of the Kuamu.

Team Scoring Sheet—HQ Copy

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 heroes question Mtukutu for more information?	YES—5	NO—0
--	-------	------

North: The Honey Ginger Root (30 Max.)

Did the heroes defeat the Bullywugs?	YES—15	NO—0
--------------------------------------	--------	------

Did the heroes figure out the answer to the korobokuru's riddle?	YES—10	NO—0
--	--------	------

Did the heroes score as many, or more, hits as Tolokyu?	YES—5	NO—0
---	-------	------

East: Screaming Voiced Mushroom (40 max.)

Did the heroes solve the Galeb Duhr's riddle?	YES—20	NO—0
---	--------	------

Did the heroes search for traps in area C?	YES—5	NO—0
--	-------	------

Did the heroes defeat the skeletons?	YES—15	NO—0
--------------------------------------	--------	------

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

Did the heroes conceal themselves from sight and get the bonus?	YES—5	NO—0
---	-------	------

Did the heroes conceal themselves from smell and get the bonus?	YES—5	NO—0
---	-------	------

Did the heroes conceal themselves from sound and get the bonus?	YES—5	NO—0
---	-------	------

Did the heroes get the garuda egg without being noticed?	YES—5	NO—0
--	-------	------

West: Which Crest Mountain Fruit (30 max.)

Did the heroes retrieve the fetish for the saru?	YES—5	NO—0
--	-------	------

Did the heroes obtain the fruit without the hawk attacking?	YES—25	NO—0
---	--------	------

Interrupt One (25 Max.)

Did the heroes obtain a sample of the yellow pollen on Shujaa's body?	YES—10	NO—0
---	--------	------

Did the heroes return Shujaa's body to be burned in Kuamu?	YES—10	NO—0
--	--------	------

Did the heroes search around Shujaa's body and find the bloody dagger?	YES—5	NO—0
--	-------	------

Interrupt Two (15 Max.)

Did the heroes defeat the Kani Dolls?	YES—15	NO—0
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Interrupt Three (15 Max.)

Did the heroes help Eertu recall what it was he gave Tilifu?	YES—5	NO—0
Did the heroes 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 heroes return to Mtukutu?	ONE—10
	TWO—15
	THREE—20
	FOUR—40

If the heroes returned all four ingredients, how many days of game time did it take them?	Five days or less—30
	Six to Seven days—15
	Exactly eight days—5
	More than eight days—0

If the heroes returned all four ingredients, did they confront Mtukutu about his involvement in the plot?	YES—20	NO—0
---	--------	------

If the heroes returned all four ingredients and confronted Mtukutu, did they correctly describe his motive?	YES—20	NO—0
---	--------	------

Confronting Tilifu (15 Max.)

Did the heroes defeat Tilifu and his minions?	YES—25	NO—0
---	--------	------

Conclusion (30 Max.)

Complete the following only if the heroes returned all four ingredients and defeated Tilifu and his minions:

How many heroes alive at the end?	1 2 3 4 5 6
(2 points for each hero)	

How many heroes had never gone below one hit point?	1 2 3 4 5 6
(3 for each hero)	

Heroes's Total (365 max) = _____

Team Scoring Sheet—Judge Copy

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

Preparation

Were all the character sheets correct?	YES	NO
--	-----	----

Meeting with Mtukutu the Village Healer

Does the heroes question Mtukutu for more information?	YES	NO
--	-----	----

North: The Honey Ginger Root

Did the heroes defeat the Bullywugs?	YES	NO
--------------------------------------	-----	----

Did the heroes figure out the answer to the korobokuru's riddle?	YES	NO
--	-----	----

Did the heroes score as many, or more, hits as Tolokyu?	YES	NO
---	-----	----

East: Screaming Voiced Mushroom

Did the heroes solve the Galeb Duhr's riddle?	YES	NO
---	-----	----

Did the heroes search for traps in area C?	YES	NO
--	-----	----

Did the heroes defeat the skeletons?	YES	NO
--------------------------------------	-----	----

South: Duck-Billed Garuda Egg

Did the heroes conceal themselves from sight and get the bonus?	YES	NO
---	-----	----

Did the heroes conceal themselves from smell and get the bonus?	YES	NO
---	-----	----

Did the heroes conceal themselves from sound and get the bonus?	YES	NO
---	-----	----

Did the heroes get the garuda egg without being noticed?	YES	NO
--	-----	----

West: Which Crest Mountain Fruit

Did the heroes retrieve the fetish for the saru?	YES	NO
--	-----	----

Did the heroes obtain the fruit without the hawk attacking?	YES	NO
---	-----	----

Interrupt One

Did the heroes obtain a sample of the yellow pollen on Shujaa's body?	YES	NO
---	-----	----

Did the heroes return Shujaa's body to be burned in Kuamu?	YES	NO
--	-----	----

Did the heroes search around Shujaa's body and find the bloody dagger?	YES	NO
--	-----	----

Interrupt Two

Did the heroes defeat the Kani Dolls?	YES	NO
---------------------------------------	-----	----

Interrupt Three

Did the heroes help Eertu recall what it was he gave Tilifu?	YES	NO
Did the heroes find out from Eertu that someone else was with Tilifu?	YES	NO

Returning the Ingredients to Mtukutu

How many ingredients did the heroes return to Mtukutu?	ONE
	TWO
	THREE
	FOUR

If the heroes returned all four ingredients, how many days of game time did it take them?	Five days or less []
	Six to Seven days []
	Exactly eight days []
	More than eight days []

If the heroes returned all four ingredients, did they confront Mtukutu about his involvement in the plot?	YES	NO
---	-----	----

If the heroes returned all four ingredients and confronted Mtukutu, did they correctly describe his motive?	YES	NO
---	-----	----

Confronting Tilifu

Did the heroes defeat Tilifu and his minions?	YES	NO
---	-----	----

Conclusion

Complete the following only if the heroes returned all four ingredients and defeated Tilifu and his minions:

How many heroes were still alive at the end?	1	2	3	4	5	6
--	---	---	---	---	---	---

How many heroes had never gone below one hit point?	1	2	3	4	5	6
---	---	---	---	---	---	---

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 heroes 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 heroes question Mtukutu for further information?

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

Did the heroes defeat the Bullywugs?

Mark YES if the heroes killed or subdued the Bullywugs.

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

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

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

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

Did the heroes solve the Galeb Duhr's riddle?

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

Did the heroes search for traps in area C?

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

Did the heroes defeat the skeletons?

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

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

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

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

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

Did the heroes get the garuda egg without being noticed?

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

Did the heroes retrieve the fetish for the saru?

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

Did the heroes obtain the fruit without the hawk attacking?

Mark YES if the heroes 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 heroes obtain a sample of the yellow pollen on Shujaa's body?

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

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

Mark YES if the heroes 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 heroes search around Shujaa's body and find the bloody dagger?

If the heroes 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 heroes did so.

Did the heroes defeat the Kani Dolls?

Mark YES if the heroes killed the Kani Dolls.

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

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

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

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

How many ingredients did the heroes return to Mtukutu?

Circle the number corresponding to the number of ingredients the heroes returned to Mtukutu. If the heroes 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 heroes returned all four 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 heroes used. Total up the game time used by the time the heroes return all four ingredients to Mtukutu, and circle the appropriate answer. If the heroes did not return all four ingredients, do not answer this question and the heroes get no points for it.

If the heroes returned all four ingredients, did they confront Mtukutu about his involvement in the plot?

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

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

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

Did the heroes defeat Tilifu and his minions?

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

How many heroes alive at the end?

Answer this question only if the heroes returned all four 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 heroes had never gone below 1 hit point by the end?

Answer this question only if the heroes returned all four 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 hero that fell to zero or below more than once during the scenario only counts as one hero who does not add in to this total.

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 1,600 exp

North: The Honey Ginger Root

Did the heroes defeat the Bullywugs?	100 exp
Did the heroes figure out the answer to the korobokuru's riddle?	100 exp
Did the heroes score as many, or more, hits as Tolokyu?	25 exp

East: Screaming Voiced Mushroom

Did the heroes solve the Galeb Duhr's riddle?	100 exp
Did the heroes defeat the skeletons?	150 exp

South: Duck-Billed Garuda Egg

Did the heroes conceal themselves from sight and get the bonus?	25 exp
Did the heroes conceal themselves from smell and get the bonus?	25 exp
Did the heroes conceal themselves from sound and get the bonus?	25 exp
Did the heroes get the garuda egg without being noticed?	25 exp

West: Which Crest Mountain Fruit

Did the heroes retrieve the fetish for the saru?	25 exp
Did the heroes obtain the fruit without the hawk attacking?	100 exp

Interrupt One

Did the heroes obtain a sample of the yellow pollen on Shujaa's body?	50 exp
---	--------

Interrupt Two

Did the heroes defeat the Kani Dolls?	100 exp
---------------------------------------	---------

Interrupt Three

Did the heroes help Eertu recall what it was he gave Tilifu?	25 exp
Did the heroes find out from Eertu that someone else was with Tilifu?	50 exp

Returning the Ingredients to Mtukutu

How many ingredients did the heroes return to Mtukutu?	ONE—25 exp
	TWO—50 exp
	THREE—75 exp
	FOUR—105 exp

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

Five days or less—100 exp
Six to seven days—75 exp
Exactly eight days—25 exp
More than eight days—0 exp

If the heroes returned all four ingredients, did they then confront Mtukutu about his involvement in the plot? 100 exp

If the heroes returned all four ingredients and confronted Mtukutu, did they correctly describe his motive? 100 exp

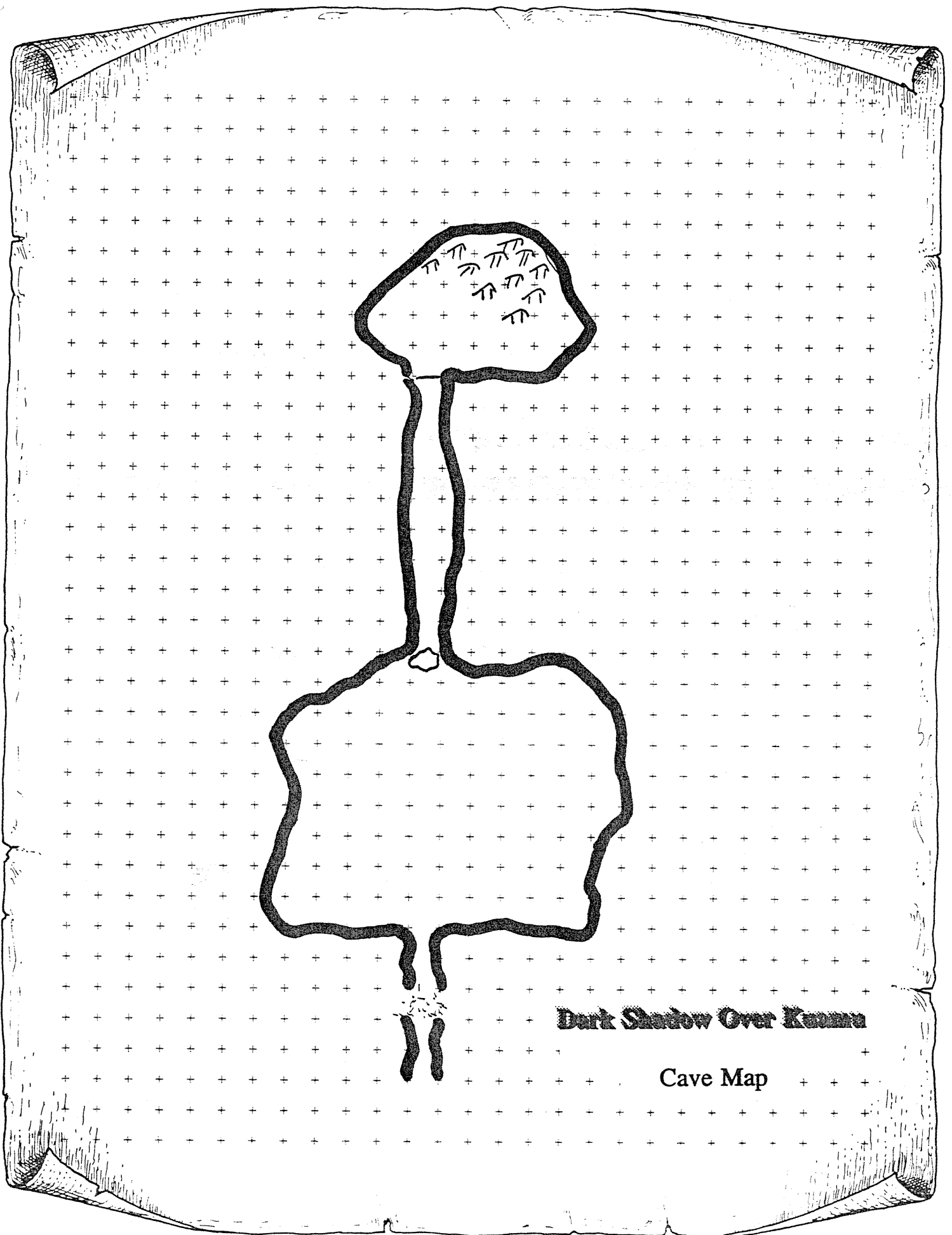
Confronting Tilifu

Did the heroes defeat Tilifu and his minions? 300 exp

Treasure List

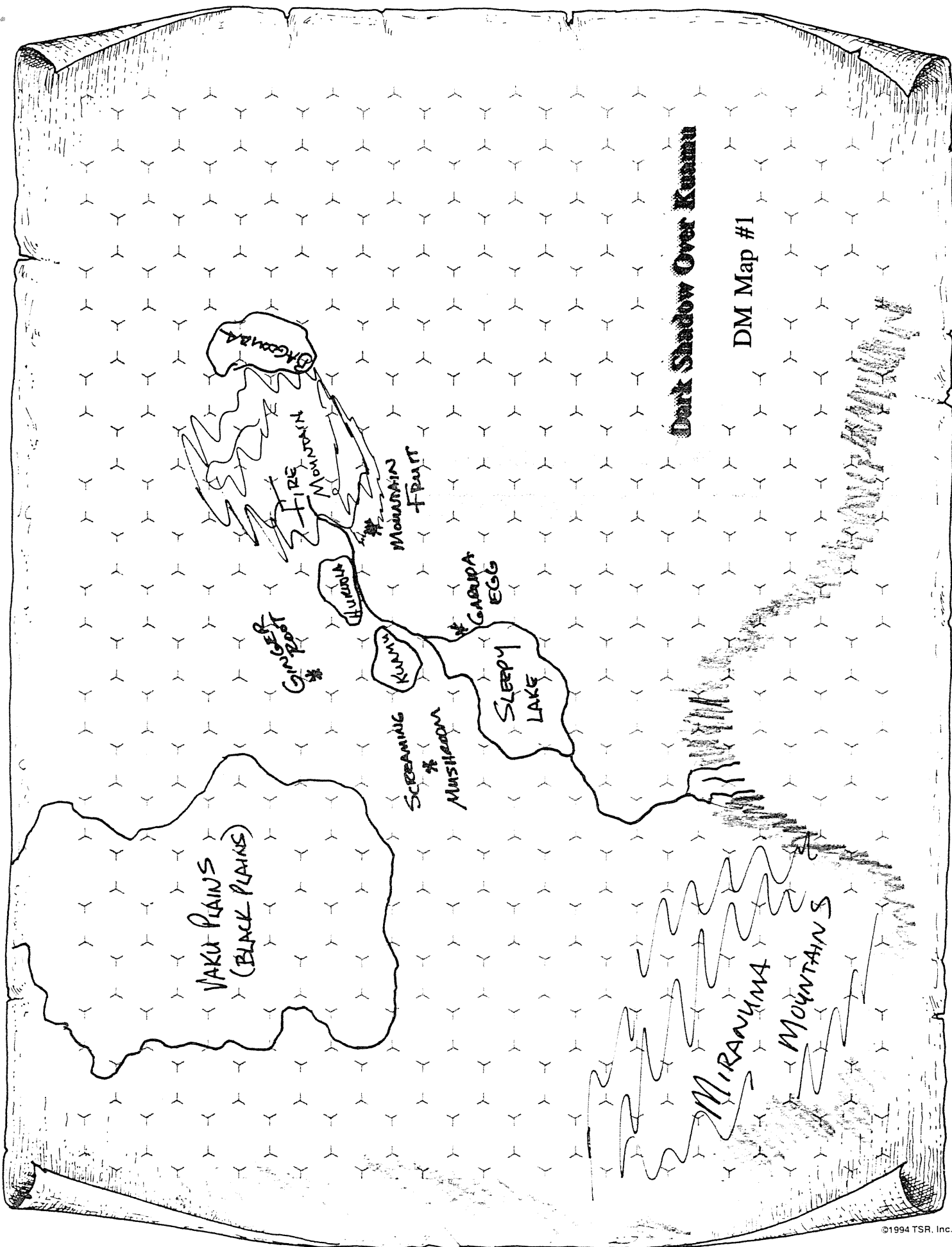
This is the list of treasure which could have been obtained in the scenario. Once scoring is done, read off the items which the heroes acquired, and let them divide the treasure amongst themselves.

- Four small jade stones
- Obsidian-Looking Scimitar (+1 to hit, non-magical)
- fetishes for *stinking cloud*, *magic missile*, *light*, *sleep*, *charm person*
- one *brew of extra-healing* for each hero
- necklace of the Kuamu



Dark Shadow Over Kuumu

Cave Map



CHARM PERSON SPELL FETISH

Skin of the rare aikyoo lizard. Meditating on this dried skin gives you the ability to learn this spell.

This fetish was taken as spoils of victory from the evil Seer Tilifu in Dark Shadow Over Kuamu.

CONVENTION: _____

DATE: _____

DM'S NAME & INITIALS: _____

NECKLACE OF THE KUAMU

This token of the Kuamu tribe gives you free passage through their lands and makes you an official member of their tribe. The owner of the necklace may request food and lodging for up to two days.

This necklace was given to you for your heroic efforts in saving the Village Elder of the Kuamu tribe in Dark Shadow Over Kuamu.

CONVENTION: _____

DATE: _____

DM'S NAME & INITIALS: _____

NECKLACE OF THE KUAMU

This token of the Kuamu tribe gives you free passage through their lands and makes you an official member of their tribe. The owner of the necklace may request food and lodging for up to two days.

This necklace was given to you for your heroic efforts in saving the Village Elder of the Kuamu tribe in Dark Shadow Over Kuamu.

CONVENTION: _____

DATE: _____

DM'S NAME & INITIALS: _____

NECKLACE OF THE KUAMU

This token of the Kuamu tribe gives you free passage through their lands and makes you an official member of their tribe. The owner of the necklace may request food and lodging for up to two days.

This necklace was given to you for your heroic efforts in saving the Village Elder of the Kuamu tribe in Dark Shadow Over Kuamu.

CONVENTION: _____

DATE: _____

DM'S NAME & INITIALS: _____

STINKING CLOUD SPELL FETISH

Rotten turtle egg shell. The moldy egg of a snapping turtle sealed within a small gourd with a small hole in the top. The wizard must sniff through the hole before meditating on this powerful spell.

This fetish was taken as spoils of victory from the evil Seer Tilifu in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

MAGIC MISSILE SPELL FETISH

This fetish is a small arrow carved of jade. Meditating on the arrow allows you to memorize this powerful spell.

This fetish was taken as spoils of victory from the evil Seer Tilifu in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

LIGHT SPELL FETISH

This piece of volcanic glass, when held up to the sunlight, allows you to memorize this spell.

This fetish was taken as spoils of victory from the evil Seer Tilifu in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

SLEEP SPELL FETISH

This fetish is the dried essence of the nemuri plant kept in a small gourd. The wizard must meditate and inhale the powerful vapors of the plant to memorize this spell.

This fetish was taken as spoils of victory from the evil Seer Tilifu in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

NECKLACE OF THE KUAMU

This token of the Kuamu tribe gives you free passage through their lands and makes you an official member of their tribe. The owner of the necklace may request food and lodging for up to two days.

This necklace was given to you for your heroic efforts in saving the Village Elder of the Kuamu tribe in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

NECKLACE OF THE KUAMU

This token of the Kuamu tribe gives you free passage through their lands and makes you an official member of their tribe. The owner of the necklace may request food and lodging for up to two days.

This necklace was given to you for your heroic efforts in saving the Village Elder of the Kuamu tribe in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

OBSIDIAN SCIMITAR

This sword is crafted of pure obsidian, and confers a +1 to hit bonus (non-magical, 200 gold piece value).

This sword was a gift to you from the dying priest Eertu in hopes that you could bring his killer to justice. Obtained in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

NECKLACE OF THE KUAMU

This token of the Kuamu tribe gives you free passage through their lands and makes you an official member of their tribe. The owner of the necklace may request food and lodging for up to two days.

This necklace was given to you for your heroic efforts in saving the Village Elder of the Kuamu tribe in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

JADE STONE

This item is a plain stone of jade polished in an oval shape (10 gold piece value).

You found this stone following the defeat of evil Kani dolls in Dark Shadow Over Kuamu.

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

JADE STONE

This item is a plain stone of jade polished in an oval shape (10 gold piece value).

You found this stone following the defeat of evil Kani dolls in Dark Shadow Over Kuamu.

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BREW OF EXTRA-HEALING

This potent brew, kept in a small stopped gourd, will heal 1d8+3 hit points of damage when drank.

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HERO POINT CERTIFICATE

This document certifies that the character known as _____

acted with bravery, daring, and selflessness in the Living Jungle adventure *From the Gods of Fire Mountain*, at the WINTER FANTASY™ Convention, February 1995, Milwaukee, Wisconsin.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 (+10%) bonus to a combat roll, saving throw, Ability check, system shock, resurrection survival, or other 1d20 or 1d100 roll during a Living Jungle tournament if exchanged before the roll of the die. Alternately, this certificate may be exchanged for a +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face if the player would like to keep the certificate as a souvenir.

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