

The Great Hunt

*A One-Round Living Jungle Adventure
For Low- and Mid-Level Heroes*

by Daniel S. Donnelly

ADVANCED DUNGEONS & DRAGONS, AD&D, and RPGA are registered trademarks of TSR, Inc. MALATRA and LIVING JUNGLE are trademarks of TSR, Inc. Tournament detail copyright 1996 by TSR, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; 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, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule 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.

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

DM INTRODUCTION

This is a moderate level adventure for the Living Jungle and as such is designed to include characters of levels 4th-6th; although 1st through 3rd level characters may play. The lower level characters may have a difficult time if the total party levels do not equal at least 25 total levels. It is also recommended that at least one Nubari or

korobokuru is part of the party but it is not a requirement.

If you do not understand the "flavor" of a Living Jungle event as it is described within this tournament, pick up and review material printed in the Polyhedron® Newszine (Issue #102). Now onto the story...

In this tournament the players are going to be introduced to two unique tribes. The first is a river tribe, found in Polyhedron 113

PLAYERS INTRODUCTION

"The great tusked garuda slowly moved through the bushes, the air crackled, a great bolt of fire from the gods lighting the sky, urging Aarnith to make the kill. Still Aarnith waited, the tears of the sky rolling off his lizard skin cloak. Then he moved! He masked the noise of his attack with the strike of the god's fire. His attack was perfect and his spear arched through the sky towards the garuda's side.

The great hairy garuda must have sensed Aarnith as it turned its tusked head towards him. The spear finished its flight piercing the thick ear of the garuda. But the garuda's ear was not Aarnith's target. The wound enraged the great beast, as Aarnith cursed the spirits of the sky that caused the great one to move, spoiling his aim. The kill would not be perfect, but Aarnith would make it or die in the attempt, the garuda would see to that. The great beast lowered its tusks and charged Aarnith. Most hunters would have run, but Aarnith was not most hunters. He stood silently, neither moving towards the garuda or away. He stood with his second spear in hand, defiantly challenging the great one to overcome him. The great one trumpeted out a challenge and then its rage, as the brush and the ground fell out from beneath its feet.

The pit which Aarnith's tribesman had dug and Aarnith had concealed swallowed up the garuda and soon its roar of defiance died upon the planted spears."

The elder Shu witch doctor smiles, his one good tooth reflecting the fire of the hearth. "That is how Aarnith won his third, and last,

great hunt of the tribes. He now hunts for the gods and a new champion will soon be selected. Each tribe of Malatra supplies a hunter for the Great Hunt and the winner is considered the hunter of the Tribes for a full cycle of the seasons."

All the tribes are represented in the village of the Saybaima, home of Big Chief Bagoomba. The chief is hosting the great feast and only the Yilgoma tribe of Shu is still in search of hunters to represent their tribe. All the other tribes are represented as the local Nubari tribesman are serving the many great hunters gathered tonight.

Allow the players to describe and introduce themselves at this point. After they have finished continue Meeting with Bengoukee.

Meeting with Bengoukee

The noise of the celebration dies quickly as the tribesman part to reveal the gnarled figure of Bengoukee the witch doctor of the tribe of Big Chief Bagoomba, the host of the hunt.

"Campfires flicker as Bengoukee stares at each and every visitor. "The moon is newly full as the last of the rivers waters flows past Fire Mountain. It is again time to test the hunters of the Great Tribes and name a new Great Hunter." Bengoukee begins to name tribes and each tribes puts forth its hunter for the Great Hunt. Finally he comes to the Yilgoma tribe. When no one steps forth to represent the Yilgoma tribe, Bengoukee springs forth from the high stump that he was perched.

"No one has stepped forth for the Yilgoma tribe. This has happened four times in the history of the Great Hunt and in each time a hunter was chosen from those gathered to celebrate the Great Hunt. Never has a hunter chosen this way won a Great Hunt, but they have always been honored for their accomplishments and have become great in their own way. Is there a hunter among those gathered tonight who will hunt for the honor of tribe Yilgoma?"

Allow the heroes to volunteer if they would like. If they don't want to volunteer then Bengoukee will approach them. There is a hunter that wishes to hunt, but is not very bright. Bengoukee would like to see the hunter do well since he has undergone many deaths for Bengoukee. If the heroes do not have at least 25 level combined, Bengoukee will also suggest that they approach a tribal warrior to act as the great hunter. It is up to the heroes, if they do not want the help (low levels) they do not need to have the help. If they don't want to hunt then go to the Failure section the adventure is over. They should actually choose one hero to be the hunter of the group, the hunter being able to choose up to six companions to assist in their hunt..

Mali the White, Male Tiger Katanga F5: Int Low; MV 14; AL LG; AC 0; hp 61; THAC0 12; #AT 3/2; Dmg 1d6+7; SA Silence, Jump; SD Danger Sense; MR nil; SZ M; ML 20

The tiger katanga will be seen in bi-ped form. He worships every word that Bengoukee speaks (at least those he understands). He is very ill-at-ease in the village where his intelligence is very minimal. The heroes will find that the instincts that Mali possesses in combat and in the wilderness are quite honed. He wields a large spear in combat the majority of the time, rarely using his natural attacks unless hunting for food. He wears armor and has a shield on his back. He is a member of the Saiyama tribe, the same tribe as Big Chief Bagoomba and Bengoukee. He will not be useful if the heroes decide they want to capture something, being a killer, not a thinker.

As the hero volunteers for the hunt, another hunter will also step forth out of the crowd. He wears a helm made out of a garuda skull and tough hide armor painted with many strange symbols. His face can not be seen but his spear glitters in the campfire.

A strange looking warrior also steps forth, "I will represent the Yilgoma tribe!" Bengoukee looks at both hunters and proclaims, "I will

Speak to each of the hunters and determine who will represent the Yilgoma tribe."

Brought into Bengoukee's hut you leave the murmurs of the campfire. Bengoukee again looks you over. "Now tell me why do you wish entry into the Great Hunt?" The strange warrior steps forth, "I have been slighted in my own tribe and have been wronged by others. I am the greatest hunter my tribe has ever known and I will prove it during this Great Hunt, it is my right!"

Bengoukee frowns and looks towards you, "And why do you join the Great Hunt?"

Allow the heroes to answer Bengoukee in any way they wish. What Bengoukee is looking for is a hunter looking not for personal glory but to give honor to the Yilgoma tribe by their participation in the Great Hunt. As long as the hero mentions the Yilgoma tribe then he will select their hunter to represent the Yilgoma tribe. The strange warrior will storm out of the hut leaving just the heroes and Bengoukee.

Bengoukee will brief the heroes on the customs of the Great Hunt. He of course raises and lowers his voice in a strange mad witch doctor way.

Customs:

- Each hunter is allowed one kill only and an unlimited number of captures.
- Captures tend to be much more dangerous although are worth more to the hunter.
- Hunters can choose to hunt in the Jungle, Plains, along the River or on the Lake.
- Some foolish hunters in the past have also ventured into the Taboo Valley of the Spirits, but they never returned. The Valley is taboo and should never be entered.
- Hunters have forty days to travel to their hunting ground make their kill and return with some proof of their trophy. The trip to the Valley of Spirits is almost 20 days one-way.
- Hunting to provide the hunters is expectable providing you do not take more than three days worth of food in any given kill.

Bengoukee leads you out into the gathering, "All tribes are here, all tribes have hunters!" A

great cheer goes up and you all stand a bit taller in the eyes of your fellow tribesman and Bengoukee. "Until the next full moon when a new Hunter of the Tribes will again bring honor to their tribe."

The celebration goes on all evening and in the morning the hunters all leave the village heading in a variety of directions.

It is time for the heroes to determine where they are going to hunt. The best hunting ground is at least 5 days journey from the village. Use the following table to determine which encounters to include depending on the heroes' choice. If the heroes choose to go into the Valley of the Spirits then Bengoukee will approach them and warn them that the valley is taboo and is not to be entered. If they persist, go directly to Encounter Six.

Jungle	Plains	Lake/River
Encounter 1	Encounter 1	Encounter 1
Encounter 2	Encounter 2	Encounter 2
Encounter 3a	Encounter 3a	Encounter 3b
Encounter 4	Encounter 4	Encounter 4
Wild Boar	Antelope	Otter
Giant Snake	Giant Snake	Giant Snake
Lynx	Zebras	Giant Beaver
Great Eater of Beasts	Plains Tigers	Tentacled River Spirit
White Leopard	Male Lion	Huge Scorpion
Encounter 5	Encounter 5	Encounter 5

HUNT MECHANICS:

Each creature that would constitute a valid hunt is found in Encounter Four. Depending upon the hunt area the creatures come in a certain order. Remember when a hunter makes a kill they can not make a second kill. The amount of time between encounter can be found in the table below.

Encounter Name	Time Since Last Enc.
Player Introduction	0 days
Encounter One	5 days
Encounter Two	1 days
Encounter Three	3 days
Encounter Four-A	1 day
Encounter Four-B	6 day
Encounter Four-C	4 days
Encounter Four-D	5 days
Encounter Four-E	5 days
Encounter Five	8 days (total - 38)

Encounter One: Travel Time

This travel time will take five days until the first encounter. It is a separate encounter so to help provide an environmental set-up and set the mood of the hunt. After reading the boxed text for the players, they might use this period to build stakes, gather material or any number of requests. This is the time to handle any of these requests because when you get to the other encounters the heroes will need to have all these items and materials completed.

The journey has been calm, the food Big Chief Bagoomba's tribe gathered has lasted these five days. The land is quiet and the game is scarce as if the gods have warned all of your approach. Already you have made good time, well past the halfway point to the hunting grounds you guess that you will be hunting before long. The grasses are high and the trees and brush in full anticipation of the evening rains.

This is when the heroes can acquire materials of the jungle. Some of the items they could feasibly make would include:

Jungle/River: Vine Rope, Bamboo Shafts, Nuts and Rocks

Plains: A few roots but not much else

Lake: Rocks, Bamboo and Wooden shafts

Encounter Two: Other Hunter Part I

This encounter takes place one day after the heroes first encounter their particular hunting grounds.

The hunting grounds are quiet as you begin to look for the signs of creatures. Like your

journey here, the land is peaceful seemingly warned of your approach. You do spot a group of hunters a short distance away. They seem to be digging a pit near a small outcropping of rocks.

The hunters are all members of the Zantira tribe.

NOTE: The Zantira tribe is usually found near the water so you will have to ad-lib their reactions to the heroes if the heroes are NOT hunting near the river or the lake. The hunter is accompanied by four of HER fellow tribeswomen, one of which is a leopard katanga.

Murichuk V'Domo, hf Zantira F4: AL NG; Int Exceptional; AC 6; MV 12; hp 34; THAC0 17; #AT 1 or 2; Dmg 1-6 (javelin) / 1-6 (short bow); SA nil; SD nil; MR nil; SZ M; ML 13

Tribeswomen (3), hf Zantira F2: AL NG; Int Above Average; AC 5; MV 12; hp 16; THAC0 19; #AT 2 (shortbow); Dmg 1-6; SA nil; SD nil; MR nil; SZ M; ML 10

Karrank, Female Zantira Leopard Katanga F3 / W3: AL LG; Int Genius; AC 4; MV 12; hp 16; THAC0 18; #AT 3 (claw x2, bite); Dmg 1-6 / 1-6 / 1-4; SA nil; SD nil; MR nil; SZ M; ML 10
Spells: *sleep, scare, jump*

Karrank was saved as a small child by Murichuk who pleaded with her father the current chief of the tribe Manyuk to spare the young leopard katanga. The two have grown up inseparable. When Murichuk decided to prove her ability as a warrior, Karrank helped her learn the skills necessary to undertake this great hunt.

The Zantira tribeswomen are lacking some very essential items for a successful hunt. They have no rope and are dreadfully short of supplies. If the heroes are kind enough to "gift" them with supplies and rope then Murichuk will gift the heroes with a few items that the women have brought with them from the Sleepy Lake. They have two hats adorned with S'repic scales and four gourds of Shamco, a colorless, bitter, alcoholic beverage.

They are not as interested in winning the Great Hunt as the participation in the hunt. To them, being here was what it was all about. Of course, they are a bit worried that after a couple of days they still have not seen any game. If this is not the lake or the river, then really have the Zantira confused wondering why they even left Sleepy Lake.

They are also having trouble constructing a pit in the ground. They will not directly ask for the heroes assistance but it will be obvious that they are having trouble.

Encounter Three-A: Other Hunter Part II

This encounter takes place three days after the heroes encounter the Zantira hunting group. This encounter only occurs in the Plains or the Jungle setting. Use Encounter Three-B for the Lake or River hunters.

The skies are darkening and still no sign of game. In fact, there has been no signs of bird or beast. The peace of the land is suddenly broken by a quick movement a distance to you right. A low throaty growl and some more scurrying identifies the source.

If the PCs move closer they can see a pack of small garuda nipping into a clump of (bushes, trees, reeds depending on their hunting grounds)

Garuda (4): AL N; Int Low; MV 18; AC 6; HD 4; hp 32; THAC0 15; #AT 3; Dmg 1-6 / 1-6 / 2-16 (bite); SA nil; SD nil; MR nil; SZ L; ML 9

The garuda are hunting as well and have found a small lair of a pair of wild dogs. The adult male dog has been killed as have a number of puppies. The female adult dog although injured is the one growling and fighting back.

The heroes can defeat or cause the garuda to leave the area if at least one is killed and the rest

are injured. If they do chase off or defeat the garuda, a small one month old puppy will be the only survivor in the lair.

The puppy will require a lot of attention. It does not know how to hunt yet and will follow the first hero to enter the lair like a, well you guessed it, a puppy dog. It will not follow the following races: Caimen Katanga, Tiger Katanga, Plantman, Saurial or Lizardman.

Encounter Three-B: Other Hunter Part II

This encounter takes place three days after the heroes encounter the Zantira hunting group.

The skies are darkening and still no sign of game. In fact, there has been no signs of bird or beast. The peace of the land is suddenly broken by a quick movement a distance to you right and the scream of a young girl. Suddenly the reeds part and a young Nubari girl can be seen running from a large caiman.

Giant Caiman (3): Int Animal; AL N; AC 4; MV 6, Sw 12; HD 7; hp 56; THAC0 13; #AT 2; Dmg 3-18 / 2-20; SA nil; SD nil; MR nil; SZ H; ML 11

The young girl will be caught on the second round by the second caiman unless the heroes can interfere. She will be killed with the first round of attacks.

Terri-lui, hf Zantira F1: Int Average; AL NG; AC 10; MV 12; hp 4; THAC0 21; #AT 1; Dmg 1-4; SA nil; SD nil; MR nil; SZ M; ML 6

If the heroes rescue Terri-lui she will tell the following story:

"I was scaling fish on a raft with my brother. He left to get a new javelin after his first spear broke on a rock. I guess he cursed the spirits for the breakin of his javelin. Later I found myself asleep adrift far away from the

village. I guess the spirits were punishing my brother for his lack of faith."

The girl can be brought back to her village which is not too far away perhaps an extra day each way (2 total). This encounter is also a good place to possibly award a hero point if a hero got between the caiman and the girl. You may want to allow a hero a chance at throwing themselves into the caiman's jaws to rescue the girl. If they do this allow them a Dexterity check to get in the way and reward them with a hero point and 20 points of damage (full damage bite). The girl's brother is indeed back in his village very sorry about leaving his sister and cursing the river spirits.

Encounter Four: The Best Hunting

This encounter takes place one day after the heroes finish Encounter Three. This encounter is made up of five separate encounters. Remember the heroes may only kill one target in the hunting grounds. So they might have to skip an encounter to get the best possible target. Some of the targets they will simply be able to avoid, others they will have to find a way to evade an aggressive target. They might also be smart enough to set-up a pit trap or similar structure as they heard in the story beginning the adventure. Let them set it up how they would like and then ask them how they plan on luring the creature into their structure. Use your own judgment as to the chance of success of the trap.

The hunting grounds have come alive during the last day, your hunt is a quarter done and still no game. Perhaps however the next couple of days will find something worth your effort.

Again, the heroes will probably set-up stands and ambush sites, go ahead and let them. You might hint that there is a watering hole near-by that seems to attract the game they are looking for. Use the diagram of the watering hole included in

the appendix to help the heroes tactically prepare their hunt.

Encounter Four-A: Small Target

This encounter takes place after the heroes have established their hunting area.

The watering hole is quiet, a gentle slope leading down towards the still water of the hole. A few small shapes come into sight. They slowly sniff the air before approaching.

What happens next depends on if the heroes asked which way the wind was blowing. If they did not they are actually upwind of the watering hole and will have to move as the animals will scurry away. If they give chase allow them that option. If more than three animals are killed this will count as the hunter's kill for the Great Hunt. The animals are as listed in Table One and below.

Jungle	Plains	Lake/River
Wild Boar	Antelope	Otter

Wild Boar (8): AL N; Int Animal; MV 15; AC 7; HD 3+3; hp 20; THAC0 17; #AT 1; Dmg 3-12; SA nil; SD Fight to -7 hit points; MR nil; SZ M; ML 9

Antelope (12): AL N; Int Animal; MV 24; AC 7; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1-4; SA Stampede; SD nil; MR nil; SZ M; ML 3

Otters (8): AL N; Int Animal; MV 12, Sw 18; AC 5; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1-2; SA nil; SD nil; MR nil; SZ M; ML 2

The animals have all come to the watering hole for fresh water except for the otters that like to play near the hole. If the heroes are insistent on hunting these creatures allow them to, however the wiser ones will probably realize that these creature will not earn them much in the Great Hunt.

Encounter Four-B: Medium Target

This encounter takes place 6 days after the heroes have established their hunting area and the small creatures have left the area.

The watering hole has been very quiet these last six days, perhaps those small animals were the best you were going to see. Suddenly movement near the edge of the water steals your breath away. Sliding effortlessly through the water is a huge snake, at least 40 feet long. It moves its way through the still waters curling up under the branches of the old tree.

The heroes can ignore the Giant Snake if they wish. It has also come here to hunt and does not expect to be playing the part of the hunted. If the heroes ignore the snake, it will take part in Encounter Four-D staying still for Encounter Four-C (showing wisdom the heroes are sure to be lacking). The snake is just small enough that it would not necessarily count as the parties Great Hunt trophy unless there are only four heroes. It is big enough to feed 1000 lb. of carnivorous heroes.

Giant Snake Constrictor (1): AL N; Int Animal; MV 12, Sw 12; AC 5; HD 10; hp 100; THAC0 9; #AT 2; Dmg 2d4 / 4d4; SA Constrict; SD nil; MR nil; SZ L; ML 11

This snake is huge and will require a combination of 60 strength points to extricate someone from its coils. Hacking at the snake while it has someone in its coils is 20% likely to injure both the snake and its victim. The first attack is the snakes bite and the second is its coils. A target in its coils has a 30% chance of having their arms also caught in the coils of the creature. NOTE: A katanga thus caught may shapechange to either a larger size (40%) or smaller size (60%) and have the given chance of escaping the coils.

Encounter Four-C: Huge Target

This encounter takes place four days after the giant snake established its hunting area.

The watering hole has again been quiet, another four days have gone by and you wonder if anything is every going to come that is worthy of the Great Hunt. Suddenly the few birds in the area go deathly quiet as a huge shadow falls across the watering hole.

This is the big one. This could be a winner if the heroes are able to bring it in. There is a great deal of danger. NOTE: If the heroes want to avoid the creature they may simply state they do not want to attack the creature, assume it does not see them unless they attack. The animals are as listed in Table One.

Jungle	Plains	Lake/River
Great Eater of Beasts	Plains Tigers	Tentacled River Spirit

Great Eater of Beasts: Int Animal; AL N; AC 5; MV 15; HD 13; hp 130; THAC0 7; #AT 3; Dmg 1-3 / 1-3 / 7-28; SA nil; SD nil; MR nil; SZ G (30' long); ML 11

Plains Tigers (2): Int Animal; AL N; ; AC 6; MV 12HD 7+2; hp 52; THAC0 11; #AT 3; Dmg 1-4+1 / 1d4+1 / 2-12 ; SA Rear Claws (2d4); SD nil; MR nil; SZ L; ML 9

Tentacled River Spirit: Int Animal; AL N; AC 7; MV 3, Sw 12; HD 8; hp 80; THAC0 13; #AT 7; Dmg 1-4 (x6) / 2-12 (bite - only constricted opponent); SA Constriction 2-8 per round; SD Ink, color change; MR nil; SZ L (10' across); ML 13

The spirit can change their color to blend into their surroundings, and the range of colors and patterns available to them is extensive, from green to deep black, blue speckles and red stripes. Tentacles are often disguised as seaweed. Once

camouflaged, there is only a 10% chance to detect them, and usually it is their eyes that give them away. Normal coloration is grey to brown, and their vicious beaks are a deep yellow with a bright orange mouth and tongue.

Combat: A Tentacled River Spirit will readily attack swimmers or small vessels in order to eat the crew. Several have been known to cooperate in order to overwhelm a larger ship, and any craft seized by these monsters loses way and comes to a full stop in three turns.

A giant Tentacled River Spirit generally attacks with six of its eight tentacles, using two to anchor itself. Each striking tentacle causes 1d4 points of damage, but unless the member is loosened or severed, it constricts for 2d4 points of damage every round after striking. If a victim is dragged close enough to the beak, the monster can bite for 2d6 points of damage.

Any victim under 8 feet tall or long can be struck by only one tentacle at a time, and the chance that both upper limbs are pinned on a successful strike is 25%, while the chance that both upper limbs are free is also 25%. When both upper limbs are held, the victim has no attack; if only one limb is held the victim attacks with a -3 penalty to its attack roll; if both limbs are free (i.e., the tentacle is wrapped around the victim's body) then the victim attacks with a -1 penalty to its attack roll. Tentacles grip with a Strength of 18/20. Any creature with a Strength equal to or greater than 18/20 can grasp the tentacle and negate its constriction. This does not free the victim, and the Tentacled River Spirit will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed; this requires 8 points of damage. (These hit points are in addition to those the Tentacled River Spirit gains from its 8 Hit Dice.)

Once three or more tentacles are severed, it is 90% probable that the Tentacled River Spirit will retreat, ejecting a cloud of black ink 40 feet high by 60 feet wide by 60 feet long. This ink cloud completely obscures the vision of any creature within it. The wounded Tentacled River Spirit then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.

These creatures are all hunters looking for both water and food. They don't care if there food is the heroes or anything else. If the heroes ignored the Giant Snake and it is still coiled up in the water, it will also be ignored by these creatures.

If the heroes actually bag this creature, then they will probably feel good enough about their hunt that they might head back to the village. If this is the case go on with encounter five.

Encounter Four-D: Small Targets

This encounter takes place 4 days after the huge creature departs the watering hole.

The watering hole has again become quiet. The large predator having departed three days ago after spending a day searching around. So again you sit in preparation wondering how many more opportunities will come your way during this hunt. A couple of small shapes slowly move towards the hole during the midday heat.

Again a small group of animals have come to the watering hole to drink. The heroes have been on the hunt for a total of 20 days just over half their total time allowed. The animals are as listed in Table One.

Jungle	Plains	Lake/River
Giant Lynx	Zebras	Giant Beaver

Giant Lynx (2): Int Animal; AL N; AC 6; MV 12; HD 2+2; hp 12; THAC0 19; #AT 3; Dmg 1-2 / 1-2 / 1-2; SA Rear Claws (1-3 each); SD nil; MR nil; SZ M; ML 9

Zebras (12): Int Animal; AL N; AC 7; MV 24; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1-3; SA nil; SD nil; MR nil; SZ L; ML 3

Beavers (14): Int Animal; AL N; AC 9; MV 3, Sw 12; HD 1-1; hp 4; THAC0 21; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ M; ML 2

The animals have all come to the watering hole for fresh water except for the beavers that have come for the trees near the hole. If still alive the snake will attack the creatures as they begin watering. As long as these creatures survive and are allow to leave read the following:

As you again settle into your hunting site, a great column of water suddenly surges into the sky. A deep voice cries out from inside the column, "Hunters of Yilgoma, I have been watching you and your hunting techniques. I am pleased! I am Sli'thimling, a water spirit and guardian of this watering hole. Enter into my waters and be granted a vision of the next visitor to my waters..."

If the heroes enter the water describe to them a picture of the next creature on the list. Describe where the creature will be appearing but nothing more than that.

Encounter Four-E: Large Target

This encounter takes place another five days after the small creature encounter.

The hole is quiet as the days and night pass quickly. You do not have much time remaining before you will have to return to the village. Suddenly a creature appears at the water hole, the birds flying off by its sudden appearance.

This is really the last chance for the heroes if they skip this one, then they will not be able to provide any creature within the time frame allotted for the Great Hunt. The animals are as listed in Table One.

Jungle	Plains	Lake/River
White Leopard	Male Lion	Huge Scorpion

White Leopard: Int Animal; AL N; AC 6; MV 15; HD 3+2; hp 18; THAC0 17; #AT 3; Dmg 1-3 / 1-3 / 1-6; SA Rear Claws (1-4 each); SD nil; MR nil; SZ M; ML 9

Golden Male Lion: Int Animal; AL N; AC 5; MV 12; HD 5+2; hp 42; THAC0 15; #AT 3; Dmg 1-4 / 1-4 / 1-10; SA Rear Claws (1d6+1 each); SD nil; MR nil; SZ M; ML 10

Huge Scorpion: Int Animal; AL N; AC 4; MV 12; HD 4+4; hp 28; THAC0 15; #AT 3; Dmg 1-8 / 1-8 / 1-3; SA Poison, 15/0; SD nil; MR nil; SZ M (4' long); ML 10

The animals have all come to the watering hole for fresh water and they are all very unique and may gain the hunters great honor in the hunt. Be prepared for any issues with a Tiger Katanga or Simbara tribe member and the Golden Lion. This lion has been sent by the spirits as have the other creatures as reward for the hunters' actions.

Encounter Five: The Journey Home

This encounter takes place after the heroes have finished their hunt and are returning to the village.

You pack together your take from the your Hunt and begin the journey back to the village of Big Chief Bagoomba. You do not make good time with the meat and trophies taken from the Hunt but you should get back to the village with days to spare. The grass around the river landing seems to wave invitingly in the breeze, suddenly you realize there is no breeze as the grass reaches out and completely grabs you.

The strange looking warrior steps out from behind a great tree. "I should have known it would be you. You have something I want and I plan on taking your hunt. " The man is joined by six other Nubari warriors as they begin to cut your prizes out of the grass. One of the men holds a young Shu girl

recognizable by her tattoos she obviously belongs to the Yilgoma Tribe.

This is actually what it appears to be. The strange looking warrior is Rakid, the son of a village chief of the Koshiva tribe (from River of Laughing Idols) he and his followers hope to regain their honor by bringing in the prizes of the heroes. They have captured a young girl from the Shu tribe to prevent the heroes from resisting. If the heroes try to escape the grass they will first need to make a saving throw (entangle like effects). Failure to save means that they are completely entangled. If the heroes are able to save they will need at least two rounds to get out of the grass. During the first round the warrior will cut the poor girl to show the heroes that they mean it. Once they have the prizes and are leaving they will throw the young girl into the river. She can not swim and will drown in four rounds. At this point the heroes will want to break out of the grass, rescue the girl and chase the strange warrior. They can give chase but will find that the warrior has hidden his tracks by having his group of warriors separate. The girl can be rescued but this will prevent those heroes who rescue the girl from chasing the strange warrior.

This encounter is meant to set-up the ultimate conclusion. The heroes are going to end up in the village without their prizes watching the strange warrior upstaging them with their own prizes. There they will have a chance to speak their own stories and will have the chance to have others also tell their stories.

Encounter Six: The Taboo Valley

Use this encounter only if the heroes violate the taboo of the Valley of Spirits.

You make the treacherous journey down the River of Laughing Idols towards the mists of the Valley of the Spirits. As you prepare to enter a small column of water shoots out of the river, "Beware you enter the Taboo

Valley of the Spirits where no one may travel without the mark of the Gods! You will be destroyed if you enter!"

Give the heroes a chance to turn back. This will end the tournament immediately but they will not face the death of the valley. If they continue go along with them. Describe the face that they travel down a steep embankment to the valley floor. Getting back up is going to be difficult unless they left rope to help themselves back up. The embankment is 120 feet in length going down at a 60 degree angle.

Entering the Valley of the Spirits, your bodies are instantly assaulted by a swarm of bugs and mosquitoes.

The heroes should know that they only have enough time for one prize. Fortunately, in the Valley of the Spirits it is very easy to find prey, or is that to become prey. The great horned garuda has been enraged by loss of a mate and will be in a terrible mood when it finds the heroes. Two rounds after the combat begins, the battle will draw the attention of the true ruler of the Valley of Spirits.

You have traveled perhaps 100 paces from the edge of the valley and as the bugs continue to buzz around you, a huge ancient tree comes crashing down and one of the great beasts of the Valley comes charging towards you.

Great Horned Garuda: Int Animal; AL N; AC 2/6; MV 9; HD 16; hp 160; THAC0 5; #AT 3; Dmg 1-8 / 1-12 / 1-12; SA Trampling (2-12); SD nil; MR nil; SZ H (24'+); ML 13

The largest of the ceratopsians, or horn-faced dinosaurs, and by far the most aggressive, this beaked herbivore is a plains-dweller. It has a huge front plate of bone protecting its 6-foot-long head, from which project two great horns (each over 3 feet long), while a shorter horn juts from its nose. The head and neck are AC 2; its body is not armored, so is AC 6. The triceratops weighs just over 10 tons.

Any creature that infringes on the territory of these reptiles is likely to be charged and skewered. Smaller creatures are trampled, suffering 2d12 points of damage. The great horned garuda also uses its horns in fights for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.

Great Thundering Death: Int Animal; AL N; AC 5; MV 15; HD 18; hp 180; THAC0 5; #AT 3; Dmg 1-6 / 1-6 / 5-40; SA Swallow opponent on natural roll of 18 or higher; SD nil; MR nil; SZ M; ML 9

This ravenous creature is one of the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is a swift runner. Its huge head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length.

Great Thundering Death, the "tyrant lizard king," is a plains dweller, and so relentlessly and stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp -- thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

If the heroes survive they will be able to just get back to the village in time for the final tally. Go to Taboo Conclusion.

Conclusion: The Final Tally

Use this encounter when the heroes come back into the village after hunting in one of the valid areas and having their trophies taken by the strange warrior. For ranking use the following table to determine how the heroes rate after the last hunter returns:

Creature Taken	Place in Great Hunt Kill/Capture
Great Eater of Beasts	1 st / 1 st
Male Lion	3 rd / 2 nd
Plains Tigere Tiger	4 th / 3 rd
White Leopard	2 nd / 4 th
Tentacled River Spirit	5 th
Huge Scorpion	6 th / 5 th

As you enter the village of Big Chief Bagoomba, the strange warrior has just finished presenting your trophies to the chiefs of the many tribes. He stands back in triumph awaiting the cheers of the village. Big Chief Bagoomba moves to embrace the successful hunter when Bengoukee slowly moves into the firelight. "I see not a hunter, I see a warrior turned out by his tribe for his own selfishness, who has now presented trophies for a hunt that he was not hunting within."

This is where the heroes will probably want to speak out against the warrior. The tribes will be outraged with everyone gathered having their own opinion and speaking it all at once. It will take a while before the village settle down. Finally Bengoukee will quiet everyone down.

"Be still! I will ascertain the validity of these claims." Bengoukee strides over to the largest campfire in the village and tosses in a handful of powder. A multicolored cloud of smoke slowly rises from the mists. Slowly your consciences drift with the smoke, and you find yourselves back in the hunting ground along with Bengoukee and the strange warrior. Bengoukee looks quietly around. "An excellent spot for a hunt, tell me warrior, from where did you hunt."

"I waited in the waters of the hole for my prey to come to me!", exclaims the warrior. "And you, where did you hunt from?" Bengoukee asks you.

The spirits of the animal world are very close indeed. This dream plane is very similar to the outer plane of the Happy Hunting Ground and works all in harmony. The animals can talk and will here in the dreams of the heroes.

After the heroes show Bengoukee where they were hidden, prompt them to tell there story of each encounter in the story. As they come to each encounter the animals will appear as they had before, only this time they will walk peacefully up to the heroes. The animals will speak in the heroes' behalf telling of their skill and their heart especially if the heroes saved some of the smaller creatures from the snake. The heroes and Bengoukee seem to be the only ones who can see the animals and the snake in the water.

Use various voices and actions to represent the various creatures. The creatures will behave in a very stereotypical way as described below:

- Antelope:** Fairly dumb, although they always speak quickly.
- Beaver:** Remember Winnie the Pooh, whistling through the teeth always got a job in front of them.
- Huge Scorpion:** Cross, nervous, hostile
- Boar:** Rude, obnoxious looking for a fight
- Gorgosauros:** Hungry brutal instinctual
- Zebra:** Freedom, the ability to run forever, a true free spirit
- Lynx:** Witty sarcastic, paranoid
- Leopard:** Sly, Slinky, Superior
- Lion:** The King of the World, haity
- Tentacled River Spirit:** Always looking and doing many things at once, not very bright
- Otter:** Loves to play and have fun, practical jokers
- Plains Tigers:** Hunter, Knowledge of all animals, weary. Always looking to evaluate all it sees.
- Snake:** Cunning, patient, persistent, strong

The animals will tell the story from their side of the hunt. Of course, you should only use the animals that the heroes witnessed during their hunt.

Once the heroes and their creatures have told their story, Bengoukee will continue,

Bengoukee looks over the "witnesses" of your hunt. "I am Impressed, I too once took up the Hunt for a tribe without a Hunter. I had not the success that you have had. Warrior, if you would please show me the position that you hunted from."

The warrior reluctantly moves into the water. The water soon reaches up to his chest. "I see," says Bengoukee, "from that position you could defend yourself from the land but you could never defeat any of the creatures that came to you from the water!"

With those final words, the warrior is suddenly grasped and hauled under the water, the huge coils of the giant snake securely wrapped about his body. After a few minutes of struggle the water begins to again settle as the snake settles to the bottom to enjoy its meal.

"You can now see that there is a balance to our land and those creatures we hunt all understand their role in our land. As difficult as they are to hunt, they too are hunters of food and understand our needs. Remember this hunters for I see much in your futures."

The colors fade and you again find yourselves in the village of Big Chief Bagoomba. The strange warrior has slumped over in his armor as Bengoukee slips you a knowing look. Bengoukee jumps up on his familiar stump, "The gods have decided, the trophies below to those who volunteered to join the Hunt and great honor is given to them."

The celebrations last all night as the villagers and members of the other tribes all rain praise and gifts upon you for your glorious hunt.

As far as the other tribes go, their hunters will place as follows. Please insert the heroes where ever in the order they need to go:

Tribe	Prize	Place
Big Chief Bagoomba	Mastadon	1st
Hudra	Plains Tigers	2 nd
Katimaya	Pteranodon	3 rd
Tenanga	Wild Buffalo	4 th
Zantira	Stegosaurus	5 th

The hunt prizes are as follows:

For 5th place: Weighted net made by Rudra Tribe

For 4th place: Tiki Roots gathered by Wise Ones

For 3rd place: Cloak of Foliage (+15% chance to hide)

For 2nd place: Club formed out of volcanic rock (requires 17 strength to wield). Does +1 damage.

For 1st place: HUNTER ONLY: gold gem-encrusted armband of the ancients

Taboo Conclusion:

Use this encounter only if the heroes violated the taboo of the lost valley, and return to the village.

The trip back from the valley and your escape from its plains has been long and violent but, finally the village is in sight. Bengoukee meets you outside the village, "Foolish heroes, taboo is not to be violated. Already the spirits have taken much from you for your violation. You must leave this village now and never return to a village of Malatra until the next Great Hunt. For if you stay within the people of Malatra, the taboo will continue to drain your strength of body until you are no more than a husk. Return to me when next the full moon rises after the Summer rains, and we will see if the spirits have forgiven you."

The heroes are definitely out of game play. Give each one a certificate of Taboo. Also put each player and character name on the story summary page.

Here Ends *The Great Hunt*

Experience Point Summary:

Players Introduction:

Volunteering to Hunt for the Yilgoma Tribe in an grand manner: 100 xp

Presenting good arguments for hunting to Bengoukee: 200 xp

Encounter One:

Gathering material from the land: 100 xp

Encounter Two:

Giving assistance to Zantira hunters: 100 xp

Encounter Three:

Rescuing the puppy dog or the small girl: 300 xp

Encounter Four-A:

Not taking the small creature for the hunt prize: 100 xp

Encounter Four-B:

Defeating or avoiding the giant snake: 300 xp

Encounter Four-C:

Bonus Experience for saving the creatures from the Giant Snake: 300 xp

Encounter Four-D:

Defeating the Huge creature and taking it as a prize: 900 xp

Encounter Four-E:

Defeating the creature (per terrain) and taking it as a prize: 500 xp

(Cannot get XP for both Four-D and Four-E—one or the other only)

Encounter Five:

Not resisting the warrior and rescuing the girl alive: 500 xp

OR

Resisting the warrior but still rescuing the girl alive: 200 xp

Encounter Six:

Taking a prize in the Valley of Spirits: 800 xp

Conclusion:

Role-playing with the different animal spirits:
200 xp

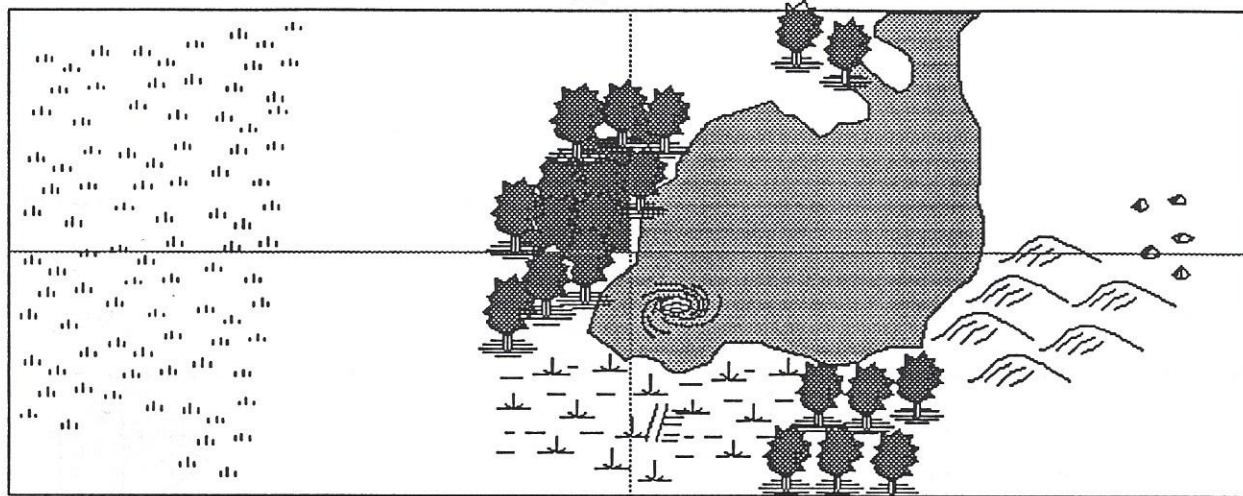
Maximum Experience Points: 3,100 xp

Treasure Summary:

- Hats adorned with S'repic scales
- Gourds of Shameo
- Puppy dog
- From Yilgoma Tribe: Necklace made out of Great Hunt Prize teeth
- For 5th place: Weighted net made by Rudra Tribe
- For 4th place: Tiki Roots gathered by Wise Ones
- For 3rd place: Cloak of Foliage (+15% chance to hide)
- For 2nd place: Club formed out of volcanic rock (requires 17 strength to wield) Does+2 to damage
- For 1st place: HUNTER ONLY: gold gem encrusted armband of the ancients (+1 protection)
- All are instructed in the area of their choice no matter what their finish:
 - Animal Rending
 - Foraging
 - Trail Marking
 - Signaling
 - Sign Language

These proficiencies take up normal slots, so a hero has to have a slot available to take the proficiency. If the hero does not have a slot available, he or she may train now and not use the skill until next level, when the next available slot must be used for the skill chosen here.

Lagoon



HAT ADORNED WITH S'REPIC FISH SCALES

This headgear was made by the Zantira tribe and is adorned with patterns of S'repic fish scales. Relative value: 75 gp.

You were given this hat by a grateful Zantira tribeswoman for giving her supplies while on the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

HAT ADORNED WITH S'REPIC FISH SCALES

This headgear was made by the Zantira tribe and is adorned with patterns of S'repic fish scales. Relative value: 75 gp.

You were given this hat by a grateful Zantira tribeswoman for giving her supplies while on the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

GOURD OF SHAMEO

This gourd contains a colorless, bitter alcoholic beverage. It has no special properties. It is the favored brew of the Zantira tribe, which lives on Sleepy Lake in raft communities.

You were given this drink by a grateful Zantira tribeswoman for giving her supplies while on the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

GOURD OF SHAMEO

This gourd contains a colorless, bitter alcoholic beverage. It has no special properties. It is the favored brew of the Zantira tribe, which lives on Sleepy Lake in raft communities.

You were given this drink by a grateful Zantira tribeswoman for giving her supplies while on the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

GOURD OF SHAMEO

This gourd contains a colorless, bitter alcoholic beverage. It has no special properties. It is the favored brew of the Zantira tribe, which lives on Sleepy Lake in raft communities.

You were given this drink by a grateful Zantira tribeswoman for giving her supplies while on the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

GOURD OF SHAMEO

This gourd contains a colorless, bitter alcoholic beverage. It has no special properties. It is the favored brew of the Zantira tribe, which lives on Sleepy Lake in raft communities.

You were given this drink by a grateful Zantira tribeswoman for giving her supplies while on the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

NECKLACE OF ANIMAL TEETH

This necklace is made of the teeth of the creature that your group killed while on the Great Hunt, _____ teeth.

The necklace was given to you by a grateful Yilgoma tribe, in thanks for representing them at the Great Hunt.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

WEIGHTED NET

This net was made by the Rudra tribe members. It is a normal weighted net.

This net is the prize for 5th place in the Great Hunt, and is awarded to the warrior who led the group which placed fifth.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

FIVE TIKI ROOTS

These roots come from the tiki tree, and have medicinal value. When mixed into a paste and applied to a wound, they heal 1d4 points of damage and allow the injury to heal at double the normal rate.

The roots are the prize for 4th place in the Great Hunt, and is awarded to the warrior who led the group which placed fourth.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

CLOAK OF FOLIAGE

This cloak is made of brown and green leaves and skins, and gives the wearer a +15% chance to hide in the jungle. If the wearer does not have any skill at hiding, it gives a 15% chance to hide successfully. It does not work on the savanna, nor does it muffle sound or suppress smell. It is non-magical.

This cloak is the prize for 3rd place in the Great Hunt, and is awarded to the warrior who led the group which placed third

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

VOLCANIC CLUB

This club, made from the rocks of Fire Mountain, has many sharp edges and does +2 damage. It is non-magical.

This net is the prize for 2nd place in the Great Hunt, and is awarded to the warrior who led the group which placed second

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.

ARM BAND OF THE ANCIENTS

This armband, made of the ceramic of the ancients and bound with dried skins (leather), is magical and grants a +1 bonus to the wearer's armor class.

This net is the prize for 1st place in the Great Hunt, and is awarded to the warrior who led the group which placed first.

LIVING JUNGLE TREASURE CERTIFICATE THE GREAT HUNT

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

® and ™ indicate trademarks owned by TSR, Inc. © 1996 TSR, Inc. ALL RIGHTS RESERVED.