

MADNESS

A One-round D&D Living Jungle Adventure

By Christopher Reed

The Jengi tribe of shu has just recently been cured of a strange disease and it seemed all would be well for them. However, now many of those who were cured are acting oddly. It has even been said that they now fight amongst themselves. Is this just the beginning of the end for the shu? An adventure for heroes of all levels.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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.

JUDGE'S BACKGROUND

NOTE: This adventure is intended for High Level (7th - 12th) Living Jungle heroes but combats for those parties with lower levels has been added. This scenario picks up a short time after the scenario *Infection* left off.

In *Infection*, heroes were sent to the Jengi tribe of shu to aid them in their recovery from a strange disease. Once there, they learned that a nature spirit was willing to aid them but needed the heroes to retrieve a rare fluorescent moss. The heroes retrieved the fluorescent moss and returned it back to the spirit, who created a cure for those who were affected by the disease.

Not all is how it seems, however. The truth of the matter is that the spirit is not really a spirit at all, but rather a jungle doppelganger. A jungle doppelganger is related to the normal doppelgangers but have greatly improved hiding and disguise skills especially while in Malatra. Jungle doppelgangers are servants of Tiger who have been sent across Malatra to keep an ever-watchful eye on the activities of those who oppose Tiger. Their statistics can be found in **DM Aid #1**.

Several jungle doppelgangers got together bringing with them a strange disease that they knowingly gave to the Jengi tribe of shu. This disease caused the shu to lose their appetite and thus become very frail and weak. The jungle doppelgangers plan was not to kill the shu, but rather to force the shu to find a certain ingredient for the cure. This 'cure' will cause the shu to become hostile to all others including other shus.

Luckily, a few of the members of the shu tribe were resistant to the disease. These few shu were able to get several heroes to retrieve a key ingredient back to the jungle doppelganger, who was still in the disguise of a spirit.

Now most of the members of the Jengi tribe are in an extremely hostile mood. They have been arguing with each other and have even declared war on any other shu tribe that dares enter their territory. This is of great concern for the entire jungle, for one of the shu legends says that if a shu should ever harm another shu it will mean the end of Malatra. This tale can be found in **DM Aid #2**.

The jungle doppelgangers plan to disguise one of their number as a shu then strike and harm a real shu, thus causing those who believe the legend to foresee the end of Malatra. This will have a temporary negative effect on a number of shu until the third and final scenario takes effect.

The heroes have been summoned to a location on the River of Laughing Idols by Bengoukee, the notorious korobokuru witch-doctor and member of the

council of elders. He will ask the heroes to visit the Jengi tribe of shu. Bengoukee has heard rumors that the Jengi tribe of shu are acting strangely and have even become hostile. He would like the heroes to observe the Jengi and report back with any information they find.

When the heroes agree to partake of the mission, they are given directions on the location of the shu tribe and warned that the servants of Tiger may be watching their every move.

On their journey to the village of Jengi, the heroes come across several giant wasps that boldly attack them.

After ten more days (fourteen in total), the heroes arrive at the village of Jengi tribe.

Once there, they are greeted by Dexter, one of the warriors of the tribe, who was not affected by the disease and thus had no need for the tainted cure. He shows the heroes how the entire village has been affected by the disease save a handful of villagers. He also explains how there is a missing hunting party, and a need to drive off some garuda who are eating their crops. After the heroes have had a chance to deal with both of these problems, plus potentially solve a puzzle, Dexter informs the heroes that two warriors (Buster and Blu) have been searching for the spirit that helped rid the Jengi of the disease before are now missing. These two warriors thought the spirit might be able to aid them once again with this problem.

The heroes are asked to find the two missing warriors with Dexter as their guide. The heroes find traces of the two warriors, Buster and Blu, as they travel deeper into the jungle. Eventually, the heroes find the body of Blu who has been killed by several jungle doppelgangers in the form of black leopard katanga. Traveling further, the heroes see an injured Buster in a pile of leaves before them. This "Buster" is really a jungle doppelganger, the real Buster having been captured by the jungle doppelgangers.

At this point, Dexter runs ahead of the heroes to assist "Buster." "Buster" angrily stands up claiming that he nearly died because the Jengi tribe had forgotten him and even after all he has done for them. At this point "Buster," the jungle doppelganger disguised as a shu, suddenly strikes Dexter twice, killing him instantly.

A few seconds later, a great column of flame appears incinerating "Buster." hero shu may believe that this is the rath of Chuk'aa. The column of flame is actually created by another jungle doppelganger. Thus "Buster" the jungle doppelganger gets away with bringing about a fear worse then death to every shu in Malatra.

The heroes should then return to the Jengi village explaining to Sneaker (Deslima) what has occurred. Next, the heroes should report back to Bengoukee, of the current situation with the Jengi and what has just occurred.

PLAYER'S INTRODUCTION

You had been asked to meet Bengoukee, the notorious korobokuru witch-doctor and member of the council of elders, just along the River of Laughing Idols. You had been informed that it was a matter of great importance to all within Malatra. You made sure to make haste to this urgent call.

You now stand waiting for Bengoukee with several others on the bank of the River of Laughing Idols.

Have those heroes who can cast spells, pick them at this point. The heroes have all been gathered to this spot along the River of Laughing Idols so they could meet each other and speak with Bengoukee. He is not currently present.

Let the heroes give physical descriptions and introduce themselves at this point in time. When everyone is done, continue to Encounter One.

ENCOUNTER ONE (Calling)

After meeting several other heroes of Malatra, you hear the rustle of the nearby bushes and out steps a Nubari warrior.

He gazes intently upon you and after a moment motions for you to follow. After following the silent Nubari warrior for several hours, you see a lone hut before you. At this, the Nubari warrior motions for you to continue towards the hut.

When the heroes enter the hut, continue with the following.

Entering the hut, you see Bengoukee sitting in meditation. After a short time, he finally gathers himself and turns toward you. "Great heroes of Malatra, I am glad you have gathered here to hear my bidding for help. The Jengi tribe of shu is in need of your assistance, once again. It has been learned that they now suffer from an even greater infection then they did several moons ago. First, it was a grave disease, but several great and brave heroes helped in that matter. Now I fear that it is much worse."

"The problem is that the once peaceful and happy Jengi have become angered for a reason

only the spirits know. It would not worry the council of elders so greatly if it wasn't an important matter. But unfortunately it is such. The Jengi have cast all outsiders away and despite the fact that they live so far away from each other, the Jengi tribe has forbid any member of the Simbuki tribe to enter in their lands. It has even been said that the Jengi now argue amongst themselves."

"The council fears that this new anger and hostility might lead to a shu harming another shu, which by the tales of myth and legend would cause a historic event to occur. One that might even lead to the death of every shu in Malatra."

"It is up to you to go to the Jengi tribe and observe them carefully. Find out what their current situation is and if the words of the winds speak the truth about what is going on there. After you have seen all that you can learn, report back to me so I can take what information you have learned to the council of elders."

"I ask that you go now to the Jengi tribe of shu and give whatever assistance they need to rid them of this madness. Their aid in the battle with servants of Tiger may be needed, so I ask that you go now and help them."

With that Bengoukee starts to go back into his meditation position, while the Nubari warrior drops off several waterskins and an assortment of food for your journey. "Beware of the ever watching eyes of the servants of Tiger," Bengoukee says as he looks back at you one last time. With that he enters into meditation.

The heroes are given as much food and waterskins as they can carry. When the heroes depart for the Jengi tribe, proceed with the next encounter.

ENCOUNTER TWO

(Moving on Out)

Heading away from the River of Laughing Idol and Bengoukee's hut in the jungle, you move to the Jengi tribe. The sun has still a short time before it hits its highest point in the sky and there isn't a cloud in the sky.

Give the heroes a chance to role-play, ask any questions they have or prepare for the trek ahead of them.

Continuing onward you travel for the rest of the day with nothing of interest to confront you. Night begins to fall and you begin to tire from your journey.

Have the heroes decide what watches, if any, they are going to be taking. Also, allow them a chance to reselect spells, if needed.

When they are ready to proceed, continue with the following:

You awake following your sleep having encountered nothing during your rest. You begin your travel the following morning having rested peacefully. After traveling for a short period of time you hear a faint chittering coming from the trees ahead of you.

In the trees are four monkey katanga, in monkey form, which are traveling from the location the heroes are heading to. They are currently eating some roots and berries from the nearby trees.

If the heroes do not quietly approach the monkey katanga, they break out their pooh sticks and start to fling pooh at the heroes. This will not harm the heroes in any way except for causing anyone hit to have a really bad odor until they clean themselves off. It does bring great entertainment for the monkey katanga.

If the heroes just laugh it off or joke back with the monkey katanga, they happily talk with the heroes about anything the heroes wish to know. If the monkey katanga are attacked by the heroes, they run away insisting that everyone in the jungle must now be mad.

The monkey katanga were passing through the Jengi lands when the shu started to act strangely. As usual, the monkey katanga were playing pranks and causing mischief, which usually is taken with a kind heart by the Jengi. However, this time the Jengi did not enjoy the monkey katanga's entertainment and started to attack them. The monkey katanga quickly fled but not before one of their members (Pokat) was sadly killed.

Bobat, Torat, Lohat, Zomat male monkey katanga Rog1 (4): CR 1; Small Humanoid; HD 1d6+2; hp 6 (each); Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (+1 size, +5 Dex, +4 natural); Atks +0 melee (1d4 (19-20), knife); SA Rog sneak attack (+1d6); AL CN; SV Fort +2, Ref +7, Will -1.

Str 10, Dex 20, Con 14, Int 14, Wis 8, Cha 9.

Skills: Balance +4, Climbing +8, Diplomacy +2, Hide +6, Jump +4, Listen +4, Move Silently +4, Pick Pocket +2, Search +4, Spot +4, Tumble +4; **Feats:** Improved Initiative.

SA: *Rogue sneak attack*—+1d6 damage when target is denied his Dex bonus, and is within 30 feet.

Possessions: knife and pooh stick (each).

ENCOUNTER THREE

(Attack!!!)

Having met the monkey katanga, you press on towards the Jengi.

Night comes and the next day you continue onward. As the third day of your travel nears its end, you suddenly hear some type of buzzing noise.

A swarm of giant wasps attacks the heroes getting a surprise round, unless the heroes make a successful Spot check (DC 10) or Listen check (DC 5). The giant wasps start out about fifty feet away from the heroes.

Low Tier (EL 6)

Giant Wasp (3): CR 3; Large Vermin; HD 5d8+10; hp 32 (each); Init +1 (Dex); Spd 20 ft., fly 60 ft. (good); AC 14 (-1 size, +1 Dex, +4 natural); Atks +6 melee (1d6+4 and poison, sting), +1 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Poison; SQ Vermin; AL N; SV Fort +6, Ref +2, Will +2

Str 18, Dex 12, Con 14, Int --, Wis 13, Cha 11.

Skills: Intuit Direction +7, Spot +9

SA: *Poison*—The required Fortitude save is DC 15 with initial damage of 1d6 Dexterity points plus secondary damage of 1d6 Dexterity points.

SQ: *Vermin*—Immune to all mind-influencing effects (charms, compulsions, phantasms, and morale effects). They also have darkvision with a range of 60 feet.

High Tier (EL 8)

Giant Wasp (5): CR 3; Large Vermin; HD 5d8+10; hp 32 (each); Init +1 (Dex); Spd 20 ft., fly 60 ft. (good); AC 14 (-1 size, +1 Dex, +4 natural); Atks +6 melee (1d6+4 and poison, sting), +1 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Poison; SQ Vermin; AL N; SV Fort +6, Ref +2, Will +2

Str 18, Dex 12, Con 14, Int --, Wis 13, Cha 11.

Skills: Intuit Direction +7, Spot +9

SA: *Poison*—The required Fortitude save is DC 15 with initial damage of 1d6 Dexterity points plus secondary damage of 1d6 Dexterity points.

SQ: *Vermin*—Immune to all mind-influencing effects (charms, compulsions, phantasms, and morale effects). They also have darkvision with a range of 60 feet.

These creatures attack when hungry or threatened, stinging their prey to death. They take dead or

incapacitated opponents back to their lairs as food for their unhatched young.

After the heroes have dealt with the giant wasps, they encounter nothing future until they reach the Jengi tribe.

ENCOUNTER FOUR

(The Jengi)

Having dealt with the giant wasps, you continue your journey. After five days from the start of your journey, you reach the river, which you are to travel down. You make a crude raft and continue onward using the river to speed your travel for another nine days before you start to near the Jengi tribe of shu. Traveling even further, you are forced to travel on land once again.

Coming closer to the location of the tribe, you hear a soft whisper coming from the bushes.

See what the heroes do at this point. If they continue forward, they hear a faint cry for them to "**STOP**." If the heroes still don't stop, continue with the following:

Continuing forward, you hear/see a dart skillfully shoot through the air just past (one of the non-shu heroes)'s head. As you look to see where it came from, you see two shu step from the bushes with a fearful look upon their faces.

See what the heroes do at this point. These two shu do not have any intention of harming the heroes but want to warn them before they continue onwards towards the village.

If the heroes stop or look around before being shot at with a dart, continue with the following:

Quietly you see two shu step from the bushes with a fearful look upon their faces.

If the heroes attack the shu, they both start to blow a horn to call forth the rest of the village (approximately 50 additional warriors) to come to their aid. These warriors show up after twenty rounds.

If this happens, the heroes have failed and you should show them no mercy. Use the stats that are provided for Dexter and Sneaker for the fifty other shu warriors. Also remind any shu hero that even thinks to make a harmful attack on the Jengi of the legend as noted in **DM Aid #2**. If any shu hero does harm these or any other shu in this scenario, please take note of this event.

Dexter and Sneaker (2), male shu Ftr2: CR 2; Small Humanoid; HD 2d10+2; hp 14 (each); Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 15 (+1 size, +4 Dex); Atks +2 melee (1d4+1 (19-20), knife) +8 ranged (1d3+1, blowgun); SA +1 to attack with blowgun; SQ +2 to saves vs. poison, spells or spell-like abilities, lowlight vision; AL CG; SV Fort +5, Ref +4, Will +0.

Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 9.

Skills: Climb +3, Craft (Weaving) +5, Hide +5, Jump +4, Move Silently +1, Search +1, Spot +1; *Feats:* Improved Initiative, Point Blank Shot, Rapid Shot.

Possessions: knife, blowgun and ten darts (each).

If the heroes do not attack the shu, they move closer to the heroes so they can quietly talk.

The two shu first introduce themselves as Dexter and Sneaker. Dexter is a young shu male and Sneaker, whose real name is Deslima, is a young female shu. Both are unaffected the madness.

They inform the heroes that any outsider who dares enter Jengi lands are in grave danger. This is due to the fact that a majority of the Jengi seem to be much more volatile. Dexter and Sneaker are unsure why this is but are quite worried about it.

They ask the heroes why they have traveled here. After listening to the heroes' story, they try and nicely persuade the heroes to go back from where they have come from. If the heroes continue to express a desire to go into the Jengi village, the two shu inform the heroes that the only way they might be able to enter the village is if they agree to assist the Jengi with two problems they are currently having.

The two problems are:

1. One of the Jengi hunting parties has gone missing.
2. A pair of garuda have returned once again to feed upon their crops.

If the heroes agree to help the Jengi, the two shu take the heroes to see their chief, Futori. However, if any hero shu is from the Simbuki tribe, they are asked to hide this fact or not mention it to anyone with in the village.

Any mention of it within the village will result in them either being immediately cast from the village or possibly worse.

While the heroes are traveling to the village with Dexter and Sneaker, they will give the heroes a chance to ask any questions.

Questions might include (with answers in bold italics):

- What's wrong? ***"Many members of the tribe are acting quite hostile."***

- Why are they so angry? ***"We do not know, perhaps because they were sick before and it is part of the recovery process."***
- How long has this been going on? ***"We first noticed it about a month ago."*** (The cure for the disease from *Infection* was found and applied before this time.)
- Who is acting strangely (or infected)? ***"Nearly everyone including Chief Futori. However, we (Dexter and Sneaker) plus Buster and Blu (who appeared in Infection) do not seem to be."***

When the heroes are done with asking questions, read the following:

Entering the village of the Jengi tribe, you see a small group of shu eyeing you intently with a certain amount of anger upon their faces.

"Why have you brought these outsiders to our village?" one of the shu says as he steps towards Dexter. Dexter boldly states, "These outsiders have come to help the Jengi. We plan to go and talk to chief Futori now." With that, Dexter continues onward through the village.

See what the heroes are doing at this point, if they hesitate to follow Dexter looks back and hollers for the heroes to follow him.

As you continue to follow Dexter, you notice the other shu's eyes upon you, watching your every move almost as if he is disgusted by your presence.

If any hero is a shu, they will know that a shu will not normally act in such a manner. Shu usually are quite civil if not overly polite with other shu especially those of their own tribe. Those with the appropriate knowledge (either Knowledge: History or Knowledge: Malatra) and a successful check (DC5) will also remember this information.

They will also know that the shu's current behavior is quite rough and usually would only be given to someone with a great deal of mistrust.

When the heroes reach the chief's hut, continue with the next encounter.

ENCOUNTER FIVE

(Chief of the Jengi)

Following Dexter, you come to the hut of Futori, the chief of the Jengi tribe. Before entering hut he motions for you to wait for a moment and then

enters the hut. After a few moments, Dexter returns and motions for you to enter.

Upon entering, you see the chief is sitting on a reed mattress with his mate. As you enter, Futori eyes each of you with an angry stare and says nothing for a moment. After another glance about your group, Futori begins to speak, "Outsiders, Dexter informs me that you are here to aid the Jengi. Is this true?"

Futori will listen to the heroes for a short time but after he has gotten his answer rudely cuts them off.

He wants to know why the heroes have come to Jengi lands. If any of the heroes mention the fact that they have come to observe the Jengi as the council of elders believes that their mood has changed, Futori becomes quite angered. He asks the heroes to leave Jengi lands. At this point, the heroes will need to delicately explain themselves further for them to be allowed to stay in the village and thus continue the adventure. He also reminds the heroes that they must sleep outside the circle of leafy huts unless the hero is a member of the Jengi tribe. Those heroes that sleep outside the huts will be watched by at least six shu.

If any hero is intently looking at Futori have them make a Spot check (DC 30). Those that succeed will notice that he makes a very slight irregular twitch from time to time. If the heroes intently look at any infected shu in the future and succeed with another Spot check (DC 25), they will notice that the infected shu also has this twitch.

Only infected shu, those that are behaving rather rudely, have this twitch.

Futori informs the heroes that the Jengi are currently having the following two problems:

1. One of the Jengi hunting parties has gone missing. (Encounters Seven through Nine)
2. A herd of garuda has returned once again to feed upon their crops. (Encounter Ten)

If the heroes agree to help the Jengi, Futori informs them that since dusk is approaching it would be wise for the heroes to begin in the morning.

Futori does not supply the heroes with food or water but Dexter does manage to sneak some to them during the night.

ENCOUNTER SIX (Not so Peaceful Sleep)

Read the following if the heroes decide to rest up for the evening before taking care of the two problems for the Jengi:

Having decided to rest for the evening before heading out on the two missions, you are shown out of the village by six shu warriors who eye you each intently.

During the night, the shu warriors occasionally cry out like wolves or throw small berries to waken you causing you not to have restful sleep.

The shu warriors, feeling quite angry and hostile, make sure that the heroes do not have a restful sleep. These actions do not cause any hero harm but rather done just to be mean.

The heroes do not gain any hit points from a restful sleep or regain spells.

If the heroes attack the shu, the same event will occur as in Encounter Four if Dexter and Sneaker are attacked.

Remind any shu hero that even thinks to make a harmful attack on the Jengi of the legend as noted in DM Aid #2. If any shu hero does harm these or any other shu in this scenario, please take note of this event.

ENCOUNTER SEVEN (Nice Mr. Bear)

Read the following if the heroes decide to go looking for the missing hunting party.

Having decided to go look for the missing hunting party next, you trek into the jungle. You travel for a good portion of the day until you hear something moving in the bushes to your left.

In the bushes is a brown bear that the shu hunting party made quite happy a few days ago by feeding it a great deal of fresh berries. They have continued to feed it using it as a sort of guard animal to their hideout.

The bear is not overly hostile and can be calmed by the heroes using the animal empathy skill (DC 10). If the use of this skill is successful, the heroes can pass by the bear without further incident.

The heroes could also supply it with a good deal of food and avoid combat with it.

If any hero is able to talk with the bear, it tells them that it is simply looking for more food. The tiny ones (shu) have been giving him some food over the past few suns (days).

If the heroes simply wish to kill the bear they may do so but it will try to flee if it loses over half its hit points. Additionally, such an action will alert the missing shu hunting party of the heroes presence and only anger them more.

Brown Bear (1): CR 4; Large Animal; HD 6d8+24; hp 51; Init +1; Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atks +11 melee (1d8+8 [x2], claws), +6 melee (2d8+4, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +6, Will +3

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14

SA: *Improved grab*—If the bear hits with its claw, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The improved grab only works against opponents at least one size smaller than the bear (medium).

SQ: *Scent*—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

When the heroes have bypassed the bear, continue with the next encounter.

ENCOUNTER EIGHT

(Safe Guard)

Having dealt with the bear, you press further into the jungle. Soon you come to a small gorge that straddles your path. You do see that there is a tree that has fallen from the side you currently stand on to the other side. Looking down it appears to be over eight Nubari deep but only two or three Nubari across.

The heroes have several options at this point, they include:

- Cross over the gorge on the tree (Balance check DC 15) with a failure by 5 or more resulting in a 60-foot fall for 6d6 points of damage.
- Attempt to jump, using the jump skill, over the gorge, which is only 15 feet across.

- Climb down the side of the gorge and back up the other side (Climb check DC 20), which will require two skill checks, one for each side. Failure by 5 or more will result in a 60-foot fall for 6d6 points of damage.
- Cast spells such as *fly* to cross over to the other side.
- Use a magic item that gives them the ability of flight.
- Use their natural ability to fly (in the case of aarakocra).

Once the heroes are over the gorge, they may use several skills to try and find a clue on where the shu might be, the skills include:

- Wilderness Lore with Tracking feat (DC 10) to find a good set of tracks that lead to the location of the shu.
- Listen (DC 15) to possibly hear the shu talking off in the distance to one another.
- Spot (DC 30) to notice the shu hiding in a tree fort a bit ahead.
- Search (DC 25) to notice berries on the ground that were accidentally dropped by the shu when they went to feed the bear.

When the heroes continue, read the following:

You continue with the clues you have found on where the shu might be, knowing that they are very close.

Ahead on the ground is a pit that has been covered with leaves to hide it.

Pit: 20 ft. deep (2d6); Reflex save to avoid (DC 20); Search (DC 21).

When the heroes pass the pit, continue with the next encounter.

ENCOUNTER NINE

(Missing Hunting Party)

Continuing past the gorge and the pit, you look above you and see something resembling a wooden hut in one of the large trees. As you stand there peering up at this marvelous hut, six ropes drop down from the bottom of it. From each of the ropes swings a shu. They land softly upon the ground then quickly look up, gazing at you with a

bone cleaver in their hand while licking their chops.

The shu do not have any intention of starting a fight but rather just intimidating the heroes. If the heroes attack, the shu attack back but will not harm any shu. Also remind any shu hero that even thinks to make a harmful attack on the Jengi of the legend as noted in **DM Aid #2**. If any shu hero does harm these or any other shu in this scenario, please take note of this event.

This encounter is intended to be a role-playing one but may change based on the heroes' reactions.

The shu demand that the heroes leave, as they have no desire to return to the Jengi village. They feel that the shu in the Jengi village are only using them for their superior hunting skills, since they are expected to hunt and return their prize back to the village for everyone to enjoy.

The shu also will not allow any of the heroes to look around their tree hut. If a hero does manage to get inside the tree hut unnoticed, they will find a large boar which has been killed and cooked just ready to be eaten. The shu were just about to eat it when the heroes showed up. There are also several small piles of fruits and berries plus several bone knives.

It will take a great deal of convincing for the heroes to get the shu to return to the Jengi village. Heroes could use the diplomacy skill (DC 20) to aid them or the heroes could trick the shu (by the use of magic perhaps) to return to the village.

- The heroes agree to talk to the chief and work something out for the shu hunters.
- The heroes give the shu hunters a gift of some worth to come back to the village.
- The heroes give total praise (aka overkill) to the shu hunters and talk about how every shu in the village needs them.

Either way, the heroes are able to determine that the shu are quite safe where they currently are and leaving them here would not be such a bad thing.

Bae, Jae, Nae, Rae, Tae, Xae, male shu Rog2 (6): CR 2; Small Humanoid; HD 2d6+2; hp 10 (each); Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+1 size, +5 Dex, +1 reed armor); Atks +1 melee (1d6 (x3), cleaver), +6 ranged (1d3 and poison), blowgun; SA Rog sneak attack (+1d6), +1 to attack with blowgun, shu poison; SQ Rog evasion; AL CG; SV Fort +1, Ref +8, Will +0.

Str 10, Dex 20, Con 12, Int 14, Wis 10, Cha 9.

Skills: Balance +5, Climb +4, Hide +8, Intimidate +5, Jump +4, Knowledge (hunting) +2, Listen +5, Move

Silently +5, Search +5, Spot +5, Tumble +4, Wilderness Lore +2; *Feats:* Improved Initiative.

SA: *Rogue sneak attack*—+1d6 damage when target is denied his Dex bonus, and is within 30 feet. *Rogue evasion*—If exposed to any effect that normally allows a character to attempt a Reflex saving throws for half damage, he takes no damage with a successful saving throw. *Shu poison*—If target is successfully hit, they must make a Fortitude saving throw (DC 15) or be -4 to hit for one full day.

SQ: *Uncanny Dodge*—Retains Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: bone cleaver, blowgun and ten darts covered with shu poison/berry juice (each).

ENCOUNTER TEN (Garuda)

Read the following if the heroes decide to go drive off the crop-eating garuda:

You travel for a short time between the village and the nearby lake. As you approach, you see three-horn garuda eating the Jengi's crops.

This is not 'crops' in the modern sense of the word, as agriculture in Malatra is very primitive. The Jengi shu discovered this area heavily grown with pineapple and sugar cane on one side of the lake and mangosteen (a mango-like tree fruit) on the other. They have made some effort to keep it weeded and disease-free.

It takes the heroes approximately thirty minutes to travel from the village to the location of the garuda in the fields of crops.

The heroes may attempt to scare off the garuda but for the high tier this should be on the harder side. Meanwhile, on the low tier this should be quite easy or else entire parties could end up dead.

If the heroes attempt to use a skillful use of magic or draw them off by leading them away have the garuda make a Will check (DC 25: Low Tier and DC 15: High Tier). If the heroes are unsuccessful with one attempt, they may try a different approach forcing the garuda to make another Will check with the same DC levels as above.

Once one of the garuda is killed the other garuda will attempt to flee unless they make a Will check (DC 25: Low Tier and DC 10: High Tier).

Low Tier (EL 8)

Garuda (Small Triceratops) (2): CR 7; Huge Beast; HD 16d10+112; hp 144 (each); Init -1; Spd 30 ft.; AC 18 (-2 size, -1 Dex, +11 natural); Atks +19 melee (2d8+5, gore); Face/Reach 10 ft. by 20 ft./10 ft.; SA Charge for double damage, trample; SQ Scent; AL N; SV Fort +17, Ref +9, Will +6

Str 20, Dex 9, Con 25, Int 1, Wis 12, Cha 7.

Skills: Listen +8, Spot +8

SA: *Trample*—A triceratops can trample Medium-size or smaller creatures for 2d12+5 of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

SQ: *Scent*—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

High Tier (EL 9)

Garuda (Triceratops) (2): CR 7; Huge Beast; HD 16d10+112; hp 200 (each); Init -1; Spd 30 ft.; AC 18 (-2 size, -1 Dex, +11 natural); Atks +19 melee (2d8+5, gore); Face/Reach 10 ft. by 20 ft./10 ft.; SA Charge for double damage, trample; SQ Scent; AL N; SV Fort +17, Ref +9, Will +6

Str 20, Dex 9, Con 25, Int 1, Wis 12, Cha 7.

Skills: Listen +8, Spot +8

SA: *Trample*—A triceratops can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the triceratops can attempt a Reflex save (DC 23) to halve the damage.

SQ: *Scent*—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

ENCOUNTER ELEVEN

(Return to the Village)

When the heroes have completed both tasks (looking for the missing hunting party and dealing with the garuda), continue with the following:

Having completed both tasks, you return to the Jengi village. You are greeted with half squinted eyes and stern faces.

In the middle of the village you see two shu arguing with each other, their faces beat red. At their feet are several twigs that have been cut to the same size and length of each other. The twigs have been placed so they form a large square with many smaller squares within it.

If the heroes approach the two shu, the heroes hear them arguing. One of the shu (Lobo) is yelling that "***the answer is 16***" while the other shu (Hojo) is insisting that it is not correct.

If the heroes approach, the shu insisting that the answer 16 is not correct, will turn towards them and say:

"Perhaps, these outsiders might be able to help you get the right answer. I know that they are only stupid outsiders but if you put all your minds together maybe you'll just get it before night falls."

Give the heroes **Players Handout #1**. Remind players with characters of minimal Intelligence (6 or below) that they should have an extremely difficult time figuring this puzzle out and encourage role-playing.

The answer to this first puzzle is 30. There is one 4 by 4 square, four 3 by 3 squares, nine 2 by 2 squares and sixteen 1 by 1 squares. (1+4+9+16=30).

If any hero answers incorrectly, the shu will grab the twigs, mutter that they are even dumber than he thought and leave.

If the heroes get this puzzle right on the first try, the shu will say:

"So you think you are so smart, well here this is yours," as he grudgingly hands you a beautiful turquoise necklace, "but I bet you can't figure out this puzzle."

Give the heroes **Players Handout #2**. The answer to this puzzle can be found in **DM Aid #3**. Allow them a maximum of 10 minutes to work on it before the shu will get angry, grabbing the twigs and leaving.

If they figure out the solution to the puzzle, he gives the heroes a runestaff. Its full abilities can be found in the Treasure Summary.

Upon you working on the puzzle(s), you see Dexter and Sneaker quickly run out towards you both asking about what has occurred on the two tasks.

Once the heroes have had time to explain, Dexter asks the heroes to come with him to his hut. Once there, Dexter explains that Buster and Blu, two shu warriors that found a spirit that was willing to give the Jengi a

cure for their last disease (in *Infection*) have been missing for five days now.

Dexter and Sneaker had been keeping it a secret due to the recent events in their tribe. However, they fear for the worst and would like for the heroes to go and search for them.

Dexter will accompany them on this mission regardless of the heroes opinion on this matter.

ENCOUNTER TWELVE (Searching for the Spirit Seekers)

When the heroes journey to find Buster and Blue, continue with the following:

You begin your next mission with Dexter leading the way. It quickly begins to turn to the nighttime hour with you having already completed two tasks today.

Dexter advises you that it would be wise to rest here and continue in the morning.

During the evening, any hero that takes watch has the feeling that they are being watched. Allow them to make a skill check if they have any of the following skills: Listen (DC 20), Search (DC 20), Spot (DC 20). If any hero makes one of the skill checks they notice that there are several birds or animals watching over them. The birds are native to this part of the jungle (Knowledge: Nature DC 10) and their being here is not out of the ordinary.

If the heroes attack, the birds or animals will fly away or run away.

In reality, the birds and animals are jungle doppelgangers that are keeping a watch on Dexter and the heroes.

ENCOUNTER THIRTEEN (Bye to Blu)

Continuing the next morning, you start to get a feeling that you are being watched. You can feel the presence of someone watching you but you hear nothing and see nothing to substantiate this.

You continue on your quest through the jungle still in search of the two brave shu warriors, Buster and Blu who helped save the Jengi tribe once

before. Another couple of hours pass and you still have not seen any clues or sign of either of the shu.

At this point, lying on the ground near the heroes is the body of Blu.

The heroes will find him with a successful Spot (DC 15) or Search (DC 20) skill check.

If they wish to continue searching this area allow them one additional skill check.

If the heroes search Blu, they will find that all his possessions besides his ripped clothing are missing.

Additionally, they find that Blu was killed by a creature with claws (black leopard katanga). Actually it was done by several jungle doppelgangers who changed into black leopard katanga. While Blu was killed, Buster was captured when he was knocked unconscious. Buster was then dragged away and is still alive.

If the heroes are unsuccessful in finding Blu or when they are finished here, continue with the next encounter.

ENCOUNTER FOURTEEN (To Slap a Shu)

Continuing your journey, you press onward with Dexter leading the way. After several more hours, you come to a small clearing.

As you look about, you suddenly see Dexter swiftly racing forward into the clearing. Looking to see where he is headed, you see a small humanoid creature lying in a pile of leaves.

See what the heroes do at this point, then continue with the following:

Reacting to Dexter's sudden movement, you see Dexter reach the creature yelling, "Buster it's you, you're alive," as he helps a shu to his feet.

As this happens, the Buster looks at Dexter squarely in the eyes and shouts out, "I saved our tribe once and I nearly died trying to save our tribe once again. I was forgotten for all these days despite all that I have done for my tribe. For this every shu shall suffer as I have."

With those words, Buster the shu strikes Dexter across the face twice. Instantly, Dexter falls to the ground in a crumpled heap.

Before you have time to even fully take in the full effect of what has happened, a column of fire comes forth from the sky, surrounding Buster.

When the column of fire finally dissipates, Buster is no longer standing there. Could this have been the wrath of Chuk'aa?

As if all of this wasn't enough, out of the corner of your eye you see several forms leaping to attack you.

This "Buster" is really a jungle doppelganger, the real Buster having been captured by the jungle doppelgangers and taken away. It looks just like a shu and the heroes may believe that a shu has really harmed another shu. This is exactly what the jungle doppelganger wants as this is a fate worse than even death.

Dexter is indeed dead but "Buster," the doppelganger, has gotten away. The great column of fire (*Flame Strike*) was created by another doppelganger (a priest) who intentionally and narrowly missed "Buster." Just as the column of fire was released, "Buster" the doppelganger changed into a snake and started to crawl away through the bushes and leaves here.

To make matters worse for the heroes, a third jungle doppelganger has tricked several black leopard katanga into believing that several heroes (the heroes) have killed some of their comrades and thus these black leopard katanga want revenge.

However, the truth of the matter is that the jungle doppelganger killed the black leopard katanga, changed its shape into one and then returned to their village to report the lie.

Thus, the black leopard katanga will viciously attack the heroes starting about twenty-five feet away from the nearest hero.

The black leopard katanga fighters are in animal, while the shaman (clerics) are in humanoid form.

Meanwhile, the jungle doppelgangers flee the scene.

Low Tier (EL 8)

Black Leopard Katanga Fig3 (4): CR 3; Medium-size Animal; HD 3d10+6; hp 25; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 natural); Atks +6 melee (1d3+3, 2 claws), +6 melee (1d6+4, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Rake; SQ Scent; AL LE; SV Fort +5, Ref +6, Will +1

Str 16, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills: Climb +2, Hide +4, Jump +2, Move Silently +2, Spot +2; *Feats:* Combat Reflexes, Dodge, Lightning Reflexes, Mobility

SQ: Scent—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Black Leopard Katanga Clr3 (2): CR 3; Medium-size Humanoid; HD 3d8+3 (+1 *virtue*, +8 *aid*); hp 35; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 natural); Atks +5 melee (1d3+1, 2 claws), +5 melee (1d6+1, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Rake; SQ Scent; AL LE; SV Fort +6, Ref +7, Will +11

Str 12, Dex 16, Con 12, Int 12, Wis 18, Cha 6.

Skills: Concentration +8, Hide +4, Move Silently +2, Spellcraft +3, Spot +2; *Feats:* Iron Will, Lightning Reflexes.

SQ: Scent—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Spells (4/2+1/1+1): 0—*cure minor wounds, guidance (pre-cast), resistance (pre-cast), virtue (pre-cast)*; 1st—*doom, entropic shield (pre-cast), entangle (plant domain)*; 2nd—*aid (pre-cast), bull's strength (strength domain)*.

Possessions: components for spells

High Tier (EL 11)

Black Leopard Katanga Fig5 (6): CR 5; Medium-size Animal; HD 5d10+10; hp 60; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 natural); Atks +9 melee (1d3+4, 2 claws), +9 melee (1d6+4, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Rake; SQ Scent; AL LE; SV Fort +6, Ref +6, Will +1

Str 18, Dex 16, Con 14, Int 12, Wis 10, Cha 6.

Skills: Climb +4, Hide +4, Jump +4, Move Silently +2, Spot +2; *Feats:* Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

SQ: Scent—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Black Leopard Katanga Clr6 (2): CR 6; Medium-size Humanoid; HD 6d8+6 (+1 *virtue*, +8 *aid*); hp 35; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 natural); Atks +5 melee (1d3+1, 2 claws), +5 melee (1d6+1, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Rake; SQ Scent; AL LE; SV Fort +6, Ref +7, Will +11

Str 12, Dex 16, Con 12, Int 12, Wis 18, Cha 6.

Skills: Concentration +8, Hide +4, Move Silently +2, Spellcraft +3, Spot +2; *Feats:* Improved Initiative, Iron Will, Lightning Reflexes.

SQ: Scent—This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Spells (5/3+1/3+1/2+1): 0—*cure minor wounds* x2, *guidance* (pre-cast), *resistance* (pre-cast), *virtue* (pre-cast); 1st—*bane* (BLK #1), *bless* (BLK #2), *doom*, *entropic shield* (pre-cast), *entangle* (plant domain); 2nd—*aid* (pre-cast), *endurance*, *sound burst*, *bull's strength* (strength domain); 3rd—*dispel magic*, *prayer*, *plant growth* (plant domain).

Possessions: components for spells

These black leopard katanga have chosen the Strength and Plant domains for their two domains.

If after the fight with the black leopard katanga, any heroes are still alive, they may search the area for clues.

If the heroes search the area where Buster, the doppelganger, was 'hit' by a *flame strike* spell, they might be able to find that something (a snake) crawled away from this area just recently. Skills to find this are:

- Search (DC30)
- Wilderness Lore with Tracking Feat (DC25)

If the heroes search the general area, they might be able to find some tracks that do not resemble black leopard katanga tracks.

- Search (DC25)
- Wilderness Lore with Tracking Feat (DC20)

These are all just clues that might give the heroes a reason to doubt that this Buster was really a shu. It might not convince them but a shroud of doubt isn't such a bad thing at this point in time.

When the heroes are through searching the area, continue with the Conclusion.

CONCLUSION: SUCCESS

You return to the Jengi tribe and give Sneaker the news. She is saddened but is thankful for all you have done. She insists that she tell Chief Futori as this is news that should come from another shu. She suggests that you make haste and return to those who have sent you but not until you have been given the honors for helping her tribe. Additionally, she gives you four items Dexter had made out of reed for aiding the Jengi.

Your trek back to Bengoukee is long but uneventful. When you finally return to talk with Bengoukee, he listens to you intently. As you tell him what has happened, you can see the concern upon his face. He thanks you for your assistance stating that your help in this matter was of great value but that you should be ready for the calling to help aid the shu shortly. With that he leaves you

to wonder if Chuk'aa, beloved of the spirits, will return and what will happen to the shu of Malatra.

The four items that Sneaker gives the heroes are a recorder, basket, a pair of shoes and a hat, all of which have been made out of reed. Please see the Treasure Summary for details on these items. Additionally, each of the heroes are given a body piercing, if they so desire. To refuse it would **not** be considered an insult.

You should also select one hero who will be offered the right to have a tattoo placed upon their skin, if they so desire. A shu should be selected before all others but if one hero refuses another one can be offered this great honor.

CONCLUSION: FAILURE

Read the following if the heroes utterly fail in any of the tasks:

You have failed the Jengi tribe of shu. You can only hope that other heroes of Malatra will come to their aid.

The heroes are asked to leave the Jengi tribe for their failures.

The End

EXPERIENCE POINTS

Experience is calculated as follows for Living Jungle events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-100 points). This should reward accurate character portrayal throughout the adventure; not just how well the heroes interacted socially.

PLEASE NOTE, some of the encounters are tiered for lower levels, award only the noted experience points. (Encounters Three, Ten, and Fourteen).

Encounter Two:

Learning information from monkey katanga 50 xp

Encounter Three:

Defeating wasps 200 xp

Low Tier

Defeating wasps 100 xp

TREASURE

Encounter Four:

Peacefully dealing with Dexter and Sneaker 50 xp

Encounter Five:

Not informing Futori of their mission 50 xp

Encounter Seven:

Peacefully dealing with the bear 50 xp

Encounter Eight:

Crossing gorge and avoiding pit 50 xp

Encounter Nine:

Peacefully dealing with the shu 100 xp

Encounter Ten: *

Scaring garuda off 200 xp

OR

Defeating garuda 400 xp

Low Tier:

Scaring garuda off 100 xp

OR

Defeating garuda 200 xp

Encounter Eleven:

Solving first puzzle 50 xp

Solving second puzzle 50 xp

Encounter Thirteen:

Finding Blu 50 xp

Looking for clues on how Blu died 100 xp

Encounter Fourteen: *

Defeating black leopard katanga 250 xp

Finding clues about the jungle doppelgangers
or that 'Buster' may not have been a shu 100 xp

Low tier:

Defeating black leopard katanga 125 xp

Finding clues 100 xp

Total Experience from Objective:

High 1,550 xp

Low 1,125 xp

Role-Playing Experience: 0-100 xp

Total Possible Experience:

High 1,650 xp

Low 1,225 xp

If it is not on this list, the heroes cannot have it after this scenario, except for items on the starting list.

Encounter Ten:

- **Turquoise Necklace:** This necklace has been created with several piece of turquoise. The craftsmanship is absolutely remarkable. (This beautiful necklace was given to you by Hojo, a shu from the Jengi tribe, for besting him by solving a complex puzzle.)
- **Runestaff:** This staff has the sorcerer spells *change self*, *alter self*, *keen edge*, *rainbow pattern*. This item acts as a scroll. (This runestaff was given to you by Hojo, a wise shu sorcerer from the Jengi tribe, for besting him by solving a complex puzzle.)

Conclusion:

- **Reed Recorder:** This exquisite musical instrument is of superior make and is concerned of masterwork quality. The recorder adds a +2 circumstance bonus to Perform checks and serves as a mark of status within the Jengi tribe. (This reed recorder used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.)
- **Reed Basket:** This durable basket is made out of dried reeds. It is quite strong and can hold two cubic feet worth of items. (This reed basket used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.)
- **Reed Shoes:** These fine pair of shoes are made from dried reeds. They were made for a shu and thus are quite small. However, they are quite sturdy and will protect the wearer's feet quite nicely. (These reed shoes used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.)
- **Reed Hat:** This delicate hat is made out of dried reeds. It was made for a shu to wear and is thus quite small. However, wearing it will protect a shu's eyes from the glaring sun of the jungle. (This reed hat used to belong to Dexter, a member of the Jengi tribe, who was killed by one of his own kind.)
- **Body Piercing (for each hero that desires it):** This hero has chosen to receive a body piercing from the Jengi tribe of shu for aiding them in their time of need. The hero has a small obsidian piercing that is located as indicated below. The player should right this on the bottom of this certificate. They are considered friends of the Jengi tribe and will not be viewed with suspicion. (This body piercing was performed for you by a member of the Jengi tribe for aiding them in a time of need.)

- **Tattoo:** This heroic hero has been given the right to and chose to receive a tattoo from the Jengi tribe of shu. This is a rare honor indeed. The player should write on the cert what the tattoo looks like and where it is located. It will grant a +1 circumstance bonus to appropriate Charisma-related skills when dealing with the Jengi tribe. (This tattoo was craftily performed for you by the Jengi tribe for saving them from a deadly disease.)
- **Curse of Chuk'aa (*for each shu hero that deserves it*):** This shu has caused harm to another shu despite the legends and myths about the grave consequences against doing such as deed. The shu will suffer a permanent -4 profane penalty to all their attack rolls and all attacks will do minimum damage. They are also forbidden to use or earn any hero points and are no longer considered part of any tribe. This curse cannot be removed by anything short of a spirit; even the greatest shamans of Malatra will prove unsuccessful. All the effects last until the curse is removed – in a future adventure. (This curse was gained by this shu harming another shu, an extremely grave matter.)
- **Fear of Chuk'aa (*for each shu hero that learned of 'Buster' killing Dexter*):** This shu has learned about a shu harming another shu first hand, perhaps even by viewing with his or her own eyes. The shu will lose all benefits of being a shu (bonus to blowgun attacks, bonuses to skill checks, etc.) until Chuk'aa has dealt with the offender and this shu is there to witness it – in a future adventure. It cannot be removed in any other way. (This fear was gained by this shu learning first hand that a shu killed another shu, an extremely grave matter.)

DM Aid #1

JUNGLE DOPPELGANGER

Medium-Sized Shapechanger

Hit Dice: 4d8+4

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 slams +4 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Detect thoughts

Special Qualities: Alter self, immunities

Saves: Fort +5, Ref +5, Will +6

Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

Skills: Bluff +16*, Disguise +16*, Listen +11, Sense Motive +6, Spot +8

Feats: Alertness, Dodge

Alignment: NE

Challenge Rating: 3

Jungle doppelgangers are strange beings that are able to take on the shapes of any being native to Malatra. They make excellent use of this natural mimicry to stage ambushes, bait traps and infiltrate humanoid society. They are interested only in themselves and the Tamara, and regard all others as mere playthings to be manipulated and deceived.

In its true form, a jungle doppelganger has a more or less humanoid appearance. The flesh is pale and hairless, feeling like oily buckskin. The large, bulging eyes are white and lack a visible pupil. Although slender and frail-looking, jungle doppelgangers are hardy things with a natural agility not apparent from their gangly limbs.

Because they can take the shape of any creature native to Malatra including birds and even trees between 1 and 8 feet tall (or long), jungle doppelgangers are natural spies and assassins for Tiger. They can sneak past guards, slip into secured places, and fool even lovers or close friends. They are cunning and patient, willing to wait until an opportunity presents itself instead of attacking rashly.

When in its natural form or the guise of someone unarmed, a doppelganger strikes with its powerful fists. In the shape of a warrior or other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses *detect thoughts* to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A jungle doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A jungle doppelganger can assume the shape of any Tiny, Small or Medium-sized creature native to Malatra including plant life such as trees and vines. This works like *alter self* as cast by an 18th-level sorcerer, but the jungle doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Jungle doppelgangers are immune to sleep and charm effects.

Skills: A jungle doppelganger receives a +8 racial bonus to Bluff and Disguise checks.

*When using *alter self*, a jungle doppelganger receives an additional +10 competence bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 bonus to Bluff and Disguise checks.

DM Aid #2

WHY THE SHU MUST NOT KILL EACH OTHER (From Jungle Tales)

One day when the world was young, three shu brothers were hunting in the jungle.

After some time they chanced upon a little clearing where they found a strange shu, peacefully asleep in the shadow of a tree. Their glance fell upon the jewel-encrusted short bow that was slung over the other shu's shoulder and envy filled their minds. The three brothers looked at each other and nodded; they understood each other without words. They would simply kill the stranger and take the splendid weapon.

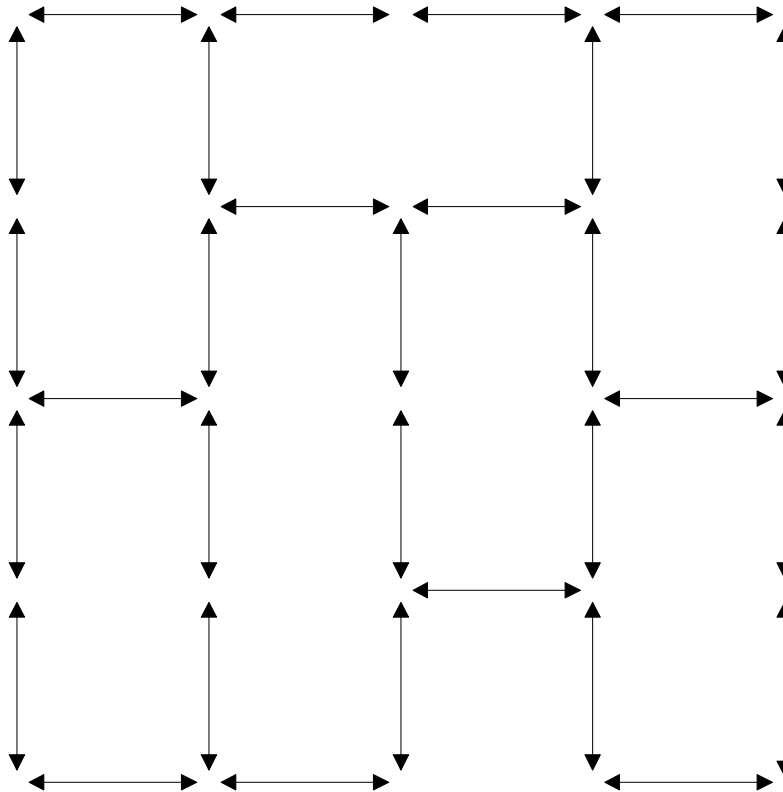
So the first hunter set his blowgun to his lips. His aim was true and the tiny arrow buried itself in the sleeper's heart. Little did he know, that this was none other than the mighty Chuk'aa, the hero to whom the spirits themselves had granted invulnerability as a reward for his countless deeds of valor. Chuk'aa just grunted sleepily and brushed the arrow off with his hand as if it had been of no more consequence than a mosquito's sting. At that the three brothers grew frightened, but their greed was still stronger than their fear. The second brother tried to kill the stranger, and then the third - all to no avail. Mere mortal weapons could not harm Chuk'aa, beloved of the spirits.

It was only then that Chuk'aa awoke, and it did not take him long to understand what was going on. Chuk'aa grew very, very angry. "Miserable thieves!" he thundered. "Did you really think to catch the great Chuk'aa unawares? Well, I shall teach to murder peaceful travelers in their sleep!" With those words he advanced upon the three brothers, and when he was done, not one of them remained standing.

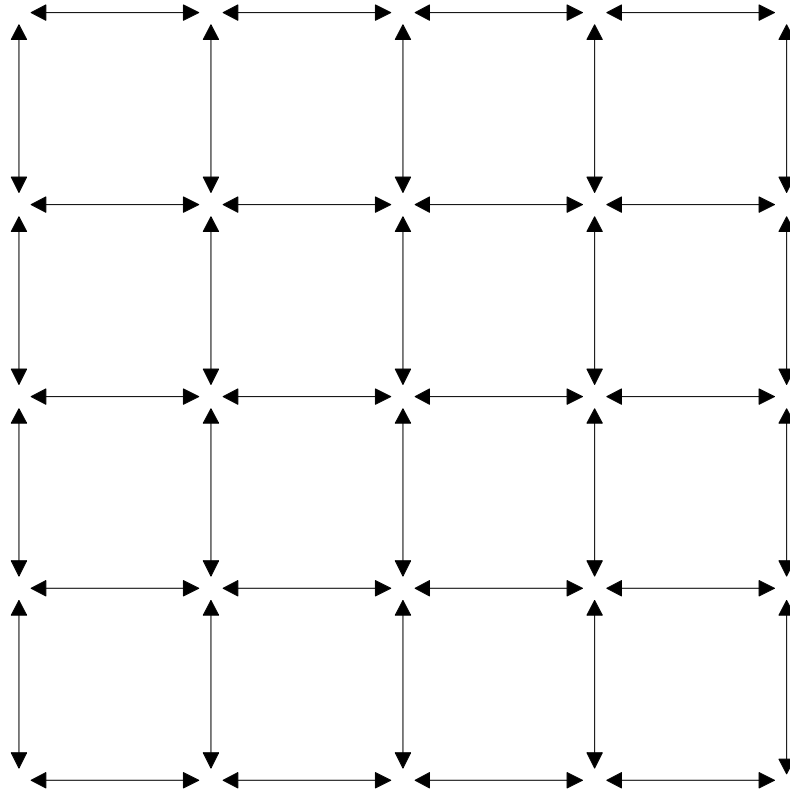
Arms akimbo, Chuk'aa surveyed the groaning would-be murderers. "Let that be a lesson to you," he said, "and tell your people that if I ever hear of another shu laying hands on one of his brother-shu, be it for greed or for any other reason, he will suffer a much worse punishment than the three of you. Now go!"

The three brothers dragged themselves back to their village and reported to the elders what had happened to them. Word of it soon reached the other shu tribes and, within a few days, spread throughout all of Malatra. And ever since that time, no shu has dared harm another shu, for they are afraid that Chuk'aa might still be watching.

DM Aid #3 (Solution to Puzzle #2)

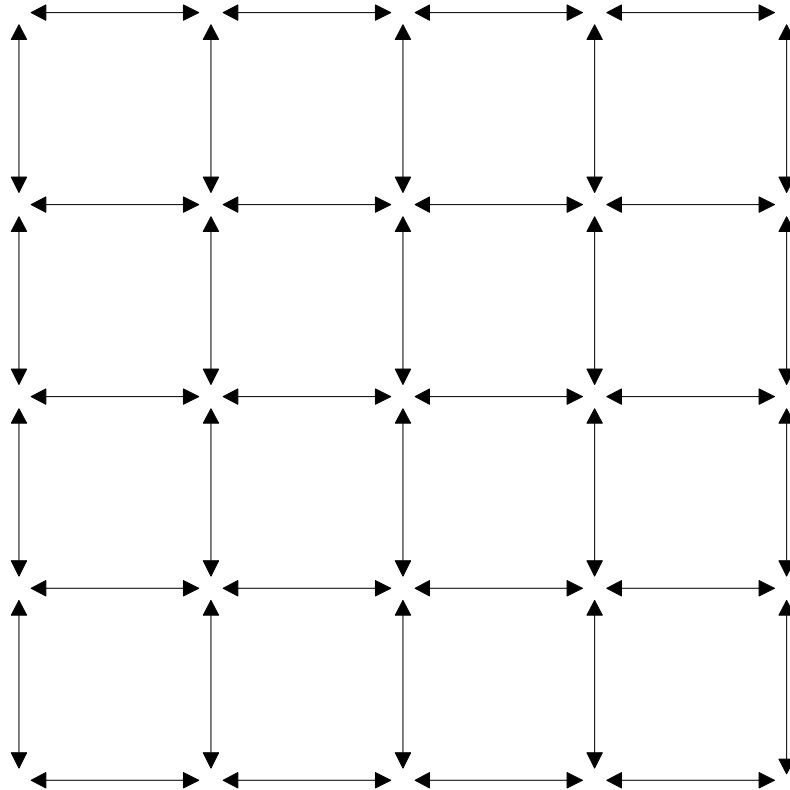


Player's Handout #1



Looking at the twigs, you see they are set up in the following pattern. The shu exclaims, "there are 16 squares here with one twig on a side. But how many squares are there in all?"

Player's Handout #2



Having successfully given the shu the correct answer to the first puzzle, the shu exclaims, "take away nine matches and make every square of any size vanish?"