

Infection

A One-Round D&D Living Jungle Scenario

By Christopher Reed

A shu tribe is stricken by a strange disease. The shu are convinced only the healing spirits of the jungle can save them and ask your help in retrieving some rare ingredients. Who knew you would stumble upon a darker secret - one that could mean the death of all shu, everywhere. 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 - 10th) Living Jungle heroes but combats for those parties with lower levels has been added.

This scenario begins with the heroes having already been summoned to the village of Big Chief Bagoomba by the council of elders. The heroes are asked to speak with them of their upcoming mission.

The Council of Elders has been in the village to ensure that the next chief of the tribe is chosen fairly with the recent death of Big Chief Bagoomba in the battle with Tiger. While there, the council heard of a shu tribe in need. With the servants of Tiger now in hiding, they fear that every creature that can help find and rid these servants from Malatra must be helped in their time of need.

The council of elders ask the heroes to swiftly venture forth to the shu tribe of Jengi. From there they should offer them whatever aid the tribe needs so they can quickly recover from this disease and be ready for any conflicts with the servants of the Tiger that may arise. 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.

Before departing on their journey, the heroes are greeted by Ten, who is shu. He offers each of them one of his special brews.

Once on their journey, the heroes come across a butu, named Butta, who has a fancy headdress consisting of many feathers. He offers the heroes any information he has and also the opportunity to trade for several items he has obtained.

Continuing on their journey to the tribal village of Jengi, the heroes eventually come across a pack of dire boars 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 Buster, one of the warriors of the tribe. He shows the heroes how the entire village has been affected by the disease, save a handful of villagers. Buster is one of those who has escaped the effects of this disease, along with Blu who is learning to be a brave warrior from Buster.

However, to the tribe's benefit, Buster had been searching for a cure when he was greeted by one of the spirits in the forest. He did not see the spirit, as it would not show itself, but it spoke to him. The unseen spirit was curious why Buster would venture into the forest alone, which is rare for any shu. Buster informed the spirit that he was looking for a cure for his tribe. The

spirit informed Buster a certain type of rare fluorescent moss near the edge of the Yaku Plains (Black Plains) could be able to assist Buster with the curing of his people. With this information, Buster returned to his village and sent Blu, an even younger shu warrior, to the tribe of Big Chief Bagoomba for aid and asked him to quickly return once the message was delivered. Meanwhile, Buster would care for those in the village.

The truth of the matter is that the spirit is really just a jungle doppelganger who plans to cure the Jengi tribe, but for its own personal gain. This reason will be learned later on.

Once at the village, the heroes have the option of doing a number of things. These options include talking with the sick chieftain (Futori), investigating the location of where Buster had talked to the unseen spirit (jungle doppelganger) or going directly to where the fluorescent moss could be found, as the spirit informed Buster.

On their trek to get the moss, the heroes get the feeling that they are being watched, but are not able to determine that it is really the jungle doppelgangers. Also, they encounter several obstacles including the heavy rains, snakes and of course, garuda.

After encountering all of that they meet a strange spirit that resembles a baboon with some Nubari mannerisms. This spirit will help guide the heroes to the fluorescent moss that they seek.

At this point, the heroes should return to the village with the fluorescent moss, at which time they are asked to give it to Buster who goes speak to the unseen spirit. Buster allows the heroes to go with him to greet the spirit. After giving the fluorescent moss, the spirit asks Buster and the heroes to return in three days, during which time it will prepare the cure for the tribe. When Buster and the heroes return, they find the cure awaiting them.

After several days, the members of the Jengi tribe will have recovered from the infection and give thanks to the heroes.

Player Introduction

You had been informed that the council of elders wanted you so they could speak to you about a grave matter. You made sure to make haste to reply to their urgent call.

Upon coming to the village of Big Chief Bagoomba, you are escorted into a hut where several others are currently being led too.

Have those heroes who can cast spells, pick them at this point.

The heroes have all been gathered to this hut so they could meet each other before they speak to the council of elders. Let the heroes give physical descriptions and introduce themselves at this point in time.

While the heroes are introducing themselves, two beautiful young Nubari women (Char 16) will bring them food and drink. If any of the heroes attempt to talk with them, they will only giggle with each other and continue bringing the heroes food and drink. If there is any Nubari man with a Charisma of 12 or greater, they will shoot looks at him, whisper to each other and giggle to themselves.

When everyone is done, continue to the Encounter One.

Encounter One (You Called?)

After meeting several other heroes of Malatra, you are asked to meet with the Council of Elders.

You are led to a hut by two quiet Nubari men, who only gesture to you on where you are to go. Entering the hut you see the members of the Council of Elders chatting amongst themselves.

After a moment, they look towards you and Bengoukee, the korobokuru witch-doctor. Bengoukee looks old and pale, his face thin. He begins to speak, "Great heroes of Malatra, I am glad you have answered our call. The Jengi tribe of shu is in need of your assistance. Several suns ago, a little shu from their tribe came here seeking aid. He quickly requested that we send help as his tribe is dying from a grave disease and with that he abruptly left, heading back to his tribe. As the Jengi are not known to encourage visitors, we fear that they are near extinction.

"Thus this is the reason, you are here now. I and the other members of the Council of Elders ask that you go to the Jengi tribe of shu and give whatever assistance they need to rid them of this disease. Their aid in the battle with the now hiding servants of Tiger may be needed, so I ask that you go now and help them."

With that he slowly rises to his feet. "Beware of the ever watching eyes of the servants of Tiger," and with these words he motions for you to leave.

When the heroes leave the hut, a supply of food and weapons is waiting for them. Also, three *goodberries* are given to each PC by the shaman, Nick-Nicki-Tembell, a Nubari woman. The *goodberries* will last for seven days before they go bad and rot.

The heroes are allowed to take whatever common (starting) weapons they can carry and all the food they need.

As the heroes gather their equipment and begin to leave the village, a small shu approaches them. This name is Ten and he always talks in third person.

He starts to ask the heroes numerous questions such as:

- Where are you going?
- Is it going to be dangerous?
- How long will it take you?
- Are you scared?
- What do you think you'll encounter?

After the heroes tire of his questions, he offers them a drink of one of his special brews before going on their journey. At this point, check to see which heroes take and consume the drink. If they hesitate, Ten informs them how tasty and delicious these drinks are. If any PC still hesitates, Ten sighs and offers the next PC a sample one of his drinks.

This is the only chance the heroes will have to get a drink from Ten. Additionally, if they do not drink the brew before leaving the village, it will lose all magical properties and only have a horrible taste to it.

Any PC who consumes a drink before leaving the village feels a strange tingling that will start in their mouth and move to the rest of their body. Additionally, but unknown to the heroes (*so don't tell them*), is that the first time (*and only for the first occurrence/attack*) they would normally take damage, they have an effective Damage Resistance 20.

When the heroes leave the village, proceed to the next encounter.

Encounter Two (Moving on Out)

As you leave the village of Big Chief Bagoomba heading around Fire Mountain, you see the sun has just hit its highest point in the sky. A few clouds off in the far distance drift slowly towards you.

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

Continuing onward for a small period of time, you see a small butu bounding quickly towards you. He has a large colorful headdress and appears to have a bag or sack made of some kind of hide.

The butu is Butta and he is trying to get the heroes' attention. He is wearing the normal grab of a butu, with the exception of his large headdress. This headdress has nearly one hundred feathers from around Malatra.

Butta also has several items that he is willing trade with the heroes, but of course he wants some good stuff in return.

Butta has the following four items, which the heroes can trade for:

1. A short thin piece of ceramic about 12 inches long and 1/4-inch thick. It has some strange carvings engraved into it.
2. A small leather bag with a few props and some makeup. If some of its contents are used for 10 minutes, it provides a +2 circumstance bonus to a Disguise check. There is enough makeup for twenty uses.
3. A necklace made of three irregular pieces of jade. It is extremely beautiful, as it almost seems to radiate when held in the sun.
4. A small leather bag filled with diamond dust.

Butta is willing to trade with the heroes, but will expect to get something good in return. Butta will only trade for certified items that the heroes have. Certificates for the items should be given to the PC who successfully traded for them with their voided items attached to the new certificates.

If the heroes mention that they are on their way to the Jengi tribe of shu, he mentions that he has heard that most of the tribe is very sick. Additionally, he has heard that the disease is unlike any natural sickness that has been encountered before. He does not know how or why only this tribe has been affected. He just hopes that the heroes do not get sick too by entering the village.

Butta, male butu Rog10: CR 9; Small Humanoid (3 ft. 6 in. tall); HD 10d6+10; hp 40; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+5 natural, +4 Dex); Atks +7/+2 melee (1d4+1 [crit 19-20], knife); SA Rog sneak attack (+5d6); SQ Rog evasion, Uncanny dodge, Skill Mastery; AL CN; SV Fort +3, Ref +7, Will +3.

Str 10, Dex 19, Con 12, Int 14, Wis 10, Cha 12.

Skills: Appraise +12, Diplomacy +8, Hide +8, Intuit Direction +8, Knowledge (Nature) +2, Listen +8, Profession (Tradesman) +12, Search +8, Spot +8;
Feats: Dodge, Endurance, Improved Initiative, Run.

If the heroes attack Butta, he attempts to run away and disappear with his items for trade.

When the heroes are done talking/trading with Butta, he hurriedly moves onward.

Encounter Three (Attack!!!)

Having met with Ten, the brew master, and Butta, the butu trader, you continue onward. Night begins to fall and you begin to tire from the long 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. Suddenly, something catches your eyes.

The dire boars get a surprise round to charge into melee, unless the heroes make a successful Spot or Listen check (DC 10). The dire boars start out about 35 feet away from the heroes.

Low Tier (EL 6)

Dire Boar (2): CR 4; Large Animal; HD 7d8+21; hp 52 (each); Init +0; Spd 40 ft.; AC 15 (-1 size, +6 natural); Atks +12 melee (1d8+12, bite); Face/Reach 5 ft. by 15 ft./10 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +8, Ref +5, Will +6

Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +10, Spot +10

Special Abilities: **Ferocity**—They are such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Special Qualities: **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 10)

Dire Boar (8): CR 4; Large Animal; HD 7d8+21; hp 52 (each); Init +0; Spd 40 ft.; AC 15 (-1 size, +6 natural); Atks +12 melee (1d8+12, bite); Face/Reach 5 ft. by 15 ft./10 ft.; SA Ferocity; SQ Scent; AL N; SV Fort +8, Ref +5, Will +6

Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

Skills: Listen +10, Spot +10

Special Abilities: **Ferocity**—They are such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Special Qualities: **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.

Dire boars grow up to 16 feet long and weigh as much as 2,000 pounds. A dire boar charges its opponents, trying to rip them open with its tusks.

After the heroes have dealt with the boars, they will encounter nothing further until they reach the Jengi tribe.

Encounter Four (The Jengi)

Having dealt with the boars, 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 notice that there is only a lone shu warrior who is seemingly on guard but has fallen asleep.

See what the heroes do at this point. If they make a lot of noise as they pass the shu warrior (Blu), he suddenly wakes up and asks them to halt. He asks the heroes their business and once he has heard their story, quickly ushers them into the village to speak with Buster.

If the heroes sneak past the shu warrior (Blu), they are able to walk into the village uncontested. After a moment, the shu warrior comes running after them.

As the heroes enter the village, read the following:

Entering the village of the Jengi tribe, you see a small group of shu in a circle around an elder shu. Each of the shu seems to be quite thin and frail, almost as if they hadn't eaten for about a week. Additionally, their tattoos almost appear to be fading.

Coming closer, you can hear one of the elder shu has just started a tale.

At this point, read the tale from **DM Aid #1**, which is about why a shu should never hit another shu.

After reading the tale, continue with the following:

Having heard the tale from the wise old shu, a young shu warrior approaches you. "Are you the heroes that have been sent here by the Council of Elders to aid us?"

The shu warrior is Buster and he is one of the few shu here that has not been affected by the disease. Blu, the warrior on guard duty, is another one.

Buster is extremely happy that help has come for his tribe. He quickly explains that a short while ago the majority of the tribe, including the chief, fell ill to a strange and unknown disease.

He had been searching for a cure until he encountered one of the spirits in the jungle. He only spoke to the spirit, not having seen it. Nonetheless, the spirit agreed to help Buster but stated that he would have to retrieve a certain type of rare fluorescent moss from near the Yaku Plains for it to be able to finish a successful cure. At this point, Buster sent Blu to the village of Big Chief Bagoomba.

His biggest hope is that the heroes will find and retrieve the fluorescent moss and bring it back to him. Unfortunately, he knows little else but will take the heroes to speak with the chief of the Jengi (**Encounter Five**) and/or the spirit (**Encounter Six**).

If the heroes wish to sleep in the village, Buster insists that they sleep outside the circle of leafy huts unless the PC is a member of the Jengi tribe. Additionally, Blu will watch the heroes during the night.

The heroes may also wish to try and cast *cure disease* or use other healing on the infected shus. This will help them for a short time, perhaps a week or so, but to totally remove the disease a permanent cure must be found and the fluorescent moss is the key.

Encounter Five (Chief of the Jengi)

Read the following if the heroes decide to talk with the sick chief of the tribe:

You follow Buster to see Futori, the chief of the Jengi tribe. Before entering the leaning hut, Buster motions for you to be as quiet as possible.

Upon entering, you see a pair of elderly shu lying on reed mattresses. They lie nearly motionless with their eyes closed. The chief then opens his eyes and as they flicker slightly. His mate however remains motionless except to take in an occasional breath of air. For those who can smell, the scent of death looms heavily in the air.

As the heroes enter the hut, Buster goes to Chief Futori's side and waits. The chief looks upon the heroes

and waits for any questions they have. He speaks slowly almost as if they are to be his last words.

He is able to tell the heroes that this disease started to affect most of his tribe over a month ago. At first, it had little consequences except that those who were affected got tired much more quickly. During this time Buster started to look for a cure. However, after a few weeks they also became increasingly less hungry.

Buster has been forcing them to eat but the tribe cannot live like this forever, a cure must be found. Futori will plead with the heroes that without their help most of the members of his tribe will surely die.

Encounter Six (The Spirit)

Read the following if the heroes decide to go with Buster so they can speak to the spirit who has offered to help cure the Jengi tribe of their infection.

You follow Buster into the jungle so you may speak with the spirit that he spoke of. After what seems like hours, Buster suddenly stops before one of the large trees in the jungle.

He then kneels to the ground before the tree and begins to speak, "Great Spirit, I have brought friends who seek to aid me in returning the rare fluorescent moss to you in hopes that you can cure my tribe. But they wished to meet you, so I brought them to you."

At this point Buster allows the heroes to ask the spirit any questions they have. The spirit is actually the tree before them, but the voice will seem to be coming from the sky itself.

The spirit needs the fluorescent moss so it can create a cure for Buster's people. Without it, his people will surely die.

If asked about the servants of Tiger, the spirit informs them that they should not worry about them but does not go into further details.

In reality, the tree is a jungle doppelganger (statistics can be found in **DM Aid #2**). It does have the ability to heal the tribe if the heroes can get the fluorescent moss. It also has every intention of doing so but for reasons that will not be dealt with here and now.

Additionally, it has prepared and used a magical salve, which will keep divination magic from working on it. Thus spells like *detect evil* or *detect chaos* will have no effect on it.

Encounter Seven (The Journey Begins)

You begin your journey to find the fluorescent moss, the clouds that you saw before on your trek to the village are coming closer but still a bit off. You travel all day and night begins to fall.

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 again not knowing how long it will take you to reach your destination.

See how the heroes are traveling (swinging through trees, flying, walking, etc) through the jungle.

Also inform them, they get an eerie feeling that they are being watched, but any attempts to determine what is spying on them will prove unsuccessful. As the DM, you may wish to have them make some skill checks such as Listen, Search or Spot to add to the drama of the situation but all attempts will prove unsuccessful.

It will take the heroes a total of six days to get to the edge of the Yaku Plains near where the fluorescent moss grows.

Encounter Eight (It's Raining; It's Pouring)

Pressing forward you start to see that the clouds you noticed before have now caught up to you. They are black as the night and have started to make the sky become dark. The wind wipes past your face, as the storm nears you.

A storm has come upon this part of the jungle. In about ten minutes, it will start to rain heavy accompanied by a strong wind. The heroes either have the option to continue forward or try to take some type of shelter.

If the heroes decide to press forward or not take shelter, they are hit by several branches that have been ripped from the trees by the gale-like winds. Those affected take 2d4+2 points of damage (1d4+1 for low tier).

If the heroes decide to take cover, they take either 1d4 points of damage if the shelter is minimal or no damage if the shelter is above adequate.

Encounter Nine (Watch your Step)

Pressing on, the ground below those of you who are traveling on the ground is quite muddy from the heavy rains. It seems that it is slowing you down slightly.

See what the heroes do at this point in time. This may cause some heroes to change their mode of travel. Aarakocra may begin to take flight if they hadn't already and those heroes who are able may cast the *fly* spell. This will keep them from keeping in direct contact with those heroes who cannot travel by air since they are still in the jungle. Alternatively, the heroes may take other precautions such as tying a rope to each other or test the group with a large stick or branch to see if it is safe. Give the heroes a chance to determine what they are going to do and their marching order.

If the heroes do not take any serious precautions, continue with the following

Stepping through the mud, (first PC) suddenly falls into the ground. You soon realize that (first PC) has just stepped into a huge mud pit.

The heroes have to find a way to get their compatriot out of the mud pit and quickly. They also have to be careful so they too don't succumb to the same fate.

The mud pit is about eleven feet deep, ten feet wide and twenty feet long.

The PC that fall into the mud pit will have three rounds to get out of the mud pit before he will start to choke on the water and mud that has enveloped him.

For each round the PC is choking on the water and mud, he will take 10% of his total hit points in damage. Thus, any PC who falls into the mud pit will have a total of thirteen rounds to get themselves out of it.

Encounter Ten (Just a Friendly Hug)

Having survived the heavy rains, you continue onward in search of the fluorescent moss. You continue through the heavy jungle as another day passes you by.

See what mode of travel the heroes are currently using (swinging through trees, flying, walking, etc) and what their marching order is.

The hero(es) in front that are traveling by ground or through the trees are attacked by constrictor snake(s) which drop down on the hero(es), first attempting to bite them and then squeezing them with their powerful bodies.

Low Tier (EL 5)

Snake, Giant Constrictor (1): CR 5; Huge Animal; HD 11d8+11; hp 50 (each); Init +3 (Dex); Spd 20 ft., climb 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural); Atks +13 melee (1d8+11, bite); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Climb +18, Hide +3, Listen +9, Spot +9

Special Abilities: **Improved Grab**—It must hit with its bite attack. If it gets a hold, it can constrict. **Constrict**—It deals 1d8+10 points of damage with a successful grapple check against Large-sized or smaller creatures.

Special Qualities: **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 7)

Snake, Giant Constrictor (2): CR 5; Huge Animal; HD 11d8+11; hp 70 (each); Init +3 (Dex); Spd 20 ft., climb 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural); Atks +13 melee (1d8+11, bite); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d8+10; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4

Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Climb +18, Hide +3, Listen +9, Spot +9

Special Abilities: **Improved Grab**—It must hit with its bite attack. If it gets a hold, it can constrict. **Constrict**—It deals 1d8+10 points of damage with a successful grapple check against Large-sized or smaller creatures.

Special Qualities: **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.

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies. Giant constrictors are more aggressive than their smaller cousins. They can constrict opponents of up to Large size, dealing 1d8+10 points of damage per round.

When the heroes have dealt with the snake(s), continue with the next encounter.

Encounter Eleven (Interesting)

Continuing forward another three days pass. Soon, you start to get a feeling that you are being watched again. You can feel the presence of someone or something watching you.

Have the heroes with the following skills make a skill check: Listen (20), Search (20), Spot (20). If any PC makes one of the skill checks they notice that there are several birds flying overhead almost seeming following 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 will fly away using the trees for cover.

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

After giving the heroes a little scare, continue with the next encounter.

Encounter Twelve (Obligatory Garuda Attack)

You continue on your quest through the jungle still in search of the fluorescent moss that the spirit informed you would be able to help it help the Jengi tribe of shu.

Suddenly . . .

Have those heroes with the following skills make the appropriate checks:

- Listen (DC 10)
- Spot (DC 15)

Either two or eight garudas (megaraptors) come charging the heroes. They start about 50 feet away from the heroes, but quickly charge into melee.

Low Tier (EL 8)

Garuda (Megaraptor) (2): CR 6; Huge Beast; HD 8d10+32; hp 76 (each); Init +2; Spd 60 ft.; AC 16 (-2 size, +2 Dex, +6 natural); Atks +9 melee (1d8+11, rake), +4 melee (1d4+2, 2 claws), +4 melee (2d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SQ Scent; AL N; SV Fort +10, Ref +8, Will +4

Str 21, Dex 15, Con 19, Int 2, Wis 15, Cha 10.

Skills: Hide +8, Jump +15, Listen +13, Spot +13

Special Qualities: **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 12)

Garuda (Megaraptor) (8): CR 6; Huge Beast; HD 8d10+32; hp 76 (each); Init +2; Spd 60 ft.; AC 16 (-2 size, +2 Dex, +6 natural); Atks +9 melee (1d8+11, rake), +4 melee (1d4+2, 2 claws), +4 melee (2d6+2, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SQ Scent; AL N; SV Fort +10, Ref +8, Will +4

Str 21, Dex 15, Con 19, Int 2, Wis 15, Cha 10.

Skills: Hide +8, Jump +15, Listen +13, Spot +13

Special Qualities: **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.

This creature is simply a larger version of the deinonychus, with the same habits and abilities.

A megaraptor has a brightly colored hide, making it look like a topical bird. The dinosaur is bright green, orange, yellow, or red along its back and flanks, with a much lighter shade of the same color on its underside. The body has dark spots or stripes.

A megaraptor uses a terrible combination of speed, grasping forearms, large teeth and hind legs with ripping talons. It hunts by running at prey, leaping, and raking with its rear talons as it claws and bites. The rakes count as one attack. A megaraptor often jumps on top of a larger creature and holds on with its front claws while continuing to rake with the rear talons.

The megaraptor has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics. When charging, it uses only its rake attack, dealing 2d8+7 points of damage.

A megaraptor receives a +8 racial bonus to Hide, Jump, Listen, Spot and Wilderness Lore checks.

Encounter Thirteen (The Baboon Spirit)

Another day passes, as you continue your journey. Soon you near the Yaku Plains (Black Plains). Those who have been to the Yaku Plains get the feeling that the Yaku Plains is slightly smaller. However, no vegetation is growing within the ash and not even a single bird is flying high above the plains.

You are careful to avoid going into the Yaku Plains knowing that it is taboo land. Plus the thought of breathing ash does not appeal to you either.

After another day of travel you see a lone tree a few hundred years away from the edge of the plains. It is quite large perhaps three times larger than an average tree. It is also extremely wide almost to the point of being out of proportion.

As you approach, a figure swings down from it and lands just in front of you. Readjusting your eyes, you see it is a baboon. He stands curiously looking at you with a staff in his hand that is firmly planted into the ground.

Wilderness Lore or a Knowledge—History skill (DC 20) will reveal that the Yaku Plains is taboo to all Malatrans because of the choking dust that causes ‘Choking Sickness.’ This is also sometimes called ‘The Wasting.’ The plains are also known to be the home of several strange and deadly creatures. The Taboo Sense feat will reveal all this, but also that the Yaku Plains is inhabited by spirits both good and evil.

This baboon is known as Rafiki and he is a lesser spirit who lives in the huge tree. He looks like a baboon but has some human-like features and mannerisms to him. Heroes may think at first he is a saru, for some saru have baboon-like markings. They might also think he is some kind of katanga. He is neither. He is a jungle spirit.

He motions for the heroes to follow him and then swiftly starts to run up the tree. If the heroes decided to run after him, have them make a Dexterity check (DC 10) to avoid running into any of the branches while pursuing him. Any PC that runs into a branch will take 1d2 points of damage.

Rafiki is able to speak Nubari and when he speaks to the heroes, he does so in riddles and in sentences that may be puzzling to them.

When the heroes have followed him into the tree read the following:

Followed this strange creature, you suddenly see him stop placing his large hand up indicating for you too to stop. As you come to a stop, you see that a portion of the inside of the tree is quite hollow and this baboon has made it home. Looking around you see a grass bed along with a small pile of coconuts and other fruits.

Additionally, on the walls are several painted pictures. One of them looks much like a lion. Another picture of a Nubari male appears to have been rubbed out. A third appears to be a pale and weak korobokuru.

The walls are painted with the heroes and major people of Malatra. If the heroes take time to look at the walls, they might (Spot DC 30) find themselves on the wall.

The picture of the Nubari male that has been rubbed out is actually Big Chief Bagoomba, who has

just recently died in the battle with Tiger. The korobokuru is Bengoukee.

After the heroes have had a chance to look around, continue with the following.

After taking a short time to familiarize yourselves with your new surroundings, you see the baboon sitting cross-legged, eyes closed, with his hands extended as if he is in meditation.

When heroes finally get around to asking him a question, he stays motionless at first answering them with great wisdom but then he quickly leaps up to another spot in the tree.

If asked about why their picture is up on the wall, he will only ask them why it shouldn't be. If asked about the Bengoukee image, Rafiki will shrug and say, "Soon the circle will come round again. That is how it should be."

If asked if he knows where they can find the fluorescent moss, he will state yes and question the heroes if they know. If the heroes tell him no, he will exclaim that they is because they are not using their eyes. If any PC asks him what this means, he will swiftly hit them on the head with his staff causing no damage but will leave a rather large bump on their head.

At which point he will say, "***You must always use your eyes. There are many things around you that you do not know understand or even know about. If you continue to walk aimlessly about the jungle, you will only realize that you are a baboon and I am not. Now look to your ancestors and the spirits that now live in the sky.***"

With those words, Rafiki starts to twirl his staff around as the slaps some type of paste upon each of your foreheads. Within moments, the scenery around you changes from that of the inside of the tree to the plains with the night sky above you. The stars in the sky shine brightly as you see Rafiki run ahead of you. He tosses his staff towards you, then jumps up and disappears into the night sky.

As you stand there under the night sky, you start to see the stars forming into a figure. You quickly realize that the form is a lion and it is running from overhead into the distance.

What Rafiki is trying to relay to the heroes without telling them is that there much more going on in Malatra then they are aware of. By calling them a baboon, he is really just calling them a fool for not understanding this.

Rafiki's hint is for the heroes to look to the night stars for the location of the fluorescent moss. If the heroes run after the lion formed from the stars continue with the next encounter.

Encounter Fourteen (The Stars)

If the heroes chase after the stars that have formed into a lion, continue with the following:

Seeing the lion created by the stars running across night sky, you decide to give chase. You run across the Yaku Plains (Black Plains) for what seems like hours until to come to the end of the jungle once again.

The trees in the jungle seem to glow in the night sky as if it was magic.

Sarus might be a bit nervous about this and lower level sarus might even run in fear.

If the heroes approach the trees, they find that the trees are not glowing but rather a fluorescent moss that is growing on them.

The moss can easily be collected.

Encounter Fifteen (Return Home)

Having retrieved the fluorescent moss, you make your way back to the tribal village of the Jengi. You find your return surprising easy, almost as if someone or something is watching over you.

Entering into the village, you are greeting by Buster. He quickly thanks you then asks you for the fluorescent moss.

Once Buster is given the fluorescent moss, he runs toward the location of the spirit. See which heroes decide to follow Buster. Most heroes should not have a problem keeping up, since Buster is a shu with a low movement rate.

For those who followed, read them the following:

Following Buster, you travel for a bit of time. Suddenly Buster stops before a great rock amidst the trees and yells out, "Spirit, these heroes have done it, they have retrieved the fluorescent moss as you have asked."

With that a voice comes from high up, "You have done well. Come back here in three days and I will have a cure for you." The voice is unremarkable, neither booming nor threatening.

With that the voice goes silent, Buster places the fluorescent moss on the ground in front of the tree and turns to return to his village.

In reality, the spirit is a jungle doppelganger (statistics can be found in **DM Aid #2**). It does have the ability to heal the tribe if the heroes can get the fluorescent moss. It also has every intention of doing so but for reasons that will not be dealt with here and now.

Additionally, it has prepared and used a magical salve, which will keep divination magic from working on it. Thus spells like *detect evil* or *detect chaos* will have no effect on it. If the heroes try to Search, Spot, or tracking, they will find two pressed places where the doppelganger was standing behind the rock, but nothing else.

Conclusion: Success

Three days have passed since the fluorescent moss was given to the spirit. Buster has just returned to the village with cure for his people, the Jengi. Everyone who has been affected by the disease is given some of the cure.

The day passes and night falls and in the morning the Jengi tribe seems to be back to normal as the village is alive once again. The shu are running about the village and don't seem to be quite as thin as before and their tattoos are bright and vibrant once more.

In thanks, you are offered a body piercing, if you so desire. Additionally, one of you is offered the right to have a tattoo placed upon your skin. Lastly, Buster presents you with his blowgun for thanks for saving the Jengi tribe.

Each of the heroes is given a body piercing, if they so desire. To refuse it would not be considered an insult.

You, as the judge, should also select one PC who is 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 PC refuses another one can be offered this great honor.

If there is a shu PC in the party, the party will be presented with a masterwork blowgun. It is expected that the shu will be the one to take this item. If no shu are present, then it will be given to someone else. The blowgun gives a +1 to hit.

Conclusion: Failure

Read the following if fluorescent moss was not retrieved:

You have failed the Jengi tribe of shu. You can only hope that other heroes of Malatra will come to their aid and that this disease will not spread across Malatra.

The heroes are asked to leave the Jengi for they wish to die in peace.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

PLEASE NOTE, the lower of the two experience totals should be awarded for those encounters if this scenario was run using the low tier.

Encounter Two:

Learning information from Butta 25 xp

Encounter Three:

Defeating boars
Low: 50 xp
High: 150 xp

Encounter Six:

Talking to the spirit 25 xp

Encounter Eight:

Avoiding all damage from storm 25 xp

Encounter Nine:

Avoiding falling into the mud pit 25 xp

Encounter Ten:

Defeating snakes
Low: 50 xp
High: 150 xp

Encounter Twelve:

Defeating garuda
Low: 125 xp
High: 425 xp

Encounter Thirteen:

Peacefully dealing with the spirit 25 xp

Encounter Fourteen:

Following the stars and obtaining fluorescent moss 25 xp

Encounter Fifteen:

Going with Buster to see spirit 25 xp

Total experience for objectives Low: 400 xp

High: 900 xp

Discretionary roleplaying award 0-50 xp

Total possible experience Low: 450 xp

High: 950 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two:

- **Ceramic Stick:** This short thin piece of ceramic about 12 inches long and 1/4-inch thick. It has some strange carvings engraved into it. The certificates that were used as trade for this item should be voided and attached to this certificate. (This stick was traded to you by Butta, the butu trader.)
- **Disguise Kit:** This disguise kit contains a few props and some makeup. If some of its contents are used for 10 minutes, it provides a +2 circumstance bonus to a Disguise check. There is enough makeup for 20 uses. The certificates that were used as trade for this item should be voided and attached to this certificate. (This kit was traded to you by Butta, the butu trader.)

- **Jade Necklace:** This necklace is made of several irregular pieces of jade. It is extremely beautiful, as it almost seems to radiate when held in the sun. The certificates that were used as trade for this item should be voided and attached to this certificate. (This necklace was traded to you by Butta, the butu trader.)
- **Diamond Dust:** This finely ground dust is the remains of a diamond. It has been put into a small leather bag for safekeeping. The certificates that were used as trade for this item should be voided and attached to this certificate. (This dust was traded to you by Butta, the butu trader.)

Encounter Two:

- **Runestaff:** This staff has the divine spells *shield of faith*, *prayer*, *freedom of movement*, *restoration* on it, each at 7th level. Casting one of these spells is like casting it from a scroll. (This runestaff was given to you by Rafiki a spirit of the jungle to aid you in your future endeavors.)

Conclusion:

- **Body Piercing (for each PC that desires it):** This PC has chosen to receive a body piercing from the Jengi tribe of shu for helping to save them from a grave inflection. The PC has a small obsidian piercing that is located as indicated below. They are considered friends of the Jengi tribe and will not be viewed with suspicion. (This body piercing was performed for you by the Jengi tribe for saving them from a deadly disease.)
- **Tattoo:** This heroic PC 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 bonus to Bluff and Diplomacy skill checks when dealing with the Jengi tribe. (This tattoo was craftily performed for you by the Jengi tribe for saving them from a deadly disease.)
- **Blowgun of Buster:** This blowgun grants a +1 masterwork bonus to hit.

DM Aid #1

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 #2

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

Challenge Rating: 3

Jungle doppelgangers are strange beings that are able to take on the shapes of any being native to Malatra.

Jungle doppelgangers make excellent use of this natural mimicry to stage ambushes, bait traps and infiltrate humanoid society. They are interested only in themselves and Tiger 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.