

Mama Needs Her New Pair of Shu

A One-Round Living Jungle Adventure
For Heroes of 1st through 5th Level

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BLURB: The Simbuki tribe of Shu have seen their Chief Wutuka pass his crown to the outsider Booda, one with bad luck. Bad things have happened in the two years he has been chief, but nothing bad is going to happen now, is it? An adventure for heroes of levels 1-5.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way their ratings and comments will not influence you.

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

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

DM INFORMATION

This tournament is an adventure using the new tiering system for living jungle.

This module is the third in the Shu series, which started with *If the Shu Fits*, and then went into *The Soulless Shu*. What has transpired thus far: in *If the Shu Fits*, the elderly Chief Wutuka was getting close to dying, and needed a replacement as new chief of the tribe. The way of the Simbuki is to have a competition to see who is most worthy of leading the tribe. An outsider by the name of Booda won the challenge and earned the honor of becoming the new chief.

In *The Soulless Shu*, Booda was being crowned chief of the Simbuki, when black leopard katanga attacked. Chief Wutuka died during the attack. Chief Wutuka's body was then stolen by the black leopard katanga, and prepared for an evil sacrifice.

The black leopard katanga were lead by Fazook, a servant of Tiger. The heroes attacked the campsite of the black leopard katanga defeating and killing them, and rescuing Chief Wutuka's body.

When the heroes returned to the village, they were treated as heroes and were asked to assist in a marriage ceremony between Cenari, a member of the tribe, and Tweek, his advisor from when he attempted to become the chief of the Simbuki.

We now pick up two years later at the annual Festival of the Simbuki. Disaster will once again strike the Simbuki, as trouble follows Booda the new chief; and it will be up to the heroes to once again save the day.

Once again black leopard kantagas will attack the village, but this time they are after Cenari and Tweek's two baby boys. The boys' names are: Ekana, which translates in meaning to "strength, firmness, and long life"; and Huko, which translates in meaning to "heart, mind, and spirit."

Little do any of the simbuki know that the spirits of many simbuki ancestors reside within the boys. These spirits embody the very aspects of the children's names. They represent for all the shu these qualities, and must be protected to ensure good fortune for the shu in the troubles to come. The boys, just like their father Cenari, are descendants of the greatest Shu warrior ever to have lived, the Mighty Chuk'aa.

These particular black leopard kantagas are allies of Tiger. The servants of Tiger have revealed the boys' true natures to the black leopard people, and asked for the boys to be killed. Slaying the boys would help put an end to the future of Shu, for without the spirit of their greatest warrior, the shu would likely perish.

Living Jungle can be deadly, but it is meant to be entertaining and fun. So please role-play as much as you can.

ADVENTURE BACKGROUND

The adventure starts in the village of the Simbuki with a festival going on. There are plenty of games for the heroes to take part in, and much fun to be had. At the end of the festival, tragedy strikes the village.

The twin sons of Cenari and Tweek have been abducted by black leopard katanga. During the attack Cenari fought the best that he could to stop them from taking his children, but he was greatly outnumbered. He is on his deathbed, and only time will tell whether he lives or dies.

Chief Booda meets with the heroes that night and asks them to gather as much information as they can about the gang of black leopard katanga that assaulted Cenari and took Ekana and Huko.

During the second night of their travel, the heroes will meet with a familiar talking bird named Yato; those who have played the other "shu" modules will know him. Yato will want to know what they are doing and will be excited to talk with them.

It will rain from the third day of travel until the sixth day. On the fourth day of travel, the heroes will be walking through mud, when a party of mud-men attacks them, attempting to kill them.

On the seventh day of travel, the heroes encounter a trio of friends. They can get some information from the trio of friends.

Ten days out and the heroes have their first contact with black leopard katanga. They meet a small scouting party and combat ensues.

On the twelfth day, the heroes find the encampment set up by the black leopard katangas. Here they can complete their mission by sneaking around and gathering the information they have been sent to get.

On the return trip back to the village, they encounter the assault force and give the information to them.

The heroes return to the village and await the valiant return of the assault party. While at the village, they learn the condition of Cenari, and when the assault party returns, there will be a celebration.

Introduction

You find yourself in the Simbuki village of Shu, on the Rayanna Savanna. It is late in the summer and you are here for the annual Festival of Chief Booda. Just two short years ago, Chief Booda earned the right to be named Chief of the Simbuki tribe. Last year, there was a festival to celebrate. This year, it is rumored, there will be games with prizes for the winners.

Members of the tribe were worried when Booda became chief because bad luck seemed to follow him wherever he went. It seemed that that luck had followed him here with the kidnapping of the late Chief Wutuka's body, and the shortage of food that was once a problem. But nothing bad has happened in the past two years. In fact, the Simbuki are enjoying a run of good fortune!

Could it be Booda's luck has changed? Or is it just coincidence? Whatever the cause, everyone is happy. There is even an extra special reason to celebrate this year. Recently the great hunter Cenari and his beloved wife, Tweek, had twin sons. Twin sons are rare among the simbuki, and the shaman declared their names as Ekana and Huko. These names have special meaning to the simbuki, and have given them something extra to celebrate about.

The Festival is just kicking off and you have been invited to compete in the games. Will you become a champion for the year, or just a participant? Your options are the eating contest, the blow gun contest, the short bow contest, the obstacle course, the heroic story telling contest, and the two favorite contests, the dodge-coconut contest, and the partner game of the water throwing contest. The rules are simple: you can

enter one or even all the games, just have fun. Let the games begin.

Encounter One - Contests

THE EATING CONTEST

This is the first competition of the festival. The contest is three minutes (or rounds). The goal is to see who can eat the most food in three minutes of time. Have each character that wants to compete roll three constitution checks, and subtract the number rolled from their score. The character that has the biggest variance of score wins. In case of a tie, if any character rolled a natural one then give that character a bonus.

There is no prize for this contest, other than bragging rights as to who the biggest pig in the village is. The winner must beat Shimok who has a total score of 14 points.

The shu running the contest, Yako, is the maker of the food. He has made mango-honeydew-ant pies (yes, with real ants in them). He will ask each hero how many pies they intend to eat, and set that number of pies in front of them. The hero that asks for the most pies will be declared the favorite to win the contest by Yako, and he will begin to take side bets from any nearby warriors on who will win. The heroes, of course, will be encouraged to bet for themselves, but NOT against themselves.

THE BLOWGUN CONTEST

The object of this game is to register the most hits. It is done in three separate rounds. The first five shots will be aiming at a melon with an AC of 7, the second five shots will be at a coconut with an AC of 4, and then the last five shots will be at a date with an AC of 1. Each character must use one of the blowguns provided or a certified blowgun of the Simbuki.

In case of a tie, ask the heroes for suggestions on how to break the tie. If they can think of nothing, break down the number of hits at each target, removing the melon first, and then removing the coconut next. If there is still a tie, then have the characters continue to shoot at the date until one hits, and one misses. So if there are more than two characters tied, then if at least one hits, while one misses, the one that missed is eliminated.

The characters must beat Jajook with 9 hits, with 4 being on the melon, so a tie would leave him with 5. For the second tie breaker Jajook will have 3 hits on the coconut leaving him with 2 hits for the date. His THACO is 11.

The winner of this contest will receive a special blowgun made from teakwood, designed for better aim when shooting, and it gives a +1 bonus to hit with it.

THE SHORTBOW CONTEST

In the shortbow contest the characters will be shooting at a stationary target with different colored circles on it. The inner circle is worth the most points. It is yellow with an AC of 0 and is worth 10 points. The next circle is red with an AC of 3 and is worth 7 points. The third circle is blue with an AC of 5 and is worth 5 points. The most outer circle is white with an AC of 7 and is worth 3 points. Each character must use the short bows provided.

The character that scores the most total points out of their 10 shots wins the contest. In the case of a tie remove the points scored in the white first, the blue second, and red third. In other words, the person that hit the most yellows would win if it came down to just the yellows.

Mantikqua will only enter the competition if there is still a tie and his total score is 77 points. He hit 6 yellows, 2 reds, and one white. Only one shot did not hit the target. He has a THACO of 8. Mantikqua has an arrogant attitude, and will remark that real hunters don't shoot at pretty circles. Real hunters shoot at moving targets that hide in the tall grasses.

The winner of this contest will be awarded 20 single shot flight arrows weighted with strong shafts giving them a +1 to damage dealt.

THE OBSTACLE COURSE

The object of this contest is to see who can complete the obstacle course in the shortest amount of time. The characters will have to first climb over a greased wall and then make their way through a pit of mud that is up to their waist. Third they have to crawl on their hands and knees under vines and sticks, before having to run their way through 8 hoops of rubber, and then finally a sprint to the finish line.

The first part of this contest is the climbing over the greased wall. The wall has hand holds and vines but is greased with animal fat. To do this, a character must roll under the average score of their strength and dexterity rounding down. So if a character has strength of 16 and dexterity of 12, their score will be 14 and they must roll under this to move. The difference between this number and the number they actually roll is the distance in feet they make it up the wall. So on that target of 14 a roll of 6 will be equal to 8 feet of movement. Saru and Monkey Katanga characters have a bonus of +2 for each successful roll for movement, while thief characters get a +1. When a character has moved 15' they have reached the top of the wall. If they want to jump off top they take 1 point of damage. Otherwise, they must climb down like they went up.

The second part of this contest is running through a pit of mud 3' deep. Using pure strength to get across the pool does this. Once again, a character must roll under

their strength to move. Once a character has moved 20 feet, they will be done with this part of the contest.

The third task in the obstacle course is crawling on ones hands and knees under sharp sticks and vines. Using constitution will get a character through this task. Banging ones knees into the ground while getting the back of ones head, neck, and back scratched and cut apart, challenges ones constitution. Using ones constitution score must be done to move in this task. A total of at least 25 feet of movement must be completed to move onto the next task. heroes will take 2 points of damage doing this.

Think of the fourth part of the course as running through rubber tires. This is done using dexterity. A successful dexterity check must be made to move through each and every circle. If a character can roll 4 consecutive successful dexterity checks, then they make it through the circles in one round. For every failed check until 4 are made, add one round.

At this point there is only the sprint to the finish line remaining, and this will not even take a round to do. Please total up the total rounds for each character, and the one with the lowest amount of total rounds wins. Characters that had taken part in the eating contest will have a cumulative penalty of -1 for each successful eating check to all their rolls in the obstacle course. Also characters with the endurance skill can remove 3 rounds from their total with a successful roll.

The winner of this contest will be given a 4-inch ceramic statue, sculpted and painted to look just like the character. The statue will be ready at the end of the module.

HEROIC STORY TELLING CONTEST

This is purely a role-playing contest. It is for each character to tell a heroic story of someone they think is a true hero. If any character tells a story of something they did, whether or not it is heroic, the tribe will boo them for boasting. These are Shu and not Korobokuru, and they do not like boasting. Chief Booda will judge the contest. Any story concerning shu will be judged the best.

THE DODGE-COCONUT CONTEST

This is a contest using ones size and dexterity to win. Several members of the tribe will throw coconuts at the characters trying to hit them. The character that can last the most rounds without being hit will win this competition.

Characters must roll under their dexterity score to avoid being hit each round, with each round getting more difficult. When a hero is hit, they are "out" – and maybe out cold. The first round the characters must make a simple dexterity roll to avoid being hit, but the second round it is minus 1 to their roll. This continues until the eleventh round, when it becomes minus 10 to a

character's score, and then stays there until only one character is left. Now the bonus in the game is characters that are size small get a plus two to each of their rolls, while large characters have a minus one to each roll.

If a character has an 18 dexterity score and is a Nubari, they will have to roll 18 or less in the first round and 8 or less in the eleventh round and thereafter. So in round 5 they need to roll 14 or lower not to be hit. While a Shu with an 18 dexterity would only be hit by a 20 in the first round, and a roll over 10 in the eleventh round to be hit. With the plus 2 bonus and 18 dexterity in the eleventh round and the minus 10 penalty, the Shu needs a 10 or fewer not to be hit so 11 or more hits.

The member of the tribe that enters this contest is Baloom who does not get hit until round 9, so he lasted 8 rounds without being hit. If a character ties with him, he will congratulate them as the winner as he is very small even for a Shu and feels he has an unfair advantage over them.

The winner of this contest will be given a very nice and soft sleeping mat and pillow, as they will have earned it.

THE RUBBER FLASK CONTEST

A team event of two partners is required for our last and most popular contest. Partners in this contest must throw water-filled flasks of rubber to each other and make successful catches without the flasks exploding on them. Think of this as a water-balloon throwing contest. The object is to be the first team with five successful catches. Defending champions Jajook and Shimok will only take 7 rounds to make 5 successful catches.

There are no non-weapon penalties in this contest, so no one is at an advantage. The first character throwing the flask must hit an AC of 8 to be successful. Missile attack adjustments can be used to make this easier. Then for a successful catch, a character must hit AC 8 using their dexterity modifiers as a bonus. Finally, each time a flask is caught it must make a save of 5 or burst. If the flask is dropped, the save is 15.

The water in each flask is mixed with blueberry juice. Anyone breaking a flask will be stained by the juice for the remainder of the adventure. Clothing will need to be washed thoroughly. The blue stain is part of the contest, marking the losers for the rest of the festival. Shu's take it in good humor, "My mark of honor has elevated you. You should thank me for losing."

If another team ties with the team of Jajook and Shimok, then Jajook and Shimok will be caught cheating (as they usually do). They will claim their innocence, but they have actually drunk some of the water out of their flasks to make them easier to throw and catch.

The winners of the contest will be given matching jade bracelets as a sign of the teamwork they had shown. If two teams tie, then have each team continue to throw and catch, until one team is successful, and then other fails.

This contest is mainly for a lot of laughs as the villagers laugh each time someone gets hit in the face with a water gourd.

Encounter Two - Bad Luck Returns

The festival has been a blast of a good time as usual, but all of the fun is interrupted by a horrifying scream. You turn to look at what is the disturbance, and you see Tweek crying as Mantikqua is carrying her husband Cenari. Looking at Cenari you can tell that he is very bloody and he does not look alive.

Chief Booda and the village shaman Melox approach Mantikqua to see what happened, and Mantikqua speaks. "Good Chief, I was making my rounds during the festival, and when I approached my brothers hut, I heard combat and saw black leopard katanga running away from the hut. I had engaged them in combat and killed a few of them. My concerns were for my brother and my nephews. I went into his hut and saw a few more of them dead, while Cenari was laying there bleeding and my nephews were gone. My duty is to my village so I must remain here, but I ask of you Chief Booda, get some heroes to avenge Cenari and rescue my nephews from those evil black creatures."

Chief Booda instructs everyone to please calm down and to return to his or her huts. He then approaches you saying, "Please, go to Cenari's hut. Learn what you can. Then come to my hut and we shall see what needs to be done."

At this point Chief Booda, Melox, Mantikqua, and Tweek will not be available to talk to as they are holding a private discussion in Booda's hut. The characters can explore Cenari's hut, and there they will find or may learn the following:

- 1) Inside the hut are 3 dead black leopard Katanga (BLK). Outside and around the hut are 5 more. All are females.
- 2) There are nubari tracks leading away from the village into the savanna. These are BLK in half-nubari form. The heroes don't really know this, but it is a reasonable guess.
- 3) It would have been difficult to carry the babies alive if the BLK had remained in leopard form. The fact that the BLK changed to half-nubari strongly implies that the babies are still alive.

- 4) A tracking roll will indicate there are between 6 and 8 individuals with the shu babies.

After investigating, the heroes should go to Chief Booda's hut.

Encounter Three - Heroes In Need

An hour has passed and you now find yourselves in Chief Booda's hut along with Mantikqua. Chief Booda speaks to you, "My friends, I have asked you here because we need you help. The two babies which were kidnapped are not only members of our tribe, but also important parts of our future. Before they were born our shamans had a vision in which the children were named. 'Ekana' means strength, firmness, and long life, while 'Huko' means heart, mind, and spirit. What the spirits have intended for these children we do not know. All we know is that they must be returned to us.

They have been taken by our greatest enemies, the black leopard katanga. We ask your help in rescuing them. Bring them back home where they belong. I am not asking you to attack our enemies, for they will be many. Try to sneak in and steal our children back for us. What say you?"

Some questions that maybe asked:

- 1) *"Where will the BLK take the babies?"*

"Follow their trail back to the BLK village. It should be within two days walk. Any further than that would take you to Hyena Katanga lands. The BLK and Hyena people do not get along."

- 2) *"What do they want the children for?"*

"I am not sure. I do not know how the BLK even knew the children had been born. It must be servants of Tiger! We know the BLK have been working with them. Perhaps they mean to sacrifice the children to their terrible masters. Perhaps they think drinking the souls of these special children will destroy us. They may be right."

- 3) *"What can we expect to find at the BLK village?"*

"BLK villages can be large, but as a people they dislike living too close together. Mothers stay at the village to raise children, while a few males take turns guarding the village and hunting for food and teaching adolescent males and females how to hunt."

"I think there will not be too many. Maybe.... 30? As for the village itself, the BLK are constantly on the move. The entire village is no more than a collection of temporary shelters and maybe a few nubari weapons."

- 4) *"How do you know the children aren't dead already?"*

"Then we would have found their bodies. Clearly they don't intend to kill the children right away."

- 5) *"Can you aid us in our quest?"*

Parties of 5 to 17 levels - Booda will give the heroes two gourds of 'cure serious wounds' juice. He will also give one hero (a mage or shaman) a pouch full of multi-colored sand. "Cast these in the direction of your enemies. Make sure no friends are near." Do not inform the player that this will evoke a 'Color Spray' at 7th level.

Parties of 18 or less levels – Booda will give the heroes two gourds of 'cure serious wounds' juice.

All other parties – two gourds of 'cure light wounds' juice.

The heroes may have any non-magical weapon or equipment available to the shu.

Encounter Four - A Friend In The Dark

Your first day of travel has been uneventful thus far, apart from the steady, drenching rain that ends only at sunset. You have set up camp for the night when out of the darkness you hear a voice. "Who are you that enters Yato's domain?" When you shed some light, you notice a talking bird the size of a small Shu.

If any of the characters have played *If the Shu Fits* or *The Soulless Shu*, then they will recognize Yato, and he them. He is not here to attack or annoy them, but he will challenge them. Yato is a rather short tempered and stubborn bird, looking like a gigantic parrot.

Despite his manner, Yato enjoys talking to people and listening to stories. Yato will want to know who the heroes are and what they are doing. He will be more than interested in their mission and will want to hear what their plans for the future are after this is over.

"Hah! I know exactly where the leopard-peoples village is. They've been there for two weeks now. Do you want me to tell you where they are? Then answer my riddle!"

He will, after some role-playing has transpired, present them his riddle. It is a simple riddle, but Yato likes it. He is, at heart, a good fellow.

What gift in life do some have, others do not; some look for all their life but will never have, but is best when given freely?

The answer is Love!

“Oh very well! The leopard people have settled near the spring of three trees. It is east and a little south of here, about four hours flight. How long to walk? How would I know? Why don't you walk it and then you'll know.”

Yato, Lesser Savannah Nature Spirit: AL: CG; AC: 4; MV: 3, fl 18 (C); HD: 8; HP: 48; THAC0: 13; #AT: 3 (bite, claw, claw); Dmg: 1-4/1-6/1-6; SA: bite causes paralysis for 2d4 rounds (save vs. paralyzation to negate effect); SD: hit by magic or magical weapons only; SW: Necromancy spells do double damage; Str 10, Dex 18, Con 12, Int 16, Wis 16, Cha 14; SZ: S.

Encounter Five - Here's Mud In Your Eye

It has been seven hours since you left Yato, and it has been raining since before dawn. Before you is a great mud flat, perhaps ten miles wide and ½ a mile across. Going around it would take many hours.

The heroes are free to go around the mud flat. Any hero familiar with the Rayanna Savannah knows that mud flats are rarely a hazard, just an inconvenience. Travelers usually need watch for crocodiles and snakes, but the water is rarely more than a six inch layer over a foot of mud.

If the heroes go around the mud flat, add six hours to their journey. If they go through the mud, roll for surprise. The heroes will be attacked by mud-men.

Mud-men are magical creations, summoned by an evil BLK witch-doctor with the help of some of the servants of tiger. 4 to 8 mud-men will attack, depending on the total levels of the party (DM's choice).

Malatran Mud-men (4-8): Int: Nil; AL: N; AC: 10; MV: 3; HD: 2; hp: 14 each; THAC0: 19; #AT 1; Dmg: special; SA: mud throwing, suffocation; SD: see below; MR: nil; SZ: S (4' high); ML: special.

Mud-men attack by hurling mud at their opponents, who are considered AC 10 (modified by dexterity) for the purpose of determining hits. Mud hardens on impact and slows the creature's movement rate by 1 if it hits.

While hurling mud, a mud-man will also advance on its victim at its full movement rate. Once within 10 feet, it will hurl itself (literally) at the victim. A successful hit means the death of the mud-man, but slows the victim's movement by 4. A miss means the mud-man must spend the next round re-forming in order to attack again. Once a victim's movement is brought to 0, he becomes immobilized and suffocates, suffering 1-8 points of damage per round until the mouth or nose is clear. The victim will die of suffocation in five consecutive rounds unless rescued.

Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 1 per five rounds.

Malatran mud-men can be harmed with normal weapons, though they take half damage from piercing or slashing weapons.

If the creature flees the pool, the mud-men will not pursue. Mud-men are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind.

Encounter Six - A Little Revenge

You are certain that you are heading in the right direction when you come face to face with a scouting patrol of leopard katanga. There is no doubt they have been expecting you, and they laugh as they move in to attack.

Have the party roll for surprise as the black leopard katanga jumped out around the front of the party, to start their attack.

Black Leopard Katanga (6): Int: 9; AL: LE; AC: 6; MV: 12; HD: 3; hp: 21 each; THAC0: 18; #AT: 3 or 1; Dmg: 1-3/1-3/1-6 (claw/claw/bite) or 1-6/1-8 (spear); SA: nil; SD: nil; MR: nil; SZ: M (5' tall); ML: Fanatical.

This is exactly what is stated, a scouting party to look out for and to try to get rid of the heroes. The leaders of the black leopard katanga have been scrying and are expecting an attack on the village, and they feel this patrol can do away with these heroes.

Encounter Seven - Look But Don't Touch

The heroes will likely arrive at the village a couple hours before dusk..

You finally come within sight of the leopard-peoples village. You can clearly see campfire smoke in the distance ahead.

Now is the time to scout and plan. How can you get a good view of the village when it is daylight? And you know the black leopard katanga can see in the dark. What will you do?

This should be the biggest challenge in this tournament for the party: how to spy on the village and steal back the children.

This is going to be a little different for each party, as each party will have to come up with their own ideas. Things that may work are a silent type of character being made invisible and walking around the village. At night having a couple of characters being as quiet as can be and covering themselves with mud can also work.

As long as the party comes up with a good and clever idea, let them be successful. Do not make it overly difficult on them.

The village. The BLK village is about a hundred yards from the spring. It consists of a series of simple lean-tos made from garuda hide and garuda bone, and consist of a roof and three sides. There are twenty of the lean-tos in two concentric circles. The outer circle of lean-tos are open on the sides facing outwards, allowing the katanga to watch for enemies. The inner circle of lean-tos face inward. In front of half the lean-tos are the remains of old campfires, now unlit because of the rains.

There are two unusual structures in the village. In the center of the village is an open space with an earthen hillock in the middle. The hillock is 3' x 3' and circular. If the heroes can get close to it, they will see a bowl-like depression in its center. This is where the BLK intend to sacrifice the children, though the heroes may not realize this until later.

The other unusual structure is a lean-to that is covered on all sides. It is in the center of the village, next to the hillock.

This village looks like it could hold as many as 50 members to the tribe. Close observation, however, will reveal that there are 24 BLK, not including the Katanga cubs. These include a formidable looking chieftain, a wide-eyed and crazed looking shaman, 10 katanga warriors, 5 katanga females with their young, and 7 adolescents.

Many-Teeth, Katanga Chief, F8: AL: LE; AC: 4 (natural + Dex); MV: 12; hp: 80; THAC0: 10 (level + Str); #AT: 3 or 1; Dmg: 1-3+6/1-3+6/1-6 (claw/claw/bite) or by 1-6+6/1-8+6 (spear); SA: nil; SD: nil; MR: nil; Str 18/00, Dex 16, Con 18, Int 9, Wis 11, Cha 16; SZ: M (5' tall); ML: Fanatical.

Katanga Shaman, P8: AL: LE; AC: 6; MV: 12; hp: 48; THAC0: 16; #AT: 3 or 1; Dmg: 1-3/1-3/1-6 (claw/claw/bite) or 1-6/1-8 (spear); SA: nil; SD: nil; MR: nil; Str 14, Dex 12, Con 15, Int 14, Wis 18, Cha 18; SZ: M (5' tall); ML: Fanatical.

Available spells: **1st** – *detect good, detect magic, faerie fire, protection from good, bestow fear*; **2nd** – *obscurement, silence 15' radius, trip, warp wood*; **3rd** – *plant growth, prayer, summon insects*; **4th** – *cure serious wounds, free action, repel insects*.

Katanga Warriors (10): Int: 9; AL: LE; AC: 6; MV: 12; HD: 3; hp: 21 each; THAC0: 18; #AT: 3 or 1; Dmg 1-3/1-3/1-6 (claw/claw/bite) or 1-6/1-8 (spear); SA: nil; SD: nil; MR: nil; SZ: M (5' tall); ML: Fanatical.

Katanga Mothers (5): Int: 9; AL: LE; AC: 6; MV: 12; HD: 3; hp: 21 each; THAC0: 18; #AT: 3 or 1; Dmg: 1-3/1-3/1-6 (claw/claw/bite) or 1-6/1-8 (spear); SA: nil; SD: nil; MR: nil; SZ: M (5' tall); ML: Fanatical.

Katanga Adolescents (7): Int: 9; AL: LE; AC: 6; MV: 12; HD: 2; hp: 14 each; THAC0: 19; #AT: 3 or 1; Dmg: 1-3/1-3/1-6 (claw/claw/bite) or 1-6/1-8 (spear); SA: nil; SD: nil; MR: nil; SZ: M (5' tall); ML: Fanatical.

Katanga Cubs (12): AL: LE; AC: 6; MV: 3 HD: 1-1; hp: 2 each; THAC0: 20; #AT: 1; Dmg 1 hp (bite); SA: nil; SD: nil; MR: nil; SZ: S (2' tall); ML: None.

The Katanga generally fight in their half-nubari form.

Results Of Observing The Village. The heroes should take time to observe the village. If they do not, only a powerful party will be able to steal away the children without serious risk of death. Below is a summary of what the heroes can observe over the next 24 hours.

From the first afternoon until the evening – very little activity. The BLK are mostly active at night.

At sunset – The chieftain and shaman will emerge from the lean-to in the center of the village. The chieftain will call all the warriors to him to hunt a herd of small garuda not far away. The chieftain will declare that this hunt should provide enough meat for their guests, the servants of tiger, who will be arriving tomorrow night. The chieftain promises to be back by tomorrow afternoon at the latest, and expects the shaman, the females, and the adolescents to watch over the “sacrifices” until he returns. He also will remind them that a scouting party (whom the heroes meet in encounter 6) is nearby keeping the village safe from intruders.

At sunrise – The Katanga village is very active at night and at sunrise. However, a few hours after sunrise

the entire village starts to fall asleep. The adolescents are set as sentries, but they start napping a couple hours after dawn.

Encounter Eight - ASSAULT OR RESCUE

At this point the heroes should have some kind of plan on how to enter the village and rescue the children.

The plan most likely to succeed – Wait until 8AM or after, then circle the village until they find a place where the sentries are least attentive. On the east side of the village they will find an approach guarded by only 2 adolescents, and both of them are asleep (CON rolls of 14 to wake up if heroes approach). The heroes can sneak all the way up to the center lean-to but will still have to deal with the shaman who will be awake and alert. The shaman will quickly call for help unless subdued quickly in some manner.

A plan for strong parties – Parties with 35 levels or more may very well be able to attack the village even when the chieftain and his warriors are still there. The DM is free to have the BLK fight the heroes with everything they have at their disposal. The mother katangas will stay with their cubs.

An alternative plan – The spring of three trees is 100 yards away. Though the recent rains have made water more available, a herd of gazelles will begin drinking here the morning after the hunting party leaves. Soon after, a large group of garuda chickens (small predatory garuda the size of a chicken) will arrive hoping to pick off a straggler. Stampeding either group through the village will serve as a good distraction, leaving the heroes to deal only with the shaman.

If the heroes wait too long – The hunting party will return by evening the next day, carrying a great deal of garuda meat and hide. Within a few hours 4 Akathasa, winged grub like monsters who gather blood for their masters the tamara, will fly into camp. The BLK will then sacrifice the shu children. The Akathasa will drink the blood, and fly away. The heroes have failed.

Conclusion - Welcome Back

If the party succeeds:

Your journey has been long, but you have finally made it back to the village of the Simbuki. Upon your arrival Tweek runs to you to and gathers up her two children, laughing and crying at the same time. Then she becomes somber. "Cenari is healed, but he will not awaken. He lies still and silent. The

spirits say that until his strength and spirit are returned to him, he will not recover."

She leads you into her hut where you see Cenari laying motionless. When you enter the hut with the two children, Cenari jumps out of the bed shocking everyone, and he hugs his two sons.

Cenari and Tweek turn to everyone and say, "You have all proven that you are heroes, and for this we will never forget you. You have a spot in our heart and we give you our love."

Chief Booda declares you heroes and you are each awarded the Sumbuki symbol of honor.

Each hero receives his or her choice of either a tattoo of the symbol or a necklace made of leather with the symbol burned in it.

If the heroes fail and the children die:

Your journey has been long, but you have finally made it back to the village of the Simbuki. Upon your arrival Tweek runs to you to, expectation and hope in her eyes. Then she sees your face and knows the sad truth. Quietly she says, "We will mourn for three this night. Cenari is healed, but he will not awaken. He lies still and silent. The spirits say that until his strength and spirit are returned to him, he will not recover. With his sons gone, he will die." She pauses, then continues quietly, "The prophecy says that we Simbuki shall die as well."

You are thanked for your efforts and given provisions. You then bid farewell to the grieving village.

Here ends Mama Wants Her New Pair of Shu

Experience Point Summary

Add up the values for objectives completed. Then assign discretionary experience points. Award the total to each hero.

Encounter One - Contests:

Each contest entered (Max 150 xp) 25 xp
Award individually; each hero has to enter a contest to get the award for it.

Encounter Two - Bad Luck Returns:

Investigate Hut 50 xp

Encounter Four - A Friend in the Dark:

Getting Riddle Correct 100 xp

Encounter Five - Here's Mud in Your Eye:

Defeating Mud-men (200 xp) 25 xp each

Encounter Six - A Little Revenge:

Defeating Black Leopards (max 300 xp) 50 xp each

Encounter Seven - Look but Don't Touch:

Observing village through the first afternoon 25 xp

OR

Observing village until the next morning 50 xp

Getting Detailed Information 50 xp

Encounter Eight - Assault or Rescue:

Successfully rescue the children 100 xp per child
(max 200 xp)

Sneak into village undetected (except by shaman) 100 xp

OR

Create stampede into village 150 xp

Slay shaman 100 xp

Slay chieftain 100 xp

Each warrior or mother killed (max 750 xp) 50 xp

Each adolescent Katanga killed (max 70) 10 xp

Total experience for objectives 2,270 xp

Discretionary role-playing 0-750 xp

Award for consistent character portrayal that adds to the fun of the group. You can award different amounts to different heroes.

Total Possible experience: 3,020 xp

will last for many years. You won this in the games at the Simbuki Shu tribe village.

- Matching coral bracelets: These bracelets are carved in intricate designs. You won this in the games at the Simbuki Shu tribe village, and they are a sign of the teamwork you showed to win.

Conclusion:

- If successful, each hero receives:
Tattoo or Leather Necklace: This item contains the symbol of the Simbuki tribe of Shu, a pair of watchful eyes peering from behind tall grasses. By wearing this symbol, you proclaim your friendship with the Simbuki. This translates to +2 reaction bonus when dealing with Simbuki, and a -2 reaction penalty when dealing with black leopard Katanga. You were given this as thanks for saving the Simbuki tribe from black leopard Katanga.

TREASURE SUMMARY

Festival of Games:

- Teakwood Blowgun: This blowgun, made from teakwood, is very straight and easy to use. It is therefore a Masterwork blowgun, granting +1 to hit. You won this in the games at the Simbuki Shu tribe village.
- 20 single-shot flight arrows: These arrows, weighted with strong shafts, have a +1 non-magical bonus to damage. Each arrow breaks when it is shot. You won this in the games at the Simbuki Shu tribe village.
- Ceramic statue: This statue, about the width of a Nubari's hand, is sculpted and painted to look just like the you. Giving it to someone else might give them some power over you. You won this in the games at the Simbuki Shu tribe village.
- Sleeping mat and pillow: This sleeping mat and pillow are very comfortable and well woven. They