

The Soulless Shu

A One-Round Living Jungle Adventure for Low/Mid Level Heroes

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BLURB: The Sumbuki tribe of Shu are celebrating the induction of their new chief. The festival is grand, love is in the air, what could possibly go wrong?

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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 name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *oblique font*. 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.

ADVENTURE BACKGROUND

The characters once again, find themselves in the Rayana Savanna in the village of Sumbuki, a tribe of Shu. Here they are watching the crowning of the new chief, and are invited to stay and enjoy the festival for the next few days.

During the next few days, the old chief dies, a storm destroys part of the village, the characters are asked to help repair the village, and a courting is going on in the background of everything else.

During the continual unfortunate events that keep happening in the village, a few of the other Shu heroes that challenged for the chief of the tribe, start an uproar and try to remove the new chief Booda from his throne.

Each day the characters are given a description of one member of the tribes bad dreams. These dreams can be used to help them succeed in their upcoming mission.

During a village discussion, Booda asks who is brave enough to help him save face, and put an end to the troubles the village is having. The characters step forward and take this challenge, and then the village witch doctor approaches them, and gives them information.

The characters then leave the village in hopes of putting an end to the troubles, and encounter the villain of our story and his minions. The characters must defeat this villain and his minions and then return to the village, as the heroes of the Sumbuki.

A special surprise happens upon completion of the mission, as two of the villagers get married, and the characters are considered a good omen to the wedding.

DM INFORMATION

This adventure begins just before the last (*If the Shu Fits*) ends. Not everyone will have played that module, but those who did will have a better grasp on what has happened thus far.

Wutuka is dying and the Sumbuki have a tradition that when the chief of tribe dies without an heir, then a competition is held to determine who shall become the new chief. Booda won this honor at the Gen Con 97 game fair, and thus this is written in part as an honor to him.

This is the second in a series of three modules dealing with the Sumbuki tribe of Shu. In the first module one of the contestants Cenari, met Tweek another Shu, and fell in love with her. She was his advisor in the first part, and in this module, please play up the events in the background of how he is courting her.

Please keep this in mind, no matter what each player does individually or in a small group, award the entire party the same amount of experience points at the end of the module. So if one group goes hunting while another stays at the village, they all receive the greater amount of experience. If one hero wins a contest, then everyone benefits from it. The hero just gets bragging rights.

INTRODUCTION

It is late in the summer, and you find yourself in the Rayana Savanna in the village of the Shu tribe Sumbuki. You are by the Giant Frond tree watching who will pull the sacred blow gun Ratiki out of it, and become the new chief of the tribe.

You have watched several members of the tribe attempt and fail. Little Baloom struggled and it was quite apparent that he stood no chance. Then Jajook gave it a try and it kept slipping out of his hand. Lamok used vine rope as additional leverage, but he too failed. Cenari was no match, walking away with a dazed look on his face staring at Tweek his advisor.

Only three challengers remained. Mantikqua the favorite of the entire village was still left to go, but before he could, there was still the hot-headed Shimok and the outsider Booda to try.

Now it is Shimok's turn to try, he walks up with confidence and pulls on Ratiki. It does not move, he pulls again, still it does not move. He lets out a gut wrenching scream and pulls again, still it does not move. Shimok walks away with an angry yet sad look on his face.

Now it is Booda's turn. Who nervously walks up to the Giant Frond tree, he slowly grabs Ratiki, and out it comes without much effort. Booda has a stunned look on his face, as do many of the villagers. Mantikqua shouts, "Hurray for our new chief".

Old Chief Wutuka grins slightly and pats Booda on the back. "Fine job you have done my brother. It would seem that you have found a home, and I can rest in peace knowing that my people have a new leader".

Booda turns to his advisor Urg, the saru warrior that helped him in his quest, and gives him a big hug and says, "Thank you my friend, you will always have a place in the Sumbuki tribe as my advisor, but more importantly, as my friend".

Chief Wutuka yells, "Let the festival begin".

During the next few hours there is plenty of good food, drink, and music; as the festival begins it first night of celebration. Everyone, including Shimok, seems to have a grand time throughout the night. You look towards the night sky and see the full moon shining down upon the village. You glimpse by the pond, Cenari and Tweek, engaged in a deep kiss. Yes love is in the air, and you feel the happiness around you. It indeed has been a pleasant evening, and you cannot help but feel glad that you were invited to attend the festivities.

Give the characters a chance to introduce themselves, to roleplay with different members of the tribe, and to roleplay with one another. This is a festival, and give the heroes a chance to do just this.

There are a few contests going on that the heroes can take part in. The first contest is an eating contest. Let any hero that wants to take part in this do so. The easiest way to determine the winner is have each contestant make three Constitution rolls, and total the amounts that they made their checks by, and the highest total wins. NPCs that take place and their constitution scores are Baloom 14, Cenari 16, and Shimok 18.

The second contest is a blowgun competition. Each hero will get three shots to hit a coconut from a tree. The armor class they must hit is 7, and the greatest

number of hits wins. NPCs that take place and their thacos are Lamook 12, and Jajook 11.

The third contest is a short bow shooting competition. This contest is for total points of hitting the targets. Each hero will get three shots and must hit either the white circle (AC 7, 3 points), the red circle (AC 3, 7 points), or the yellow circle (AC 0, 10 points). Only Mantikqua will challenge the heroes and he has a 9 THACO.

The fourth contest is a water gourd throwing contest. This is a team event of two people. The rules of the competition are such: the person throwing the water gourd must make a to hit roll to hit his partner, AC 10 minus Dexterity of his partner. Then his partner must make a to hit roll AC 10 with Dexterity as a missile adjustment bonus to catch it. There are no non-weapon penalties. If the person throwing the gourd hits, but his partner does not catch it, the gourd splashes all over him, getting him wet and making the village laugh. Any missed throw makes the gourd explode when it hits the ground. The object is to be the first team to catch five gourds. In case of a tie, the tying teams must continue until one team takes the lead on the other. The NPC teams and their to hit and catch rolls are: Mantikqua 5-2 and Baloom 13-8, Jajook 9-6 and Shimok 9-4, and Cenari 9-6 and Tweek 9-7.

The fifth and final contest is sort of fixed. It is a heroic story telling contest not a boasting contest. Unless someone can come up with one incredible story, then Booda will win telling his tale of how he became Chief of the tribe.

When you feel it is time to move onto the morning, do so, but try to give the heroes every chance to interact with everyone possible.

THE MORNING AFTER

You awake to the morning sun, and you feel the pounding in your head of last night's party. It could be from having too much to drink, or just from all of the music and fun you could have had. You look around the village to see who is up, and (select a hero) notices Tweek with a look of confusion on her face.

Tweek notices you and moves to talk with you. "I know this is going to seem strange to you, but with all of you not being members of the tribe, and me being a new member, I do not know who else to talk to. I had the most scary dream last night, it was as if something really bad was going to happen to the village. I cannot remember what it was, but I do know that it scared me, and I woke up in a cold sweat."

If asked to describe her dreams more, she will tell them:

At first I thought we were being watched, but I do not know of by whom.

- I thought I saw the village being destroyed.
- I saw a great death, but did not see whom.
- I saw panic and I saw anger.

BLOWN AWAY

It is now in the afternoon and the skies have gotten dark. It is as if there is a storm approaching. The village witch doctor Melox looks worried as if it will be a great storm. Melox advises Wutuka to conduct the actual crowning ceremony before the storm hits.

Chief Wutuka calls for Booda to come forward into the center of the village. He stands upon a platform attached to an ancient shaggybark tree. Booda approaches and joins him on the platform.

Wutuka speaks, "Booda, due to your performance in the passing of the rites ritual, you have proving yourself as one worthy of leading our people. I hear bye crown you as new Shunin (Chief) of the tribe".

Wutuka then places the headdress of the Sumbuki upon Booda, and smiles as he turns to leave the platform. Without warning the wind begins to gust, storm clouds pour out from above head, and a bolt of lightning streaks towards Wutuka and Booda, slamming into the ancient shaggybark tree. The tree cracks and the platform begins to fall to the ground.

If any character attempts to save either Wutuka or Booda, they will suffer 3d6 points of damage, from the falling platform and an additional 2d8 points of damage from the lightning if they fail a dexterity role. The Dexterity roll is good only for the lightning damage. The damage from the platform happens regardless if they make a Dexterity check or not. Also, if a character does suffer the damage from attempting to rescue either of them, then they should earn a hero point if they jumped straight there without prompting from anyone else. Remember they had to be heroic without concern for their own lives.

No matter if they were helped or not, Wutuka will die, and Booda will live, he will just be a bit injured, and shaken up. Allow the characters to heal him if they want to. He will be down 14 points due to his fall and the electrical damage.

In the aftermath of the storm, you look around the village and see several of the huts have been destroyed including the late Chief Wutuka's hut, and Chief Booda's hut. A few villagers are injured, but no one else died from the storm as far as you know. Looking around you notice that the hut with all of the food was also destroyed by lightning. You hear faint cries of help coming from inside of the food hut. It seems that three young shu boys from the tribe are inside, and the hut collapsed on them..

What actually has happened is, it is monsoon season and the earth has been shaking lately, so a storm was in the vicinity. But the villain Fazook, a form of Rakshasa, and his minions, black leopard katangas used spells to cause the chaos in the village. They actually wanted to kill not only Wutuka, but also Booda at the same time making it look like the storm had killed them.

If the party searches the general surrounding of the village, they will not find any tracks of anyone around, because Fazook had his people cast pass without trace spells to hide from everyone. They have left the area and will return later in three nights.

THE AFTERMATH

Looking over the wreckage of the village, and seeing the death of Chief Wutuka, Shunin Booda calls the tribe together. My people, we have had a terrible event just happen to us all. Not only is our village partially destroyed, but we lost a great leader in the process. We need to work together to put our village back in order. I will need groups of people to help rebuild the huts that were destroyed. I need some people to go hunting and bring back plenty of food for us all. Others can go fishing, and I need a few runners to go to the other villages of our kind, and inform them of the passing of the late Chief Wutuka. As it is with our people, we must pay homage to him with an elaborate death ritual so that he may be at peace. I am sorry, but do to what has happened, the festival in my behalf, must come to an end early.

Allow the characters to do whatever they are skilled in doing. Have people with hunting do that, people with fishing do that, and people with weaving and other such talents, help rebuild the village. It will take a couple of days to repair the village and get it ready for the death ritual.

HUNTING FOR SHU

You leave the village and head out into the savanna to hunt for food for the entire village. Your hunt leads you out of the savanna and into the jungle itself when you think you may be close to some prey. You hear sounds of something big eating, peeking through the foliage, you spot two horn nosed garuda eating the remains of some unfortunate creature. They notice you, and turn to attack.

Garuda: (2) Int 3; AL nil; AC 5; MV 15; HD 8; hp 45; THACO 13; #AT 3; Dmg 1-6/1-6/4-16; SA nil; SD nil; MR nil; SZ H 17' long; ML 10

These garuda are Ceratosaurus and are akin to a T-Rex. They are vicious and will most likely fight to the death. The problem for the characters will be getting them back to the village. They each weigh over 2 tons. Please make sure that at least 2 characters do this task.

If there are only two or three first or second level heroes hunting, then the garudas will only have 20 hit points each.

FISHING FOR SHU

You are traveling to the River of Laughing Idols to catch fish for the village. What a splendid task you have. To think, you can go fishing instead of help rebuild the village, or go hunting. Yes this will be relaxing job to do. You arrive at the river, and look for a good place to set up. You see a nice spot along the bank and start getting your equipment together, when all of a sudden an enormous snake shoots out from under the bank, and attacks (choose a hero). No this is not a snake, it is a garuda that looks like a snake.

Garuda: Int 2; Al nil; AC 5; MV 6, Sw 18; HD 6+6; hp 39; THACO 13; #AT 1; Dmg 5-12; SA surprise; SD nil; MR nil; SZ G 35' long; ML 10

This garuda is a Tanystropheus. It gives a -6 to surprise rolls, and anyone who is surprised that is attacked, it attacks with a +2 to hit. If the victim is under 500 pounds in weight, the garuda drags it into the water to further attack and devour it. Please have at least 2 characters go here. This also weighs over 2 tons. Also if there is only two or three first or second level heroes, then the garuda will only have 20 hit points.

If the heroes choose to fish after battling with the garuda, then they may make one fishing check per hour to see what they can catch. A successful check made by 5 or less will get them 1-3 perch with an average of 2

pounds each. A successful check made by 6-9 will get them 3-5 trout weighing between 2-4 pounds each. Then a successful check made by 10 or more will get them 5-10 bass weighing between 3-10 pounds each. All River Tam'hi, Lizardmen, and Caimen Katangas receive a +3 bonus to their fishing checks or they can give a +2 bonus to someone else fishing.

WORKING FOR SHU

You have volunteered to stay in the village and help repair it. Your friends are out either hunting or fishing, while you are here to do the real work. You have to clear out the debris of the fallen huts, and then gather up goods, and then help rebuild the fallen huts. It may be hard work, but you are doing it for a good cause.

You are busy at work when you hear a scream, you turn to see Chief Booda being surrounded by dog sized garuda. It is a good thing for him that Tweek has such a loud voice, and that all of the warriors of the tribe are still in the village.

Garuda: (5) Int 2; AL nil; AC 5; MV 15; HD 1+1; hp 7; THACO 19; #AT 1; Dmg 2-5; SA nil; SD nil; MR nil; SZ S 3' tall; ML 8

These garuda are Euparkeria and there are over two dozen in the village. The party must only defeat 5 of them and the village will take care of the rest. This encounter is for 1 or 2 characters to handle. Chief Booda will be injured a bit once again, but still will not die, as will no members of the village die either. There will be enough food from the garuda to feed the entire village for over a week.

COMING TOGETHER

It has taken you two days to either hunt, fish, or repair the village and now everyone is back together. You tell each other of what has happened in the past two days and you once again, see a disturbed looking Tweek heading your way.

"I have had another disturbing dream. This time I kept hearing someone asking for me to help him. I do not know who it was, or where he was at, but it scared me. I also felt like something really bad was going to happen."

Tweek cannot really tell anymore of her dreams. She is not a witch doctor and does not understand why she is having these dreams. Cenari keeps trying to comfort

her, and she seems quite happy with him. She thinks by telling the characters of her dreams, they may help figure them out.

If any of the characters have the **Curse of the Snake Mother**, this is the perfect time to tell them that they too had a disturbing dream about being torn to shreds and eaten alive.

During the afternoon several other Shu of other tribes start to arrive in the village for tomorrow's death ritual. The village is busy getting ready by cooking several of the garuda that you have helped kill for this occasion. You help doing all you can and are thanked by Chief Booda, and then turn in for the night.

THE ABDUCTION

You awake in the morning feeling refreshed from a good night's sleep, and are alarmed by all of the commotion of the village. You go to find out what is going on, and find out that late Chief Wutuka's body is missing. It seems that someone has stolen the body in the middle of the night.

Chief Booda cries out, "I need a group of heroes to go and retrieve the missing body of Chief Wutuka. Do I have any volunteers?"

At this point Shimok yells out, "I say we form a group lead by you Booda, to go and get the body. You are no chief, you are a sign of bad luck. Ever since you have come here bad things have happened. Our village has been damaged by the storm, we have been attacked by garuda, and not only has our great chief been killed, but abducted too! I say you are an evil omen or the Spirits are punishing us because of you! So surrender your crown so someone who is not a bad omen can lead our people!"

At Shimok's last remark, Mantikqua steps forward. "Shimok, hold your tongue. You have no right in challenging our new chief. You did not succeed in pulling Ratiki out of the tree, and so you are no leader. I did not have the chance because Chief Booda was successful before me. So if anyone had a gripe it would be me. He is our chief by our customs, and shall be treated as such. Any one who wants to challenge him, must go through me first and you know no Shu ever harms another!"

Booda continues, "I thank the Spirits that I have you supporting me Mantikqua. You see the wisdom of us working together and defeating our common foe. I ask that those willing to go and find Chief

Wutuka, please meet with Melox and myself, and hear what we have to say."

The party of characters will be the ones chosen to go in the village's stead. They will be told the following things by Booda:

- I need Mantikqua and the others to stay here and help protect the village.
- I ask that you be my heroes and you will have a home always as such.
- If you do not do this, then I will lose face, and the village may fall apart or disperse.
- Late Chief Wutuka deserves the death ritual, and will be dishonored if he does not get it.

The witch doctor Melox will tell them the following information, and do the following things for them:

- I have had visions of a great enemy who is behind our troubles.
- I have searched around our village and have found tracks of leopard katanga and something else more hideous.
- I do not know whom or what it is, but I am sure that it is the leader of the leopards and it resembles a leopard itself.
- My visions have told me that their leader can only be killed by those weapons that are blessed.
- I know that Chief Wutuka's soul is missing.
- I had a vision, which told me this, and that you needed help from me to defeat this great evil that has assaulted us.
- I give to you 3 darts to be fired from one of our blowguns that will put creatures to sleep if they do not resist the poison.
- I give to you 3 barbed darts to be fired from one of our blowguns that are blessed to hit.
- Do not use these foolishly.
- I give to each of you, one gourd of healing that if you do not use, bring back to me. (2d4+2 of healing but this will not be told because it is a game mechanic)

THE HUNT FOR HONOR

You now travel through the Rayana Savanna in search of the evil black leopard katangas and their leader. It is a creature of sorts unknown to you, but it does resemble a leopard in some ways, you have been told. You stay on guard to make sure you are not ambushed as is the way of the black leopard.

You hear the sounds of someone singing up ahead. It is actually two voices singing, and they sound very good together. You approach the singing and you notice a 14' tall tree with a bird the size of a Shu in it.

The bird says, "Hello, I am Yato and this is my friend Tendor."

Both Yato and Tendor want to know what the characters are doing and where they are going. If the characters played *If the Shu Fits*, then they will recognize Yato, and he will know them. This will make for smoother play. The characters may ask about leopard katangas passing by, and Yato has information for the party that he is willing to trade to them. If the party gives Yato any nice and shiny items that they may have, then he will tell them information. Also if they are willing to give Tendor some freshly killed garuda meat, then he will give them some information. They also will give information if the party is willing to entertain them. They both love singing and listening to people play musical instruments, so these things will do. If the party thinks of making the ground near Tendor softer or tries to help make him grow any, then this will also work.

Yato will point out the two dead bodies at the base of the tree. It seems they wanted to kill Yato, and Tendor used his abilities to lure them to sleep and consumed all of the blood from their bodies. He will not harm the characters if they do not try to harm Yato or him at all.

All that Yato and Tendor are here to do is roleplay. They will tell the characters that they only encountered the two leopard katangas, but that they are sure there are more that did not even come around. They will tell them to continue along the path they were on and to be careful. They do not want the characters hurt. Yato will not stay and fight, but will fly away instead.

If the heroes were friendly and traded with Yato for the information, he will tell them that their chief's soul is imprisoned some how, and he must be set free. He will also tell them that the evil leopard looking man will try to eat the chief's heart, to gain power over his people. If asked how he knows this, he will not reveal those answers. He will just tell them that he has lived a long life, and he has learned quite a bit during his life.

Yato the Talking Bird: Int 18; AL N; AC 6; MV 6, FL 18 C; HD 5; hp 40; THAC0 15; #AT 1; Dmg 1-8; SA nil; SD nil; MR nil; SZ S; ML 7

Tendor the Singing Tree: Int 1; AL N; AC 7; MV 0; HD 12+4; hp 100; THAC0 7; #AT 1d100; Dmg 1; SA

Singing; SD Singing; MR 25%; MR nil; SZ L 14' Tall; ML 20

THE BLOOD BATH

Dealing with Yato and Tendor, you move on realizing that your adversaries have put more distance between themselves and you. Picking up the pace, you continue ahead after the thieves of Chief Wutuka.

Ahead you can hear noise in the distance. You look to see what it may be, and you see a tribe of leopard katanga. Before you can close for a better view or plan your attack, you hear rustling in the bushes around you, as you are being attacked by a small band of them.

Leopard Katangas: (4) Int 9; AL LE; AC 6; MV 12; HD 3; hp 20; THAC0 18; #AT 3 (animal form); Dmg 1-3/1-3/1-6 claw/claw/bite; SA nil; SD never surprised; MR nil; SZ M; ML 16

These are the sentries for the tribe and are here to weaken the characters and to see if they waste all of the barbed darts that Melox gave them. The real battle is ahead, and Fazook is trying to complete his evil ritual before the heroes can arrive and stop him.

If the party is mainly mid level, then all of the sentries will have a slow poison spell cast upon them, and the sleep poison from the village will not effect them.

Having defeated the tribes sentries, you enter the compound to a horrible site. You see the late Chief Wutuka's body on an alter, being prepared to be cut open by a creature you have never seen. It looks like a leopard only larger, and is obviously not a katanga. It is a true form leopard man, and it is preparing to cut open Chief Wutuka's chest. There are several other leopard katangas with him.

Fazook the Rakshasa: Int 12; AL LE; AC -4; MV 15; HD 7; hp 50; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA spells; SD see below; MR nil; SZ 6' tall; ML 16

Fazook's spells: 1st level: *enlarge, spook* x3, 2nd level: *ray of enfeeblement* x2, *Tasha's uncontrollable hideous laughter*, 3rd level: *gust of wind, spectral force*

Fazook can be killed with a single blessed barbed dart fired from a Sumbuki blow gun or by some other blessed weapon. He can only be hit from certed weapons of +1 to hit or better. He is immune to all magic's the characters can cast. If the battle is going badly against him, he will attempt to flee. He is wearing

a vine necklace with an emerald attached to it. Inside of the emerald is the soul of Chief Wutuka. Only for Fazook does this work as an amulet of soul trapping.

His plans are to cut out Wutuka's heart, and eat it. This will give him the power he needs to start wiping out the Shu race with a death glance. He needed to capture Wutuka's soul in his amulet, and then eat his heart to gain this power over the Shu race.

Leopard Katanga Priest: Int 8; Wis 13; AL LE; AC 8 hybrid form; MV 12; HD 5; hp 25; THAC0 18; #AT 3; dmg 1-2/1-2/1-4; SA nil; SD nil, SZ M; ML 16

Spells: 1st level: *curse, cause light wounds, pass without trace, protection from good*, 2nd level: *aid, silence 15' radius, slow poison*, 3rd level: *call lightning* (takes 10 rounds to cast 7d8 damage if cast. not precast at all!)

Leopard Katanga Warriors: (2) Int 8; AL LE; AC 6; MV 12; HD 5; hp 33; THAC0 16; #AT3; Dmg 1-3/1-3/1-6; SA nil; SD nil; MR nil; SZ M; ML 16

After the battle is over, if the characters get the amulet from Fazook and retrieve his body, they will be successful in their mission. If the party is mainly mid level, then the sleep poison from the village will not effect anyone due to they have built up a natural resistance to it. Read the next part only if they shatter the emerald.

THE FREE SPIRIT

You smash into the emerald and it shatters open before you. Smoke pours out of it, and then you see the ghostly form of Chief Wutuka floating into the sky. He smiles at you and has a look of peace on his face.

A TRIUMPHET RETURN

You return to the village with late Chief Wutuka's body, and are cheered by the entire village and the hundreds more Shu that have arrived for his death ritual. Chief Booda approaches you and hugs all of you and says, "I knew you would not let me down. You are indeed great heroes and we will all feast very well tonight with the death ritual at hand.

Cenari tells you of his great happiness and joy that you did well, and tells you that Tweek and he are getting married in two nights. They want you to stay for it, and even take place in it one way or another.

Melox asks you what had happened, and you relay your story for all to hear. He then proclaims. "The bad omen that surrounded us, has been lifted. Hail to the heroes."

If the characters did not break open the emerald and give it over to the village, then Melox will break it open, and then you may read the previous boxed text of him being freed.

FAILURE

You return to the village without Chief Wutuka's body to find much disappointment in the village. It is quite a somber mood.

Chief Booda says, "Sometimes we expect too much from others. I know you did your best and I thank you for your efforts. Unfortunately I now look like a failure of a leader, and may have to leave my people."

Mantikqua steps forward and says, "Chief Booda, you won your place among your people, and you will dishonor us more in leaving, then we did to Chief Wutuka by not giving him the death ritual. It was our village that failed us, and not you."

WEDDING DAY

Two nights have passed since the death ritual of late Chief Wutuka, and it is now time for the wedding between Cenari and Tweek. Chief Booda and Melox the witch doctor are conducting the wedding ceremony, and you see a nervous Tweek approaching Cenari who is standing in front of both Booda and Melox.

The wedding is being performed on the newly rebuilt platform attached to the remaining part of the ancient shaggybark tree. It will be Chief Booda's first official act as head of the village, and this scares Tweek even more. Tweek runs into her hut crying.

If the heroes follow her, she will explain that she fears that her marriage is doomed because Booda is bad luck and she does not want him to marry Cenari and her. If he were to do this, then only bad things can happen.

This is where the heroes must convince her that the bad things have passed, and that she should not worry about who marries them, only that she does it because they love each other and want to be together.

If the heroes do not do this, then Cenari will talk sense into her and the wedding will continue.

Cenari asks (male character that showed Tweek the most support or the village the most support) **to be his best man. While Tweek asks** (female character that gave her the most support or the village the most support) **to be her maid of honor**, (or male character to give her away in case of no females in the group).

The wedding is beautiful and a huge celebration breaks out when it is over. There is no doubt in your mind, the Sumbuki tribe of Shu, know how to party. During the celebration the earth begins to shake. Melox yells, "The spirit of the earth is pleased by the marriage, let us continue to celebrate."

Could the spirit of the earth indeed be happy, or could it be a sign of more bad things to come?

Here ends *The Soulless Shu*

EXPERIENCE BREAKDOWN:

Introduction:

Each contest won 25 xp
Max 100 xp

The Morning After:

Getting info from Tweek 50 xp

Blown Away:

Searching for tracks 50 xp
Rescuing trapped boys 100 xp

The Aftermath:

Hunting for Shu 200 xp
Or
Fishing for Shu 100 xp
Or
Working for Shu 50 xp

The Abduction:

Asking Melox good questions 50 xp

The Hunt for Honor:

Not attacking Yato or Tendor 50 xp
Finding Leopard Katangas 50 xp

The Blood Bath:

Defeating Sentries 100 xp
Defeating Minions 100 xp
Killing Fazook 150 xp

The Free Spirit:

Smashing emerald themselves 100 xp
Or
Having Melox destroy it 50 xp

Wedding Day:

Convincing Tweek to continue 100 xp

Roleplaying: Award for how well the party roleplay the entire game 0-500 xp

Total Possible Experience: 1,700 xp

TREASURE SUMMARY

The characters can have only these items listed.

Four sets of 6 barbed darts for the blowguns of the Sumbuki. They do 1-3/1-2 points of damage, and break on a roll of 1 out of 10 on a successful hit.

One set of 3 barbed darts with sleep poison on them for the blowguns of the Sumbuki. They function only 1 time, and will only be given to a Shu character.

One set of 12 blessed barbed darts for the blowguns of the Sumbuki.

Amulet of Fazook. It is a vine necklace with an emerald on it. Any Shu noticing this will have a -3 reaction to the character wearing it.

NPC PERSONALITIES

Chief Wutuka - He is a withered old Shu 77 years of age. He is friendly yet he demands respect. He is proud of his people.

Chief Booda - He is wise and very friendly. He is very trustful of others, and wants to belong more than anything. He will do what he can to please others.

Mantikqua - He is the bravest, most wise warrior in the entire village. Everyone respects him. It may be out of fear or because he is very noble. He is a proud warrior.

Shimok - He is a braggart that is short on temper, intelligence, and wisdom. He is jealous of Booda, and wants to be the chief of the tribe.

Jajook - He is cunning and looks to power. He will be friendly to many, looking for his interests. He supports Shimok but respects Mantikqua because he saved his life once.

Baloom - He is tiny even for a Shu. He gets scared easily, but has a very good heart. He does whatever is best for the village.

Lamok - He is very friendly and talks a lot. He wants to know everything about everything. He can be annoying because sometimes he asks too many questions.

Cenari - He is a very good-hearted Shu. He fell in love with Tweek as soon as he set eyes upon her. His only goal is to marry her and start a family of his own.

Tweek - She is a very cute brave little Shu. She is not the brightest of people, but she is not dumb either. She has fallen in love with Cenari because of his big heart. And she just wants the village to be at peace, and to thrive.

Urg - He is a brave Saru that will stand behind Booda no matter what. He will not let any harm come to Booda by Shimok, or any character. He will not leave the village until it is safe for all.

Key Event Questionnaire -- *The Soulless Shu*

GEN CON 1998 Game Fair only

Did Chief Booda win the story telling contest? Yes_____ No_____

Did the heroes attack Yato or Tendor? Yes_____ No_____

Did Fazook escape the heroes? Yes_____ No_____

Did the heroes leave the amulet behind? Yes_____ No_____