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Trembling Village

**A One-Round AD&D[®] Game Living Jungle Adventure
for Low/Mid Level Heroes**

by Tom Prusa

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Welcome to the Living Jungle!

The Living Jungle is a tournament campaign exclusively for members of the RPGA Network. Be sure that you distribute scoring sheets at the *beginning* of the round, and make sure that each player at your table has a membership card (or at least remembers his or her membership number).

This is a low/mid-level Living Jungle adventure; only characters of sixth level or below may participate in it. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero (or start a new hero) to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for character creation instructions, if you don't have them).

During the course of the adventure, the heroes will earn experience points based on their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasure. After each encounter an experience point value is listed. This is summarized at the end of the adventure as well. *All characters contributing to the success of an encounter receive the listed experience points.*

For example, if an encounter lists an experience point value of 100, then each hero participating earns 100 points. All experience points are awarded at the end of the tournament. Do not award experience points after each encounter.

In some places the characters can gain treasure. For common items, like normal weapons and equipment, the players must simply record the new items on their character sheets. But for magical or other special items, you must hand the appropriate Treasure Certificate, included with this tournament.

The actual playing time of the event is about three hours. You must stop in time to let your players vote. Begin this process by letting each player explain a little bit about their character. You should be completing the judge voting form while they do this. Next, remind the players to complete their own scoring forms, then collect them all for your event coordinator.

DM Background

In this adventure the heroes must aid a village that is endangered by earthquakes. The village has lost many of its warriors, and without the heroes help, the inhabitants will not survive.

The adventure begins with the rumblings in the ground. At first, it is believed that Fire Mountain is acting up again. This proves not to be the case, instead the ground shakes are centered in the south part of the plateau.

The heroes are recruited by Taronee, witch doctor of the Koshiva. He explains that he has received a message (via a *messenger* spell), that the village Kaltra is in ruin, and needs aid if they are to survive. His cousin is the shaman of Kaltra, and has reported grave tidings. With the earthquakes centered near them, there is no chance of rebuilding until the tremblers stop. Thus, the heroes must escort a group of over 30 refugees to the north, where the earthquakes are not as bad (yet).

The heroes must first travel to the site of the village and locate the refugees. On the way they experience first hand the perils of the tremblers.

Once they have gathered the villagers, they must trek north with them, dealing with the problems of moving a large group of mostly helpless people through the jungle. They must provide food, shelter at night, means to cross the rivers, and protect them from the predators that are drawn to this much helpless food (the villagers).

The danger climaxes when a pack of raptors gets wind of this helpless prey and begins stalking the villagers. In a confusing nighttime attack, the heroes must defend the villagers, even at the risk of their own lives.

Players Introduction

It has been a restful month here at the village of the Koshiva. You have been helping with the harvest, and with the hunting. The time of the annual rainy season is almost upon you, and you just pitched in and did what you could. Many a roof is in better shape for your help. The village has invited you to stay during the rainy season, and were considering it. The jungle is a miserable place during the rainy season, unless you are a plantman or lizardman.

Then the disaster struck. The very earth moved! It started one afternoon when you were busy about various tasks. A stampede of antelope and garuda charged by the village, heading north, for no apparent reason. Shortly after, the ground began to shake. Several huts were damaged, a number of minor injuries occurred when people fell or tripped. The worst was young Latinga, she was caught when the ground

opened up and swallowed her leg. It was crushed, and she may never walk right again. Only the skills of the shaman among you (if no PC priests, change to - the shaman of the village) kept her from losing the leg at the upper thigh.

As you helped the village recover from the earthquake, the days went quickly by. Three days after the earthquake, a bright red bird flew into the village and landed on the shoulder of Taronee, the village shaman. It appeared that he was talking to the bird, and knowing Taronee, he surely was. After the bird had delivered its message, it quickly flew off. Taronee met with Rakil, the chieftain of the village, and they then sent for you.

Now allow the heroes to introduce themselves. When they are ready, proceed to Encounter One, Meeting with the Shaman.

Encounter One: Meeting with the Shaman.

As you continue with your tasks, some of you helping to rebuild huts, others seeing to the minor wounds still healing from the earthquake, young Binock comes to you. "Rakil and Taronee say you should come to the chief's hut right away. Please come". He runs to get the rest of your group.

Binock has no clue why the chief wants to see the heroes. When they enter the chief's hut, continue:

"As you enter the hut, you see that the chief has not fully recovered from the earthquake. Many of the trinkets about the hut still lie on the floor, the place is a mess. But the supply of date wine has not been affected, a cup is waiting for each of you. "Sit, my friends," says Rakil. "Taronee would speak with you."

Old Taronee looks enough like Bengoukee to be his brother, all the more strange since Bengoukee is a korobokuru, and Taronee is a nubari. Perhaps it is the constant communication with the spirits of the jungle that makes them so much alike. Somehow, Taronee is even more frightening, perhaps because you have dealt with Bengoukee so much, and have seen Taronee so little. In more than a month in the village,

you have not spoken with him once. He keeps to himself, and no one disturbs him unless he wills it.

"I have spoken with Bengoukee, he claims that you are among the best the jungle has to offer. I doubt that, Bengoukee always was a trusting fool. But times are desperate, and one can only work with what one has.

As I'm sure you are aware, the earthquake two days ago was a powerful omen. And it should be no surprise that it is an omen of things to come, bad things. Bengoukee is assembling a party to deal with the omens, which may or may not succeed. That is not why I have asked you here. I have a real problem, one that your skills may make you uniquely qualified for. You are known to have traveled much of the jungle, much more than any other warrior of the Koshiva. And I have need of experienced travelers. I just received a message from my cousin, Laytik, who is shaman of the village of Kaltra, far to the south. The earthquakes that shook our village are much worse to the south. The village of Kaltra lies in ruins, with many of its warriors dead and all of its huts and fields ruined. Now, a group of mostly helpless people face both the rainy season and the possibility of more earthquakes with few hunters and warriors. Someone must travel there and see that they make it safely back here. The good chieftain has agreed to shelter these people until they are able to found their own village somewhere else."

Rakil nods, and says; "Yes, for many of these people have relatives in our village, my own younger brother was chief of that village until a gnasher got him some twenty years ago. Will you undertake this quest for us?"

The heroes should certainly agree. If they are hesitant, Taronee mocks them, saying he knew they were cowards all along. Do your best to shame the heroes into accepting. If they have questions, Taronee answers as best he can.

Are there going to be more earthquakes?

Almost certainly. Whatever omens are carried in the earthquake will not go away in a day. A time of trouble comes upon Malatra, this is but the first blow in many.

Where is the village?

Proceed southeast along the River of Laughing Idols until it turns east. Proceed south for 200 miles, there you should sight the Steaming Mountains to the south. Head for the mountain with two faces. Along the small Lake of Many Fish is the village of the Kaltra. I send this token with you (handing a copper bracelet to the highest ranking shaman in the group, or if no shamans, then a mage, then a ranger, then a warrior.) to identify you to Laytik, my cousin. He is not much of a shaman, barely more in power than some of you. But he tries, and he will know that I have sent you.

A warning - do not travel on the river. The earthquakes may strike at any time (the ground trembles for a moment and subsides), and with the rainy season coming on, the river is safe only for caimen katanga. It would do no one any good for you to be swept over the falls into the taboo Valley of Spirits. Go nowhere near the valley, for you would certainly never be seen again.

What do the omens mean:

Bad times for Malatra. I will consult with Bengoukee on this, but that is not your concern. There are people who need your help, and soon.

What about supplies for the trip?

Rakil says that supplies will be provided, as soon as the heroes agree. If they now do so, the following list may be distributed as the heroes see fit.

- 2 coils of vine rope (30')
- All the food they can carry (mostly dried fruit and meats, including ten skins of date wine).
- 10 quivers of stone tipped arrows.
- 1 lizardskin cloak for each hero (will help to keep off the rain during the trip). (will not be offered to lizardmen or plantman PCs.)
- Carrying sacks and baskets for all this stuff.

Once the heroes have agreed, and received their supplies, they are told to make ready, they must leave at first light.

Encounter Two: On the way to Kaltra.

With no idea exactly what you are getting into, you prepare to leave the village of the Koshiva on your mission of rescue. The thought of more and worse earthquakes is frightening, while the thought of traveling during the rainy season is merely disgusting.

You are accosted by several villagers, begging you to save their dear third cousin Salinga, their friend Baliti, and their nephew Talonmare.

The heroes have almost three hundred miles to travel. Travel time will vary according to the party makeup - a group of all saru and monkey katanga can travel through the trees and make much better time than a group of korobokuru, for instance. Assume average travel rate will be about 30 miles a day, for a mixed group. Adjust up or down depending on the party makeup. Thus, the heroes have a couple of weeks travel ahead of them. If they protest, remind them that they must also hunt and/or forage for food along the way. If they choose to use their supplies instead of hunting/foraging, they can add another five miles per day.

Whatever the actual travel time, at least twice a week the heroes will encounter more earthquakes. As they get closer, the earthquakes get more severe. Use the following chart to determine effects of the earthquakes.

Earthquake results (D10)

(When they are within 100 miles of the village, add 1 to the dice roll. When within 50 miles, add 2 to dice roll)

1. Mild tremor, dexterity rolls to remain standing. No damage from falling.
2. Mild tremor, some tree branches broken, small trees may fall. Dexterity check or struck by a falling branch for 1d2 points of damage.
3. Mild tremor. Some areas of the ground are pushed upward, small trees may fall. Dexterity check to avoid 1d2 points of damage.
4. Mild tremor. All effects above, dexterity check at -1 to avoid 1d3 points of damage.
5. Moderate tremor. All effects listed above, one random member of party must make a dexterity check at -4 or be pinned by a falling tree for 1d4 points of damage.
6. Moderate tremor. All effects above, plus one random member of party must make dexterity check at -6 or be pinned by falling tree for 1d6 points of damage.
7. Severe tremor. Lasts for several minutes, ground splits in areas nearby, trees fall, branches break. All members of party must make dexterity checks at -2 or fall and take 1d3 points of damage. Random member of party must make dexterity

check at -2 or fall into earth crack for 1d4 points of damage.

8. Severe tremor. Lasts for one turn. Trees fall, cracks open in earth. All must make dexterity checks at -2 or fall, taking 1d3 points of abrasion damage. One random member of party sprains ankle. (damage 1d2, 1/2 mobility until a *Cure Light Wounds* is cast, or for three days.)
9. Severe tremor. Lasts for one turn. All must make dexterity checks at -3 or fall, taking 1d3 points of damage. One random member of party sprains an ankle (as #8, above), one other random member of party must make dexterity check at -2 or break a bone in arm/leg (50% for either), taking 1d4 points of damage. If leg is broken, mobility is reduced by 3/4 until *Cure* or two weeks pass.
10. Dangerous tremor. Large cracks open in ground, trees falling, ground rolling. All will fall, taking 1d2 points of abrasion damage. One member of party has a limb trapped in earth crack that opens and closes, unless a dexterity check is made. Damage 1d6, limb is broken. Effects at #9, above.
11. Dangerous tremor. As #10, but two members of party (random), must make dexterity checks at -2, or have limbs trapped and broken.
12. Dangerous tremor. All fall, taking 1d2 points of abrasion damage. Ground rolls, throwing two members of party into air, falling damage is 1d8 (dexterity checks for 1/2 damage). One member of party is pinned from the waist in ground, unless dexterity check is made at -6. Damage is 3/4 of pinned persons current total, both legs are broken. At least 1/2 of damage must be healed before hero can walk again.

Adjust these as necessary, it is hardly heroic for someone to die based on a purely random roll (any effects that would kill a hero instead leave them unconscious at 0 hit points).

- Hunting. The heroes must forage or hunt along the way. Simple hunting/foraging rolls can be made once per day, or the heroes may stop once per week and spend the whole day hunting/foraging. They can then dry the meat, and continue on.

The Rainy Season:

Approximately one week after the heroes start their trek, the rainy season begins. It starts slowly, just a drenching downpour for about three hours on the first day. The next day, it rains for six hours, and from then

on it rains at least ten hours a day for the next three weeks. The rainy season brings about the following changes:

Lizardmen and Plantmen have no need to soak themselves in water, it is happening naturally.

Aarakocra and flying lacerials have a real problem flying in this weather. All landing and takeoffs (requiring Dexterity checks), are at -4. In addition, flight speed is at best 1/2 of normal, and it's exhausting. No more than four hours of flight per day may be attempted, and if that much time is spent in the air, the flyer must rest for the remainder of the day.

The temperature drops significantly during the rainy season, heroes may be prone to colds and other diseases. Anyone wearing the lizardskin cloak provided by Taronee is safe, anyone running around in normal jungle dress has a 10% chance per day of catching a cold. No real game effects, but it should serve to make the heroes miserable, as well as rendering useless any sense of smell that may be used, in tracking, for instance.

Random encounters.

The heroes will have the following encounters, spread out as you see fit.

1. Saru with broken leg.

The saru, Yne, hurt her leg in the last earthquake. She is hungry, and the limb is showing signs of infection. Magical curing, or healing/herbalism (both) to care for leg. She warns that the earthquakes are worse to the south. Yne will not fight the heroes, if they wish to attack, they kill her with no trouble (NOT a good action.)

2. Trapped Garuda:

The heroes come across a small spiketail (iguanodon) that has been trapped by a large tree falling across it. The creature is wounded and panicked, and is as likely to lash out at anyone trying to help it as not. The spiketail is small only for it's species, it weighs in at about two tons. A combined strength of 40 can get enough tree limbs off of it that it can break free. If this is done, anyone helping must make a dexterity check or suffer 2d4 points of damage from a lashing tail as the creature flees.

Another alternative is to kill it for food. This can be done without harm to the heroes, if they use long weapons like spears or perhaps missiles.

The only cruel act here is leaving and allowing the creature to die of slow starvation.

Spiketail (Iguanodon): Int Animal; AL N; AC 4; MV 15; HD 6; hp 30 (17 currently); THAC0 15; #AT 0 (in current position, otherwise 3); Dmg NA (in current position, otherwise 1-3/1-3/2-8); SA nil; SD nil; MR nil; SZ L; ML 9.

3. Refugees.

The heroes come across a group of refugees, a shu village on the move. Note: These are NOT the refugees the heroes have been sent after. This village is still capable of moving on its own. When it comes time for the heroes to encounter them, have them make surprise rolls. Success indicates that the heroes are aware that a number of creatures are moving through the jungle in the direction of the heroes.

Allow them time to prepare (assuming at least someone is not surprised). When they are ready, continue:

As you move through the jungle, the rain continues. It's cold and uncomfortable. Over the sounds of the rain you can barely hear a 'squish, squish', someone is moving through the jungle, headed in your direction. Now you hear it again, but it's not just one creature moving, it's a number of them. As you move forward slowly, you can pick out the sounds, but you don't see anyone.

Three rangers from the shu tribe are ahead of the main body of the tribe. They've heard the heroes and are using their hide in natural surroundings proficiency to get a look at what's coming. When they see the heroes, they emerge.

Tlik, Tratu, Boltina, Shu R3: shu male/female; AL NG; AC 8; MV 6; hp 18; THAC0 18; #AT 2; Dmg 1-3/1-2 x2 (knives); SA attack with two weapons; SD move silently 33%; hide in shadows 27%; MR nil; Str 14; Dex 16; SZ S; ML 15.

Boltina is the leader and spokesmen for these rangers. When assured of the heroes good intentions, they invite the heroes to camp with them. The Simbuki village is led by Booda, a shu shaman (5th level). If necessary, he can spare one *cure light wounds* for the heroes, but no more. If, on the other hand, the heroes offer to help, have Booda proudly declare that he can take care of his own village. Then have an earthquake hit, causing a number of shu to be hurt. To determine injuries, have the heroes make their rolls for the earthquake, and multiply the number of heroes hurt by five. That is the number of shu needing aid. The shu do

not need any help hunting, they are amply supplied with rangers.

The shu are not too suspicious, but they are not too friendly, either. These are strange times. Their village lies some 40 miles north of Kaltra, and they frequently traded with the Kaltrans. They have had no contact with the Kaltrans since the earthquakes started. They assume that all in Kaltra are lost, but have had no time to check it out. They abandoned their village a week ago, when scouts reported that the earthquakes were not as bad to the north. Logically, this means that they should be worse to the south, the shu have little hope for the village.

Encounter Three: Warrior of the Kaltra.

Kaltra has suffered much from the earthquakes. Once a thriving village on the shores of the small Lake of Many Fish, the kaltrans fished, hunted, and existed in peace with the jungle. They frequently traded with the shu village to the north, obtaining crafted goods in exchange for fish and the crafts they were able to fashion from the bounty of the lake. This included shell necklaces, turtle shell shields, and even the occasional fresh-water pearl.

Then the earthquakes came. And as ill luck would have it, it came when most of the warrior contingent of the village was out on the lake fishing. The earthquakes opened large cracks in the bed of the lake, it has almost entirely drained away. The waves and tumult caused by the first earthquake capsized and drowned the majority of the warriors. Only three remain, and two of them are near death.

The heroes first sighting of a Kaltran should be several miles before they reach the village. The last remaining warrior is out hunting, and has gotten herself in a bit of trouble. She had the ill luck (the only kind the village has anymore), to sneak up on a herd of sailbacks, only to have a minor tremor send them stampeding in her direction.

As you continue through the jungle, you know you should be able to reach the village within a few hours. The trees are sparse here, and what few there are damaged or broken. Clearly the jungle suffered much more damage here from the earthquakes than farther to the north. A rumble fills your ears, thinking it to be another earthquake, you brace yourselves. But the ground does not jump. Instead, a korobokuru warrior appears.

She is running flat out, but losing ground swiftly to the herd of sailbacks running behind her. She is rapidly tiring, the sailbacks, slow as they are, are gaining rapidly. What will you do?

The stampede is not heading directly for the heroes, nor is Waluki. Waluki (the warrior) just running away as fast as she can. Her path will take her some 200' to the right of the heroes. Unfortunately, wherever she goes the sailbacks will follow, they are not bright. Waluki is 400 yards in front of the heroes when she first appears, she will draw even with them in three rounds. The stampede will catch her in four rounds.

The terrain is lightly forested. (See **map #1**). There are at least two trees in Waluki's path that might withstand the stampede, a tall broad elm, and a tangled and fallen cypress tree that sprawls out in a large semi-circle, 50' in radius. It was a victim of an earthquake.

In addition there is a small ridge in her line, about 40' behind the heroes location. It is only about three feet, but that might be enough to hide behind while the sailbacks went over.

The heroes have a couple of obvious chances to save Waluki.

- **Run to the elm**, climb up and grab her as she runs by. A running character can cover 240' in a round, assuming a normal movement rate of 12. Korobokuru, butu, landbound aarakocra, and other slower races must make a running roll (constitution at -4 if the skill is not possessed). Failure means that it takes two rounds to reach the tree. Otherwise they can reach the tree in one round. When reached, a climbing roll, or dexterity at -4, must be made to secure a decent position to make the grab. Yelling at Watuki to tell her what to expect wouldn't hurt any, either.

Finally, they must grab Watuki as she runs by. This requires a to hit roll at AC 6 (AC10 if they warned Watuki, and she can help). Finally, since she is a korobokuru, she is a mite heavy, so a strength check is needed to pull her up. If that fails, both fall. For heroes on the ground, the best bet is simply to get behind the tree. This option may also be used by lately arriving heroes. As the stampede goes by, a dexterity check is needed to keep one's feet, and not fall under the charge of the sailbacks.

Anyone who does fall to the stampede takes 2d8 points of damage per round. If near the tree, a dexterity check can be made each round to get back to safety. The stampede lasts for 3 rounds, then passes by.

- **The cypress**. The cypress will not deter the stampede so much as slow it down. Most of the sailbacks simply flounder through the cypress branches, continuing on at a reduced rate of speed. If this method is chosen to try to save Waluki, the hero must run and meet her as she passes nearby. Distance is 250 yards, it will require full out running to meet her. When the tree is reached, a to hit roll is needed at AC 10, success means that Waluki and the hero roll into the cypress branches.

When the stampede passes by, have the hero make a wisdom roll. Success means they have chosen a secure location, they take no damage from the stampede. You can grant bonuses to this roll if the hero comes up with a particularly good idea for hiding. Failure means that the heroes must roll a successful dexterity check each round (the sailbacks are moving slower, the heroes have a chance to dodge) or take 2d8 points of damage from a stampeding sailback.

- **The ridge**. The easiest for the heroes to reach, any hero can reach it in one round. Waluki will reach it at the end of round three. Someone can be prepared to grab her and pull her to safety next to the ridge. If someone stands up and yells instructions to Waluki, she will notice, and it will be easier.

To grab her requires a to hit roll at AC 6, AC 10 if she is warned. If it is missed, Waluki fell, pulling the hero to an exposed position. The hero must make a successful dexterity roll to drag Waluki and themselves back to safety.

When the herd thunders over, each hero will take glancing blows from tails and such, causing 1d2 points of damage per round.

- **Other options**. The heroes may come up with other options. In particular, an ostentatious display of flashy magic - *fireball, flaming sphere, or phantasmal forces*, for instance, causes the herd to turn. Unless focused to turn the herd away, there is a 50/50 chance that the herd turns towards the heroes' location. If that happens, the ridge is the heroes' closest place of safety.

Waluki, : korobokuru female F3: AL NG; AC 6 (hide armor); hp 18; THAC0 17; #AT 1; Dmg 1d6+1/1d8+1 (spear + str); SA nil; SD nil; MR nil; Str 17, Con 15, Dex 13, Int 11, Wis 11, Cha 10; SZ M; ML 12.

Waluki is the last remaining warrior and hunter in the tribe. She has been attempting to feed the village, and the effort has left her exhausted. Personality: she does what is needed, but not uncomplainingly.

Everyone knows how hard she is working, she sees to that.

Sailbacks (23); Int Animal; AL N; AC 4; MV 12; HD 4; hp 20; THAC0 17; #AT 1; Dmg 3d4+3; SA trampling for 2d8 points of damage; SD nil; MR nil; SZ M; ML 7.

If rescued, Waluki is grateful, a little. She quickly begins to make excuses that she was tired, the spirits of the jungle are against her, the heroes themselves may have spooked the sailbacks. In other words, whatever happened is not her fault. She does attempt to coerce the heroes into helping to skin and render the sailback that was trampled to death going over the ridge. She tries to get them to do all the carrying. At least three heroes are needed to carry the edible portions of the sailback, and each hero would be considered fully encumbered.

Waluki is glad to hear that the heroes have come to help, although she has already assumed that. She doesn't really care who they are, or where they come from, as long as they're going to take some of the work off her shoulders. She does lead them back to the village, as soon as the meat is prepared.

Encounter Four: Village in Ruins

As Waluki leads you to the village, you see that things are much worse than you feared. Not a hut remains standing. Rubble lies strewn about, not even a tree within the village still stands. Across the village, you can see the mud filled pit that once was the lake of many fish. Indeed, many fish lay rotting in the rain, strewn about what was the lake. Even the rains can not fill the lake again, huge gaping cracks in the lake bed quickly drain the rainwater away.

In the village itself, many people come to meet you. The food you carry is necessary, it would seem, as most in the village look gaunt and hungry. You are immediately struck by the absence of any warriors or hunters, all left look old, very young, or unfit in some way. An elderly man approaches you, from his trappings, he is the shaman of the village. "Welcome, I am Laytik, shaman of the Kaltra, or what's left of them. Did my cousin send you?" he says hopefully.

Laytik has been doing all he could for the village, but it isn't enough. With little or no shelter, and the persistent rains, hunger and disease are rampant within the village. The heroes' help is needed desperately.

The Kaltran Village

The village of the Kaltra was a small village of about 60 souls. It included a number of nubari, two families of korobokuru, and a sprinkling of tam'hi and katanga.

Little of the village remains standing. The shaman's hut still has a roof, although two of the walls have collapsed, it won't last through the next earthquake. No other hut still stands. Right now, four wounded tribe members lay in the dubious shelter of his hut.

The village had a dozen canoes, they are scattered and wrecked over the lake bed. For a few days after the lake drained Waluki was able to gather fish, then that went bad. Now, they are short on food as well as medical supplies.

Following is a list of some of the villagers, if more are needed you can add as necessary. After the NPC list is a list of tasks that need to be done before the villagers can leave.

Laytik, Nubari male P3: AL NG; AC 10; MV 12; hp 10; THAC0 18; #AT 1; Dmg 1-6 (club); SA nil; SD nil; MR nil; Wis 15; ML 12.

Spells memorized: currently only *dust devil*. He has been memorizing 4 *cure light wounds* each day, he has not been able to keep up with the people injured every time an earthquake happens. He is exhausted from trying his best to keep the villagers alive.

Saran'd, Nubari female F1: AL NG; AC 8; MV 12; hp 6 (currently 3); THAC0 20; #AT 1; Dmg 1-6 (spear); SA nil; SD nil; MR nil; Int 15; Wis 13; Cha 13; SZ M; ML 11.

Saran'd is the wife of the former chief, and with Laytik has shared leadership of the village, such as it is. She has a broken arm, suffered in the last earthquake.

Personality: Concerned, caring, bearing up as well as she can, considering she lost her husband and a daughter to the disaster on the lake.

Salinga, tiger katanga female F2: AL LG; AC 8; MV 12; hp 17 (currently 4); THAC0 18; #AT 1 or 3; Dmg 1-6+1 (spear & strength) or 1-4+1/1-4+1/1-10; SA change to tiger; SD nil; MR nil; Str 17; Con 17; SZ M; ML 13.

Salinga is one of the wounded warriors who made it to shore after the lake disaster. She has two broken legs, and is one of the villagers lying in Laytik's hut. She also has a nagging cough which will develop into pneumonia in a few days if not treated with *cure disease* or a successful Herbalism & Healing roll. If the Herbalism/Healing method is used, she will take two days of bed rest to recover from her cough.

Personality: stoic, terse. Blames herself for being hurt, thinks she can help support the village. She can't, without some recovery time.

Taronmare, korobokuru male F3: AL LG; AC 8; MV 6; hp 20 (currently 12); THAC0 17; #AT 3/2; Dmg 1-6 +2 (spear & specialization); SA nil; SD nil; MR nil; Str 15; Con 14; SZ M; ML 12.

Taronmare is Waluki's brother, he also was hurt in the last earthquake, two days ago. He has a broken leg, and internal injuries.

Personality: friendly, cheerful (ordinarily, not much right now). He is a direct opposite of his sister, and is quite popular in the village.

Tic, monkey katanga male F0: AL CN; AC 10; MV 12; hp 3; THAC0 20; #AT 0; SA change to monkey; SD nil; MR nil; SZ M; ML 9.

Tic is 8 years old. He has come through the disasters entirely unscathed. He is a typical monkey katanga, irrepressible. He is confident that the heroes can lead them to safety, he intends to be a hero himself someday. He should be a pest, but if approached properly, he can be quite helpful. He is one of the few in the village who is still in good spirits and good health. Tic was an orphan adopted by Menari. If it can be scrounged from the village or nearby jungle, Tic can find it. Personality: never sad for long, short attention span. He will not play tricks on anyone during the current crisis (he tried, and got yelled at).

Menari; pangolin katanga female F0: AL NG; AC 10; MV 12; hp 5; THAC0 20; #AT 0; SA change to pangolin; SD nil; MR nil; Wis 15; SZ M; ML 11.

Menari is an elderly female, who has survived by shape-changing into her pangolin form whenever an earthquake starts. She has been doing her best to help care for those hurt in the earthquakes. She takes over the cooking of the sailback meat brought by the heroes.

Personality: a mother hen, extremely worried but undefeated. She is a rock that most of the village leans on. It is beginning to tell on her, lines of exhaustion mar her face. She has also been giving most of her food to the wounded.

Huthi, Nubari male F1: AL LG; AC 10; MV 12; hp 9 (currently 1); THAC0 21; #AT 1; Dmg 1-6 (spear); SA nil; SD nil; MR nil; Str 7; Con 7; SZ M; ML 12.

Huthi is 60, and suffered a concussion when a tree branch struck him a week ago. He is the most seriously wounded of the Kaltrans. He lies in a coma in Laytik's hut.

Personality: if healed, Huthi is worried that the spirits of the jungle have grown angry with the Kaltrans. He does what he can, but he is not the best of warriors, even when he is healthy. He was a net-weaver when the village was still whole.

Iagor, korobokuru male F1: AL NG; AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-6 (spear); SA nil; SD nil; MR nil; Con 15; SZ M; ML 12.

Iagor is over 100, and is Huthi's best friend. He has been caring for him since he was hurt. In normal life, he worked with shells and wood, carving and fashioning crafts for trade. His skills have been of little help in the crisis, but he is still in good health and willing to help.

Jandra, Nubari female T1: AL NG; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1-4/1-3 (knife); SA nil; SD nil; MR nil; Dex 18; Cha 16; SZ M; ML 9.

Jandra was the chief's youngest daughter (15), and is considered by most to be the beauty of the tribe. She was quite conceited, but the crisis has shocked her out of that. She has been doing what she can, but she doesn't have many skills that could help.

Personality: Jandra is likely to develop a monster crush on a hero who distinguishes himself in the crisis. Play her as a privileged girl who has suddenly been thrust into a hopeless situation. She is bearing up well, but she is worried about her mother, who is working herself to death. She wants to help, she just doesn't know how.

Tarel, Nubari male F1: AL NG; AC 9; MV 12; hp 5 (currently 2); THAC0 20; #AT 1; Dmg 1-4/1-3 (knife); SA nil; SD nil; MR nil; Dex 15; SZ M; ML 11.

Tarel is nearing 60, he has some hunting skills (hunting 13). He lies in Laytik's hut with five broken ribs. He was injured two earthquakes ago, when a tree fell on him.

Personality: Tarel is in despair, waiting to die. He lost his wife in an earthquake, and his son in the lake disaster. Very depressed.

Tasks to be done:

- Care for the wounded. Currently 17 members of the 35 remaining of the tribe are wounded or hurting. Most

have sprained or broken arms, one has broken ribs, two have bad coughs that will develop into pneumonia if not treated. One is Salinga, the other is R'thon, a nubari female. If no one in the party is a priest, or has the healing or herbalism proficiency, they can still help. Laytik can use them to care for the wounded, hunt down herbs (requiring hunting, jungle lore, plant lore, or wisdom at a -3), build shelters to keep the wounded out of the rain, provide fresh food, any number of things. For all practical purposes, Laytik's 4 *cure light wounds* every day are enough to take care of most of the broken bones. Assume that it take two *cure light wounds* to heal a broken bone, spread out over two days. After the first day, the patient can use the limb, on a limited basis.

- Provide food for the village on an immediate basis. Several of the heroes could track the sailback herd and bring down a few more of them. Don't require hit rolls and damage, merely hunting rolls should be enough.

- Provide food for the trip. The meat could be smoked for the trip north. The village's smokehouse is in rubble, so the heroes must build one first. Assume 2 people days of work to build a smokehouse. The material for it already exists (the ruined smokehouse), except for the supporting structure. The PCs will have to gather logs and set them in the ground, if they expect it to last through an earthquake.

- Prepare the villagers for the trip north. Someone should take a head count, and get to know everyone in the village. Not personally, but to have an idea of what they have to work with. They need to organize hunting/foraging for food along the way, as well as guards to protect the villagers from predators. The total count of the village is as follows:

- 6 nubari males (3 are children)
- 12 nubari females (5 are children)
- 3 korobokuru males (1 is a child)
- 5 korobokuru females (2 children)
- 5 katanga (3 females, 2 male, 1 a child)
- 3 shu (a married couple and their daughter)

Of these, only the ones described above have skills that can aid in the trek. Of course anyone who is healthy can keep watch or carry food (enough for two weeks for one person). The adults can carry litters, in shifts, if someone is not ambulatory.

The village will need lots of food, the task can not be accomplished by one or two heroes working alone. To make matters worse, game is scarce in the area, most have fled away from the epicenter, which is 20

miles to the south. Foraging is not affected, but the area around the village has been scoured in the past few weeks. At least four heroes or villagers must be designated to hunt. Use your judgment here, if one of the heroes is a priest who can cast *Create Food & Water*, they can probably get by with one less hunter/forager.

- Aid the village through the next earthquake. Roll 1d10+2 for the earthquake, a number of people will be hurt. Assume that 3d6 villagers suffer the main effects of the earthquake. If the result indicates a random party member trapped with possible limb breakage, assume that one of the described villagers above suffers the same effect. The next earthquake will not take place for three days after the heroes arrive. If they dawdle, after three more days, a bad one should hit. Roll 1d4+8 for the earthquake result. Don't use that roll if the party is underway, roll normally.

Encounter Five: The Trek.

Once the party gets underway, keep things moving. The heroes will not make the good time they did on they way to the village, not with all those children and injured to worry about. The best they can hope to do is 25 miles a day, 20 is more likely (if they have someone on a litter, if the hunting is bad, if an earthquake stops them). Thus, the heroes have a good two weeks of travel under the best circumstances.

Do not require hunting/foraging rolls for each and every day, as long as the hunters are assigned, they can usually succeed. Instead, pick one or two days and tell the heroes that the hunting is particularly bad, and require rolls at a -2.

- Earthshakes. At least twice a week the heroes should encounter earthquakes. Roll 1d10+2 for the result at first, 1d10+1 after they get more than fifty miles away from the village, and 1d10 after they get 100 miles from the village. For the last 100 miles, roll 1d6. For the sake of expediency, just assume that 3d6 villagers suffer the earthquake effects, with one suffering any special effects.

- Predators. Depending on time remaining, the heroes can face from one to three predators. None of these will necessarily be a fight to the death, the object is to keep the villagers safe.

Wandering Sailback (Dimetrodon): Int Animal; AC 4; HD 4; hp 20 (13); THAC0 17; #AT 1; Dmg 3d4+3; SA trampling for 2d8 points of damage; SD nil; MR nil; SZ M; ML 9.

This sailback is wounded and separated from the rest of the herd. It appears from the side of the march, heading right through the villagers. If not killed in two rounds, it will trample 2 villagers. PCs out ahead scouting or off foraging or hunting will not be there to react.

The villagers trampled will be from the mass of unlisted villagers. They are both 0 level and have 5 hit points. Trampling causes 2d8 points of damage, so one or both may be killed here. Be sure to use the death's door rule and allow Laytik or PC healers to save the villagers if possible.

Giant Constrictor Snake: AL N; AC 6; MV 9; HD 6; hp 30; THAC0 15; #AT 1; Dmg 2d4 (constriction); SA nil; SD nil; MR nil; SZ L; ML 9.

The snake attacks from above on old Huthi, it is up to the heroes to drive it off. It will release the villager and flee when it takes 20 points of damage. Anyone who stabs wildly at the snake has a 1 in 3 chance of hitting the Huthi. To avoid any chance of hitting Huthi is in effect a called shot, with a -4 hit chance.

Garuda Dogs (Euparkeria) (9): Int Animal; AC 5; MV 15; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg 2-5; SA nil; SD nil; MR nil; SZ (3'); ML 8.

The euparkeria trail the party for several days, hoping to get a straggler. Let heroes watching the back of the trek make surprise rolls once per day. If successful, they notice one or more of the garuda dogs trailing a tired villager lagging behind. They may get off a missile shot, then the creature will flee.

If one hero lags considerably behind, say for scouting purposes, they may attack, but will flee when two or more are killed. They may even be hunted by the heroes for food, again fleeing if a few are killed. If not chased off, they return after a day or so, give the heroes another surprise roll.

After a few days, the pack will attack at night, preferably at a child or small individual. Make sure to allow any heroes on watch the chance to make a surprise roll and intervene. This should also apply to NPCs like Laytik or Taronmare who may also be taking a watch, if the heroes have arranged such things.

The pack's attack will be a quick hit and run thing, one round to close, one round to attack, and two rounds to carry off their victim. Make the heroes react quickly. Anyone on watch who is not surprised should have a

chance to interpose themselves between the herd and the child, possibly earning a hero point in the process.

Encounter Six: Last Challenge.

When the heroes are less than 100 miles from the village of the Koshiva, read or paraphrase the following.

It has been a long hard trek, but things are getting better. If it weren't for this incessant rain, you could even be in good spirits. Most of the villagers are healthy again, and you have returned to lands where the earthquakes are not nearly as dangerous. A scrape, a bruise, but little that cannot be healed in a day. The hunting is better here, in fact it is as easy as you've ever seen it, in the rainy season. In less than five days, you'll be back to the village, and have the weight of more than 30 people off your shoulders. You have come to know them over the past few weeks, and most are good people. In fact, you have finally reached the River of Laughing Idols. It is swollen and turgid with the rains, not safe to even travel beside. But it is a mark that you are less than five days from home, at least the new home for many of these villagers. You set up camp a safe distance from the river, finding a patch of umbrella trees that allow you to rest in relative dryness.

The conditions have indeed improved. Have an earthquake strike during the night, it should be a minor tremor at most. Hunting and foraging takes only half the time as before, many creatures have fled here from the south, the hunting is easy.

Any of the listed NPCs who is healthy by now (which should be all of them), has volunteered to help keep watch and/or hunt and forage. Let the heroes feel that they are on the downhill side of this trek when tragedy strikes. Of course Tic and Jabra might not be appropriate to put on watch, and Laytik may need the sleep, but the rest of them insist on carrying their weight. If at all possible, get Tarel on the last watch.

As you awake to begin the day, Kalinga comes padding into camp. Since she was to relieve Tarel on watch while he ate breakfast, you are immediately concerned. Kalinga

shifts to human form and reports. "Tarel is gone. There is nothing left there but a few splotches of blood. My nose also detected something I have smelled before. We've got raptors." The villagers all look concerned, many of them frightened. Raptors are perhaps the most cunning of the Garuda, and the worst sort of creature to defend a large group against. Things may not be that easy after all.

The heroes may take precautions, you must judge their effectiveness. The raptors will strike at single people alone in the jungle, even at two or three at a time. Thus, if the heroes attempt to track them, they will walk right into an ambush. If the whole party goes, the raptors are likely to circle back and attack the villagers. If the heroes do not realize this, Taronmare is sure to point it out.

Successful tracking rolls reveal at least half a dozen raptors, maybe more.

Raptors, Deinonychus (8 -- 5 if party is all low level): Int Low; AL N; AC 4; MV 21 (+1 jump); HD 4+1; hp 21; THAC0 17; #AT 3; Dmg 1-2/1-2/2-8; SA jumping attack, counts as charge, +2 hit and damage, gutting attack, rear claws rake for 2d6 damage, both claws count as one attack; SD nil; MR nil; SZ L (12' long, 6' tall); ML 11.

At this point Laytik seeks out one of the heroes who is a mage, and presents them with a *Runestick*. It was a gift from Trueblood, a mage of the lacerials, whom he befriended last season. It acts as a scroll, and contains *spectral forces*, *wall of stone*, *blur*, & *melf's minute meteors*, scribed at 7th level. Unless the runestick proficiency is also possessed, each can be used only once before it disappears. If this new proficiency (learned only from Taronee, Bengoukee, or Trueblood), is possessed, the runestick can be used like spell fetishes, or like a scroll. If used as a scroll, each spell disappears when first used.

If the heroes immediately send out a hunt, the raptors avoid them, unless it is woefully underpowered. If that happens, be sure to warn the characters that they have a bad feeling, like they are surrounded and being hunted themselves. Allow them a chance to retreat to the safety of the group. If they do not, several heroes could be lost here.

Of course the heroes may themselves try an ambush. It will fail automatically, unless the heroes

include some members who have good hiding skills. This would include rangers, jungle tam'hi, plantmen, rogues, and any others who have specific hiding/hide in shadows/hide in natural surroundings skills. Any other heroes could be used as bait, say in an underpowered hunt as listed above. Don't forget to include those able-bodied fighters (anyone over 1st level) from the village in the hunt. Due to the raptors cunning, assume all skills are at -20%/-4. If the raptors only detect one of the ambushers, they attack that person as well. This could allow the heroes to at least reduce the numbers of the raptors.

If the heroes merely continue to do their jobs, guarding the villagers, they are in for a struggle. On the next day of the march, another villager is lost (an unnamed nubari). The raptors secrete themselves in the foliage, springing up and attacking in the middle of the march. There is a shout, and the heroes can turn to see two raptors fleeing, carrying the body of the dead villager. Allow surprise rolls, those who are not surprised have one round to get off attacks. To simplify matters, only those heroes who roll a 9 or above on their surprise rolls are close enough to get a melee attack, the rest must use spells or missiles. The raptors will not stay and fight, although they may attempt to lead pursuers into an ambush. Again, this only happens if just a few heroes pursue, not if five or more pursue.

• **Attack:** On the third night of the march, the raptors attack the camp en masse. They wait until the wee hours of the morning, a few hours before dawn. The country is now lightly wooded, mostly grassland. Perfect territory for the raptors to sneak through the grass and spring.

The raptors start with two of them springing upon one of the NPCs who is on watch. (It will take at least three heroes/NPCs to watch all sides of the camp.) If no NPC is on last watch, they attack a hero at random. Allow that NPC/hero a surprise roll at -4. The rest of the pack streams by, attempting to attack children and small adults and carry them off. Remember that any raptor wounded on the previous day will have recovered two hit points, but no more.

This should be a confusing scene, lots of shouting, raptors appearing from nowhere and fleeing a round later. They are not interested in pitched combat. If confronted by a capable fighter, they are likely to attack for one round, then flee into the jungle, returning a round later at a different point. Any raptor that has less than five hit points left will flee and not return. Any raptor that manages to put down a villager

(to 0 or less), grabs them and flees, taking two rounds to disappear into the grassland.

Give the heroes plenty of chances to interpose and save villagers. At least two heroes should be attacked in the initial charge, pick ones that are sleeping when the charge starts. Since the heroes will be expecting something like this, allow even sleeping heroes a chance to grab a weapon and meet the charge. This should be a surprise roll, at only a -2, since they are expecting it. If they are surprised, they can still grab their weapon and rise, only to meet a raptor leaping on them. The raptor will win initiative, and spears cannot be set versus a charge.

Judge hero precautions accordingly. For instance, saru, monkey katanga, and tiger katanga may choose to sleep, or watch, from a tree. This would allow them a chance to notice the raptors sneaking up, allow them a normal surprise roll. They can also attack from above, getting a +2 to hit. Should there be any flying heroes in the party, it is not raining at the time of the attack, no penalties apply to flying.

With the possible exception of an NPC on watch, no villager should be carried off without a hero having a chance to save them. Pick a villager to attack, then allow a hero a dexterity check to interpose themselves before the attack. If that fails, the villager may well drop from the attack, the hero must then drive off the raptor and use healing skills to save the villager (if he/she is below zero hit points). Any unlisted villager should be assumed to have five hit points and be AC 8.

Run this encounter as long as it is dangerous. In other words, when four or more raptors are killed, the rest flee, never to return. Otherwise, if four or more raptors manage to carry off a victim, they also do not return. Allow all the heroes a shot at the raptors. Any hero who puts themselves in harms way, and takes a significant amount of damage, may be eligible for a hero point.

Let the heroes help after the attack, there should be at least some seriously wounded villagers. The day after the attack, the heroes can reach the village of the katimaya, and get help there. Both healing and additional guards should be available, in case the raptors have not been driven off once and for all. Don't spend too long on this, once the raptors are driven off, the adventure is essentially over. Proceed with the epilogue.

Epilogue:

Finally, you spy the village of the Koshiva. Villagers run out to greet long lost relatives

and friends. There is some weeping, some of the those who did not make it had friends here. But generally, the village is pleased with your efforts. Taronee meets with Laytik, then calls you together. "My friends, I thank you for your efforts. Without you, all of the villagers would surely have perished. I offer you some small tokens, not enough for your efforts, to be sure, but items you may need in the coming months. I have studied the omens, and I am afraid that things will certainly get worse before they get better. A bad time is coming to Malatra, you must be strong in the days ahead, if the jungle is to survive as we know it. Given your success so far, I am confident we will survive.

The heroes each receive one of the following items.

- One bag of hanna pollen, which allows maximum healing for one turn after it is inhaled.
- A spell fetish for *Web, Tongues, or Evard's Black Tentacles*.
- A finely balanced spear, granting a +1 to hit.
- A small pot of perfume, vanilla scented, that can also be used to throw off those who track by scent.
- A large weighted battle axe, made by Bagoomba's tribe, of obsidian. It does +2 on damage, but since it is unwieldy, has a -1 to hit.
- A set of garuda-skin armor, granting the wearer AC 5. It is a bit bulky, granting a -5% chance to move silently.

This is in addition to the runestick given by Laytik, which he allows the mage to keep.

Here ends Trembling Village.

Experience Points

Encounter Two:

Aid the injured saru	150 xp
Do not leave the trapped garuda to starve	150 xp
Roleplay with the shu, and help out the injured	150 xp

Encounter Three:

Rescue Waluki	250 xp
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Encounter Four:

Help with injured villagers	150 xp
Organize well for the march	150 xp
Roleplaying with the villagers	200 xp

Encounter Five.

No villagers killed by predators	400 xp
Heroes carry brunt of responsibility for hunting, watches, etc.	300 xp

Encounter Six.

Stay with the villagers, not exposing them to attacks by the raptors	200 xp
Two or less villagers killed in final attack	200 xp
OR	
No villagers killed in final attack	400 xp
Each raptor slain	100 xp

Maximum possible experience: 3,200 xp

If the party is all low level, and you have repeatedly had to tone down things to keep them alive, cut experience points in half for all encounters except for the last one.

TREMBLING VILLAGE

b, T. Pusa



- Trees & Brush
 - Kerobokuru

Herod's start

Runestick of the Lacerials

This item is only usable by mages. The stick is carved with various runes. When concentrated upon, it allows a mage to cast the spells inscribed upon it. If the mage also has the Runestick proficiency, it may be used just as a spell fetish. The runestick proficiency requires one proficiency slot, based upon intelligence. This proficiency can only be taught by Bengoukee, Taronee (witch doctor of the Koshiva), or by Trueblood, mage of the lacerials. A mage with or without the runestick proficiency can use it as one time spells, but the spell is then gone forever.

spectral forces

blur

Melf's minute meteors

wall of stone

Obtained in Trembling Village

Hanna Pollen

This pollen allows the priest to concentrate completely. For one turn after this pollen is inhaled, all healing spells are at maximum effect. The bag of pollen contains enough pollen for three uses.

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Obtained in Trembling Village

Garuda Skin Armor

A set of garuda-skin armor, granting the wearer AC 5. It is a bit bulky, granting a -5% chance to move silently. It was presented by a grateful shamen for your aid in rescuing an entire village from the dangers of the earthquakes.

Obtained in Trembling Village

Web Spell Fetish

This small bit of spider web allows a mage to meditate and memorize a *web* spell. You received it from Taronee for your help in rescuing an entire village from the dangers of the earthquakes.

Obtained in Trembling Village

Tongues Spell Fetish

This small bit of dried lizardman tongue allows a mage to meditate and memorize a *web* spell. You received it from Taronee for your help in rescuing an entire village from the dangers of the earthquakes.

Obtained in Trembling Village

Evard's Black Tentacle Spell Fetish

This small bit of tentacle web allows a mage to meditate and memorize an *Evard's black tentacle* spell. You received it from Taronee for your help in rescuing an entire village from the dangers of the earthquakes.

Obtained in Trembling Village

Spear of the Kaltra

This finely balanced spear used to belong to the chief of the Kaltra village. It was presented to you by his widow, for your help in saving the village of the Kaltra from the ravages of the earthquakes. The spear is so finely balanced, that although it is non-magical, it grants a +1 to hit.

Obtained in Trembling Village

Vanilla Perfume.

A small pot of perfume, vanilla scented, that can also be used to throw off those who track by scent. It also smells nice when applied in small amounts to yourself. It was presented to you by the widow of the chief of the Kaltra, whose village you helped flee from the effects of the earthquakes that destroyed their homes.

Obtained in Trembling Village

Obsidian Battle Axe.

A large weighted battle axe, made by Bagoomba's tribe, of obsidian. It does +2 on damage, but since it is unwieldy, has a -1 to hit. It was presented to you by a grateful shamen of the Kaltra tribe. You aided him in getting his entire village to safety, when they faced death and devastation from the earthquakes that ravaged Malatra.

Obtained in Trembling Village