

Herd

A D&D Living Jungle Adventure

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A herd of garuda are trampling the jungle, heading straight for the village of the Rudra, and Bengoukee asks you, the heroes of Malatra, to stop them. But how... now that's the strange part. An adventure for heroes of any level.

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

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

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

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

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

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

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

This is an adventure for any level Living Jungle heroes. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

DM Overview

When the full moon last hung above the plateau, the garuda began to gather just outside the Jungle of Lost Tribes and headed north, toward the river. Hunters from several tribes saw the herd, as strange a collection of garuda as were ever gathered. Spike Tails and three-horns stomp through the underbrush beside gnashers, flesh lizards, raptors, a small pack of runners, and even a tyrant lizard. And none of them are eating each other – but the hunters who got too close became lunch in short order.

Word spread quickly among the tribes, but no one could do anything to stop the marauding garuda. Every hunting party that came close enough to do anything was eaten, crushed, or simply disappeared.

The garuda are following a flesh lizard that has a magical amulet around its neck. This amulet puts it under the control of an evil jungle sorcerer who has dedicated his life to the discovery of the darkest secrets of the jungle. The powerful charm inherent in the amulet is enough to bring all sorts of garuda that would normally eat each other together, in pursuit of a common goal.

The herd moves slowly, but within another week they will reach the river and overrun the village of the Rudra. This is where the heroes come in.

Bengoukee has spoken with the spirits of the jungle, and knows that none but a garuda may approach the herd. It is a time for heroes, but wise Bengoukee also knows that some level of discretion is important. The heroes are summoned and told that they must go on a great quest for the spirits of the jungle – but they aren't told that to complete the quest, they must become garuda themselves.

Encounter 1: Bengoukee Wants YOU!

The heroes are summoned to the tribe of Big Chief Bagoomba by Bengoukee, who appears to them in a dream – as a talking rock-skin approaching them out of the darkness. Upon arriving, Bengoukee tells them that the spirits of the jungle have spoken to him, and that they must go on a quest to stop a herd of garuda who threaten to trample the jungle. The herd is not only dangerous, it's unnatural, being made up of all sorts of garuda who should not ever travel together. To prepare to disperse the herd, Bengoukee tells them, requires that they travel to the Spirit Cave at the base of Fire Mountain.

Encounter 2: Spirit Cave

After a short trip, the heroes – and Bengoukee – arrive at the Spirit Cave. Bengoukee tells the heroes that they must travel through the cave, come out the far side, and they will have proved themselves worthy to stop the herd. The spirits of the jungle require this test. After passing through the cave, the heroes emerge – as garuda, thereby able to infiltrate the herd.

Encounter 3: On the Trail

Once they have adapted to their forms, Bengoukee sends the heroes off to find the herd. He knows where the herd can be found, and tells the heroes that the herd must be stopped before they reach the river and turn to overrun the village of the Rudra. Along the way, the heroes meet a pack of leopard katanga, enough that they would normally be a significant challenge for the heroes. But in garuda form, the heroes should have no trouble quickly dispatching the evil katanga. This is a chance for the heroes to get accustomed to their new bodies, and get a feel for what kind of power level they're actually on.

Encounter 4: The Herd – Approach

After two days' travel south of the river, the garuda heroes begin to spot signs of the herd. They must figure out the best way to approach the garuda, and can do some preliminary scouting to try to figure out what's going on. At this point, or in the next encounter, they will discover that one of the garuda is wearing a strange amulet. While they don't know it at this point, this is the mechanism being used to control the garuda.

Encounter 5: The Herd – Dispersion

The heroes must then disperse the garuda herd. Several options are available to them, but ultimately they will end up fighting – the number of garuda they fight, however, will vary depending on what they do, and this encounter can either be a series of big combats, or an opportunity for sneakiness followed by a relatively small fight. The only garuda they must fight are the one with the amulet, and the two lackey garuda who are constantly by the leader's side, and it's possible that a smart party will avoid even that if they can get the amulet off remotely.

Encounter 6: Obligatory Nubari Encounter?!?

Once the amulet has been obtained by the heroes, they will find themselves drawn toward an unseen source. The individual carrying the amulet will have no choice but to go where the amulet wants him/her to go, and the other heroes will hopefully follow. The amulet is leading them toward the individual who found it, who has been attempting to summon the garuda of the jungle to do his

bidding, an evil jungle sorcerer named Halussa. Along the way, the heroes are surprised by a Nubari hunting party, whom they must deal with appropriately.

Encounter 7: Jungle Wizard!

The heroes eventually find themselves face to face with the jungle sorcerer, who cannot understand why his magic summoned so few garuda. Being quite intelligent, he will soon realize that the garuda are not under his control (with the exception of the individual carrying the amulet) and he attacks. Carnage ensues.

Important Note to Judges: It's a character flaw. We include LOTS of detail in modules we write. But we don't want the amount of detail to constrain you, as a DM. We offer it up as background, and a way to structure encounters, but there are lots of ways parties can proceed and succeed in the mission, and we recognize that. Thus, while we have included a lot of very detailed information and box-text, we have also included *key ideas* at the beginning of each encounter. So long as you hit the key ideas that the encounter is supposed to convey, the story should develop normally, no matter what kind of wacky things the party actually does. The module itself could probably be run just off the key ideas, but we like to think that the rest of the text will make for an interesting, fun adventure. As long as you get the key ideas, though, everything should work out just fine. Oh, and if at any point you get confused as to where in the jungle the party is, just refer to **DM Aid #2**, and that should give you an idea of what's up, what direction they're headed, and so forth. Have fun!

Encounter 1: Bengoukee Wants YOU!

Key ideas of this encounter: The heroes are summoned by Bengoukee in a dream, to help protect the village of the Rudra.

Because the adventure begins in a dream, PC spellcasters have access to whatever spells they would usually have in memory – though of course, they won't do anything, or cause heroes to have access to fewer spells when they awake.

Pick a PC to start with (roll dice, have them do rock/paper/scissors, or what have you) and read the following text.

The night is dark, the jungle strangely silent. You stumble through a thick line of bushes and into a clearing, a rough circle twenty feet in diameter with a charred pit in its center. Through the gap in the

trees overhead, you can see the stars, but they look... strange. Based on the chill in the air, you should be able to see the Lion's Eye directly overhead, yet none of the constellations look familiar.

Yes, this means that anyone with *astrology* will be pretty weirded out. That's okay. Give them a minute to look around the clearing. There is nothing to be found in the fire-pit, and there are *no tracks*, of any kind, in the area. Before other players start getting bored, read the following text and introduce the other heroes to the scene, one at a time.

As you're looking around the clearing, you hear a noise from the bushes to the south. A figure stumbles through the bushes, looking more than a little confused.

Introduce each of the heroes in turn in a similar manner. Allow them, once they are all present, to introduce themselves to one another and describe themselves. They have all of the gear they normally carry with them.

None of the heroes know exactly how they got here. They have vague memories of being on a mission to save the jungle and being chased by something to this place. *If you know the heroes, pick something appropriate to be chasing them.* If not, some suggestions would include: leopard katanga, lions, poisonous toads, angry swarms of insects, kretch, and prospective husbands/wives. Do NOT use garuda as the thing that the heroes were chased here by. Also, make sure to note that the heroes were not working with one another on whatever the mission had been; this seems to be little more than a chance meeting in the jungle. Late at night. Under strange stars.

In reality, each of the heroes was having a nightmare of some sort, and was yanked out of it by Bengoukee. Once the heroes have had a chance to introduce themselves and explore the clearing (they can't go back out beyond the line of bushes, because of an invisible barrier, nor can they burrow under or fly over – the ground is too hard for burrowing, and the winds get too heavy to fly) feel free to move along. And if anyone actually does figure out a way to make it out of the clearing, then within ten feet they re-enter the clearing on the opposite side from which they exited. Note that things feel very strange here, but don't emphasize it too much.

Once they have done some initial exploration and interaction...

A great, lumbering "THUMP" comes from an area north of the clearing. Trees sway and branches crack. Something big is coming. Garuda-big.

Allow the heroes to make preparations. It really doesn't matter what they do, but there's no point telling *them* that, is there? They have one round before whatever it is breaks through into the clearing.

A flat, reptilian face emerges from the bushes, followed by a thick neck and a long, fat body that ends with a club-like tail. The rock-skin stares at each of you in turn, its eyes much more intelligent than most of its kind. It turns its head slightly, tears a leaf from a nearby bush, and slowly begins to chew.

This, of course, is Bengoukee, garbed as an anklyosaurus. The heroes can't actually harm him here, and if they attack, he will simply begin speaking to them calmly as their blows bounce ineffectually off his thick hide. If they don't attack him (since any jungle hero would know that rock skins aren't dangerous to people, they only eat plants), he will eventually finish the leaf and speak.

The rock-skin looks at each of you once more, then opens its mouth – and speaks! "Heroes of Malatra, the Spirits of the Jungle have asked me to find those able to perform a great task." The voice sounds... familiar. Almost like... Bengoukee?!?

Allow the heroes to talk with Bengoukee. Things he can tell them:

- You are not in danger here. This is a dream. Your bodies rest elsewhere, and you will wake safely come morning.
- The spirits guided me to you, because you can come quickly. We require much haste.
- Be at the village of Big Chief Bagoomba in two days, and I will explain more. (All of the heroes are currently within two days of the village, for one reason or another. Travel, trade, just finished saving the jungle, etc.)
- I am not at the village myself now, I am communing with the spirits. I will meet you there.

And, if asked why he appeared as a rock-skin:

Bengoukee seems to look down at himself and chuckle. "It is a dream. I suppose I was thinking about something else when I chose my form. And now... now the leaves taste good." He smiles, a strange, flat-toothed garuda smile.

Bengoukee will not give them details about what it is the spirits want them to do. Truth be told, he has only a vague idea himself, and doesn't want to frighten the heroes with speculation (he will know all the details by

the time they arrive). He will wish the heroes well on whatever trip they have ahead of them, as well as wishing them pleasant dreams. He will nod knowingly at each PC, and it will be very clear that Bengoukee knows EXACTLY what each of them was dreaming before he brought them here.

(Note that this is a FINE time to abuse anyone with the “Curse of the Snake Mother,” as soon as they get dumped back into their regular dreams.)

In the morning, they wake up and begin making their way to the village of Big Chief Bagoomba. Two days later, all of them are gathered in Bengoukee’s hut. They can make any preparations they would like in the interim.

The wizened old man – so short, and so shriveled, that it is often difficult to tell whether he is Nubari or Korobokuru – sits across the fire from you in his small hut. The yellow flames lick the air between you and Bengoukee, and he watches you with the same eyes you saw so recently in your dream of the rock-skin.

“I am glad you came. I have spoken with the spirits, and they have told me what must be done. You must stop a great herd of garuda, moving up from the south. If they do not turn from their path, they will reach the river, then overrun the village of the Rudra!”

Other things Bengoukee knows about the herd:

- There are between 40 and 60 garuda together.
- They are of all types. Spiketails, three-horns, sailbacks, duck bills, gnashers, flesh lizards, raptors, a small pack of runners, and even a tyrant lizard.
- They’re stomping and eating everything they come across.
- Almost all of the scouts/hunting parties that have gone to see the herd have been demolished. (IE, stomped, eaten, or both.)
- The garuda are NOT harming one another. Even the ones that naturally prey on other members of the herd, are finding food outside.
- The spirits helped me contact heroes to save the jungle. Only you can approach the herd and stop their rampage.

After the heroes have had a chance to ask all the questions they want of Bengoukee, proceed to the following.

Bengoukee nods, wisps of white hair swinging down in front of his eyes. He blows them back up and looks at you. “To stop the herd, you must go first to the Spirit Cave, at the base of Fire Mountain. There you must pass a trial... so that you can confront the herd itself, and live to tell the tale.”

For once, there is no celebration the night before the heroes leave on their quest. The mood is fairly somber, as two hunting parties from Bagoomba’s tribe alone have already fallen victim to the herd. Any necessary rations will be supplied, and the heroes will leave, with Bengoukee, at first light.

Encounter 2: Spirit Cave

Key ideas of this encounter: Leaving their belongings with Bengoukee, the heroes enter the spirit cave, find paintings of their ancestors interacting with garuda, and exit the cave transformed into garuda.

Because the lands of Big Chief Bagoomba extend to the base of Fire Mountain, the trip is a short one. Nothing out of the ordinary seems to be happening in the jungle. When they reach the cave, read the following:

For the last few hours, Fire Mountain has been looming closer. Now, you break through the treeline and see the base of the grand mountain itself. Bengoukee points off to the right, to a large boulder.

“Behind that boulder is the entrance to the Spirit Cave. No person may enter the cave more than once in a lifetime, and no person may speak of the cave unless the spirits themselves move his voice.” He rubs his throat gingerly. “You must enter the cave and face what awaits you, and you must do so without your possessions. Leave them with me, you may have them again when you emerge...” He points further north, to a pile of boulders that are barely visible from where you stand. “When you emerge, you will be ready.”

He then says a short blessing on each of the heroes. If they want symbols on their foreheads to protect them, he is willing to smooch some berries and smear them around to help relax the heroes. Bengoukee will be somewhat amused by the request, but will not show it overtly, as he knows the trust the heroes place in him. He will keep a close eye on the heroes’ belongings as well, and will not allow them to take more than a loincloth into the cave with them.

The entrance to the Spirit Cave is behind the boulder, exactly where Bengoukee said it would be. A cool draft rushes over the heroes as they approach, causing their hair (fur, whatever) to stand on end. There are no sounds from the cave whatsoever.

The inside of the cave is pitch-black. A winding tunnel 7 feet wide leads inside to an immense cavern. The draft will keep torches from staying lit, and will immediately extinguish anything lit inside the cave itself. heroes cannot go back, they will find they cannot

make out the entrance in the dark (and you should remind them that since no one can enter the cave more than once in their lives, if they leave it now, they're never going to be able to succeed at the mission). Fire doesn't burn, but glowing moss brought into the cave still glows, and low-light vision still functions enough to make out their surroundings. Eventually, the rock walls themselves begin to glow, revealing something strange.

The walls of the cavern seem to pulse with a cool blue light. As the light grows brighter, you can begin to make out what look like paintings on the walls. Paintings of Nubari, shu, saru, and garuda. Not battle scenes, but scenes of all the creatures of Malatra working together, almost as if... almost as if they were friends.

One image in particular catches your eye. On the far wall is a beautiful painting of a massive tyrant lizard holding a small Nubari girl in its talons. The little girl is smiling up at the garuda and holding what looks to be a bouquet of flowers up for the creature to smell. And... it appears that the garuda is smiling!

Feel free to add other images that might be meaningful to your players. Just about every kind of garuda is depicted somewhere in this room, and always in a peaceful interaction with one of the more peaceful (read: PC race) residents of the plateau.

Once the glow begins, and the heroes can see their surroundings, they realize that there are no exits from the cavern in which they've found themselves. Give them a few minutes to look around. Each individual can find an image of someone of their race, interacting with a garuda (even oskray, though the garuda they are interacting with is not one any of the heroes would have ever seen). Encourage them to do so. When heroes begin to get worried about escaping the cave, proceed to the following.

The breeze, which has been steadily circling the cavern, begins to whip around faster, sending small clouds of dust up from the floor and obscuring your vision. The dust is carried on the wind to the center of the cavern, where it hovers and seems to coalesce into a humanoid shape. It spins before you, quicker and quicker and then, suddenly – it stops.

“Who would enter the Spirit Cave?”

Allow the heroes to explain who they are, and why they are here. Once this is done, the spirit will speak once more.

“To do what the jungle requires, you must become as your ancestors were. You must rediscover the

harmony and unity of nature. Find your ancestors. Speak to them. Ask their help. Touch them, that they may touch you.”

The “spirit” takes his role as an enigma of the jungle fairly seriously. Truth be told, he enjoys confounding the residents of the jungle, but also is more than capable of helping them out. His help never comes in quite the way that might be expected, however.

What the heroes must do is find the image of their ancestor, communing with a garuda, and speak to the image, ask its help, and then touch the image. Simply touching the appropriate image may be enough, and it's possible for heroes to figure out what they need to do without the spirit ever telling them if they're daring. As each PC touches the appropriate image, s/he disappears.

Once all the heroes have touched the appropriate image, they find themselves in a corridor. They are standing single-file, in the order in which they touched the images. The corridor is very dark, and very cramped, and they can't see *anything*, even with low-light or other enhanced vision.

Slowly you begin to move forward. Your shoulders scrape the walls, and your feet feel as though they have stones attached to them. Then you come around a bend, and see light ahead of you! You're almost out of the cave, and not a moment too soon.

As soon as the second person in line comes around the bend, go ahead and inform them that in front of them, about to exit the cave mouth, is a garuda! And let the fun begin. ☺

The cave itself is too cramped for any attacks to be made, so anyone who charges forward will have to get outside before anyone can roll initiative. And – no surprise – Bengoukee is already out there, and he auto-wins initiative because he knows what's going on! He'll throw himself between any heroes who look like they're about to fight, and will speak to them – in a language they understand – until all the heroes have emerged from the cave. At this point, give the heroes **Player Handouts 1-7**. Handouts 1, 4, 5, and 7 must go out at every table, the others should be assigned at random. Refer to DM handout #1 for likely game mechanic FAQs. (For instance, katanga **can** shift out of garuda-form, but it's gonna hurt!)

IF ANY OF THE HEROES INSIST ON BEING STUBBORN AND TRYING TO FIGHT ONE ANOTHER (because of having garuda as a species enemy, for example), then Bengoukee will first explain to them that these are not true garuda and should not be attacked, and if they still insist, he will change the obnoxious PC back into their natural form, tell them, “You are not ready to be a hero of the jungle,” and send

them home. Have that player vote and leave the table. "I'm just playing my character" is NOT an acceptable excuse, since they have been told, by one of the most powerful people in the jungle, not to do something, and few heroes should honestly believe it's a good idea to go against what Bengoukee wants.

After getting the heroes settled down, if none of the heroes were obnoxious and basically managed to accept what has happened to them, Bengoukee doubles over with laughter for a full minute before straightening up, taking a deep breath, and addressing the heroes.

"And so the spirits have shown us their will. Now you may walk among the garuda, without fear of being afflicted with whatever has brought them to this strange place, because you are not true garuda. You must go south. Travel toward the Jungle of Lost Tribes, and you will find the herd. Stop them, before all is lost."

Encounter 3: On the Trail

Key idea of this encounter: Familiarize the heroes with their bodies and capabilities.

The trek to locate the herd is not a short one, but the heroes have a good idea what direction they need to head, by virtue of the denizens of the jungle who are fleeing the herd. Two days pass before the heroes come across anything of note. Allow them plenty of time to play and explore their new bodies. Hunting, fishing, whatever they want to try in these bodies, they can. Most of it works pretty well. Garuda are fast, powerful, and many things in the jungle fear them. Many... but not all.

Shortly after the sun reaches its peak in the sky and begins to dip toward the horizon, a rustling comes from the brush beside you. Then from the other side. You hear an all-too-familiar low growl, the bushes on all sides seem to explode with leopard katanga!

Leopard Katanga Hunting Party (one more than number of heroes in party): Medium Shapechanger; HD 4d10 + 5; hp 38; Init +3 (Dex); Spd 35 ft.; AC 18 (+3 Dex, +5 natural); Atk + 4 melee (1d3+2 (x2), claws), +4 melee (1d6+4, bite); Face/Reach 5 ft x 5 ft/8 ft; AL LE; SV Fort +7, Ref +5, Will +2.

Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills: Jump +9, Climb +9, Hide +9. **Feats** Multiattack (second and third attacks with natural weaponry only suffer -2 penalty), Dodge, Lightning Reflexes.

Normally, this number of leopard katanga should be scary. But normally, the heroes are not garuda, either! Give them a moment to get to feeling slightly overwhelmed, and then let them lay into the katanga. The fight should be quick and bloody, ending with the katanga either dead or fleeing. It took some pretty unwise katanga to attack a bunch of garuda anyway, and they deserve what they got.

The fight is not designed to do any serious harm to the heroes. Rather, let them use it as an opportunity to see what these new bodies are capable of in a fight, and get them ready for what is to come.

Encounter 4: The Herd – Approach

Key ideas of this encounter: Finding the herd, deciding how to best infiltrate the herd, discovering that there is a leader to the herd (a flesh lizard) and that this leader is wearing a strange shiny object (a magical amulet) around its neck.

Shortly before dusk, the heroes will spot the first actual signs of the herd. The purpose of this encounter is to familiarize the heroes with the herd, and to give them a chance to devise an approach to the herd itself. Just about any approach will work, as the garuda are not able to tell the heroes from other garuda because of how good the magic is. They don't even notice of the heroes are carrying packs across their back; odd behavior is kind of normal for the herd, after all! This is a chance for the heroes to be creative, and to figure out what may be behind the herd's actions.

The orange sun hangs low in the sky behind wispy grey clouds, ready to sleep for the evening. Ahead of you, the path opens up into a clearing. In that clearing, running, jumping, and playing, are three garuda chickens. These tiny garuda seem to be enjoying themselves immensely, barreling into one another and taking turns shredding the carcass of what looks to be some kind of goat. Then one of them looks up and chitters in your direction. The others, distracted from their meal, look up and chitter as well, then all three dash off through the thick underbrush on the far side of the clearing.

Make sure to emphasize that these are the first garuda of any kind that the heroes have seen. If nobody picks up on the hint, go ahead and have them roll *Intelligence* checks (DC 10) to realize that these little garuda are probably part of the herd who wandered off, and are now headed back to it.

The garuda chickens are small enough that they can get through the underbrush much more quickly than

any of the heroes. Enormous heroes can crush the underbrush rapidly, but will lose sight of the garuda chickens if they attempt to do so. If the heroes follow slowly and carefully, they will be led ½ mile through the jungle, with the sun slowly setting off to the right, to an enormous clearing easily 900 ft. to a side. In that clearing, the herd has stopped for the night.

Long shadows have begun to creep across the clearing in front of you. Dark humps, some the size of small hills, dot the clearing, and here and there, a large head rises and peers around hazily. Small shapes dart in and out among the resting garuda as the pack of garuda chickens you were following make their way through the herd.

Slowly, a roar begins to build on the far side of the clearing. A large head rears above the resting garuda, followed by long torso and short, stubby arms. The flesh lizard throws back its head and shrieks, and a pair of raptors leap to their feet and dash toward the great garuda. The other garuda slowly move away from the center of the clearing, leaving the flesh lizard flanked by the two raptors, shrieking at the setting sun.

The other garuda begin to roar and shriek as well, and soon the air is filled with such a din as you've never heard in the jungle. It continues until the sun sinks below the horizon, when the garuda stop, as a group, and settle to the ground. Only the flesh lizard and the two raptors remain standing, stalking through the herd and nudging the other garuda as they drift off to sleep. After a short time, even that trio settles to the earth, with a last roar at the night.

At this point, the heroes must make a decision about what to do next. Make it clear to them that the garuda are aware of their presence. The garuda chickens are still running around here and there, and every once in a while a head turns toward the party. None of the garuda appear to care one way or the other about the party, although there are no signs of any other creatures at all in the area.

If the heroes decide to scout the herd:

One reasonable approach for parties to take is to scout around the herd, trying to figure out how many garuda there actually are (90-110; more joined since Bengoukee got his information) and how threatening they appear to be. Aside from the numbers, everything the heroes were told about the herd is accurate. They seem to be coexisting surprisingly peacefully. If the heroes simply wander into the herd, the other garuda will notice them and make space for the new arrivals to lie down and sleep. They're used to arriving garuda.

If the heroes approach the flesh lizard:

If they approach the flesh lizard, the two raptors will stay near the party, very clearly acting as bodyguards to the flesh lizard. However, they will not stop the heroes from exploring or even coming within 20 feet of the great lizard. When they get close, one of the heroes (pick the player who has been least active to receive this piece of information) will notice a strange thing. The flesh lizard seems to be wearing something shiny around its neck.

The thing, on a thick, braided vine (which is obviously tied by someone, when the heroes get a close enough look at it), is an amulet. It's made from an unfamiliar shiny material (copper) and has a bright red stone (a ruby) set in its center. It's egg-shaped, and about the size of a large Nubari hand. Thus, on the large flesh lizard, it's kind of hard to see.

CRITICAL DM INFORMATION: The amulet was found by Halussa, an outcast Rudran sorcerer, in a cave in the Jungle of Lost Tribes. It provides him the ability to control any reptilian creature of the jungle less intelligent than he is (and he, as an evil genius, has an Intelligence of 19). It also inspires an extremely strong devotion to its wearer in similar creatures. Halussa decided that he was tired of being an outcast, and put the shiny thing on a flesh lizard he found and healed in the jungle. The lizard, under his control, began moving north toward the village of the Rudra, gathering more garuda followers as he went. They follow the flesh lizard without thought, and will fight to the death to protect him.

Information that can be gained here:

- Most of the garuda appear to be nothing out of the ordinary.
- There are garuda of all kinds here, just as Bengoukee said.
- All of them are sleeping in a way that orients their heads directly toward the flesh lizard with the strange shiny thing (amulet).
- It appears, based on the pattern of destruction leading into the clearing, that the herd is fairly spread-out during the day, so it may be easier to deal with individual members of the herd during the day tomorrow.
- The garuda chickens and several raptors are circulating throughout the herd, almost like they're keeping watch. It appears that they are even working in shifts, if the heroes watch long enough.
- None of the garuda react to the heroes as anything other than garuda, unless they do something so ridiculously non-garuda-like that one of the lizards can't help but notice.

- It is impossible to establish communication with the garuda.

If the heroes want to attack the head garuda immediately:

Feel free to give them *Wisdom* checks to think better of this idea, since the herd will be more dispersed tomorrow, and if they have decided on a target, it may be safer to go after that garuda when the entire herd isn't together. If they insist on fighting tonight, then use the statistics for the other garuda that are provided in Appendix A. In the event of mass combat, the head garuda (with the amulet) alone will escape to be captured in the next encounter. There are simply too many garuda, who are too devoted to the head garuda, for anything else to happen. Well, unless the heroes do something we (the authors) totally can't predict which makes total sense, in which case, well, so be it. ☺ But since the garuda will not panic as long as their leader lives and wears the amulet, and will fight to the death to defend him (because of the slavish devotion inspired by the amulet), it's not likely that the heroes will come up with anything that will allow them to actually obtain the amulet at this point.

If the heroes settle down for the evening with the herd:

Nothing bad happens. Go ahead and move on to Encounter 5.

If the heroes settle down for the evening outside the herd:

They awaken in the morning and the herd is getting ready to move out. They must rush to keep up. Go ahead and move on to Encounter 5.

Encounter 5: The Herd – Dispersion

Key idea of this encounter: Kill the flesh lizard and the rest of the lead group, and remove the amulet from around the neck of the flesh lizard to cause the herd to disperse.

The next morning, the heroes are awakened at the crack of dawn as the herd begins to mobilize. The garuda spread out in several small packs, and move out into the surrounding jungle. A lead group, comprised of the flesh lizard with the amulet, several raptors, and numerous garuda chickens, heads directly north. It's clear from watching the way the garuda move out that they are highly organized, and have an unnatural order to their movements.

If the heroes want to fight a lot and decide to go after one of the other groups of garuda than the lead group:

The heroes are welcome to go after each group of garuda individually, to take out as many of the creatures as possible. However, this will take a LONG, LONG TIME, and should be discouraged. If they choose to try this, then use the blocks of garuda in Appendix A as the traveling groups (they stick with their own). As soon as the heroes finish the first group they choose to attack, the lead group shows up (stats below) and once the lead group is dispatched (or the amulet removed from the flesh lizard), the rest of the herd will scatter into the jungle.

If the heroes only go after the lead group:

The herd, while revolving around the flesh lizard, is spread out enough that the heroes can follow the lead group, at a safe distance.

When the heroes decide to pursue the lead group instead of the other garuda, read the following:

Ahead of you, the flesh lizard stomps through the jungle, heading directly for the village of the Rudra. By sundown tomorrow, the herd should be there. That doesn't give you much time. With him are the two raptors, and several garuda chickens dart in and out of the area.

For parties of four, there are four garuda chickens when the fight takes place. There are two additional garuda chickens present for each hero beyond the fourth in the party. Thus, for a party of five, there are six garuda chickens present in addition to the flesh lizard and the two raptors, for a party of six, there are eight garuda chickens, and so forth.

Flesh Lizard (Allosaurus): Giant Animal; HD 10d10 + 50; hp 97; Init +3 (Dex); Spd 35 ft.; AC 14 (+3 Dex, -3 size, +4 natural); Atk + 11 melee (2d12+5, bite), +9 melee (2d4+2 (x2), claws); Face/Reach 5 ft x 5 ft/15 ft; AL N; SV Fort +13, Ref +10, Will +6.

Str 20, Dex 16, Con 18, Int 2, Wis 14, Cha 11.

Skills: Listen +8, Spot +8. *Feats* Multiattack (second and third attacks with natural weaponry only suffer -2 penalty).

Raptors (Deinonychus; 2): Large Animal; HD 4d10 + 12; hp 34; Init +2 (Dex); Spd 60 ft.; AC 16 (+2 Dex, -1 size, +5 natural); Atk + 6 melee (2d6+4, rake), +4 melee (1d3+2 (x2), claws), +4 melee (2d4+2, bite); SA charge (uses rake attack only for 2d6+6); Face/Reach 5 ft x 5 ft/10 ft; AL N; SV Fort +7, Ref +6, Will +2.

Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Listen +11, Spot +11, Hide +7, Jump +13.
Feats Multiattack (second and third attacks with natural weaponry only suffer -2 penalty).

Garuda Chickens (Compsognathus; variable): Tiny Animal; HD 1d10-2; hp 7; Init +2 (Dex); Spd 35 ft.; AC 16 (+2 Dex, -1 size, +5 natural); Atk +3 melee (1d4+1, bite); Face/Reach 2 ft x 2 ft/3 ft; AL N; SV Fort +6, Ref +12, Will +2.

Str 10, Dex 14, Con 17, Int 2, Wis 11, Cha 11.

Skills: Listen +4, Spot +4, Hide +8, Jump +14.

Treat the braided rope vine on which the amulet hangs as AC 12. It requires a called shot to hit the braided vine, and it can be severed by any single blow (claw or bite; tails just ain't gonna reach that high!) that deals 6 points of damage.

If the heroes manage to get the amulet off the flesh lizard before the fight ends, the garuda chickens will run away in terror, since they wouldn't normally be attacking garuda so much bigger than they are. The raptors will keep fighting – just because they're mean. All the garuda (the flesh lizard and both raptors) will stand confused for one round as the mental control of the amulet is broken. This should be enough for the fight to end, if the heroes realize their opportunity. The garuda do not understand the amulet's importance, and won't try to get it back.

Once the fight ends, and the heroes have the amulet, the real fun begins, because technically, the heroes are currently reptilian, and therefore whoever has the amulet will feel themselves drawn north. It's an urge they can't resist, but the image to which they are drawn is not of a village, but of a man. Find out who has the amulet, and give them Player Handout 8. This handout applies even if they are not wearing the amulet, if it's in a bag or elsewhere.

The amulet functions differently on heroes. Because it was designed to affect reptiles, its magic only works to a limited extent when it's worn, held, or swallowed by one of the heroes. The hero is still drawn and controlled by Halussa, but no other garuda are drawn with him or her (since the hero is not a natural garuda), and the other heroes do not suffer the same compulsion as the herd garuda did.

Encourage the hero with the amulet to read aloud the portion of the **Player Handout** written to be read aloud. Any PC who is a member of the Rudra tribe will recognize the description as the exiled sorcerer Halussa, a twisted man who sought too much power from the jungle. Other heroes who have interacted with the Rudra will have a 75% chance of recognizing the description, because of the infamy of Halussa throughout the jungle. He is **definitely** a threat to the jungle, if he is behind this, and he must be dealt with. Once the party has a direction in mind, based on the

handout text, they can head off to the north, toward the clearing.

ABSOLUTELY CRITICAL IMPORTANT NOTE THAT YOU CANNOT MISS READING UNDER ANY CIRCUMSTANCES: The amulet CANNOT be destroyed by the heroes. No matter what they do. Big rocks don't crush it, they can't bite through what appears to be soft metal with their teeth, it just doesn't work. And it's a bad idea to just dump it in the river or bury it, because someone might find it. If they don't figure out that it needs to go back to Bengoukee on their own, feel free to prompt them with whatever kind of checks you feel appropriate. And besides, there's NO WAY the person with the amulet will ever let someone destroy it.

Encounter 6: Obligatory Nubari Encounter?!?

Key idea of this encounter: The heroes are ambushed by a Nubari hunting party, who quickly realize they are outmatched and run away. Provides the heroes an alternate perspective on life in the jungle.

Early the next morning, just after you begin what must be the last leg of your trek to the clearing, the jungle goes strangely silent. Then, with a chorus of shouts and whoops, a Nubari hunting party rushes out of the surrounding jungle, spears at the ready!

This is another adventuring group, sent out from the Wise Ones. Not being overly familiar with this portion of the jungle (it's kind of far from home), they really didn't realize what they were ambushing until the heroes wandered along. Whatever they expected to find with the herd threatening the jungle, they didn't bring enough hunters to really deal with the party. Go ahead and have the players roll for surprise, since the Wise One hunters are going to try, for at least one round, to take down the vaunted "herd" that is threatening the jungle.

Hopefully, the heroes will **not** attempt to fight the hunters, but will find another way to scare them off or make them stop. Below are several possible scenarios for this encounter. Other options are certainly possible, and should be dealt with in a way that retains the spirit of the encounter itself.

If the heroes choose to fight:

This is bad. Treat all the Nubari warriors (there are 10 of them) as 2nd level fighters with 15 HP and AC 13. Do NOT push the heroes to fight. Bengoukee and the

Wise Ones would be very upset if the heroes killed the good Nubari hunters.

If one or more of the katanga heroes attempt to change forms to speak with the hunters:

It is possible at this point that one of the katanga heroes may attempt to change back into a natural form. If so, the guidelines in the FAQ apply. They take 1d3 points of damage per round until they allow themselves to be changed back into garuda form, and can only speak one word per round because of the pain racking their bodies. Of course, the sight of a garuda turning into anything else will cause the hunters to flee *immediately*, since the prospect of evil garuda katanga is just too scary for them to even consider. It is possible to capture one of the Nubari and slowly give him a message for Bengoukee, but the man will probably be perceived as insane by anyone other than Bengoukee himself. Regardless, no additional assistance can be obtained from Bengoukee (in all likelihood), because by the time the poor man babbles out his story about the shape-changing garuda, encounter 7 should be history. Still, it's good to send a warning. Note that any hero who takes damage equal to 90% or more of her HP, or who falls unconscious as a result of trying to communicate with the Nubari, may deserve a hero point.

If the heroes attempt to scare the hunters off:

It works. Anything that might reasonably be expected to scare a bunch of hunters who find themselves faced with bigger game than they're expecting should work. Charging, roaring, etc. Let the heroes have fun with this option.

Any attacks that the hunters get off against the party will fail miserably. Roll the dice behind your hand or something, and describe the spears bouncing ineffectually off the tough garuda hide, and the eyes of the hunters going wide in fear as they realize how overmatched they are.

Unlike the obligatory garuda encounters heroes may be used to, this one should again help to teach the heroes something about how the jungle works. Sometimes, it's okay to not fight the things that are really big, and really scary!

Once the Nubari are dispersed, slip the hero with the amulet a note, letting him/her know that something is pulling them away... and the PC will wander off, in the direction of Halussa. The rest of the party, ideally, should follow. Take the player with the amulet aside and let him/her know that the pull of the amulet can no longer be resisted. The jungle sorcerer must be found, and... helped?

Encounter 7: Jungle Wizard!

Key ideas of this encounter: The heroes find the jungle sorcerer, Halussa; the hero with the amulet is compelled to fight with Halussa against the other members of his party, alongside several other outcast Rudrans; once Halussa is killed, the mental control of the amulet is broken, and the controlled hero is free again.

Whoever has the amulet, even if it's in a bag and not directly on their person, is going to wander off toward Halussa. The heroes are welcome to muck around with the amulet, but any time one of them holds the amulet, no matter what it's inside, they're going to start wandering toward Halussa. If they can rig up some way to take the amulet away from their party member when they get there, great. But if swallowed the amulet, well, then there ain't a whole lot that can be done! Eventually, unless they're going to let Halussa go attack the village of the Rudra with whatever forces he has mustered, they're going to have to let someone wander off, following the amulet's pull.

Following [whoever has the amulet], ***you trek through the jungle. North, a little east, north, angle to the west... then the foliage becomes thinner, the grass shorter, and then you reach a treeline. In front of you is a wide clearing, nearly 200 feet in diameter, in the center of which stands a sturdily-constructed reed hut. As the first of your group steps past the treeline, a man emerges from the hut. He is dressed in a striped loincloth and robes made of antelope-hides. He walks with a limp, and his right shoulder is always lower than his left. He has one bright blue eye, and one eye that is coal-black.***

He frowns as the last of you clear the treeline and seems to be looking for more. "What is this?" He looks around again, then raps his staff on the doorway to the hut, and several burly Nubari emerge. "Where are the rest of my garuda? Go! Find them!"

Then he turns, closes his eyes, and [hero with the amulet] ***lumbers toward him.***

At this point, go ahead and let the player know (via note, whatever) that s/he is currently under the control of Halussa, and will do anything s/he is told. Note that this is not a standard spell effect; the **only** saving throw that the hero receives is immediately after being commanded to attack one of his/her friends (DC 14 Will save), and success on that saving throw simply means that the hero stands confused for one round. The next round, the power of the magic overwhelms them, and they will attack the nearest threat to Halussa. After any round in which a successful attack is made on

another party member by the affected PC, or the affected PC is damaged by a party member, the hero then gets another save to stand confused for a round. Every save that is made reduces the necessary DC by 2 points for the next save, since it gets easier to resist over time.

Because Halussa knows what the lead garuda should look like, and doesn't see it here, he will quickly realize that these are not the garuda he wants, and when the first garuda-form hero advances toward him will panic and call his guards back. **"Them! Kill them!" He points to the rest of the party, and closes his eyes to begin, to all appearances, casting a spell.**

The hero who is under Halussa's control will turn to face the party, as will Halussa's warriors.

There are a minimum of 2 warriors present, plus one for each hero beyond the fourth. Thus, with a party of five there are 3 warriors, 4 for a party of 6, and 5 for a party of 7.

Halussa, male Nubari Sor9: Medium humanoid; HD 9d4+36; hp 57; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*); Atk + 4 melee (1d6, staff); AL LE; SV Fort +7, Ref +6, Will +6.

Str 10, Dex 16, Con 18, Int 19, Wis 10, Cha 16.

Skills: Concentration +22, Scry +16, Spellcraft +16, Diplomacy +7, Wilderness Lore + 4, Speak Language (Garuda), Hide +7, Heal +4. *Feats* Combat Casting, Skill Focus (Concentration), Spell Focus (Enchantment), Improved Initiative, Dodge.

Spells (6/7/7/7/4): 0th—*resistance, ray of frost, detect poison, daze, flare, dancing lights, ghost sound, mage hand*; 1st—*mage armor (cast once), shield, true strike, magic missile, reduce*; 2nd—*protection from normal missiles, darkness, mirror image, cat's grace*; 3rd—*slow, hold person, suggestion*; 4th—*confusion, shout*

Bad Nubari Warriors, Ftr7: Medium humanoid; HD 7d10+14; hp 53; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +3 Hide Armor, +2 Shield); Atk +12/+7 melee (1d8+6, shortspear); AL LE; SV Fort +7, Ref +5, Will +2.

Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills: Jump +8, Climb +8, Use Rope +6, Spot +3. *Feats* Dodge, Alertness, Weapon Focus (shortspear), Power Attack, Mobility, Weapon Specialization (shortspear), Run, Cleave.

Halussa's a genius, but he's flustered that his plan is falling apart, and may not select his spells optimally. He has always been focused on getting his revenge, so hasn't really learned spells that are optimal for fighting skirmishes like this anyway.

Conclusion

After defeating Halussa and his companions, the mental control of the amulet is broken on the affected hero. The heroes are now free to head back toward the village of Big Chief Bagoomba's tribe. Along the way, they are met by Bengoukee.

The shriveled little man steps out from behind a tree to stand before you. He smiles at you. "The spirits tell me you have done well, and that you have something for me?" He holds out his hand.

He is, of course, expecting the amulet. If the heroes are able to hand it over immediately, great. If, however, one of them swallowed it... let them explain. Bengoukee will try – **really** try – not to laugh, but he'll fail. After some reflection, he will decide that with the size of a garuda's digestive system, it's gonna take a while for the shiny thing to move through naturally. So, with the hero's permission, he will cast some powerful magic and remove the shiny thing.

Once the amulet is in Bengoukee's hands, the heroes abruptly return to their natural forms. He will then escort the heroes back to his village, where a great celebration, and rewards, await.

Here Ends Herd

Experience Point Summary

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

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

Encounter 1:

Gathering information about the herd: 25 xp

Encounter 2:

Touching the paintings of the appropriate ancestors: 25 xp

Figuring it out without the spirit's prompting: 25 xp

Encounter 3:

Beating the crud out of the leopard katanga: 25 xp

Encounter 4:

Figuring out the amulet's role: 25 xp

Scouting the herd: 25 xp

Encounter 5:

Figuring out which group to follow:	25 xp
Getting the amulet without fighting:	50 xp
OR	
Defeating the garuda and getting the amulet:	25 xp
Killing other groups of garuda:	25 xp

Encounter 6:

Not harming the hunters:	25 xp
Attempting to communicate:	25 xp

Encounter 7:

Defeating Halussa and company:	50 xp
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Total Experience for Objectives:	350 xp
Roleplaying Experience:	0-50 xp

Total Possible Experience: 400 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor or foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Halussa's Ruby: This ruby stores powerful magic. It works in all ways like an arcane scroll with the spell *charm monster* inscribed at 7th level. It crumbles to dust when used.

"You were given this ruby by Bengoukee for your assistance in defeating the renegade Rudran sorcerer, Halussa. The rest of the shiny object, he must have kept for himself."

Keen Shortspear +1: This finely crafted shortspear has a threat range of 19-20, and grants a +1 bonus to hit and damage.

"You took this shortspear from one of the Nubari warriors assisting Halussa, the renegade Rudran sorcerer."

Blessing of the Cave Spirit (1 per Hero): In recognition of your service to the jungle, you have been gifted with the one-time ability to give off the scent of an angry garuda of the type you portrayed in this adventure. When you activate this scent, any humanoids, animals, or monstrous animals of 4 HD or less must make a Will save (DC 20) flee in terror for 2d4 rounds. Garuda scent you can generate:

_____.

Ornate Pottery (Bowl): This fine bowl is painted with ornate images of various garuda dancing around the painting of a fire in the center of the bowl. The bowl is large enough to contain nearly 100 dates, or 3 gallons of water, but it cannot be used to transport anything unless a skin is cut and stretched over its top.

You were given this bowl by the Rudra in gratitude for preventing the destruction of the Rudra village.

Ornate Pottery (Water Jug): The handles of this ornate jug are life-sized garuda chickens, their necks perfect for grasping and their narrow snouts pointing out to either side. The deep brown jug will easily hold 2 gallons of water or other liquid, and the handles are strong enough that vines could be run beneath them and the jug carried over your back.

You were given this jug by the Rudra in gratitude for preventing the destruction of the Rudra village.

Spell Fetishes:

- *bull's strength:* This piece of garuda horn is etched with images of garuda engaged in battle, and has

been colored with the juice of many berries. It is surprisingly warm to the touch.

- *continual flame*: This appears to be a piece of wood with a tight, perfect grain, yet it is hard as stone. It has a soft orange hue.
- *cat's grace*: A tuft of reddish fur is attached to either end of this perfectly smooth stick. When held at eye level, the tufts seem to catch even the slightest breeze and begin to move rhythmically.

You were given this spell fetish in gratitude for saving the village of the Rudra from the Garuda herd.

Player Handout 1: Sailback (Dimetrodon) PC

You are about 9 ft. long, and waddle about on all fours. You have a large fin on your back, which heats up when you're in the sun, but which seems to make other garuda a little wary for some reason. Your legs are kind of short and stubby, and you don't think you could use them in combat, since you'd end up wobbling on your belly if you raised any of your legs from the ground more than it takes to walk. However, working your jaws you can tell that you have a vicious bite (think alligator). You have a thick grey hide pitted and worn by the sun and elements.

Beyond that, you're hungry. Something over in the bushes seems to be watching you. Maybe a boar, you're not sure because your eyesight isn't great (this results in a penalty of 2 to any *spot* checks), but it smells like a boar. That's probably what it is. You have kind of a short attention span.

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: +0
HD: 5d10+25
HP: 62 (or per PC, whichever is better)
AC: 14
Attack: Bite +11 melee (3d8 + 3)
Face: 10 ft x 20 ft; Reach 10 ft
Spd: 30, sw 20
SV: Fort +9, Ref +6, Will +2 (or PC, whichever is better)

PC physical stats are altered while in this body to correspond to those of the garuda. For the sailback, this means Str 19, Dex 11, Con 24. All appropriate bonuses are figured in to the stats for the garuda as given above.

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 2: Young Gnasher (Teratosaurus) PC

From nose to tail, you're about 15 ft. long. Six feet of that is your impressive tail, which you like to swish back and forth through the tall grasses. You stand more or less erect on your hind legs, and your two stubby arms often swipe at the air in front of you – or at any prey that has the misfortune of getting close enough to become lunch. You're relatively young for your kind, and have an adventurous spirit. You resemble a shorter, squatter version of the tyrant lizard (t-rex).

Beyond that, you're full of energy. Always ready to go dashing off into the jungle in search of... well, whatever it is you're supposed to be after! Does it really matter, after all? You're a garuda! You can do anything! Well, almost anything. You've got this itchy spot, probably a big bug-bite, on the back of your neck, and your arms aren't quite long enough to reach it. And no matter how much it's scratched, it always seems to itch a little more...

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: +1
HD: 5d10+14
HP: 52 (or per PC, whichever is better)
AC: 16 (+1 dex, -2 size, +7 natural)
Attack: Bite +6 melee (3d8 + 3), 2 Claws +2 melee
Face: 10 ft x 20 ft; Reach 10 ft
Spd: 30
SV: Fort +8, Ref +10, Will +2 (or PC, whichever is better)
Feats: Multiattack (second and third attacks with natural weaponry suffer only -2 penalty)

PC physical stats are altered while in this body to correspond to those of the garuda. For the young gnasher, this means Str 23, Dex 12, Con 17. All appropriate bonuses are figured in to the stats for the garuda as given above. Because you are young and impetuous in this body, you are at -5 Wisdom while a garuda (minimum of 3).

You **can** wield a weapon in this form (and only bipedal garuda can do so), but the only weapons you can hold are clubs and staves – anything else is too awkward to be manipulated with these limbs – and each round you have a 50% chance of dropping the weapon because your body is simply not designed to wield it. Note that the garuda's multiattack feat does not apply if you are attempting to use non-natural weaponry. If you manage to successfully wield a weapon, you may use the attack and damage bonuses that go along with a 23 strength only while using the club or staff. You cannot wield a weapon and use your natural attacks in the same round.

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 3: Spiketail (Stegosaurus) PC

You're big. You're slow. And you don't feel terribly smart. You're only about 8 ft. tall at the middle of your back, but WOW, what a back. You've got a double-row of leaf-shaped plates along your spine, and an enormous spiked tail. Look at those spikes, some of them 2 or 3 feet long. Look at the spikes. Pretty spikes. Waving back and forth. Hi, spikes... how ya doin'... pretty spikes... oh look, behind the spikes... pretty flowers... yummy flowers... hi, flowers...

If you're ever in danger, you know that all you have to do is tuck your head and turn your back on the threat. Nothing comes near the spikes... pretty spikes... waving back and forth...

Beyond that, you are pretty tenacious. You're slow to get started, but once you're moving you have massive garuda inertia to keep you going, no matter what happens. There's stuff in the jungle that doesn't like you, but that's okay, because you don't like it, either. But you take care of your friends. You think these folks are your friends. Nice friends. Nice spikes. Pretty flowers...

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: -1
HD: 10d10+14
HP: 105 (or per PC, whichever is better)
AC: 17 (-1 dex, -2 size, +10 natural)
Attack: Tail +11 melee (7d4 + 5)
Face: 10 ft x 20 ft; Reach 10 ft
Spd: 25
SV: Fort +16, Ref +8, Will +5 (or PC, whichever is better)

PC physical stats are altered while in this body to correspond to those of the garuda. For the spiketail, this means Str 20, Dex 8, Con 23. All appropriate bonuses are figured in to the stats for the garuda as given above. You are also at half intelligence while a garuda (minimum of 3; the spiketail's brain is too small for most two-legged thought processes; this does not affect spell memorization or success any more than what is detailed below, however).

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 4: Three Horn (Triceratops) PC

You aren't the biggest of your kind, but at 15 ft. long, you make a fairly impressive sight. You have a huge bony plate rimming your head, and three sharp horns protruding from your face – one from just above the tip of your beak, and one above each of your eyes. Your head is the safest part of you, because of all the horns and armor, and you think it's a good idea to keep anything you're fighting in front of you. You're much more vulnerable from behind, where your greyish-tan hide doesn't have the nice armor to protect it.

Beyond that, you sometimes find yourself struggling to keep up. There is a lot to see in the jungle, and lots of nice plants to taste. Your body isn't built for speed, unlike some of your companions, and that can be a little frustrating at times. I mean, sometimes you get mad enough to just knock down a tree – and you're pretty sure you could do it. At the same time, you do feel kind of sorry for anyone who moves slower than you, because you know how rough it can be.

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: -1
HD: 12d10+52
HP: 135 (or per PC, whichever is better)
AC: 18 (-1 dex, -2 size, +11 natural)
Attack: Gore +15 melee (2d8 + 5)
Face: 10 ft x 20 ft; Reach 10 ft
Spd: 30
SV: Fort +17, Ref +9, Will +6 (or PC, whichever is better)

PC physical stats are altered while in this body to correspond to those of the garuda. For the three-horn, this means Str 20, Dex 9, Con 25. All appropriate bonuses are figured in to the stats for the garuda as given above. Because you are fairly methodical, you are at +2 Wisdom while in garuda form. You also have two special attacks; you can charge for double damage, and can trample creatures size M or smaller for 2d12+5 damage (opponents may forgo attacks of opportunity to make a reflex save with DC 23 for half damage).

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 5: Horn Lizard (Ceratosaurus) PC

You are a stubby, two-legged garuda with short forelimbs that end in a trio of hooked claws. You have a row of spines along your back, leading down to your thick, heavy tail. If you are male, you also have a short horn on the tip of your snout, although this horn is absent if you are female. No matter what your sex, you have multiple rows of sharp teeth in your mouth, perfect for tearing flesh. You aren't particularly pretty, and small jungle animals tend to stay as far away from you as possible. Your skin is dark brown, with lighter tan patches.

Beyond that, you're grumpy. It's no fun being this ugly. I mean, even for a garuda, you're pretty unattractive. You're stubby, you're plump, you're pock-marked, you've got spikes sticking out from places you didn't even used to have **places**, and all of your little furry foodstuffs run away, although you can be pretty quick yourself.

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: +1
HD: 8d10+16
HP: 75 (or per PC, whichever is better)
AC: 14 (+1 dex, -2 size, +5 natural)
Attack: Bite +8 melee (2d8 + 5)
Face: 10 ft x 10 ft; Reach 10 ft
Spd: 25
SV: Fort +10, Ref +8, Will +6 (or PC, whichever is better)

PC physical stats are altered while in this body to correspond to those of the garuda. For the horn lizard, this means Str 21, Dex 13, Con 21. All appropriate bonuses are figured in to the stats for the garuda as given above. You are at -2 Intelligence, and -8 Charisma (minimum of 3 in any stat).

You **can** wield a weapon in this form (and only bipedal garuda can do so), but the only weapons you can hold are clubs and staves – anything else is too awkward to be manipulated with these limbs – and each round you have a 50% chance of dropping the weapon because your body is simply not designed to wield it. If you manage to successfully wield a weapon, you may use the attack and damage bonuses that go along with a 21 strength only while using the club or staff. You cannot use natural attacks in the same combat round you attempt to attack with a weapon.

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 6: Duck Bill (Lambeosaurus) PC

You are a bipedal garuda about 20 ft. long with a large, flat snout, and a crest on the back of your head. Your forelimbs are awkward and stubby, but are the perfect length for tearing fruit from vines and stuffing it in your mouth. You don't tend to eat much other than grasses and shrubs, and whatever fruits you can find on the vines of the jungle, and you detest fighting. Your natural inclination is to run from fights, although you can be brave if the occasion warrants, attacking with your long, pliant tail. You have grey-brown hide, and smell vaguely of flowers, like you've been rolling around on your food. You have excellent sight, smell, and hearing.

These enhanced skills translate to you possessing the skill *listen* if you did not already possess it, and provide you a bonus of 3 to checks to Listen if you already have it.

Beyond that, you are meticulously neat. For a garuda, at least. You dislike messiness and disorder in the jungle, and strive to make sure that your less clean companions don't leave messes behind. You're not willing to clean up the icky meat leavings, but aside from that, it's not out of the realm of possibility for you to be struck with the urge to dig a hole to hide any refuse being left behind.

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: +2
HD: 12d10+48
HP: 115 (or per PC, whichever is better)
AC: 14 (+2 dex, -2 size, +4 natural)
Attack: Tail +7 melee (d12 + 5)
Face: 10 ft x 20 ft; Reach 10 ft
Spd: 25
SV: Fort +13, Ref +10, Will +6 (or PC, whichever is better)

PC physical stats are altered while in this body to correspond to those of the garuda. For the duckbill, this means Str 20, Dex 14, Con 22. All appropriate bonuses are figured in to the stats for the garuda as given above. You are relatively quick-witted, so gain +2 intelligence while a duckbill.

You **can** wield a weapon in this form (and only bipedal garuda can do so), but the only weapons you can hold are clubs and staves – anything else is too awkward to be manipulated with these limbs – and each round you have a 50% chance of dropping the weapon because your body is simply not designed to wield it. If you attack with a weapon, you do not get your natural attacks as well.

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 7: Rock Skin (Anklyosaurus) PC

You look exactly like Bengoukee did when he appeared to you in your dream just a couple of nights ago. You have thick armor plating, side spines, and an enormous knobbed tail. You almost feel sorry for anyone who comes near that tail. To all appearances, you look like a 3-ton armadillo. Your plates are thick and heavy, some of them marked with thin cracks where rocks or spears have tried and failed to harm you. You have enormous eyes that take in just about everything around you. Counting tail, you're about 15 ft. long.

Beyond that, you're fairly pleasant to be around. You don't eat other garuda – or anything that runs, walks, swims, crawls, or might otherwise care if it gets eaten. You always seem to be grinning, although that may just be the shape of your mouth, and you don't blink often. Everyone is basically a friend to you – until they give you reason to believe otherwise.

You retain all of your memories from your other body, and most of your skills, but you think it would be very difficult to perform any feats that require precise manipulation of just about anything because of your awkward torso. You're completely confident that Bengoukee and the spirits know what they're doing, and will get you back to your original form as soon as the quest is completed.

Init: +0
HD: 9d10+18
HP: 92 (or per PC, whichever is better)
AC: 22 (+0 dex, -2 size, +14 natural)
Attack: Tail +8 melee (3d8 + 5)
Face: 10 ft x 10 ft; Reach 10 ft
Spd: 15
SV: Fort +14, Ref +6, Will +8 (or PC, whichever is better)

PC physical stats are altered while in this body to correspond to those of the garuda. For the rock skin, this means Str 24, Dex 10, Con 22. All appropriate bonuses are figured in to the stats for the garuda as given above. You have an additional stun attack, where any creature hit by your tail for 20 or more points of damage must make a fort save with DC 20 or be stunned for one round.

Your vocal cords are not as highly developed as you are used to, but you can speak very rough versions of any languages you could speak before. Spellcasting is slightly more difficult in this form; any spell you attempt to cast has a 15% chance of failing, and on a 01% roll, the opposite of the intended effect occurs (enlarge becomes reduce, magic missiles misfire and strike their caster, etc.). Note that if you could cast the spell before, you can cast it now, regardless what it would take for you to do so normally, you simply have the chance of failure.

You have all of your items, since you left them with Bengoukee for safekeeping, but are not sure if you're able to use them all quite as well as you could in your "normal" form. Only time will tell...

Player Handout 8: So, you have the shiny thing with the pretty red rock...

MAKE SURE TO READ THE ENTIRE HANDOUT BEFORE SHARING ITS CONTENTS WITH THE OTHER PLAYERS. SOME OF IT IS MEANT TO BE READ DIRECTLY TO THE OTHERS, WHILE SOME OF IT IS MEANT FOR YOUR EYES ONLY.

THE FOLLOWING TEXT, YOU MAY READ ALOUD TO THE OTHER PLAYERS:

The shiny thing is cool and smooth, yet almost warm to the touch. When you hold it, it feels... good. And you think you hear a voice, a soothing Nubari voice. "Come to me, my friend. Bring the others. The jungle will be ours... Tomorrow, when I destroy the Rudra, I would have you with me..." You have an image of a place, a clearing to the north. It's near the village of the Rudra, and you know that the Nubari will be there, waiting for you. For a brief instant, you have a vision of the Nubari.

He is a tall man, thin, dressed in a striped loincloth and robes made of antelope-hides. He walks with a limp, and his right shoulder is always lower than his left. He has one bright blue eye, and one eye that is coal-black.

KEEP THIS TEXT TO YOURSELF:

You need to keep this shiny thing safe. It's too dangerous to let the others carry it, this is your responsibility now. Tonight, when it's safe, you are going to swallow the shiny thing. That's the only way it – and your friends – can be kept safe. You are utterly convinced that this is the case. If anyone asks, you're pretty certain that the spirits have created something very powerful here, and that if it was controlling the flesh lizard, then it's safer for just one of you to carry it. You're willing to put it in a bag to be slung over your back, or whatever they want, but you really don't think it's safe for anyone else to handle it. It has to go back to someone who knows how to take care of it. Maybe Bengoukee. Maybe someone else. That Nubari with the funny eyes, he seemed like he might know what to do with it. As soon as you have a chance, away from the others, you fully intend to swallow the thing, to make sure it can't do anything else bad until you find someone powerful to give it to.

DM Aid #1: FAQ for Garuda-Form Heroes

“I’m a katanga, so I can naturally shape-change out of this form, right?”

Technically, yes. However, due to the powerful nature of the magic, it’s going to hurt. A lot. And if you stay transformed too long, you may not be able to change back in time to keep from dying. (Game mechanic explanation, not to be shared with the players directly: They lose 1d3 HP every round they remain in any form other than garuda. Further, they experience such racking pain that sign language is impossible, and spoken language is possible only at the rate of one word per round. While the HP loss and pain will subside immediately upon allowing themselves to revert to garuda form, there’s nothing particularly heroic about doing subtraction until you’re at the point where you know you’ll be fine when you switch back, but there is plenty heroic about staying in a painful form for a long time, and not knowing if you’re going to be able to switch back before you die. If they fall unconscious from being out of garuda form for too long, then they will automatically change back as soon as they drop below 0 HP, and the hit point loss will stop.)

“Do I retain my racial abilities and penalties (e.g., Saru fear of flashy magics) while in garuda form?”

Only to a certain extent. If the abilities are things which depend on your body being able to perform certain feats, then no. That is, if you were a Saru and had the good climbing ability, that was dependent on your body and you are not now a garuda who can climb trees or rock walls! However, being in a new body also removes some of your natural fears, or alleviates them somewhat. This translates to a bonus of 8 to any save against any effects such as a Saru’s fear of visible enchantments, a Plantman’s fear of fire, etc. (General rule: If the body is what let them do something, they probably can’t still do it.)

“Can I wear my armor as a garuda?”

Don’t be dumb.

“What about my other stats that aren’t mentioned on my character sheet?”

They don’t change if they’re not mentioned on the sheet. In all likelihood, you are now much smarter than the average garuda (1 or 2).

“So, am I actually able to use [item]?”

Probably. If it’s an item that requires any kind of manual dexterity, have them make a reflex save with DC 15 (modifiable at DM discretion based on likely difficulty) to successfully use the item. Follow the same basic template for trying to do anything the body would generally not be able to do, but don’t let it degenerate into lots of dice rolling. Use your judgment; a little trial and error and not being able to do things can be amusing, but too much can get old REALLY quickly.

“Do I keep my skills and feats while in this form?”

Yes, although weapon-based feats are subject to you actually being able to **use** the weapon in question, so unless the weapon feats are for club or staff, you’re out of luck. Things like improved initiative, etc., translate directly.

DM Aid #2: Where Are We, Anyway?

In the course of playtesting, it became clear that some confusion had arisen about precisely where the activities in the event were taking place. That's cool. What we've done with this DM Aid is attempt to give you an idea of where the heroes are, in each encounter.

Encounter 1: The heroes are somewhere near the village of Big Chief Bagoomba. Not that it matters too much, since they are asleep! When they awaken, they proceed to Bagoomba's village and Encounter 2.

Encounter 2: The heroes begin by meeting Bengoukee at the village of Big Chief Bagoomba, then proceed to the west, to the base of Fire Mountain where the Spirit Cave is found.

Encounter 3: The party heads south from Fire Mountain, crossing the River of Laughing Idols and heading toward the Jungle of Lost Tribes. On the way, they meet the leopard katanga.

Encounter 4: The party is still heading due south when they come upon the herd, heading north, away from the Jungle of Lost Tribes and toward the village of the Rudra.

Encounter 5: The herd is still moving north, so the heroes must do so as well. The battle with the flesh lizard and his minions occurs while everyone is heading north, toward the Rudra village.

Encounter 6: The Wise Ones warriors have been going almost straight south away from their home in their quest to stop this dangerous herd that they've heard of. As the party is still moving to the north, they meet in the middle.

Encounter 7: The clearing where Halussa waits is only a mile or two south of the River of Laughing Idols, relatively close to the Rudran village.

Appendix A: Stats for Herd Garuda

Spiketail (Stegosaurus; 7): Huge Animal; HD 14d10 + 96; hp 150; Init -1 (Dex); Spd 30 ft.; AC 17 (-1 Dex, -2 size, +10 natural); Atk +17 melee (7d4+5, tail); SA trample size M or smaller creatures for 2d12+5 (opponents may forgo attacks of opportunity to make a reflex save with DC 23 for half damage); Face/Reach 10 ft x 20 ft/10 ft; AL N; SV Fort +16, Ref +8, Will +5.

Str 20, Dex 8, Con 23, Int 1, Wis 8, Cha 7.

Skills: Listen +4, Spot +4.

Three-Horn (Triceratops; 11): Huge Animal; HD 16d10 + 112; hp 200; Init -1 (Dex); Spd 30 ft.; AC 18 (-1 Dex, -2 size, +11 natural); Atk +19 melee (2d8+5, gore); SA trample size M or smaller creatures for 2d12+5 (opponents may forgo attacks of opportunity to make a reflex save with DC 23 for half damage); Face/Reach 10 ft x 20 ft/10 ft; AL N; SV Fort +17, Ref +9, Will +6.

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

Skills: Listen +8, Spot +8.

Sailback (Dimetrodon; 8): Huge Animal; HD 5d10 + 25; hp 52; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, -2 size, +5 natural); Atk +11 melee (3d8+3, bite); Face/Reach 10 ft x 20 ft/10 ft; AL N; SV Fort +9, Ref +6, Will +2.

Str 19, Dex 11, Con 24, Int 2, Wis 13, Cha 9.

Skills: Listen +9, Spot +4.

Duck Bills (Lambeosaurus; 6): Huge Animal; HD 12d10 + 48; hp 115; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, -2 size, +4 natural); Atk +7 melee (1d12+5, bite); Face/Reach 10 ft x 20 ft/10 ft; AL N; SV Fort +13, Ref +10, Will +6.

Str 20, Dex 14, Con 22, Int 2, Wis 10, Cha 7.

Skills: Listen +8, Spot +8.

Gnasher (Tyrannosaurus; 2): Huge Animal; HD 18d10 + 72; hp 189; Init +2 (Dex); Spd 40 ft.; AC 15 (+2 Dex, -2 size, +5 natural); Atk +20 melee (5d8+6, bite); SA improved grab, swallow whole; Face/Reach 10 ft x 10 ft/15 ft; AL N; SV Fort +15, Ref +13, Will +8.

Str 28, Dex 14, Con 19, Int 2, Wis 15, Cha 10.

Skills: Listen +11, Spot +11.

SA: *Improved Grab*— if size M or smaller creature hit with bite attack, may attempt to swallow whole. *Swallow Whole*—a successful grapple attack on a grabbed opponent means the opponent (size M or smaller) has been swallowed and takes 2d8+8 crushing damage per round, plus 8 acid damage per round; can cut way out with claws or a small/tiny slashing weapon by dealing 25 points of damage to the gizzard (AC 20); once a swallowed creature exits, the muscles contract and close the opening such that anyone else swallowed must cut a new way out.

Tyrant Lizard (BIG Tyrannosaurus): Giant Animal; HD 24d10 + 96; hp 260; Init +3 (Dex); Spd 40 ft.; AC 15 (+2 Dex, -3 size, +6 natural); Atk +25 melee (7d8+8, bite); SA improved grab, swallow whole; Face/Reach 10 ft x 15 ft/20 ft; AL N; SV Fort +15, Ref +13, Will +8.

Str 28, Dex 14, Con 19, Int 2, Wis 15, Cha 10.

Skills: Listen +14, Spot +14.

SA: *Improved Grab*— if size M or smaller creature hit with bite attack, may attempt to swallow whole. *Swallow Whole*—a successful grapple attack on a grabbed opponent means the opponent (size M or smaller) has been swallowed and takes 2d8+8 crushing damage per round, plus 8 acid damage per round; can cut way out with claws or a small/tiny slashing weapon by dealing 25 points of damage to the gizzard (AC 20); once a swallowed creature exits, the muscles contract and close the opening such that anyone else swallowed must cut a new way out.

Flesh Lizard (Allosaurus; 3): Giant Animal; HD 10d10 + 50; hp 97; Init +3 (Dex); Spd 35 ft.; AC 14 (+3 Dex, -3 size, +4 natural); Atk +11 melee (2d12+5, bite), +9 melee (2d4+2 (x2), claws); SA improved grab, swallow whole; Face/Reach 10 ft x 10 ft/15 ft; AL N; SV Fort +13, Ref +10, Will +6.

Str 20, Dex 16, Con 18, Int 2, Wis 14, Cha 11.

Skills: Listen +8, Spot +8. *Feats* Multiattack (second and third attacks with natural weaponry only suffer -2 penalty).

Runners (Euparkeria; 15): Small Animal (3 ft. long); HD 1d10 + 2; hp 10; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +1 size, +4 natural); Atk +3 melee (1d6+2, bite); Face/Reach 5 ft x 3 ft/3 ft; AL N; SV Fort +8, Ref +10, Will +2.
Str 13, Dex 14, Con 17, Int 2, Wis 10, Cha 9.
Skills: Listen +8, Spot +8, Hide +4, Jump +12.

Garuda Chickens (Compsognathus; 20-40): Tiny Animal (1 ft. 6 in. long); HD 1d10 - 2; hp 7; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +2 size, +4 natural); Atk +3 melee (1d4+3, bite); Face/Reach 2 ft x 2 ft/3 ft; AL N; SV Fort +6, Ref +12, Will +2.
Str 10, Dex 14, Con 17, Int 2, Wis 11, Cha 11.
Skills: Listen +4, Spot +4, Hide +8, Jump +14.

Small Gnasher (Teratosaurus; 5): Huge Animal; HD 10d10 + 20; hp 98; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, -2 size, +7 natural); Atk +10 melee (2d8+5, bite), +8 melee (1d6+4 (x2), claws); Face/Reach 10 ft x 10 ft/10 ft; AL N; SV Fort +8, Ref +10, Will +2.
Str 23, Dex 12, Con 17, Int 2, Wis 10, Cha 9.
Skills: Listen +10, Spot +10. *Feats:* Multiattack (second and third attacks with natural weaponry suffer only -2 penalty).

Horn Lizard (Ceratosaurus; 9): Huge Animal; HD 8d10 + 16; hp 75; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, -2 size, +5 natural); Atk +8 melee (2d8+5, bite); Face/Reach 10 ft x 10 ft/10 ft; AL N; SV Fort +10, Ref +8, Will +6.
Str 21, Dex 13, Con 21, Int 2, Wis 14, Cha 9.
Skills: Listen +8, Spot +8.

Rock Skin (Ankylosaurus; 6): Huge Animal; HD 9d10 + 18; hp 92; Init +0; Spd 15 ft.; AC 22 (-2 size, +14 natural); Atk +8 melee (3d8+5, tail); SA *stun*; Face/Reach 10 ft x 10 ft/10 ft; AL N; SV Fort +14, Ref +6, Will +8.
Str 24, Dex 10, Con 22, Int 3, Wis 14, Cha 9.
Skills: Listen +10, Spot +10.
SA: *Stun*— any creature size M or smaller hit by the tail for 20 points of damage must make a Fort save with DC 20 or be stunned for one round

Note that this listing does **not** include the flesh lizard with the shiny thing around its neck, or its two “personal bodyguard” raptors.