

# **On the Lookout!**

**A Living Jungle Tournament for Low- to Mid-level Characters**

**by Linda Baldwin**

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

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

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

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

## Judge's Introduction

Far below the Valley of Spirits has evolved a species of ant unlike any seen on the Malatran plateau. Much larger than common ants, they are single-minded carnivores who devour anything in their path. They are able to share the jungle with the garuda due to their ferocity and their great numbers.

Recently the ants came upon the cliff below the Valley of the Spirits near the great waterfall. Undeterred by the now-dead magic of the broken domes, they continued on their path -- straight up the great cliff and into the Valley of the Spirits itself. From there, they continued ahead until they made the second climb up to the plateau itself. Now they march across it, leaving a trail of death and destruction in their wake.

The ants are now travelling toward the Dreaming River, near its source. They are in the densest part of the jungle, and are only active at night; thus, they cannot be seen from any distance. If they could, they would appear as a long black line nearly a mile long. (See appendix for more information on the swarm.)

NOTE: If any of the party should come in contact with the ants, the combat will be fairly swift. 8 ants per round (cumulative) will climb upon the victim and attack, with no practical limit (as the character is apt to

be dead long before he/she is completely covered.) You may assume average successes rather than rolling each attack separately, i.e., the ants would hit AC 6 50% of the time, so you may assume half of the attacking ants hit.

Obviously, due to the particularly deadly nature of these creatures, you don't want to attack the party unless they beg for it, i.e., put themselves directly in the path of or in contact with the swarm. If they attempt to do that before they are completely aware of how dangerous these things are, you might place a small animal in their path so the party can see for themselves what they are up against.

The adventure begins when the party comes upon a tribe of jungle tam'hi caring for a pair of young saru. The tam'hi will attempt to defend themselves against a perceived threat (the party). Once persuaded that the heroes are not responsible for the current crisis, they will explain that a visiting saru, mate to a chief and the guest of the tam'hi, was found dead that morning outside the village; the little ones were her children. Many animals were also discovered dead that morning. In all cases, nothing remained but skeletons.

The tam'hi will ask the heroes to return the children to their father, and bring back a member of their tribe who was visiting the saru. They will give the party weapons and ornaments to take to the saru as compensation for the loss of their guest.

The party will generally be travelling behind the ants, as the saru village is directly in its path. As they become aware that the danger is in front of them, they should hopefully take some measures to investigate and stop it.

The children can be used both as a roleplaying opportunity for the GM, and to increase the stakes for the heroes. Ban-Nut's curiosity can also be used as a catalyst if the players are not catching on or developing a sense of urgency, by having her discover a clue the heroes are determined to miss, or by having her place herself and her brother in danger.

Adding to the flavor and difficulty of the adventure is the fact that it takes place in the green, or rainy, season. Normally the morning will be clear, but in the early to mid-afternoon the rains will start, continuing through the evening and often well into the night. The rain is very heavy, and will make trying to track the source of the attacks that much trickier (not that the ants leave much of a trail in any case.) Note that this weather pattern is perfectly normal for this time of year; the heroes should not let it affect their progress toward the saru village.

## Players' Introduction

*Nothing makes you feel closer to the spirits of the jungle than the start of the rainy season. The fresh clean smell of a morning washed by yesterday's rain, the glint of the sun off the golden parakeets dimly glimpsed between the trees, the feeling of soft, damp earth and leaves under your feet -- truly there can be nothing better in all the world.*

*This season finds you travelling the world, often with new companions, including those you met last night as you prepared to sleep. You are deep in the jungle, where the trees reach to the sky and paths are few and overgrown. The spirits must rejoice in such bounty, and so do you. A fresh, bright morning awaits you, and you are determined to enjoy it to the fullest.*

Allow the heroes to introduce themselves and roleplay for a bit. When things slow down or you're ready to move them along, continue.

*From somewhere not too far away you hear a piercing cry, not of a bird, but a mammal -- perhaps a Nubari, perhaps an ape.*

The tree cover is much too dense here to see anything from the ground or the sky. If the heroes investigate, continue:

*Heading toward the source of the sound, you find a number of jungle tam'hi. Two of the tam'hi are each carrying a small saru. Both saru children appear distraught; one is pounding on the chest of the tam'hi holding him. Upon seeing you, the tam'hi holding the saru child turns her back and attempts to leave, while the other little saru yelps and clambers up a tree. The remaining tam'hi lift spears and point them in your direction.*

Continue with Encounter 1.

If the heroes ignore the cry, repeat it a few moments later. If they choose to investigate, continue as above; otherwise, tell them the following:

*Suddenly a young saru runs into the clearing where you stand. Seeing you, she gives a yelp and clambers up a tree. There are crashing sounds coming from the direction from which the saru appeared.*

Give them a moment to react, then continue. (Adjust for their actions, of course.)

*A small group of jungle tam'hi, one of whom is carrying a small saru, burst through the foliage. The saru child appears distraught, and is pounding on the chest of the tam'hi holding him. Upon seeing you, the tam'hi holding the saru child turns her back and attempts to leave. The remaining tam'hi lift spears and point them in your direction.*

Go on to Encounter 1.

## Encounter 1

Allow the heroes to react in any way they choose. If they ask (and only if they do), the tam'hi did not appear to be harming the saru; in fact, the tam'hi being pummeled seemed to be taking no action other than continuing to hold the child.

The tam'hi suspect the heroes to be the cause of the death of the children's mother and the animals. They will not attack, however, until they are more sure, but they will defend the children and themselves. If the party attacks, the tam'hi will attempt to parry long enough to allow the children to get to safety, all the while calling the party "murderers" and "orphanmakers" in Common.

**Araka, jungle tam'hi chief, F5;** AL NG; AC 10; MV 12; hp 31; THACO 15 (STR); Dmg 1d6+1 (spear+STR); SA nil; SD nil; MR nil; SZ M; ML 16 (20 in defense of the children)

**Jungle tam'hi, F1 (2 per hero):** AL NG; AC 10; MV 12; hp 7 each; THACO 20; #AT 1; Dmg 1d6 (spear); SA nil; SD nil; MR nil; SZ M; ML 13 (16 in defense of the children)

Should the party kill any of the tam'hi, the saru in the tree (Ban-Nut) will drop down on and begin to pummel the one who caused the tam'hi's death, even if he used magic, all the while crying out in saru. ("Why", should someone in the party understand saru.)

If the party manages to defeat all the tam'hi, Ban-Nut will run, screaming, toward her mother's body. If someone speaks saru, they can eventually get a coherent story out of Ban-Nut; if not, she will spend a little time at her mother's skeleton, get her brother, and begin to make her way home -- through the trees. If the party can follow her, they may be able to find the rest of the scenario; if not, they've had a very short adventure. (Of course, if the party manages to get the children killed, we have an even shorter adventure, but let us not even think about that.)

If the party attempts to parley, and manages to convince the tam'hi they are not murderers, they will explain what has happened. (Adjust the following as appropriate depending on what has passed before.)

*"Pray forgive us our confusion", says the oldest- and strongest-looking of the tam'hi. "I am Araka, chief of the Tribe of the Bright Orchids. These children are mourning the loss of their mother, and we thought you might be responsible for her death.*

*"These children and their mother, the mate of their clan's chief, were visiting with us while my own wife, Lianna, visited their clan. We were attempting to learn one another's ways in this manner. However, when we awoke this morning, the mother saru was nowhere to be found. Soon a warrior, who had stepped outside the village for a moment, returned with news that a body had been found. When we arrived, all that was left was the skeleton of a saru, picked clean as though it had been many days in the jungle. We do not know what caused her death, as we have never seen anything like this before."*

At this point, the heroes may wish to ask questions. Araka (or his fellow tribesmen) know the following, which they will reveal **only** if the appropriate questions are asked:

- **Were there signs of a struggle?** -- "The leaves on the forest floor were greatly stirred up, and some branches were ripped off nearby bushes. There was no blood, however."
- **Were there marks from a blow?** -- "We saw none."
- **What was the cry we heard?** -- "It was the children learning of their mother's death."
- **What was her name?** -- "She did not speak our tongue, nor we hers. We called her Mother Saru, and she responded to it."

If the heroes ask to be taken to the body, the warriors will do so, as they are anxious to discover what new dangers lurk in their jungle. The skeleton will be lying a few dozen yards outside the village. It appears to be intact, and all traces of soft tissue are gone. The area is as described above.

Should the heroes attempt to speak with dead, Mother Saru will be largely unable to help them. First she will only understand if the hero priest speaks saru, sign language no longer being an option. Even if such a priest is available, she knows very little. She had gone to investigate what looked like a long black line moving through the village. When it began to swarm over her, she ran from the village in the hopes it would go with

her and leave her children alone, which it did. In spite of her agony, she did not cry out, fearing that her children might come to investigate. She did try unsuccessfully to beat the ants off (hence the disturbed foliage.) She had her eyes shut in pain and fear, so the most she can tell the heroes is "long black line ate me" and "led long black line away from children".

Whether or not the heroes investigate the death of Mother Saru, Araka has a request of them.

*"The children's father must be told of his mate's passing and his children returned to him. (As I told you,) my wife is visiting their clan while Mother Saru and the children stayed here. We fear to leave our village undefended to go to their chief with the news and an offering of restitution for the loss of his mate. With such a great evil loose in the jungle, we must protect our homes and families. Would you be willing to take on this task for us? If you will return my wife Lianna to me, we shall reward you."*

If the heroes decline, Araka will try to persuade them. He and his warriors can defend the village, but honor demands they send word to the saru chief, as well as gifts for reparation. There are not enough of them to do both. Also Ban-Nut, her curiosity by this time overcoming her grief, will come stand by the most hardhearted hero and look up at him/her with tear-filled eyes. If that doesn't work, she'll go through the group one by one until someone acknowledges her and/or accepts the task. If the heroes haggle, the tam'hi will give each hero who asks any one item from the starting equipment or weapon list (up front if absolutely necessary), but that hero will get no gift from the tribe. If they insist on more, Araka will eventually accede (for the safety of his wife), but will treat the heroes with disdain. **Any hero who insists on receiving more than one item is ineligible for a Hero Point in this adventure.** (If the heroes should ask the name of the saru village, Araka will tell him he does not know it, but expects it is something he could not pronounce.)

Once the heroes agree, Araka will go to the saru children and point to the heroes, making signs that they will be leaving with them. Ban-Nut will immediately attach herself to the quietest or shiest hero, while Choc-Choc will slowly go and look over the most flamboyant one. No matter how hard these heroes try to disassociate themselves from their new "companions", the children will not be swayed from their chosen "foster parent." Araka will inform the heroes of the names they have chosen for the children, and will offer them a meal before they depart. He will provide them with enough food and water for the ten-day journey to the saru village and back, and a collection of gifts -- bows, arrows,

wooden bracelets, and bone necklaces -- for the saru chief.

## Encounter 2

*After your meal with tam'hi, it is time to begin your journey toward the saru village. The jungle is very thick here; what few paths there are are narrow and somewhat overgrown. Shortly after you start your journey, the first rains of the day begin. A gentle shower soon turns to a heavy rain.*

Use the first day of travel to establish relationships with the saru children. They have heard their tam'hi names often enough to respond to them. Play Choc-Choc as very quiet, with a brave face (although any time anyone uses obvious magic, he'll go swinging into the jungle in a random direction.) Ban-Nut will be intensely curious, always picking up and examining things, or running off after a passing animal.

Note that the ants are travelling by night in a straight line, while the heroes are travelling (presumably by day) by paths which wind through the jungle. This means that although the ants and heroes are travelling in roughly the same direction, their paths only cross at certain points. Flying and brachiating heroes may, of course, travel in a straighter line. They will not, however, see the ants due to the fact that the ants are nocturnal, and the foliage is so dense as to not allow them to be seen from any distance.

They will travel for two days before they encounter any evidence that the deathbringers were not left behind at the tam'hi village.

*You have travelled for nearly two days. The rains have almost washed away your concern for the tam'hi and their village. Surely the good rain will cleanse away the evil which took Mother Saru's life.*

*It is late, and you are tired. There is a small clearing just ahead which looks like it might be a good place to spend the night.*

As they make their preparations, have one of the heroes, preferably one of the less active or talkative ones, discover the intact skeleton of a small lizard. Inform him/her that it is unusual to find such skeletons intact, as scavengers generally take an animal apart when eating them. Yet there is not one bit of flesh left on the bones.

If Choc-Choc sees the skeleton, he will be distraught, and will climb a tree. He can be coaxed down again only after considerable effort.

They can camp here or elsewhere; it makes little difference, as the ants have long ago moved on, but don't get in the way of their paranoia. The night will pass uneventfully in any case.

## Encounter 3

*The rains have stopped for now, and the sky is bright. You have but three days' travel left until you reach the saru village, and return the children to their father.*

Let the heroes proceed for a bit. After a couple of hours of travel, have the heroes make surprise rolls (at -3 unless a hero was taking extraordinary precautions.)

A leopard will leap from the underbrush onto the back of the last hero in line. If the hero is surprised, he gets no action this round; if not, he may draw a weapon. If he had a weapon drawn and ready, and is not surprised, he may roll for initiative. Any other hero who is not surprised will have heard the cat and may cry out, but will not be in a position to attack. The leopard is very hungry due to the lack of game in the area.

**Leopard (1):** Int Semi (3); AL N; AC 6; MV 15; HD 3+2; hp 11; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA if strike successfully with both foreclaws, rear claws may automatically rake for 1d4 dmg. each; SD Surprised only on a 1; MR nil; SZ M (4' long); ML 12 (while hungry)

If the heroes manage to subdue the leopard (by feeding it, magic, or some other means) and try to speak with it, it can tell them that there has been almost no game in the area for the last two suns. It does not know why. (In fact, many animals have sensed the danger and moved to "safer" areas.)

## Encounter 4

*Travelling on after your encounter with the leopard, you find the jungle extraordinarily quiet. You hear no sound of birds singing or monkeys chattering. There is not even a breeze to rustle the branches of the trees. It is as if the jungle itself were holding its breath.*

*After a couple of hours, you come upon a strange sight. Lying on a low bush is the skeleton of a large bird. It is picked completely clean like the others. It appears not even those of the air are safe from the deathbringer.*

This bird was perched in the fork of a tree when the ants climbed it. Its first instinct was to try and make a meal

of the ants. Instead, the ants swarmed over it. It tried to fly away to escape, but the ants held on and devoured in mid-air. It landed on this bush, where they finished it off and rejoined the line.

Once they go on their way, continue:

*In the afternoon, the rains come, a sign that perhaps life does go on. As night approaches, you see something gleaming in the waning sunlight in a small clearing.*

Should they investigate, they find a large skeleton, this one of the same race as one or more of the heroes. (Pick one you haven't "annoyed" yet, preferably the least brave among the party.) This time, there are definite signs of a struggle; the tree roots and bark near where the skeleton lies are marked over and over by the spear (or other weapon as appropriate) that lies beside the skeleton. From the size of the figure, this would appear to have been a strong warrior.

At this sight, the children will grow quite agitated. Choc-Choc will give up all pretense of bravery and cling tightly to his chosen hero, and Ban-Nut will point ahead toward her village and try to run ahead of the party, if given a chance.

By now the heroes should be getting the idea that the "deathbringer" is travelling the same way they are -- toward the saru village. They should also begin to suspect that nothing is safe from this "creature".

If they decide to press ahead through the night, go to Encounter 5B; otherwise, let them finish the day out and proceed to Encounter 5A in the morning.

## Encounter 5A

*There is a sense of foreboding in the air this morning. The rains stopped early in the evening, and now all is still again, no sound of birds or monkeys -- and then a great crashing is heard, not far away.*

A spiketail garuda is crashing through the jungle, having survived an encounter with the ants. The spiketail is herbivorous, but is enraged by the pain of the ants' attack. It is headed directly for where the heroes were sleeping. If they do not get out of its path, it will charge into them, swinging its mighty tail.

**Spiketail Garuda [Paleocinthus] (1):** Int Animal (1); AL N; AC 0 (armor plating); MV 6; HD 9; hp 51 (15 currently); THAC0 11 (16 currently); #AT 1; Dmg 3d6 (tail) (3d6-5 currently, min. 1 pt. dmg.); SA nil; SD nil; MR nil; SZ H (15' long); ML Elite (13)

If the heroes simply get out of its path, it will charge ahead until it is out of sight (although the heroes will hear the crashing sounds receding into the distance for a short time.) If they attack it or try to stop it, it will attack them. If injured again, though, it must make a morale check or run away.

*Suddenly, a beast twice the size of a Nubari, with a fearsome spiked tail, dashed into the clearing. The great garuda appears to be gravely wounded and in fierce pain. Blood streams down every part of its mighty form. It appears that only the final madness of imminent death allows the creature to continue.*

In reality, it is not nearly as badly wounded as it appears; the great number of small wounds, and the madness inflicted by the pain of the bites, cause the beast to seem in much worse condition than it is. The heroes may well decide to put it out of its misery. Any hero in melee with it for three or more rounds will notice that small bits of flesh are missing here and there, particularly from its legs and feet. Any hero who is in melee for even one round with the garuda will notice that its armor is damp.

If they manage to kill or otherwise stop the rampaging beast, and they examine it thoroughly, the heroes may detect remnants of smashed or drowned ants upon its body. Anything less than a detailed examination will merely reveal the information from the paragraph above.

Continue with Encounter 6.

## Encounter 5B

*You travel through the night, travelling toward the saru village. The rains stop early, leaving behind only an eerie silence and intense blackness. Only rarely can you catch a glimpse of moon through the forest cover.*

The heroes will probably need a light source of some kind if they are to proceed.

*Morning is but an hour or two away when you hear a tremendous crashing sound up ahead, accompanied by a great, horrifying scream.*

A spiketail garuda is currently being attacked by a swarm of the ants. Its usual defenses useless, it is thrashing about in pain and panic. If the heroes investigate, continue:

*Ahead you see a momentous sight -- a great garuda, more than twice the size of a Nubari, thrashes its huge*

*spiked tail at some invisible enemy. Wild, unnatural screams escape its throat as it does battle with something so powerful that it has reduced this giant one to panic.*

If the heroes decide to attack the garuda, it will lash out at them (since they are at least a visible enemy.) If they choose to leave it alone, it will continue to thrash about until it finds itself in a small rivulet. The attacking ants will drown, and the garuda will charge out of the water - and toward the heroes.

**Spiketail Garuda [Paleocinthus] (1):** Int Animal (1); AL N; AC 0 (armor plating); MV 6; HD 9; hp 51 (15 currently); THAC0 11 (16 currently); #AT 1; Dmg 3d6 (tail) (3d6-5 currently, min. 1 pt. dmg.); SA nil; SD nil; MR nil; SZ H (15' long); ML Elite (13)

If the heroes simply get out of its path, it will charge ahead until it is out of sight (although the heroes will hear the crashing sounds receding into the distance for a short time.) If they attack it or try to stop it, it will attack them. If injured again, though, it must make a morale check or run away.

If the heroes enter combat with the garuda, read the following:

*The great beast appears to be gravely wounded and in fierce pain. Blood streams down every part of its mighty form. It appears that only the final madness of imminent death allows the garuda to continue.*

In reality, it is not nearly as badly wounded as it appears; the great number of small wounds, and the madness inflicted by the pain of the bites, cause the beast to seem in much worse condition than it is. The heroes may well decide to put it out of its misery. Any hero in melee with it for three or more rounds will notice that small bits of flesh are missing here and there, particularly from its legs and feet.

Any hero who approaches the rivulet will see the dead ants floating downstream. Unfortunately, it was the tail end of the column that encountered the garuda; most of the ants are still continuing their trek towards the village.

When the heroes are through here, go to Encounter 6.

If they manage to kill or otherwise stop the rampaging beast, and they examine it thoroughly, the heroes may detect remnants of smashed or drowned ants upon its body. Anything less than a detailed examination will merely reveal the information from the paragraph above.

Continue with Encounter 6.

## Encounter 6

*You continue your way to the saru village. The saru may be facing great danger, and you may not be in time to prevent it. Ban-Nut and Choc-Choc seem to sense the danger as well, for they have been alert and attentive, and Ban-Nut has even been quiet for the last few hours.*

*Sunset comes about an hour before you expect to reach the village. You can hear the rush of the Dreaming River to your left. Then you see a sight unlike any you have ever seen. As you descend a steep hill towards a large clearing, you see a dark line which appears to be moving. It stretches all the way across the clearing, at least 50 yards, the ends lost in the jungle on both sides. As you watch, the end nearest you disappears, as though a rope were being pulled across the clearing, and you were looking at its end.*

The heroes have at last caught up with the ants. They need to find some way of dealing with them before they reach the saru village. They are currently about 20 yards away on a steep slope. They may reach the clearing in three rounds (proceeding carefully) or one round (sliding.) The ant procession, however, extends for nearly a mile ahead of them.

It is possible the heroes may try to confront or closely examine this "creature." If so, have a small animal wander into its path. If the result of that doesn't deter them, well, they **have** been warned.

Make sure they realize that the ants are headed straight toward the saru village, and let them try to devise a solution. Remember that nothing other than fire or smoke will deter the ants, although they may be killed, of course. Due to the huge number of ants, however, killing them individually is not very practical. If they realize the effectiveness of fire, they may try to drive the ants toward the river, but when the ants reach it, they will simply turn right -- and toward the edge of the world. (Due to the still active *antipathy* spells there, the ants will turn right again, and return to the jungle.) If the heroes manage to trap the ants by surrounding them with fire and water, they will become confused, continuing to move away from the fire and turning right at the water until they begin to run over each other. If they continue to be more and more confined, they will begin attacking each other, as the only apparent way to survive (by making more room for themselves.) The heroes might allow them to finish each other off, or continue to close in. If the ants have already begun to consume each other, the heroes will be able to burn or drown them, as their feeding instincts and self-

preservation instincts will be completely overwhelmed by that time.

If the heroes are unable to find a way to deter or redirect the ants, they may try to warn the saru. If so, read them the following:

***The “village” of the saru is like no village you have yet seen. There are a few lean-tos, a crude hut, and some odd structures built in, or attached to, the trees. Several saru children are climbing on the hut and other structures in an apparent game of “can’t catch me”, watched over by a saru female. Other saru may be seen in the lean-tos and the tree structures.***

Saru, of course, do not normally build villages. This one is the inspiration of the clan chief, Mokka, who spent some time with the Tribe of Big Chief Bagoomba. Deciding to construct a similar village for his own clan, he has implemented ideas of every tribe he has seen, including aarakocra. The village has no name, because it hasn’t occurred to Mokka to give it one. (If the heroes ask about the name, Mokka will allow them to name it (assuming they’ve managed to save it, of course.)

At the moment, most of the saru are in their homes eating dinner or grooming each other. The chief and Lianna are sharing a meal of raw vegetables in the hut (which is Lianna’s), along with an elderly saru female (Mokka’s mother, Lekk.) They are not visible as the heroes approach.

If the heroes attract attention to themselves, the saru watching the children will cry out, causing the chief (but not his dinner companions) to emerge. He will not summon Lianna, even if heroes mention her by name, unless he is convinced that there is danger, or at least that the heroes are not going to harm her. He considers it his duty to protect her, as she is the mate of another chief. Convincing him will be difficult unless the heroes can communicate in saru. In the meantime, other saru (particularly the children) are apt to want to investigate.) In fact, it may take an actual attack by the ants to convince him of the danger. Of course, if the heroes call out Lianna’s name loudly enough or near the hut, she will at least poke her head out. She will be unable to translate, as she does not speak saru, but she will be easier to convince, and the chief is more likely to trust her judgment than that of strangers, so long as the heroes are able, in saru or by sign language, to communicate what they wish the villagers to do.

Once Mokka is aware of the danger, he will want to fight the ants head-on -- a grave mistake, certainly. He will continue to do so, however, until either the villagers are persuaded (by the heroes or by Lianna) to move out of harm’s way, and he is convinced of their safety, or the ants are defeated or driven off. Lianna will be unable to

assist with this, as she will be busy convincing the villagers not to return to examine their tiny visitors more closely.

No stats are provided for Mokka and the other villagers; play it for dramatic value. If the ants are able to attack a random villager, the villager will not survive more than two rounds. Lianna is actually a fifth-level wizard, but out of respect for the saru’s wishes, has no spells in memory. In any case, she will not approach the ants, and will certainly not go near a fire. Mokka is a warrior, and determined to save his village; let him go as long as five rounds before succumbing, unless the heroes manage to save him. He will manage to kill several of the ants, of course, but certainly not a significant number.

Once the heroes have dealt with the crisis one way or another, proceed to the Epilogue.

## EPILOGUE

Note here whether any heroes cut special “deals” with Araka in the beginning. If so, they receive what they negotiated for and not what’s listed here.

If the heroes succeeded in saving the saru village, read the following if time is short; otherwise, roleplay it out, including the saru village and the return to the Tribe of the Bright Orchids.

***You have saved the saru village from being devoured by the ants, and have returned Lianna to her husband (although Ban-Nut and Choc-Choc were reluctant to let you go.) In return, Araka has staged a great feast in your honor. After asking you to tell your stories of vanquishing the Evil Ants, he awards you with fine treasures, and Lianna offers fetishes to the wizards among you.***

If the heroes failed, roleplay out the aftermath, or read the following if time is short.

***Araka has gone into mourning for the loss of his wife. The tam’hi take the saru children into their homes once again, and the jungle is filled with weeping for many days. Araka thanks you for your efforts, and offers you each a coconut filled with insect wax in return for your service.***

## The End

# Experience Point Summary

Experience is calculated as follows for Living Jungle events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

### Encounter 1

Attacking the tam'hi:	0 xp
OR	
Talking with the tam'hi (no combat):	100 xp
Investigating the body:	100 xp

### Encounter 3:

Defeating the leopard:	200 xp
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### Encounter 5:

Defeating the spiketail:	200 xp
OR	
Avoiding the spiketail:	100 xp

### Encounter 6:

Deducing the nature of the foe before this encounter:	200 xp
Defeating the ants before they reach the village:	400 xp
OR	
Defeating the ants after they reach the village (no villager deaths):	300 xp
OR	
Driving the ants away from the village with no deaths to the villagers:	200 xp
OR	
Driving the ants away from the village with one or more deaths to the villagers:	100 xp
OR	
Failing to defeat the ants:	0 xp
Total Experience for Objectives:	1,200 xp
Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>1,700 xp</b>

# Treasure Summary

The heroes may take one item each. Excess items are not distributed.

**Strength Bow:** This bow is specially made to take advantage of your great strength. It was given you by

Araka, Chief of the Tribe of the Bright Orchids, in gratitude for saving his wife.

**12 Arrows With Obsidian arrowheads:** These arrows have been fitted with obsidian arrowheads. Due to the sharpness of the stone, they provide +1 to damage. They were presented to you by Araka, Chief of the Tribe of the Bright Orchids, in gratitude for the return of his wife.

**Teak Bracelet Carved With Orchid Design:** This beautiful bracelet is carved with an intricate design depicting three orchids. The orchids have been painted with dye made from the brightest orchids. It was presented to you by Araka, Chief of the Tribe of the Bright Orchids, in gratitude for the safe return of his wife.

**Necklace Of Spiketail Teeth:** This necklace was made from the teeth of the spiketail who fell prey to the deathbringers before they reached the saru village. It was presented to you by Mokka, Chief of the saru clan in gratitude for saving his village from the deathbringers.

**Mahogany Spear:** This magnificent spear is exceptionally well balanced. It provides a bonus of +1 to hit, when thrown **only**. It was presented to you by Araka, Chief of the Tribe of the Bright Orchids, whose wife you rescued from the deathbringers.

**Jump Fetish:** This fetish, a cricket trapped in a small piece of amber, will allow you to cast the *jump* spell. It was given you by Lianna of the Tribe of the Bright Orchids in gratitude for her rescue from the deathbringers.

**Detect invisibility Fetish:** This white stone, soft and powdery to the touch, will allow you to cast the *detect invisibility* spell. It was presented to you by Lianna, wife of the Chief of the Tribe of the Bright Orchids, for saving her from the attack of the deathbringers.

**Clairvoyance Fetish:** This skull of an eagle, when meditated upon, will allow the casting of the *clairvoyance* spell. Lianna, wife of the Chief, presented it to you when you returned her safely to the Tribe of the Bright Orchids.

## APPENDIX: NPCs and Ants

**Valley Ants** (Thousands): Int Animal (1); AL N; AC 5 (carapace); MV 12; HD 1; hp 5; THAC0 16; #AT 1; Dmg 1d4 (bite); SA swarm; SD inflict pain; MR nil; SZ T (3" tall, 6" long); ML Special (see below)

These ants reside in the Valley of the Spirits, where they compete with the garuda for survival. Of course, their size and carapace are no match for even the footstep of a large garuda, but their numbers insure the species' survival. They are nocturnal and carnivorous. During the night, they march in a column single file. They continue straight ahead as long as there is a surface to walk on; they will often walk up one side of a tree and down the other. If they reach an insurmountable obstacle -- a body of water or an overhang, for example -- they turn 90 degrees to the right and continue in that direction. (That is, the lead ant does; the others follow immediately behind.)

If the ants happen upon an animal, alive or dead, they break ranks and swarm over the potential food source. Whether the prey is dead or alive, they begin to devour it. Their bite is particularly painful; a Save vs. Poison must be made, or the victim is at -1 (cumulative) to hit and damage, and to any attribute or proficiency checks. The ants will continue to swarm until driven off, or until the creature is devoured. All soft tissue will be consumed by the swarm. The ants will eat any meat, including insects.

Just before morning, the ants burrow down into the earth, where they rest until nightfall. Due to the thick carpet of wet, decomposing leaf clutter on the jungle floor, and the large area covered by the ants, these burrows will be nearly impossible to detect.

The ants will avoid fire or smoke, which will drive them away (in a column.) Nothing else will disturb them. They will follow the lead ant wherever he goes. If they are somehow scattered, they will begin to form a column again (possible heading in a new, random direction.) If the lead ant should die or become immobile, a new leader takes over.

Insect wax, applied over the body, will prevent the ants from attacking the wearer. If the whole body is covered, they will not even approach. If the ants come across someone covered in insect wax, they will turn 90 degrees just as though they had encountered an obstacle..

**Ban-Nut, saru female F0:** AL CG; AC 8; MV 9/15 in trees; hp 2; THAC0 20; #AT 2; Dmg 1d2 (fist); SA none; SD none; Str 12; Dex 12; Con 9; Int 6; Wis 6; Cha 15; MR nil; SZ S (3')

Ban-Nut is insatiably curious and very friendly. The equivalent of a seven-year old Nubari, she is afraid of nothing (except magic, but even then her curiosity usually wins out over her fear.) She will attempt to talk to anyone and anything, incessantly. She speaks only the saru language, unfortunately, although she will try to pick up words from anyone she spends more than a day with. The excitement of meeting new people will distract her from the loss of her mother during the day, but when she goes to sleep, the realization will hit her and she will be filled with grief.

**Choc-Choc, saru male F0:** AL CG; AC 8; MV 9/15 in trees; hp 4; THAC0 20; #AT 2; Dmg 1d2 (fist); SA none; SD none; Str 12; Dex 12; Con 16; Int 3; Wis 6; Cha 13; MR nil; SZ S (3')

Choc-Choc is Ban-Nut's little brother, equivalent to a four-year-old Nubari. He is not as brave as his sister, but pretends to be. Magic, however, terrifies him; any visual display of magic will set him running (or more likely, swinging) in the opposite direction. He is very quiet, and will not speak if he can help it. He also speaks only saru, and will make no attempt to understand anything else other than sign language. He misses his mother very much, and will avoid making attachments with anyone other than his chosen "foster parent".