

Shu Fly, Don't Bother Me

**A One Round Living Jungle Adventure for Characters
of Low Levels**

by Christopher Reed

You are asked to attend a huge festival in honor of the great *shu* warrior, Bobbon. But when things start to bug the attendees, you are asked to help deal with this pest.

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

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

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 bolded and in italics. It is strongly recommended that you paraphrase the players text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

DM's Introduction

This module will begin with the heroes having already been called to attend a huge festival arranged by Big Chief Bagoomba to honor Bobbon the shu. Bobbon is being honored for his many brave actions in helping Big Chief Bagoomba and his tribe over the years.

Bengoukee, the wise old Korobokuru witch doctor, thought it would be wise for Big Chief Bagoomba to hold this festival not only to honor Bobbon, but also to keep in touch with some of the jungle's adventurers. Thus, Big Chief Bagoomba arranged the festival for Bobbon the shu.

Bobbon is a shu who has been searching the jungle for adventure for several years now. He is a mighty warrior and always speaks in third person. He is known for his great bravery and enjoyable conversation. Bobbon has a younger brother named Ten.

Ten is a thief/warrior, who tries to mimic his brave older brother. However, he is a little more mischievous than he should be; this often causes him to get into a great deal of trouble. Even when Ten is behaving, trouble seems to find him. Thus, he is almost consistently in trouble.

Bobbon's best adventuring friend is *Gengre*, a curious saru warrior, who will also be at the festival. *Gengre* is always interested in what others are doing. He happens to be quite strong and enjoys a good fight from time to time, especially if it involves a garuda (dinosaur).

At the beginning of the festival, the heroes will have an opportunity to roam about and meet each other.

After the heroes have ample time to introduce themselves, the guest-of-honor, Bobbon, will be presented to the participants of the festival by Big Chief Bagoomba.

Bobbon will give a little speech to everyone and afterwards take a swig from the special drink his brother has prepared for him in honor of this occasion. After Bobbon's speech, there will be several competitions, in which the heroes may take part.

As the final competition ends, Bobbon will show signs of becoming ill. The drink that Ten gave Bobbon is causing the sickness. Ten had no idea that it would have this effect; the odd result was simply an accident.

Shortly after becoming ill, Bobbon will begin to show signs of physical change. As the festival participants watch in horror, Bobbon's body will transform into a cross between a shu and a fly.

He will buzz around the village, hitting and injuring several people. After several minutes Bobbon, the shu fly, will soar away from the village and into the jungle, unless the heroes manage to stop him.

If Bobbon was not captured, there will be cries for brave adventurers to help find and catch Bobbon without harming him. The heroes will hopefully be among these individuals.

Those heroes who bravely search the jungle will find Bobbon buzzing around. It will be their duty to capture Bobbon and bring him safely back to the village.

Once this feat is performed, Big Chief Bagoomba will ask them to join him in a meeting with one of the shamans, Nick-Nicki-Tembell, who was invited to attend the festival.

This shaman will inform the heroes that four ingredients will be needed to return Bobbon to his original form. These four ingredients are the petals of a bird of paradise flower, two feathers from a cocoo bird, the sap of a weeping willow tree (3 doses), and the ground-up bones of a garuda.

When the heroes agree to partake of the mission, they will be given general directions to the location of the flower petals. The heroes will need to find other three ingredients on their own.

Since the heroes will only know of one location of the four ingredients, they should head off in this direction.

On the second day of their journey they will come across a butu who has a fancy headdress consisting of many feathers; several of which the heroes need to cure Bobbon.

It will be the heroes' responsibility to trade with the little butu named Butta for the two feathers from a cocoo bird. Butta will also have a couple of items that

the heroes may wish to trade for as well. These additional two items are certed.

After the heroes are done trading with Butta, they will be directed towards the location of both the sap from a weeping willow tree and a garuda (dinosaur).

The sap from a weeping willow tree may be found on the way to the bird of paradise flowers. Once the violent shaking of the ground is endured, the sap can be collected.

The flowers are on the way to the garuda. The flowers are easily located and the petals can be readily picked.

After picking the flowers, the heroes will have a chance to find a garuda. The heroes will encounter two small Teratosaurus that will viciously attack them.

After defeating the Teratosaurus, the heroes should travel back to the village, without incident, in order to save Bobbon the shu.

When the heroes return to the village with all four ingredients, they will be directed to the shaman, Nicki-Nicki-Tembell, who will use the ingredients, plus several of her own, to mix a special brew that will convert Bobbon back to his original form.

Players' Introduction

You had been invited by Big Chief Bagoomba to attend a festival in honor of Bobbon the shu. You made sure to make haste and arrive there as quickly as possible, for this was going to be a grand celebration.

Have those heroes who can cast spells, pick them at this point. The heroes will have a chance to introduce themselves later in the module.

Encounter 1: And the Honored Guest is?

Currently you are in the midst of one of the largest celebrations you have yet to attend. Foods and drinks from around Malatra are clearly visible and certainly in abundance.

After a while, you are approached by a smaller than average shu. He introduces himself as 'Ten is shu' and offers you one of the special drinks he has prepared for the festival.

Remember that Ten will talk in third person.

At this point, check to see which heroes will consume the drink given to them by Ten. If they hesitate, Ten will inform them how tasty and delicious

these drinks are. If any hero still hesitates, Ten will sigh and run off to give others a chance to sample one of his drinks.

This will be the only chance the heroes will have to get a drink from Ten. If they have declined to a drink at this point, they will not be able to get one later on.

Any hero who consumes a drink will feel a strange tingling that will start in their mouth and move to the rest of their body. The drink will have a positive or negative result that will effect the hero through the end of the contests (**Encounter 2**).

Have the player roll a four-sided die followed by a six-sided die and see the following chart for the results:

# Rolled	Dice Roll #1	Dice Roll #2
1	Strength	-2
2	Dexterity	-1
3	Constitution	0
4	Charisma	+1
5		+2
6		+3

The four-sided die will determine which ability score is temporarily adjusted. The six-sided die will determine the result of the adjustment.

For example, if a hero rolls a 1 for their first roll, strength would be affected. If the hero then rolls a 6, they would have a +3 Strength until the contests are over. This is only a temporary effect and cannot be prolonged.

For strength this will give them a full point. So a hero with a strength of 16 receiving a +3 bonus would have an effective strength of 19.

After determining the adjustments for those heroes who decided to take a drink, give the heroes a chance to introduce themselves.

After several hours at the celebration, the time for the guest-of-honor, Bobbon, to make his first appearance draws closer. Those around you have been eagerly anticipating this moment.

Gengre, the curious saru, and Ten gather on a large rock that lies within the village. You can see them waving their hands, trying to hush the guests. After several minutes, the noise level dims to that of a soft whisper.

Suddenly, Big Chief Bagoomba steps onto the rock and into visibility. Some of the onlookers begin to cheer boisterously. After several moments, Bagoomba raises his hands and the crowd begins to hush once again.

"Today we party in honor of Bobbon, who has always helped in our time of need. Since Bobbon has always loved to participate in contests, we have a few

in honor of him. But before we begin, let Bobbon come to speak to us."

Quickly, Bobbon steps up onto the rock and into visibility. Some of the onlookers begin to cheer. Ten hands Bobbon a gourd filled with a drink.

Bobbon smiles and begins to speak, "Greetings, Bobbon is glad you have come to the festival to enjoy yourselves. Since Bobbon likes to participate in contests, Bobbon thinks that it is time to do so."

With that Bobbon raises the gourd to his lips and begins to drink. The crowd once again cheers and starts to move towards the area of the contests.

At this point, proceed to the next encounter.

Encounter 2: And our next contest is . . .

There will be a total of three contests in which the heroes can participate. For contests number one and two there will be a total of four NPC participants, but only three NPC participants for the third contest. NPC statistics are located in **DM Aid #1**.

As you gather at the location of the first contest, you realize that the events have not been announced.

Boar Contest

The top of the cage is open so that the participants of this contest may climb in and sit on the boar. When the participant is ready, the cage door will swing open and the boar will wildly run about the area. The hero will attempt to ride the boar for as long as possible. The villagers will catch the boar after each ride with several large nets and place it back into the cage for the next participant. Make sure to note this to the heroes, as this might prove useful to them later in the module.

Suddenly, you see Bagoomba raise his hands and the crowd hushes once again. Within moments he begins to speak, "To begin, we have a new competition that we think several of you will enjoy. This new competition is the riding of the boar."

With that, Bagoomba points to a huge wooden cage that contains an extremely large boar.

The top of the cage is open so those participants of this contest may climb in. When the participant is ready, the cage door will be swung open and the boar will wildly run about the area.

There are two rules of the contest:

1. All participants must weigh less than 200 pounds, as anyone larger than this would hurt the boar by sitting on it.
2. No attacks or harm should be caused by the rider onto the boar.

The object of the contest is to hang onto and ride the boar for as long as he or she can.

Any heroes who fits within and agrees to the rules may participate.

There will be a total of four NPC participants (one of which is Bobbon) whose statistics can be found in **DM Aid #1**.

To determine the winner of the contest, have each participating hero (and NPC too) make a Dexterity check at one-half (fractions rounded down). Those that make their check will stay on the boar for another ten seconds. Those that fail must make a strength check at one-half (fractions rounded down) to try and hang on for another ten seconds.

Once the winner of the contest has been determined, they will be awarded with a stone club that does 1d4+2 points of damage per successful hit.

Holding Contest

As the first contest comes to an end, the crowd begins to move to another location. You hear Bagoomba's voice once again cry out, "Our next competition of the day will be a test of endurance."

Looking up you see an enormous tree with a large branch hanging over what appears to be a huge mud pit.

The object of the contest is to hang onto the tree branch for as long as possible.

Any hero may participate, as the tree branch is big enough to support even the largest saru. However, the hero may not use any mode of flying or spells to aid them.

There will be a total of four NPC participants (one of which is Bobbon) whose statistics can be found in **DM Aid #1**.

To determine the winner of the contest, have each participating hero make a constitution check. For each round the hero manages to hang on, they will receive an additional -1 penalty to their check. Those that make their check will manage to hang onto the branch for yet another round. Those that fail will fall down into the huge mud pit to the onlookers' delight.

Once the winner of the contest has been determined, they will be awarded with a strong vine rope that measures one hundred feet long.

Boasting Contest

As the second contest comes to an end, the crowd begins to move to yet another location. Bobbon cries out, "Bobbon is having so much fun. Bobbon wonder what is next."

Bagoomba raises his hands once again and announces, "Our next competition of the day will be the famous boasting competition."

This will give the heroes a chance to brag about (or make up) a great deed that they (supposedly) have done.

There will be a total of three NPC participants (one of which is Bobbon) whose statistics can be found in **DM Aid #1**.

The boasts can be found in **DM Aid #2** and should be used to add to the flavor of the contest.

Have any hero who would like to participate tell his story. Let them go before the NPCs if they so desire, but do not omit the boasts by the NPCs, especially Bobbon.

After each of heroes have completed their boast, each of the non-participating players should vote on a scale of 1 to 20 for each of the heroes who participated in the boasting competition. If all of the heroes participated, the judge should determine the scores.

The heroes or NPCs with the top three scores should roll a twenty-sided dice. For every number under their effective charisma give them an additional point to their rating. Bobbon's overall score will be 19 after, so no charisma roll will be necessary for him.

The winner will be the individual with the highest rating. In the case of a tie, the hero should win out unless it is Bobbon. In this case Bobbon will win.

Once the winner of the contest has been determined, they will be awarded with a large exquisitely made jug with magnificent designs painted onto the side. Any cold liquid that is placed in the jug will be kept cool for one day.

Encounter 3: Metamorphosis/Change

As the boasting competition comes to an end, you see Bobbon lean over as if something made him sick to his stomach.

As Ten and Gengre attend to Bobbon, you notice that Bobbon is turning all sorts of strange colors.

As the other onlookers watch this scene, Bobbon seems to change physically.

Within the next few moments, Bobbon changes from the shu he once was, into a large hybrid fly creature.

Once this transformation completes, the festival participants will start to run away in horror. There are currently about fifty festival participants in the same general area as the heroes.

After two minutes, Bobbon the shu fly will start to buzz around and knock over anyone in his way. He will do this for one turn, before he flies away into the jungle.

If any hero attacks Bobbon, Chief Bagoomba will race out into the open and yell for the hero not to hurt Bobbon the shu fly.

If any hero hurts Bobbon the shu fly, he will be the object of Bobbon's buzzing attacks.

If Bobbon is somehow caught or captured at this point, skip to the end of the next encounter (Encounter 4 B).

If Bobbon was killed, go to **Conclusion: Failure**.

This is a place that a hero may earn a "Hero Point." The first hero to try and have Bobbon attack them instead of the other festival participants without causing harm to Bobbon may be eligible for a hero point if they take significant damage from Bobbon.

Bobbon, the shu fly (1): Int Animal; AL N; AC 4; MV 6, Fl 12 (B); HD 6; hp 48; THAC0 15; #AT 1; Dmg 1d6; SA nil; SD nil; MR nil; SZ S; ML 20

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

Since Bobbon has undergone a good portion of his transformation into a shu fly, spells that would affect persons or humanoid creatures will not be effective. These include spells such as *charm person* and *hold person*.

Also remember that Bobbon will be buzzing around in the air and will not land on his own accord.

Bobbon's tactics will include buzzing down at anyone who could easily be pushed over. He will move between trees whenever possible making it harder for the heroes to hit him (possible -2 to hit) and tend to attack heroes who are left alone rather than attack a large group of heroes.

The heroes could use any of the following ways to capture Bobbon without harm:

1. Use the nets from the boar-riding contest to throw and capture Bobbon.
2. Cast *entangle* to trap him.
3. Use something sweet smelling to lure him towards capture.
4. Grab him as he makes his attacks and hold on for dear life.
5. Cast spells that would affect insects.

Encounter 4A: To Catch a shu fly

Continue with the following if Bobbon manages to leave the village:

As you see Bobbon fly off in his odd new form, Chief Bagoomba approaches you.

If any hero caused physical harm to Bobbon, Chief Bagoomba will be extremely upset and ask the hero to use better judgment next time.

He will ask all the heroes to search for Bobbon and safely capture him. After this is done they should bring Bobbon back to the village.

If the heroes hurt Bobbon, he will try to make them feel guilty about this and will use this to get the heroes to safely capture Bobbon.

If the heroes did not hurt Bobbon, he will try to appeal to their generosity. If this does not work, he will mention that good things may lie ahead for the heroes.

The tools to help capture Bobbon are all located in the village. The same huge net that was used to capture the wild boar will work. If the heroes ask Chief Bagoomba how they could capture Bobbon, he will mention the net. Otherwise, let the heroes try and figure out a way. See the previous encounter for additional ways the heroes could use to capture Bobbon.

If the heroes accept the challenge to find and capture Bobbon, continue with the following:

You trek off into the jungle trying to follow what direction you think Bobbon would have followed. After several hours, you hear a loud buzzing sound.

Suddenly, you see a fly with tattoos covering its body buzzing towards you.

If the heroes do not accept the challenge to find and capture Bobbon, this will end the adventure.

Encounter 4B: Return to the Village

After successfully capturing Bobbon, and placing him in the cage where the wild boar once was, you are greeted by Big Chief Bagoomba. He asks you to follow him as he has important matters to discuss.

Big Chief Bagoomba will lead the heroes to one of the huts in the village. Inside the hut is a female Nubari shaman, who introduces herself as Nicki-Nicki Tembell.

Nicki-Nicki Tembell will explain to the heroes that Bobbon must have drunk something that had a rare root,

which grows deep in the jungle. She knows of a possible cure, but it will require the heroes to find four ingredients. The problem is that she only knows where to find one of these ingredients.

The four ingredients are:

1. The petals of a bird of paradise flower
2. Two feathers from a coccoo bird
3. The sap of a weeping willow tree (3 doses)
4. Ground-up bones of a garuda

The shaman will inform the heroes of the location of the flower petals. This route will require them to travel around Fire Mountain. She will suggest that the heroes leave immediately, as she does not know how many days Bobbon will have before this is permanent.

Encounter 5: Ingredients

Your first day and night of travel is uneventful as you just reached the halfway point of your trek around Fire Mountain. As you progress around Fire Mountain the following day, you hear rustling coming from somewhere nearby.

The noise is coming from a single butu, named Butta, who is trying to get the heroes attention. He is wearing the normal garb of a butu, with the exception of his large headdress. This headdress has nearly one hundred feathers from around Malatra.

Butta also a couple of items that he would like to trade with the heroes, but of course he wants some good stuff in return.

Butta has the following three items, which the heroes can trade for:

1. Necklace made of obsidian, which gives the wearer a movement rate of 15" while in the mountains. Its relative value is unknown but it is quite mesmerizing.
2. A small bag with several hollow bones of an extremely small bird, which is a fetish. By waving this bag in the air, the wizard is granted the power to cast *fly*. (NOTE: If a non-wizard attempts to trade for this item, Butta will state that they are not worthy enough to behold the bag as it has many great and wonderful properties.)
3. Two feathers from a coccoo bird.

Butta will be willing to trade with the heroes, but will expect to get something good in return. Butta will only trade for certified items that the heroes have. Certificates

for items #1 and #2 should be given to the hero who successfully traded for them.

If the heroes mention that they are looking for the sap of a weeping willow tree or the ground-up bones of a garuda, Butta will give them a location of where they can find each of these.

The sap of a weeping willow tree can be found before the heroes reach the location of the bird of paradise flower.

The garuda can be found in an area past the flower petals.

Thus the heroes should travel to find the sap of a weeping willow tree, followed by the petals of a bird of paradise flower and finish the retrieval of the four ingredients by locating the garuda.

Butta, butu T10: AL N; AC 3; MV 15 (mountains); hp 40; THAC0 16; #At 1; Dmg 1d3 (knife); SA head-butt; SD quivering huddle; Dex 18; MR nil; SZ S (3' 6" tall); ML 9

Saving Throws: PPDM 12; RSW 12; PP 11; BW 15; S 13

Proficiencies: Alertness; Bartering; Danger Sense; Direction Sense; Fire-building; Weather Sense

If the heroes attack Butta, he will run into a small little hole in the mountain and disappear with his items for trade.

Encounter 6: Ouch! That Hurts

Read the following if the heroes decide to attempt to locate the sap from a weeping willow tree.

As you continue your trek around Fire Mountain, you start to hear a rumbling below your feet. You look to see the trees and even the ground beneath you shaking violently.

Have each hero make a dexterity check to see if they are stuck by any trees or any other debris. Those who fail will suffer 1d6 points of damage from falling rock.

Have those heroes that failed the first check roll another dexterity check to see if they were knocked over and took additional damage from being forcefully knocked over. Those heroes that fail this second check will take an additional 1d4 points of damage.

Encounter 7: On Your Way

Soon you trek off towards Fire Mountain and into the jungle. Three days pass before you near the location

of the weeping willow tree that holds the sap that you are looking for.

About midday, a slight breeze caresses your face, and you smell a nice, sweet scent.

The scent is from the sap that the heroes are looking for. They will be able to follow their noses to locate the trees from which the sap comes.

Once the heroes find the tree, they will see that only a small amount of sap is coming from the tree. In order to get enough sap, they will need to rip off or break part of the tree's bark.

When the heroes do this, several giant bluebottle flies will attack them unless they took some kind of precaution to prevent the smell of the sap from spreading further.

It will take the heroes three rounds to gather enough sap (3 doses), but the giant bluebottle flies will attack them after two rounds.

The tree has enough sap for ten doses, but taking all ten doses will kill the tree.

Giant Bluebottle Fly (4): Int Non; AL N; AC 6; MV 9, Fl 30 (D); HD 3; hp 18; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD nil; MR nil; SZ M; ML 7

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

This breed of giant fly prefers carrion, offal, and the like. They are however, attracted to sweet odors, and creatures covered with blood or open wounds.

The sap smells very good. It also tastes good and will give any hero who eats some of it a warm soothing feeling inside. It does not, however, heal any damage, but the heroes may believe it does.

Encounter 8: Pretty Flowers

Read the following if the heroes decide to continue and locate the flower petals from a bird of paradise flower.

Two more days pass until you reach the location of the bird of paradise flowers, which the shaman Nicki-Nick-Tembell spoke of. Before you, you can see that the pinkish-orange flowers are located on a small hill.

However, the hill is partially surrounded by a gorge. Strange purple flowers cover the only path by land that leads to the flowers, which you seek. You are quite certain that you have never seen these purple flowers before in your entire life.

You also notice a tree that has fallen over that stretches over the gorge, which could possibly be used to cross over to the other side.

The heroes will have several options for getting to the flower petals that they require. A couple options could include:

- Fly over the gorge.
- Walk through the purple flowers.
- Climb across on the fallen tree to the other side.
- Pass without trace (jungle tam'hi or rangers)

About three-fourths of the hill is surrounded by the gorge. The purple flowers will be new to the heroes. If these flowers are stepped on, they will emit a pollen that will cause the hero to start to fall into a deep sleep unless a saving throw versus poison is made. Only one check is needed to cross to the other side, but an additional check would be necessary to cross back to the starting side.

For those heroes that attempt to cross and fail their saving throw, they will fall into a deep sleep for four hours. After the four hours the affected heroes will abruptly awake but have a desire to return to sleep. At the beginning of each day, those heroes who have originally failed their saving throw will need to make one saving throw versus poison or else they will be at -1 to hit until they make a success saving throw versus poison. This effect wears off in a tenday.

If the heroes decide to try and cross using the fallen tree, first identify the weight of the crossing heroes. If more than 275 pounds are placed onto the tree, it will crack in half and the heroes on the tree will fall 100 feet down taking 10d6 points of damage.

If the above condition is not met, have each crossing heroes make a Dexterity check with a +2 bonus. There will be a -1 penalty on this check for each additional hero trying to use the tree to cross at the same time.

Once the heroes reach the other side, they will have no problems gathering the flower petals they seek. However, they will have to find a way to get back the other side from which they came.

Encounter 9: Shoo Bug, Shoo

One day passes and you find yourself deep in the jungle. Suddenly, a buzzing swarm of tiny bugs attacks each of you.

The bugs will not cause the heroes any harm, but give the heroes the impression that the bugs may be doing so.

This is a chance for the heroes to do some role-playing by trying to get rid of the seemingly harmless bugs.

The heroes could use any of the following techniques to get rid of the bugs:

- Create a repellent from the nearby plants (Herbalism check at +1).
- Douse themselves with water.
- Create a light source to draw the bugs away.
- Flee by moving away from them (the bugs have a movement rate of 6).
- Cast *wall of fog* to distract the bugs.

When the heroes have gotten rid of the bugs and go to sleep for the evening, they will have a sleepless night. Heroes will not have had enough sleep to regain spells for the following day.

Encounter 10: Garuda Bones

When the heroes proceed, read the following if they do not have access to some garuda bones:

Having found three of the four ingredients, your quest is nearly complete. You wake the next morning with only the garuda bones left to find. You are near the location of which Butta had spoken, but you haven't seen anything even closely resembling a garuda.

Hopefully, luck will be with you and you might find them just lying around. After a moment, your wishful thinking is disturbed by the sounds of something large tramping through the forest.

Turning to see what could be causing such a racket, you see two large garuda heading your way. However, luck did not desert you completely today, as you have some time strike before it gets to you.

Read the following if the heroes do have access to some garuda bones:

Having gathered all the ingredients, your quest is nearly complete. You wake the next morning ready to return the ingredients to Big Chief Bagoomba's village, so that Bobbon may be saved.

You hope that the return trip will be uneventful, but the sounds of something large tramping through the forest suggest a that your morning will not be a quiet one.

Turning towards the noise, you see two large garuda heading your way. Luck did not completely desert you, as you have some time to strike before it gets to you.

The garuda are headed straight for the heroes. They are carnivorous and extremely hungry. The heroes will have one free round of ranged actions against the garuda before they will be forced into melee.

Garuda - Teratosaurus (2): Int Non; AL N; AC 5; MV 18; HD 10; hp 30; THAC0 11; #AT 3; Dmg 1d3/1d3/3d6; SA nil; SD nil; MR nil; SZ H (20' long, 9' tall); ML 11

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

A fierce carnivore found mainly on the plains, the teratosaurus runs nimbly after any creature that appears to be edible. This creature hunts only on dry land -- plains or forest. The teratosaurus is a carnosaur related to the allosaurus, ceratosaurus, and tyrannosaurus rex, but is both more primitive and somewhat heavier.

After killing the garuda, the heroes will easily have enough bones for the shaman, Nicki-Nicki Tembell to use.

At this point the heroes should want to return to village of Big Chief Bagoomba.

Conclusion: Success

You return to Big Chief Bagoomba's village with the four ingredients in hand. You are greeted warmly and quickly ushered into the shaman's hut. After handing over the precious ingredients to Nicki-Nicki Tembell, you are ushered out of the hut, just as quickly as you were ushered in.

Several hours later, you are led into yet another hut. Waiting inside is Bobbon the shu, accompanied by Ten and Gengre, the curious saru. To your delight Bobbon appears to be perfectly normal.

Bobbon, speaking in third person, will thank the heroes for returning him to his original state. As a token of his appreciation, he will give the heroes ten darts. These darts cause 1d4+1 points of damage per successful hit and are recoverable if the thrower missed his intended target.

After Bobbon is done speaking, Ten will give the heroes one strange potion. The colorful potion smells extremely foul but is quite tasty. It grants the imbiber the power to raise one of their ability scores by one for one adventure.

Nicki-Nicki Tembell will give one of the wizards two feathers which can be used as a spell fetish for the *alter self* spell. This will only be given if there are more than two wizards in the party, unless no one traded Butta the Butu for the *fly* spell fetish.

Lastly, Big Chief Bagoomba will give the heroes one gourd, which is filled with some of the finest drink from anywhere in Malatra. Consumption of the entire gourd gives the hero enough food for one day.

Conclusion: Failure

Read the following if the four ingredients were not located:

You have failed Big Chief Bagoomba and most sadly, Bobbon the shu. Hopefully, a group of brave adventurers will come along who can save Bobbon. If not, who knows what terrible fate awaits Bobbon the shu.

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). This should reward accurate character portrayal throughout the adventure; not just how well the heroes interacted socially.

Encounter One:	
Consuming a drink	25 xp
Encounter Two:	
For participating in at least one contest	25 xp
Encounter Three and/or Four:	
Not causing harm to Bobbon	50 xp
Catching Bobbon, the shu fly	50 xp
Encounter Five:	
Obtaining the feathers	50 xp
Encounter Seven:	
Obtaining the sap	50 xp
Defeating the flies	75 xp
Encounter Eight:	
Obtaining flower petals	50 xp
Avoiding the flowers	50 xp
Encounter Nine:	
Defeating the garuda	150 xp
Obtaining the garuda bones	50 xp
Total Experience from Objective:	625 xp
Role-Playing Experience:	0-500 xp
Total Possible Experience:	1,125 xp

Treasure Summary

If it is not on this list, the heroes cannot keep it.

Encounter Two: (Winners of a contest)

- **Club:** This large club was crafted from a hard stone. The club causes 1d4+2 points of damage per successful hit. *This club was given to you for winning the boar riding contest in the festival for Bobbon the shu.*
- **Vine Rope:** This thick vine rope is extremely strong and longer than 15 Nubari laying head to toe (100 feet). *This vine rope was given to you for winning the hanging contest in the festival for Bobbon the shu.*
- **Large Jug:** This exquisitely made jug has magnificent designs painted onto the side. Any cold liquid that is placed in the jug will be kept cool for one day. *This large jug was given to you for winning the boasting contest in the festival for Bobbon the shu.*

Encounter Five (traded from Butta):

- **Obsidian Necklace:** This necklace was crafted from obsidian and gives the wearer a movement rate of 15 while in the mountains. Its relative value is unknown but is quite mesmerizing. *This beautiful necklace was traded to you by Butta the butu (attach certificates of items traded away).*
- **Fly Spell Fetish:** This fetish is a small bag with several hollow bones of an extremely small bird. By waving this bag in the air, the wizard is granted the power to cast *fly*. *This fetish was traded to you by Butta the butu (attach certificates of items traded away).* (NOTE: Non-wizards may not obtain this item.)

Conclusion:

- **Darts (10):** These darts cause 1d4+1 points of damage per successful hit and are recoverable if the thrower missed his intended target. *These ten darts were given to you by Bobbon the shu for helping him return to his original form from that of a shu fly.*
- **Strange Brew:** This colorful brew smells extremely foul but is quite tasty. It grants the imbiber with the power to raise one of their ability scores by one for one adventure. *This concoction was given to you by Ten the shu for helping Bobbon return to his original form from that of a shu fly.*
- **Gourd:** This gourd is filled with some of the finest drink from anywhere in Malatra. Consumption of the contents of the entire gourd gives the hero

enough food for one day. *This gourd was given to you by Big Chief Bagoomba for helping Bobbon return to his original form from that of a shu fly.*

- **Alter self Spell Fetish:** This fetish is made of two multi-colored feathers. By waving the feathers in the air, the wizard is granted the power to cast *alter self*. *This fetish was given to you by Nicki-Nicki Tembel for helping Bobbon return to his original form from that of a shu fly.* (NOTE: Non-wizards may not obtain this item. A single wizard hero cannot have both fetishes from this adventure, so don't give this one out if the fly spell fetish was acquired and there is only one wizard hero in the party.)

DM Aid #1: Skill Checks for Contests

							Total Story Score	Entered in Contest?		
	NPC NAME	RACE	Str	Dex	Con	Chr	-	#1	#2	#3
1	Harry	shu	10	19	-	-	-	Yes	No	No
2	Grudge	Koroborkuru	15	7	19	-	-	Yes	Yes	No
3	Billy	Butu	12	16	-	6	1	Yes	No	Yes
4	Bobbon	shu	17	16	16	10	19	Yes	Yes	Yes
5	Slitherssss	Lizard Man	-	-	16	-	-	No	Yes	No
6	Abe	Saru	-	-	15	12	9	No	Yes	Yes

DM Aid #2: Boasts

Billy the Butu

As Billy the butu approaches center stage, you can see the fear in his little eyes. He quickly looks around at the crowd that has gathered to hear his boast. Billy stands there motionless and speechless, and then suddenly he huddles down into a small quivering form and attempts to hide.

It would appear that Billy is much too scared of the large crowd around him.

Abe the Saru

Abe the Saru rolls into the center stage and begins to beat upon his chest.

"Woo woo, Abe mighty warrior, woo woo. Abe fight big garuda and kill it all by self. Hehehe. He take great spear and run to garuda and hit garuda with spear. Abe hear spear crack and get worried. Woo woo. But Abe look up and see that half of spear in gaurda's neck. Woo woo. Garuda not feel so good and coming crashing to ground. Abe leap out of way. Abe take garuda back to village and feed the village. Woo woo, Abe mighty warrior, woo woo."

Bobbon the shu

It's Bobbon the shu's turn to give his boast. Bobbon struts to the center stage to give his boast. Just before he starts he takes another swing from the drink Ten gave him.

"Bobbon the brave shu warrior have good story for you. Bobbon think you like."

"One day nearby village ask Bobbon to meet with them. So Bobbon go. Bobbon get there and they ask for Bobbon's help. Bobbon of course help, as Bobbon is brave shu warrior. So Bobbon go with friends into the jungle for many days to search for bad man. After few days go by, Bobbon see his friend, Gengre has wandered off into the forest. Bobbon go search for Gengre, so Gengre not be alone because Bobbon not like that. So Bobbon and friends find Gengre, but Gengre on ground with big tree stomping on him. Bobbon worry that Gengre may not see light anymore. So Bobbon run up to tree and kick tree. Tree not like that and tree try to hit Bobbon, but Bobbon too quick. But tree still hurt Gengre, so Bobbon climb tree to the tippy top. Bobbon punch tree and tree go "BOOM." Bobbon jump off before and see that Gengre okay. And Gengre okay. So Bobbon save friend. Bobbon also find bad man under tree, but he not move but he bad man. So Bobbon leave bad man under tree."

"Bobbon still brave shu warrior and hope you like story."