

# **The Sickness**

**A single-round Living Jungle tournament for low-level and mid-level heroes**

**by David Krolnik**

ADVANCED DUNGEONS & DRAGONS, AD&D, and RPGA are registered trademarks of TSR, Inc. MALATRA and LIVING JUNGLE are trademarks of TSR, Inc. Tournament detail copyright 1999 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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.

*The Sickness* is a single-round adventure set in Malatra, the Living Jungle, and is written for use by the RPGA Network.

## DM Summary

Long ago in Malatra's golden age, there were even more strange and wondrous sights than there are today. There were strange flying creatures and the fantastic inventions of the Ancients.

But then came the great enemy. Some say he came from beyond. No matter his origins, the people called the Ancients paid a great price in driving him out, the death of their civilization.

A few survived, and passed on their knowledge to those primitive folk dwelling in the jungle. Eventually those few interbred with the natives of Malatra, a fact still reflected in the occasional Wise One, a tribe member born with six fingers. In time, the jungle grew over the few cities that had survived. And the Ancients' knowledge was lost.

Today only ruins of those cities remain, and of those ruins, most are undiscovered and/or warded. The few that have been found are known to hold strange things--things that the primitive people of Malatra do not comprehend.

One of these ruins comes into play in this tournament. Klash was a warrior who left behind his hunting party to search for small garuda on his own. During his explorations, Klash became sick and lost. Delirious, he stumbled into the ruins and discovered a glowing rock. He touched it, and somehow it made him well.

What he found was a wardstone, an item of the Ancients that had been created to protect Malatra.

Klash just considered it a pretty, wondrous rock. He took the rock and left the ruins, intending to show this wonder to his village. Unfortunately, the garuda he had been hunting found him. Klash died, and the wardstone was split in the battle.

Splitting the rock sent a powerful signal detected by an Arcane called L'riyt, who had been searching for such a stone. The Arcane, following his race's nature as the master magic traders of the Universe, immediately headed for Malatra on his spelljammer.

After months of travel, he was passing over the great jungle when he landed his craft--loudly--in a small lake. Unbeknownst to L'riyt, in attempting to retrieve the broken warding stone he was causing a serious problem. Bacteria that had coated his ship had been released into the lake. This bacteria is the cause of the Sickness.

### The Sickness

Those who drink from the lake, or from the river that leads from it, must make a saving throw vs poison at a -1 penalty. Those who fail have been infected with the bacteria that attacks their nervous system.

Water creatures: River Tam-hi, Caiman Katanga, Plantmen, etc. are more susceptible, because they are regularly immersed in the water. For every turn spent in the water, the individual must make a saving throw at a -3 penalty.

If any PCs get the sickness, they will suffer a -1 to all of their actions for the first day. On the second and third days, they will begin to run a fever and will suffer a -2 penalty for all actions, and a -2 penalty to surprise rolls. On the Fourth day, the PCs will begin to act strangely, mutter incoherently, and forget things. They suffer a -3 penalty to all actions and to their surprise rolls. On the fifth day, the PCs will be incapacitated. And after ten days, if not treated, they will die.

*Cure disease* spells and *Keoghtom's ointment* will be ineffective--as the Sickness isn't a disease. *Neutralize poison* spells will also be ineffective.

## Adventure Outline

The adventure begins on a hunting expedition in preparation for a chieftain's birthday.

### Encounter 1: A Cry For Help!

Here the party is drawn into the puzzle of the mysterious illness when they answer the call of a priestess in distress.

### Encounter 2: Where is Everyone?

The party gains access to a plantman village devastated by the Sickness. A vital clue to the mystery is revealed.

### Encounter 3: Protect the Village

The coming of the PCs means fresh meat for the garuda in the wilderness. Carnivores attack the plantman village to get the PCs.

### Encounter 4: What is that? Kill it!

On the journey to destroy the source of the Sickness, the PC's are attacked by a disease crazed T-Rex.

### Encounter 5: Return of the Ancients

The mystery of the sickness is solved when the PCs discover an Arcane and his ship have inadvertently brought plague to the Jungle. The Arcane needs their help to fix things.

### Encounter 6: Here Garuda, Nice Boy!

Enroute to reclaim the artifact that the Arcane must have to cure the sickness, the Party must battle or outwit a family of hunting T-Rexes.

### Encounter 7: The Tree

The ruins of the ancients are warded by powerful magic. PC's must anoint themselves with the mystic sap of this tree or go no further.

### Encounter 8: The Ancient Clearing

In the shelter of a hasty camp, a healing spring and useful treasure are available to strengthen the party for the battle ahead.

### Encounter 9: The Stone Hut

An ancient guardian with mystic powers haunts the place of the artifact's keeping. Life or death struggle for the key to the sickness. If everything goes right, and the Arcane is there to explain things, with victory comes magical treasure and the cure to the Sickness. If the Arcane is lost, the wits of the PC's will determine the Jungle's fate.

### Optional Encounter--Quicksand!

If things aren't taking enough time, there is an optional encounter with natural hazards to provide heroic opportunity to the PCs.

### Epilogue A (the vials)

If the Arcane did not fall, he cleanses the waters and provides the cure to the Sickness to the PCs.

### Epilogue B (the Orb)

If the Arcane fell in battle, the magical orb will provide the curative powers required to undo the damage of the Arcane's coming, with a little work from the party.

## Player Introduction

*The six of you stare into the jungle, which is lightening with the beginning of a new day. The cries of the jungle birds reach your ears, and a warm breeze plays across your skin. You wait, ready.*

*Certainly some great creature will trundle by, something suitable for Big Chief Bagoomba. That is why you are here. You had heard that in seven sunsets a birthday celebration is planned, and that those who give Bagoomba a gift will receive something in return. You intend to snare a large creature and properly skin it. Then you will make the skin into something fine for the chief.*

*As you ponder what you will fashion, you hear the roar of a garuda in the distance to the west. Perhaps you shall snare the beast. Hmmm . . . a garuda-skin tunic would look good on Bagoomba.*

*There is a crashing in the foliage, evidence that the beast is coming your way. Weapons ready, you wait. It shouldn't be too much longer.*

*Without warning, a cry of "Help me! Please help!" competes for your attention, and comes from the south.*

Determine whether the PCs go after the garuda or answer the cry for help. If they try to stalk the beast, they will be disappointed. It gets away, and all they can find are a few footprints. The correct course of action is to answer the cry for help. When they finally decide to do this, go to the first encounter.

## Encounter 1: A Cry For Help!

*Cursing your luck, you rush to the south, toward the cry you heard. Quickly following a narrow path, you head toward the Dreaming River and burst into a clearing. At the far side of the clearing you see a*

*green, twitching form. Cautiously approaching, you can tell that it is a plantman, whose tendrils are turning brown and withering. You can see no obvious cause for the plantman's malady. It doesn't look like a garuda or any other creature got him.*

If the PCs inspect the plantman, tell them it looks like the person is drying up--like a plant left too long in the hot sun. If they detect magic, they find that the plantman has a strong magical aura.

If the PCs speak to the plantman, she is initially incoherent, but finally is able to answer:

*"Creatures. Horrible. Crawling all over me. Rocks pounding me. The sun running away. The jungle moving, growing, shrinking. Snakes everywhere. So cold. There is darkness. Then it is gone."*

*After a few moments of this babbling, her eyes clear and lock onto you.*

*"Please. Help me. Please take... me home." With considerable effort, she holds out an ornate carving of an ornamental tree and thrusts it at you.*

She has the following information, which she will relate between more senseless babbling (the sickness has taken hold of her).

Q. Who are you?

*A. "Nari... of the trees."*

Q. Where is your village?

*A. "A day's travel. Down river. Look upon... the tree carving. When you see...marker...that looks like this... North. My home is... there."*

Q. What are you doing here?

*A. "I seek... help... for my village, the sickness... it runs wild and . . . (with this, she passes out)."*

**Nari, Plantman female (P5):** AL LN; AC 5; MV 12; HP 32 (Currently 3); THACO 18; #AT 1; DMG d6 (club); SA Spells (Currently none); SD Spells (Currently none); MR Nil; SZ M (5' tall); ML 16

Nari will not be able to regain spells with the sickness overwhelming her.

The PCs might try casting *cure light wounds* spells on her and applying various unguents and balms. Nothing eases her fever or her rambling.

## Encounter 2: Where is Everyone?

If PCs follow the river, they will find the marker and subsequently the plantman village. As they travel, they notice that there are few small animals in the area, which is unusual, and there are no signs of garuda. Note whether any PCs take a dip in the river or state they take a drink.

*Your trip along the Dreaming River is quiet, with few bird cries to accompany your occasional conversation. The quiet is almost eerie. Eventually you find the tree marker and turn north. After several minutes more of walking, you spot the huts of a plantman village. Oddly enough, you don't see any sentries or anyone walking around. The village looks deserted.*

For a village this size, there should be as many as ten guards. If the PCs call out, a voice answers:

*"Go away, we have a great sickness. Save yourselves."*

Of course, the PCs are likely to persist and try to help--if they don't, there won't be much of an adventure.

When they convince the voice that they want to help, a small plantman comes out and introduces himself.

*"I am Staedt, shaman of this tribe. Why are you here? You shouldn't be here. We have a sickness. Even our strongest warriors have fallen to this terrible malady. Our chief lies in a fever that will not break. Even my magic cannot help him."*

Suddenly he notices Nari. *"Oh, sweet child, dear friend. Did you find the cure?"*

*"Darkness...snakes," she babbles. "The sun swallowed... big garuda." She shakes her head to clear her senses. "No shaman... no cure. I saw... vision. A vision about water... Strange. Something is... wrong... with the water. That is the source of the sickness."*

*Staedt gets a strange look on his face. "If this is true, then others beyond our tribe are in peril." He turns his attention back to you. "I must learn more about this. I must ask the Gods for their help. You all may have the hospitality of this village for as much as*

*we can offer. Please stay, perhaps you can help us." With that, the shaman disappears back into this hut.*

**Staedt, Plantman male, (P9):** AL LN; AC 4; MV 12; HP 36; THACO 16; #AT 1; DMG 1d6 (Mace); SA Spells; SD Spells; MR Nil; SZ M (5' tall); ML 20

Spells: 1st *cure light wounds* x3, *detect poison*  
2nd *slow poison* x4; 3rd *cure disease* x3; 4th *cure serious wounds, plant door*; 5th *cure critical wounds*

If the PCs wander about the village, tell them the village has ten small huts and one additional very large hut that holds all the sick plantmen. Nari slowly goes here to help with the sick and injured for as long as she can. There are 20 warriors that are sick, as well as 14 female taskers, and a dozen children. If PCs talk to the plantmen, most of them ramble incoherently about past battles and imagined creatures.

However, persistent questioning reveals that the warriors began falling ill about six days ago, some dropping right away, while others held out for two days or so.

Healing or herbalism nonweapon proficiencies will not yield any information about the sickness. PCs might try various curing spells and magical elixirs, but none of them will work.

The PCs are welcome to eat and drink the plantmen's food. Nari will show them the village supplies. Eating the food will cause no problems. However, note if any of the PCs drink the water. The water is from the Dreaming River. It carries the sickness, and it does not radiate magic. There is also a tart fruit punch and a bitter wine available if the PCs decline drinking the water.

The shaman does not return to talk to the PCs for the remainder of the day. PCs who try to disturb him discover that the door to his hut cannot be budged--no matter how much force is applied.

## Encounter 3: Protect the Village

Shortly before sunset, the village will be attacked by garuda. It is the PCs job to make sure the garuda do not overrun the village. The plantmen are in no condition to help. Tell any observant PCs that they hear a loud honking sound, a series of growls, and that the ground begins to tremble.

### Low-level heroes

**Deinonychus (2):** Int Animal; AL N; AC 4; MV 21; HD 4+1; HP 27; THACO 17; #AT 3; DMG

1d3/1d3/2d4; SA Jump Rake (2d6 rear talons); SD Nil; MR Nil; SZ L (12' long); ML 11 (Steady)

### Mid-level heroes

**Deinonychus (8):** Int Animal; AL N; AC 4; MV 21; HD 4+1; HP 27; THACO 17; #AT 3; DMG 1d3/1d3/2d4; SA Jump Rake (2d6 rear talons); SD Nil; MR Nil; SZ L (12' long); ML 11 (Steady)

Note: If the battle is too easy, add an additional wave of two more garuda. You want a tough fight, but you don't want to kill the PCs.

The garuda will be most interested in the PCs, as the PCs move about and therefore are likely the most tasty. Besides, the plantmen are vegetables, and the garuda are hungry for meat.

After the fight, the PCs will be praised by the most lucid of the villagers.

In the morning, the shaman will emerge from this tent and ask for a retelling of the previous night's garuda attack. He will provide a brew of healing (*potion of extra healing*) to each injured-looking PC. These must be consumed now, as the magic will quickly fade.

He cannot aid them with his healing spells, as all plantman healing spells are ineffective against animal-based life forms, (Nubari, Saru, Tam-hi, Katanga, etc.) When everyone is feeling better, he will relate what he learned through his meditations.

*"I used my mighty magic to discover more about that which afflicts us. Since Nari's vision mentioned water, I directed my efforts there. And when did, I too had a vision. I have seen that which truly harms us. My mind traveled along the Dreaming River, journeying five sleeps to the south. It was there that I saw it, a strange beast that sits in the water, breathing fire from its back. It has long spines like a garuda, but it is not a garuda. This creature is what is making my people fall in illness. If you would help my people, kill this beast so that we may be cured of this sickness!"*

The shaman will gather some supplies that the PCs can take with them--no water, just tart fruit punch and some dried garuda meat. He will also offer to give the PCs six healing brews (four-dose *potions of extra-healing*), warning them that they are only good for five sunsets.

As they prepare to leave, he tells them:

*"There was something else in my vision-- something just out of sight that felt filled with strong magic."*

Tell the PCs that if they work to help the plantmen, they will miss Big Chief Bagoomba's celebration. PCs who decide to go to the party have a good time. The adventure is over for them. For the true heroes . . . continue with the tournament.

## Encounter 4: What is that? Kill it!

*You travel for a day along the bank of the Dreaming River. The birds for the most part are still silent. Indeed, you find many dead birds lying here and there, feathered bodies bloated. On the second day of travel, you begin to see lots of fish rotting along the bank. As your day's journey grows long, you see a large pile of fish. There are lizards and even caimen in the mix.*

If the PCs investigate the pile, they learn that there are no marks on any of the animals. It looks as if someone just pulled them up with a big net and left them here to die. There are no tracks around the pile.

Take note if any of the PCs enter the river to search further. They'll find nothing of note there, but they will expose themselves to the sickness.

*Your search finished, you start to head down the bank again--where you spy another pile of dead fish. Before you can investigate that one, a loud roar cuts through the air. You know the sound, and it sends fear racing down your spines. It is the call of a huge flesh-ripper garuda, and you can tell from the vibrations along the ground that you are in its path.*

### Low-level heroes

**Tyrannosaurus Rex, juvenile (1):** Int Animal; AL N; AC 5; HD 7; HP 45; MV 15; THACO 14; #AT 3; DMG d4/d4/5d6 (claw, claw, bite); SA Man Sized or smaller Swallowed on a 18 or better; SD Nil; MR Nil; SZ G (25' long); ML 12 (Steady)  
Special: -3 to hit and damage because of the Sickness.

Allow parties comprised of all first-level characters to successfully flee.

### Mid-level heroes

**Tyrannosaurus Rex, sub adult (1):** Int Animal; AL N; AC 5; HD 11; HP 90; MV 15; THACO 9; #AT 3; DMG d6/d6/5d8 (claw, claw, bite); SA Man Sized or

smaller Swallowed on a 18 or better; SD Nil; MR Nil; SZ G (30' long); ML 12 (Steady)  
Special: -2 to hit and damage because of the Sickness.

PCs who are swallowed whole may be cut out by surviving characters.

This garuda is very ill from the sickness. However, the microorganisms have driven the beast mad, and in its rage it appears to fight intelligently. Anyone who is hit by the garuda must make a save vs. poison to avoid catching the sickness. The Rex will go after the best fighter first, then onto the others. It will halt its attack to go after any spellcasters who hit it with any damaging spells. If multiple characters are fighting it, the frenzied beast will split its attacks.

After the great beast is dead, the PCs can search the second pile of dead fish and lizards. In it, they will find two things:

- 1) A strange necklace with a gem that glows with an odd inner light.
- 2) A small pouch containing some rune sticks.

## Encounter 5: Return of the Ancients

After two more days of travel, the PCs will find strange footprints along the river. If the PCs follow these footprints, they lead to and travel along a small tributary of the river. Eventually, the PCs can tell that the tributary leads to a large clearing with a small lake in its center. Also, they will make out the fiery spine-encrusted beast that the shaman spoke of.

If the PCs ventured in *Ships from the Sky*, they will know that this is a ship, but it is not like the last one. Otherwise, they will believe it is an odd-looking creature.

*From a distance, it appears that shimmering bursts of flame ripple about the creature's spines*

If the PCs approach closer,

*As you draw near, the stuttering flames sharpen to reveal two small flying creatures dancing about the creature/ship's back.*

These are fire-drakes, and they will swoop around the PCs to investigate them.

*Also, you can just make out a single tall figure emerging from the back of it.*

If the PCs attack, the firedrakes will oblige, combating them for two rounds. After that, the Arcane comes forward and tries to stop the fight.

**Firedrakes (2):** Int Semi; AL N; AC 5; MV 6, Fl 18 (C); HD 4; HP 32 each; THAC0 17; #AT 1; DMG 2d4; SA Breath Weapon; SD Nil; MR Nil; SZ S (4' long); ML 9

See MC sheets at the end of this tournament for more information on the firedrakes.

When the Arcane comes forward, he shouts, "*Stop this now!*"

All the PCs can clearly understand them, as he activated a translation device.

*A portal on the "Creature" opens wider, a huge, blue skinned, bald headed giant emerges fully into view. The being that moves closer is both beautiful and frightening in appearance. He wears a flowing white garment. Walking forward, he extends his long-fingered hands, palms out. "I am L'riyt of the Gobi Bank. Good it is to greet you." Could he be one of the Ancients?*

**L'riyt, of the Gobi bank, Arcane (1):** Int Genius; AL LN; AC 5; MV 12; HD 10; HP 80; THAC0 11; #AT 1; DMG d8 (weapon); SA Nil; SD *Invisibility* 3/day, *Dimension door* 3/day; MR 40%; SZ L (12' tall); ML 15

Items: *Wand of superior missiles* (5 Charges) produces four magic missiles per charge expended, *wand of size alteration* (4 charges)

If the PCs are foolish enough to attack him, L'riyt levels a wand and enlarges both firedrakes. Next, he turns invisible and retreats to hide in the ship. He'll mull over his options and later call for a truce.

If PC's don't attack, the Arcane puts on a friendly demeanor and chats with them.

*"Who are you, and from what city do you come?"*

The PCs will not be able to answer this as he expects. After they come up with some reply, he offers a puzzled look and continues:

*"What happened to the city of Donen?"*

Again the PCs should be confused. The Arcane will sigh and shake his head. Then he mumbles,

*"So much has been lost."*

If the PCs ask him questions, he'll reply with the following:

Q. Where did you come from?

A. *"From above you--from the points of light that I call stars."*

Q. What is that thing? (The Ship)

A. *L'riyt looks at it. "My craft. It sails between the stars."*

Q. How does it work?

A. *"Well, using the Dermor principle, it takes magical energy and focuses it through the Duolateriate Cantupal. Then using the Moron ossillator, it contrives it to the Fifth Level and . . ."*

L'riyt stops when the PCs look really confused.

*"Forget it. Let us just say that it works."*

Q. What are you?

A: *"I am what you see."*

Q. Are you one of the Ancients?

A: *"Old am I, but ancient, am I not."*

Q. Why are you here?

A. *"I am looking for a storehouse, a learning center as you might call it. I seek a Trilateriate Knowledge Converter."*

Q. A What?

A. *"A Trilateriate Knowledge Converter. It is used in the Fernate Nublate, for converting the sum of the quasi elemental fields that are produced from the axionating of the somiparticle matrix. It uses multifermile strands to pinpoint the fields of summit trancing that magnify the reverb of the zutrate maximum."*

L'riyt will then stop as the PCs will be TOTALLY confused.

*"It Finds things."*

Q. Why does your ship cause the sickness?

A. *L'riyt will get a strange look on his face, and then ask what the PCs are talking about.*

After they respond:

Grave seriousness comes over L'riyt as he listens to your tale. He commands you to "Wait here." as he returns to his ship. Shortly, he comes back out with a small oval crystal. He begins muttering over the crystal for several minutes, seemingly studying it. Then his eyes get wide, and he peers over the railing of his ship at the waters below.

"I am sorry, the sickness arrived with my ship, but my fault it is not. On my ship, there was a small creature that 'sickened' your river. I will correct this problem, but it will take many days. Unless...I must find the Trilateriate Knowledge Converter before someone else does. I need it. And I can use it to halt the damage of this sickness. Will you please help me to find it?"

Q. Where is this Trilateriate whatever thing?

A. "In a city not far from here. Long years ago it was a city. Now I fear it lies in ruins. I would have gone there a few of your days ago. But those big creatures roving about the place concerned me. Now I have no room for my fears. I must find the device and end the sickness."

Q. What big creatures?

A. "They are reptiles, carnivores with big long teeth, and long tails." (Garuda fleshrippers) "Only two did I sense. But I worry that there could be more."

Q. Who else would want the thingie?

A. "Someone else who might know what it is capable of. Someone who craves power."

After you agree to aid him, L'riyt pauses, then says, "I must now make preparations. Wait for me my new friends. Come Sasha, come Kircha." At his beckon, the flying creatures dive inside the ship. L'riyt follows and closes the door. After a second, two loud voices are heard inside yelling. Momentarily, L'riyt emerges wearing a belt with many pouches. Many sticks of wood protrude from it, as well as some very unusual square things. His face is tinged with anger.

As he steps down from the ship, L'riyt pulls out a circular piece of crystal. He stares at it for a second, then turns all the way around. Then he turns again, stops, and points into the jungle. "That is the way. Please be coming with me." With that, he strides off into the jungle, expecting you to accompany him.

## Encounter 6: Here Garuda, Nice Boy!

L'riyt leads you through the jungle. He doesn't speak much along the way, except to say, "keep close." After an hour, he reaches into a pocket and pulls out the round crystal again. "They are ahead. The creatures are on the hunt, and I can hear them. We cannot get to the device I seek while they are in our way. What we seek is beyond them, far past the other side of the clearing. The break in the jungle ahead runs for many miles to either side, but is narrow. It is their hunting track and they will not permit us to cross unharmed, even so they must be made to move."

### Low-level heroes

**Tyrannosaurus Rex, young adult (2):** Int Animal; AL N; AC 5; HD 15; HP 120each; MV 15; THACO 8; #AT 3; DMG d6/d6/5d8 (claw, claw, bite); SA Man Sized or smaller Swallowed on a 18 or better; SD Nil; MR Nil; SZ G (40' long); ML 12 (Steady)

This is a newly mated pair. While they may separate, once the hunt is on the other will soon join in.

### Mid-level heroes

**Tyrannosaurus Rex, adult (2):** Int Animal; AL N; AC 5; HD 18; HP 140 each; MV 15; THACO 5; #AT 3; DMG d6/d6/5d8 (claw, claw, bite); SA Man Sized or smaller Swallowed on a 18 or better; SD Nil; MR Nil; SZ G (50' long); ML 12 (Steady)

This is a mated pair of battle-scarred giants. Fiercely territorial, they stalk as well together as apart.

Sneaking around these garuda won't work. That would be too easy.

So . . . there are a couple of ways to tackle this problem. If the PCs are high level and have some spells at their command, they might opt for a straight-up fight. Or they might try to lure one away and fight them one at a time.

However, lower-level heroes will need to be more inventive. The best way is to lure them away, using one or more PCs as bait. If this option is taken, the PCs will need to be clever and quick. Make the garuda chase frightening, with the creature getting close and nearly swallowing a PC. Require a few Dexterity checks to add to the excitement.

In the end, let any not wholly suicidal plan be successful. Though make them sweat it out.

L'riyt will try to help out if possible, but he is saving most of his spells for later--because he thinks he

will need them. He is unfamiliar with the garuda, is quite frankly terrified of them, and will want the PCs to be the ones to come up with any plan to deal with them.

## Encounter 7: The Tree

*L'riyt leads you beyond the break where the fleshrippers were. You follow the path a little deeper into the jungle. Strangely, the birds have stopped singing, and even the normal sounds of the jungle have disappeared. You begin to feel uneasy. Every so often L'riyt stops and pulls out a strange piece of bark with symbols on it. He looks closely at it, then at the jungle around you. He then stares at the circular crystal and strides up to a tree that is just ahead of you. As you watch, he reaches down and tugs free some of the bark of the tree. As he does this, you notice that from where he removed the bark, the tree glows.*

*"Step forward," L'riyt commands. "Copy my gesture. Do as I do." L'riyt then touches the glowing part of the tree and rubs some of the glow on his arms.*

Allow the PCs a moment to react. If they don't copy him, the Arcane says,

*"Are you cowards? Then if not, do as I did."*

When the PCs finally touch the glowing tree, they will find that it is actually the sap of the tree that glows. When the PCs rub the sap on their arms, they will begin to glow for a minute. This might take some convincing to get any saru PCs to do this. After a minute, the glow will fade. The sap acts as a *remove fear* balm, as per the spell. It counters the wards they must pass through.

The sap's effect will last for eight hours. If the PCs refuse to put the balm on, they will not be able to travel beyond the end of the next encounter. The "Repulsion of the Ancients" will force the PCs to run away, and end the adventure for them.

## Encounter 8: The Ancient Clearing

*L'riyt continues his trek, striding now with more of a purpose. You realize that if he continues on like this you will soon see the Yaku Plains. After about two hours, L'riyt stops. "Here. Stop. We will rest here for one hour. I must see where are we on the map."*

Map? If the PCs are curious, he'll show them:

*L'riyt holds up the strange piece of bark with the symbols on it and explain that it is a rendering of this part of the jungle. He asks if the PCs can find some food, as he is hungry and would like to sample the jungle's gifts.*

If PCs search for food or drink, they will find a bubbling spring about a hundred yards from the camp. The water is cold and sweet and not contaminated with the sickness. The water also heals 1d6 points of damage once per character drinking from it. The healing properties do not function if the water is removed from the spring and put in containers. However, it will still taste cool and delicious.

PCs who search around the spring will find:

*A flash of white proves to be a leg bone sticking out of some tall grass. Investigating further turns up the corpse of a nubari. The corpse is dressed in fine lizard hide armor that is studded with small garuda teeth (exceptional studded leather armor, AC 6) There is also a fine leather shield and a leather pouch--the contents of which are ruined and spoiled. Under the corpse is an incredibly beautiful short spear. The haft looks to be made of crystal, and the point is shiny and hard to the touch (glassteel).*

It is a *spear* +2.

PCs who did not rub the glowing sap on their bodies cannot progress farther. They will run away in terror upon reaching the ward just beyond this clearing.

## Encounter 9: The Stone Hut

*Two hours more of walking brings you to an opening in the trees. There is an odd, gigantic gate suspended between two massive trees. And as you get closer, you see that there are many small vines clinging to it. L'riyt slows his pace, mumbling in a deep voice. The vines on the gate instantly wither and fall lifeless to the ground. Then the gate swings open of its own accord.*

*The tall blue man cocks his head to one side. "This should not be," he gasps.*

*As you wonder what he means, you stare beyond him. The ground past the huge gate is strewn with*

many stones, large and small. It as if a large stone hut collapsed in on itself.

Only one circular hut still stands, it is tall and to the right of the rubble. Scattered in the rubble are statues of strange nubari wearing unusual armor and holding even odder weapons. Some of the statues are whole, others are broken into bits.

There are many big, unusual shapes that are shiny--like the surface of a still pond when the sun hits it, yet they lie at angles upon and among the broken stones. These catch and hold your attention for a few moments, as you stare at your reflections.

After a few moments, L'riyt advances into the rubble-strewn yard. He begins to sing in a low voice. The words are strange, yet comforting. He sings for a few minutes, then he stops and looks around.

This is all so puzzling to you. Suddenly, a violet light emanates from the tall, round hut.

"Hah!" L'riyt blurts. "I knew that it wasn't destroyed truly. Now must we obtain the device from the stone hut..." He stops as a rasping sound slithers into your consciousness, broken by the sound of shifting stones, clicking and grinding together. The light from within the hut is first obscured, then cut off, as a huge snake uncoils from the shadowed depths of the stone hut.

"Oh my," the blue man states softly. "I've never seen such a beast. Only heard of them."

The snake looks to L'riyt, then hisses in a voice that sounds nearly human. "Sssso you hasss come to steal from me, Arcane one! You now diessss."

The blue man stands transfixed. It looks like it is up to you to deal with the creature.

The boalisk has a natural gaze attack. Any creature meeting the gaze of a boalisk must make a save vs. petrification or be either afflicted with a magical rotting disease (identical to that of a mummy) or be turned to stone. Additionally, any creature subject to either gaze attack must also make a save vs. paralysis or be hypnotized for as long as the snake continues to sway, and for 2d6 rounds thereafter. This is what has transfixed L'riyt. If characters refuse to look at the boalisk, they automatically avoid its gaze but suffer a -4 penalty to their AC. Surprised victims always meet its gaze and gain no saving throw. The boalisk can use its gaze on a single victim each round in addition to normal biting and constriction attacks. However, if its stoning gaze is reflected and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector.

The PCs might think to grab the pieces of reflective metal described earlier in the boxed text. These would reflect the gaze of the snake(s).

## Low-level heroes

**Boalisk Elder (1):** Int Low; AL N; AC 5; MV 12; HD 6+1; HP 36; THAC0 15; #AT 2; DMG 1d3/1d6+1 (Bite/Constrict); SA Gaze and Constrict; SD Nil; MR Nil; SZ L (25' long); ML 20

See the Monstrous Compendium sheet at the end of the tournament for more information. At this tier, the snake does not have a stoning gaze, only its rotting/hypnotic one.

## Mid-level heroes

**Guardian Boalisk, Elder, Giant (1):** Int Low; AL N; AC 5; MV 12; HD 7+1; HP 56; THAC0 14; #AT 2; DMG 1d4/2d4 (Bite/Constrict); SA Gaze and Constrict; SD Nil; MR Nil; SZ L (35' long); ML 20

See the Monstrous Compendium sheet at the end of the tournament for more information. At this bracket, the snake will use either gaze (rotting/hypnosis, or stoning/hypnosis) on any non-human looking PCs first, such as saru or shape-changed katanga. Its next target is the hypnotized Arcane, then the remainder of the PCs. After everyone is dead or hypnotized, it will follow up on any successful hypnosis with a stoning gaze (-4 to save). Hopefully the PCs will kill it before they all succumb or wake from hypnosis before they are stoned, as they'll need to find the antidote to the stony gaze for their companions.

## After the Boalisk is defeated

### **If the Arcane has been turned to stone or killed,**

It will be up to the PCs to explore the ruin and to gather any interesting things. Let them easily find the medallion in the ruins. It is an ornately carved copper medallion, strung with silver chain. It has numerous symbols carved on it. If the PCs don't figure out now what it does, they can find out at the end of the event and regain their companions then.

Also, by the time the PCs return to the Plantman village, any characters afflicted with the rotting gaze will begin to show symptoms. Staedt will brew potions of *cure disease* to relieve the affliction.

*You search the round tower from which the snake emerged. Inside the shadowed doorway, you see that stairs descend down into darkness. Far below, the bottom of the stairway is illuminated by soft, purple light, just around the curve of the stair. Once you descend below you can see a glowing orb upon a pedestal in a chamber at the foot of the stairs.*

*As you continue to draw near, the orb grows larger and brighter and begins to rise. The light grows so bright that you have to shield your eyes. Hung by a silver chain on the front of the pedestal is a copper medallion with ornate carvings and runes upon its face.*

With the Arcane gone, it is up to the players to be brave enough to remove the orb in order to cure the Sickness. The plantman shaman will be able to divine that placing the orb within the contaminated waters will make them pure again, and drinking of the water once it is cleansed will also cure the Sickness.

### **If the Arcane has not been turned to stone or has been returned to flesh,**

He will mention that there is a medallion hidden in the ruins that will turn rock to flesh. It is covered with odd marks. If the PCs will help him find it, he can return any stoned characters to their breathing forms.

If asked about the creature, L'riyt will say that long ages past it was a small snake. It grew with the years. He heard they could gain monstrous sizes and were possessed of terrible powers, but he had never seen one before. He mourns its death.

*L'riyt strides to the round tower from which the snake emerged. He stops in a shadowed doorway, and you see that through the doorway, stairs descend down into darkness. L'riyt whistles a note, and then the stairway is illuminated by soft, purple light. Far below you can see a glowing orb. As you continue to watch, the orb grows larger and brighter and it rises. The light grows so bright that you have to shut your eyes.*

*"You may look now," L'riyt says. You open your eyes to find the L'riyt is holding a small orb about two fists wide in his hands. He places it into a small pouch at his side. "This was in the tower also." He holds up a copper medallion with ornate carvings. "This will make your companions whole again." He puts the medallion around the neck of one of your petrified friends, and slowly the stone begins to turn to flesh. "Now, may we leave." he speaks. He reaches into another pouch and withdraws a flat white piece of bark. "Stand close by." He begins singing again. The air around you swirls, and then the bark L'riyt was holding burst into flame. Your surroundings blur, and you find yourself once again back at the strange beast that he calls his craft.*

*"Thank you, my new friends. Grateful for your help am I. Now as you have served me, so shall I serve you." He hands you the medallion with the*

*markings on it. "Should you ever find your friends made into statues, this will aid you." He pulls a vial from his sleeve. "This I collected from the glowing tree, and it is for your use. Now I must go back to the stars, and you must return to your jungle."*

*He enters the craft, but reemerges a moment later. "I am indeed old yet not always wise, and my memory is not serving me so well. I almost forgot about your sickness." He hands you another vial, and pours one like it into the lake. "Mix this with a great amount of water and have those who are ill drink it. They will be made well again. Now, farewell."*

*This time when he enters the craft, he does not return. The water churns about the construct, and the great thing rises. It floats into the sky, some gigantic, misshapen, wingless bird. Then it drifts beyond your sight.*

*Was he truly one of the Ancients? Just how many fingers did he have?*

## **Optional Encounter-- Quicksand!**

If there is too much time left in the tournament, use the following encounter to slow the players down a bit.

Unless the PCs are taking precautions (such as traveling through the trees like the saru do), they will wander across treacherous pits of quicksand.

If the heroes are taking precautions--such as using tracking or jungle survival skills, a successful proficiency check will reveal the presence of the pits. If the heroes do not have any of these skills, but are looking for trouble, they can notice the sign of quicksand on a roll of 1 on 1d6.

PCs who notice the pools can guide others around them. Otherwise, the first two heroes in the marching order will tumble into a pit. Make sure if there is plenty of time in the tournament that cautious heroes don't find all of the pits. That wouldn't be any fun.

### **Quicksand!**

A hero who falls into a pit will continue to sink for 1d4+1 rounds until they are completely submerged.

For each round a hero struggles, he reduces the number of rounds he has until going under by 1 round. For example, Rathor the tiger katanga falls into the quicksand. The DM rolls 1d4 and gets a 3. Rathor has 4 rounds before he will be submerged. However, Rathor panics and tries to slog free. He does this for 2 rounds, effectively cutting the time he has before being

swallowed to the 2 rounds he struggled in. Rathor sinks out of sight.

Heroes who fall into a pit can escape in any number of ways. A hero has a 1-in-6 chance of being able to find a nearby vine they can use to climb out. Heroes may also be helped out by others who are not in quicksand or by using spells or unique items. Heroes can also attempt to lasso a tree or limb (by hitting AC 7). However, this action counts as struggling, described above.

Heroes who are submerged drown 4 rounds later. They suffer ½ of their current hit point total in damage each round they stay submerged. They will not drop below 1 hit point until they are considered dead. Water breathing magic does not provide protection from the quicksand or stave off the drowning effect.

If a PC dives into the quicksand after a submerged hero, they can, with a successful Strength check or an expenditure of a Hero Point, pull a previously submerged hero to the surface. This action will count as “struggling” described above for the rescuing PC, and the drowning PC will receive another 2 rounds before sinking again.

Heroically saving a submerged character could gain the rescuer a Hero Point.

DMs should use the quicksand to challenge the heroes and provide PCs the opportunity to earn a Hero Point by risking their own lives in an attempt to save heroes who are going under. DMs can “spring” an additional two pools on the PCs to heighten the excitement, but should not use them to kill heroes.

Once they can make their way farther from the lake and find safe camping. The heroes will not have any encounters during the night, although allow them to worry and establish watches.

Eventually they can reach the plantman village.

## Epilogue A (the vials)

*The trip back to the plantman village is relatively peaceful, as you journey, the sounds of the jungle return with much volume. You enter the village, and the shaman is clearly gratified to see you. You quickly hand him the vial with the curative liquid inside. He disappears into the large hut where the ill plantmen rest. After an hour, the shaman emerges from the hut, with more than two dozen of the villagers following him. They all look well again.*

*Each thanks you profusely, and one steps forward. This is the chief.*

*“I am Chief Dendron, and I thank you for rescuing my people and saving our village. Without your efforts, many of us clearly would have perished. Please, tell us of your adventure so that we may etch your greatness into our memories.”*

If time remains, go to each PC and ask him or her to tell what one thing they did on their journey that was most difficult or most inspiring.

*“I, Dendron, proclaim you all friends of the plantmen. There will be a great feast in your honor. Know that you are always welcome here.”*

*The shaman steps forward, carrying two gourds. “This is not much,” he says, “But it is my way of thanking you. The mixture inside each will help cure normal diseases. I pray to the gods of the jungle that you will never need them.” He takes a vine-like necklace off from around his neck. “And this will provide temporary aid against venomous plants of the jungle.”*

*With that, the feast begins. You realize that you have missed Big Chief Bagoomba’s celebration. But this is a far better event. This one is in your honor. You helped save an entire village--and that’s certainly more important than attending some blustering nubari’s birthday dinner.*

Here Ends *The Sickness*

## Epilogue B (the Orb)

*The trip back to the plantman village is relatively peaceful, as you journey, the sounds of the jungle remain dead and subdued. You enter the village, and the shaman is clearly gratified to see you. You quickly hand him the glowing orb of the Ancient’s power. He disappears into his hut to seek the wisdom of the gods. After several tense hours, the shaman emerges from the hut, and immediately rushes to the great hut where the sick are being tended to. An hour later, the shaman emerges with more than two dozen of the villagers following him. They all look well again. Each thanks you profusely, and one steps forward. This is the chief.*

*“I am Chief Dendron, and I thank you for rescuing my people and saving our village. Without your efforts, many of us clearly would have perished. Please, tell us of your adventure so that we may etch your greatness into our memories.”*

If time remains, go to each PC and ask him or her to tell what one thing they did on their journey that was most difficult or most inspiring.

*“I, Dendron, proclaim you all friends of the plantmen. Our warriors are now fit, and will accompany you to the lake where the sickness did come from to banish it from our waters for all time, if you will have them. After you return, there will be a great feast in your honor. Know that you are always welcome here.”*

*The journey back to the lakeside is swift and uneventful. The joys of health are muted by the somber trek through the dying jungle, but hope is in your steps. When you reach the waters of the lake, the mysterious garuda/ship is mysteriously gone. The trip back to the plantman village is relatively peaceful, as you journey, the sounds of the jungle return with much volume as the waters bring life once again.*

*Back in the village, the shaman steps forward, carrying two gourds. “This is not much,” he says, “But it is my way of thanking you. The mixture inside each will help cure normal diseases. I pray to the gods of the jungle that you will never need them.” He takes a vinelike necklace off from around his neck. “And this will provide temporary aid against venomous plants of the jungle.”*

*With that, the feast begins. You realize that you have missed Big Chief Bagoomba’s celebration. But this is a far better event. This one is in your honor. You helped save an entire village--and that’s certainly more important than attending some blustering nubari’s birthday dinner.*

Here Ends *The Sickness*

## Experience Point Summary:

### Encounter 3:

Defeating the Garuda: low-level 300 xp  
mid-level: 500 xp

### Encounter 4:

Defeating the T-Rex: low-level: 400 xp  
mid-level: 800 xp

### Encounter 6:

Defeating the Garuda: low-level: 700 xp  
mid-level: 1,000 xp

--or--

Leading the Garuda away: low-level: 800 xp

mid-level: 1,100 xp

### Encounter 9:

Defeating the Boalisk: 300 xp  
mid-level: 800 xp

Discretionary roleplaying experience: 0-500 xp  
Award for consistent character portrayal

**Maximum possible experience: 2,300 xp**  
Mid-level heroes 3,700 xp

## Treasure Summary:

**Glowing rock necklace:** You found this necklace while trying to cure the sickness that had overtaken a plantman village. It was beneath a pile of dead fish, dead lizards, and dead caimen. The necklace itself is made up of polished brown carved wood beads. Dangling from the center of it is a rock that lightly glows. It is most wondrous! This was obtained during the adventure *The Sickness*.

**Pouch of Runesticks:** You found this pouch while trying to cure the sickness that had overtaken a plantman village. It was beneath a pile of dead fish, dead lizards, and dead caimen. The pouch itself is made up of brown leather. Within is a cluster of arcane Runesticks. They are most mysterious! This was obtained during the adventure *The Sickness*.

**Studded hide armor AC 6** (Well crafted): While traveling with a tall blue-skinned man who you suspect was one of the Ancients, you came across the skeleton of a nubari. This armor was on him, and seeing as how he no longer needed it, you appropriated it. It is made of thick brown-green hide, possibly from a garuda, and it is studded all over with small garuda teeth. It looks most impressive. The armor is exceptionally well crafted and provides an AC of 6. This was obtained during the adventure *The Sickness*.

**Crystal Spear +2** (non-magical): While traveling with a tall blue-skinned man who you suspect was one of the Ancients, you came across the skeleton of a nubari. Underneath the body was this beautiful spear carved of a crystalline rock. Even the spearhead is made of this crystal, and it is incredibly strong and sharp (glassteel). The spear, though only four feet long, is very well balanced. It is a most fine weapon indeed! It grants +2 to hit and damage, although it is not magical. You gained this during the adventure *The Sickness*.

**Medallion of stone to flesh** (four charges): The tall blue-skinned man who claimed to come from the sky gave you this medallion. It is covered with strange symbols. You were told that by placing it around the neck of something that had been turned to stone, you could make the thing flesh again. And you witnessed a horrible snake-creature with a gaze that could do just that--turn living people into statues. If you ever run across one of those snake-creatures again, this medallion will surely save you!

It takes a full turn to turn the victim from stone back to flesh, and he or she is weak and ill for a full day after. The victim has -3/-15% penalty to all actions for a full day. A system shock check is required to survive the change back from stone to flesh. The experience is not enjoyable, and a victim will come out of it with a firm desire NEVER to repeat the experience. It was obtained in the adventure *The Sickness*. The medallion has four charges.

**Vial of remove fear salve** (four applications): The tall blue-skinned man who you believe to be an Ancient, took you to a tree that had glowing sap. The sap in this gourd is from that tree. By spreading it on your arms and face it will protect you from the effects of any fear attack. One application lasts for eight hours. The gourd initially has four applications. This was obtained in the adventure *The Sickness*.

**Two vials of cure disease mixture** (two doses each): A plantman shaman presented you with this gourd. It is filled with an herbal compound that when imbibed acts as the *cure disease* spell. There are two applications in this gourd. It was a thank-you gift for helping to save the plantman village from a horrible wasting illness. You obtained it in the adventure *The Sickness*.

**Necklace with 3 neutralize plant poison berries:** A plantman shaman presented you with this necklace. There are three berries on it. Eating a berry neutralizes poison from a plant, per the *neutralize poison* spell. You obtained it in the adventure *The Sickness*.

## Monsters:

### Deinonychus

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Pack
DIET:	Carnivore
ACTIVITY CYCLE:	Day
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	21
HIT DICE:	4+1
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/ 2-8
MAGIC RESISTANCE:	Nil
SPECIAL DEFENSES:	Nil
SPECIAL ATTACKS:	Jump rake, +2 to hit, 2-12
SIZE:	L (12' long)
MORALE:	Steady (11)
XP VALUE:	270

This fast carnivore uses its speed, its long, grasping forearms, large teeth, and hind legs with their ripping talons in terrible combination. It hunts by running at prey, leaping, and raking with its rear claws as it claws and bites. The jump is a charge, so the creature gains a +2 on attack rolls. The rear talons count as only one attack, and cause a total of 2d6 damage. When attacking a larger creature, the deinonychus often jumps on top of it, and holds on with its front claws while continuing to rake with the rear claws. The deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Despite being 12 feet long, this dinosaur is only about 6 feet tall. Its tail extends straight out behind it, held aloft by an intricate structure of bony supports, thus allowing its 150 pounds of weight to be carried entirely by the back legs.

**Tyrannosaurus Rex (Flesh Ripper)**

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
DIET:	Carnivore
ACTIVITY CYCLE:	Day
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	18
THACO:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/ 5-40
MAGIC RESISTANCE:	Nil
SPECIAL DEFENSES:	Nil
SPECIAL ATTACKS:	Swallows Whole
SIZE:	G (50' long)
MORALE:	Steady (12)
XP VALUE:	12,000

This ravenous creature is one of the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is a swift runner. Its huge head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length.

Tyrannosaurus rex, the "tyrant lizard king," is a plains dweller, and so relentlessly and stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp -- thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

This dinosaur's favorite food is any hadrosaur, such as the trachodon. The monster pursues and eats nearly anything; creatures of man-size or smaller are swallowed whole on a natural attack roll of 18 or higher. The tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.

There are many other species of carnosaur, some smaller and faster than tyrannosaurus. Some have stronger arms and more dangerous upper claws.

**Dragonet, Firedrake**

CLIMATE/TERRAIN:	Temperate/Hills and mountains
FREQUENCY:	Rare
ORGANIZATION:	Familial lair
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18(C)
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Average (9)
XP VALUE:	420

Although frequently mistaken on first sighting for a young red dragon, the firedrake is neither as intelligent nor as powerful as its dragon cousin. It responds with flame to any stimulus.

This small dragonet -- 4' long, and a bit over 2' in height -- has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the dragonet twitches and quivers almost imperceptibly, and is somewhat mottled in color, with mauve and burgundy splotches over the red undercolor. The wings beat slowly, even when the dragonet is on the ground. In this manner the firedrake provides air flow to itself, and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

Its primary attack is its breath weapon (fire), which it can use up to five times daily. The fire forms a cone from the snout of the dragonet to a 10' diameter circle at the extreme end of its 60' range, and causes 2-16 points on all affected (save vs. breath weapon for half damage). The firedrake's claws are not used in combat, but its bite will cause 2-8 points of damage.

The dragonet's blood burns fiercely in air, as there is a high phosphorous content to the blood. In fact, the fire-breathing of these creatures is actually the voluntary expelling of a jet of its pyrophoric blood. Because of the flammability of the dragon's blood, blunt weapons such as staves or clubs are less dangerous than those which cause blood loss. Any creature making a successful slashing or piercing attack on a firedrake must save vs. breath weapon, or take 1-2 points of fire damage.

In aerial combat, the firedrake is particularly fond of attacking airborne creatures from below and behind. The heat from the firedrake and its breath attack naturally radiates upwards, sometimes disrupting the maneuvers of creatures that depend on relatively smooth air currents for flying or gliding. The firedrake will sometimes simply ram smaller opponents in their soft underbelly in the hope of stunning them and causing them to plummet to their deaths.

Firedrake blood can be kept, in its liquid state, in a sealed and airtight container, or under water or some other inert liquid. It can then be used as a firebomb, equivalent to a torched flask of oil, or used to create flaming weapons. For instance, swords dipped in the blood immediately become flaming swords for 3-6 melee rounds, although the sudden, intense heat upon the blade creates a 2% cumulative chance per round of the sword breaking upon impact with each blow struck during the period in which flame engulfs it. After the flame ends, the sword is otherwise unaffected.

The blood of the firedrake actually burns within its veins, creating the shimmer of heat that always rises from these creatures. The burning of the blood also requires a high level of oxygen, hence the constant slow beating of

the dragonet's wings, even at rest. If deprived of air, it will die of suffocation in about half the time of a similarly sized creature.

**Guardian Boalisk-Special: (Giant Snake, Elder)**

CLIMATE/TERRAIN:	Any tropical
FREQUENCY:	Rare
INTELLIGENCE:	Semi to Low (2-7)
NO. APPEARING:	1-3
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	6+1
THACO:	16
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-3/2-7
SPECIAL ATTACKS:	Gaze and constrict
SPECIAL DEFENSES:	Nil
SIZE:	L to H (25'-45' long)
MORALE:	Champion (20)
XP VALUE:	3,000

**Boalisk and Guardian Boalisk**

The boalisk is a tropical constrictor snake with a gaze attack. Any creature meeting its gaze (failing a saving throw vs. petrification) is infected with a magical rotting disease, identical to that inflicted by a mummy. Characters refusing to look at the boalisk automatically avoid its gaze but suffer a -4 penalty to their AC. Surprised victims always meet its gaze and gain no saving throw. The boalisk can use its gaze on a single victim each round in addition to normal biting and constriction attacks.

The guardian boalisk is a tropical constrictor snake with an additional *gaze* attack. Any creature meeting its *gaze* (failing a saving throw vs. petrification) is turned to stone; their gaze extends into the Astral and Ethereal planes. Characters refusing to look at the boalisk automatically avoid its *gaze* but suffer a -4 penalty to their AC. Surprised victims always meet its *gaze* and gain no saving throw. The boalisk can use this *gaze* on a single victim each round in addition to normal biting and constriction attacks instead of its normal *gaze*. However, if its gaze is reflected, and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector. Reflecting the rotting *gaze* has no effect.

**Constrictor**

Once they strike, the victim is constricted automatically, suffering damage every round. Constricted humanoid creatures can escape the coils of normal constrictors with a successful open doors roll (at a -1 penalty). Anyone who attempts to free a captive by hacking at the constrictor has a 20% chance of striking the victim instead (roll normal damage and apply it to the victim). Area spells like fireball will likewise affect both combatants, but target-specific spells like charm monster and magic missile are more precise.

These innately magical snakes can mesmerize their prey by swaying slowly and steadily while staring down their victims. All creatures, characters, and animals must make a saving throw against paralyzation or be effectively paralyzed for as long as the snake continues to sway, and for 2d6 rounds thereafter.

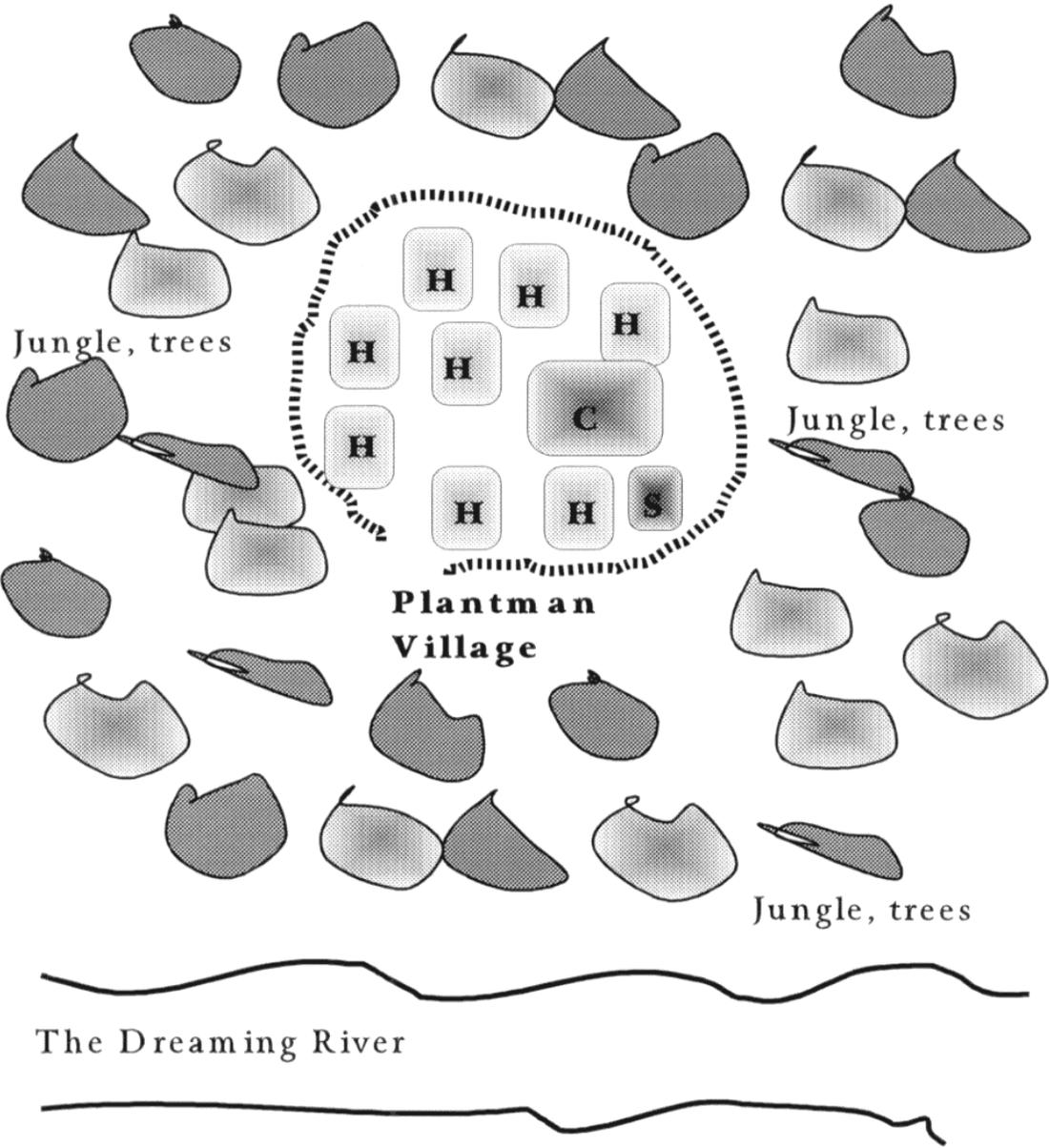
Giant constrictor snakes are larger and much stronger than their smaller cousins. It requires the combined efforts of 60 total points of Strength (the coiled victim plus outside help) to extricate someone from a giant constrictor's steel grasp.

**Elder Serpents**

Ancient snakes are said to gain wisdom with age, giving them Semi- to Low intelligence (2-7). They gain an additional Hit Die and the ability to speak (with a lisp). They suffer no modifier to morale when faced with open flames. Elder serpents have a measure of cunning and value glittering objects; they have treasure, type W.

Elder serpents can paralyze prey. In the case of elder boalisks, their gaze has two simultaneous effects and victims can be entitled to two saving throws. All elder serpents can hypnotize people as well as animals with their paralyzing stare.

# Plantman Village



H = hut, C = chief's hut, S = shaman's hut