

Terror From Below

**A One-Round Living Jungle Adventure for Mid/High Level
Heroes**

By Leonard S. Dessert

BLURB: You have been sent on a mission that you cannot tell anyone about even when you are done with it. It seems like the world is coming apart at the seams, and you thought you were just attending a birthday party. Good luck.

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

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule 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 *oblique font*. 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.

ADVENTURE BACKGROUND

Once again the characters find themselves in the Rayana Savanna, in the village of the Wise Ones. They are here to celebrate the first birthday of Dahboo, the baby tontor, which they may have helped save, just a year ago.

After the characters arrive in the village, some of them may be recognized as friends of the Wise Ones by the chief of the tribe Arkari. She welcomes them to the birthday celebration, and then asks to talk with them in private. They are then told about her bad dreams, and asked to take on a mission of the utmost importance, yet extremely private at the same time.

The next morning the heroes set out for their quest, and proceed into the taboo lands. On the second day out, the heroes feel the effects of a minor earthquake, and then find a lost young talking bird.

Continuing on with their journey, the heroes look for a place to camp on the second night out, when they spot two dark trees and get attacked while looking for cover.

The third day of their journey, the heroes discover an injured and trapped baby tontor, they should stop to help it.

During the fourth day a nasty monsoon hits, and the heroes look for safe cover from the storm. They find

a cave and in the cave are attacked by three rhino beetles.

Finally on the fifth day, they reach the outskirts of the tontor burial lands, and meet with the Sphinx, and must answer his riddle to get by.

Early the sixth day, the heroes enter the actual graveyard, and discover that a bloody battle had taken place there not that long ago. They must go one of two ways that the blood leads.

Taking the more bloody trail, the heroes find a rather large Nubari (actually tontor katanga) laying bleeding to death. If they heal him, he can tell them about the demon that is loose in the burial grounds. He can also offer some assistance.

Going down the other trail, the heroes encounter the demon itself, a maelephant which has been captive in the burial grounds for over a thousand years.

Having defeated the maelephant, the heroes head back to the village of the Wise Ones, and enjoy the celebration in their honor.

DM INFORMATION

Over a thousand years ago, the ancients had imprisoned a maelephant into a safe haven from the sacred tontor burial grounds. Here he has spent the past millenium waiting to be set free. With all of the earthquakes going on, the sphere in which he was imprisoned, has cracked releasing him from his prison. He now wants to continue to wreak the havoc he once did, and make up for all of the time he was captive.

Being set free, he headed to the surface, and was going to start destroying the sacred tontor burial grounds, when Nauleo the tontor katanga guardian, discovered him. They battled with both of them being grievously hurt, and then the maelephant fled.

With the battle over, Nauleo (which means "a good watcher") went to his hut to die. The maelephant went away to regenerate from the battles, before he comes back to finish Nauleo off, and then lay waste to the burial grounds.

The sphinx has no idea what is taking place at the moment, and he was unaware of the maelephant even existing, because he was not alive at the time.

If the maelephant is not stopped, then the burial grounds will be totally destroyed, and he will then run free attacking several villages and terrorizing the rest of the jungle.

INTRODUCTION

A birthday party, what a festive reason for a celebration. That is why you find yourselves in the Rayana Savanna in the village of the Wise Ones. You have been invited here to help the Wise Ones

celebrate the first birthday of Amanaki, the baby tontor who's name means hope.

It was just over a year ago that the Wise Ones asked for help in defeating the great evil that threatened Amanaki and the rest of the tontors. Heroes like yourselves helped in defeating the evil exiled Somari and thwarting his plans of sacrificing Amanaki for his own evil plans.

There are hundreds of people in the village drinking, dancing, singing, and just having a grand old time. It is a most pleasant occasion and you would never think of so much enjoyment happening in the times of trouble that have beset the jungle these last few months. All of the earthquakes have caused troubles, as have the monsoons.

When you look at baby Amanaki with his parents, you get a warm feeling in your heart, but this quickly passes when Arkari the chief of the Wise Ones approaches you with a look of concern upon her face. She asks you for a few moments of your time with her in private. She takes you to her hut and begins.

"I was just resting and taking a nap, when I had terrible visions that disturbed me. I awoke in a sweat and my heart was racing and pumping hard. What I am about to tell you is most secretive, and cannot be told to any one not involved. I will be asking you to do a great deed for me, and your lives may be at risk. I would like to know if you are interested in the information I can tell you, and if you are willing to go on a quest for me. You are free to leave now, but I must warn you, if you agree to do this, then this is what you must do. What say you, will you help me?"

At this point the characters can either except the mission or walk away from it and that character is out of play for the rest of this adventure. The characters can introduce themselves to each other at this point to see if they truly want to do this together. This is a very deadly mission and the heroes will have to work together to be successful.

Any character that accepts this mission will be under the effects of a *quest* spell and will be forced to stay on course of the module. They will not be able to turn back at any time. They are voluntarily failing their saving throws against the quest spell. When all of the heroes have accepted she will continue.

Arkari smiles and begins burning herbs and chants in a language unfamiliar to you. Listening to her chant, your heads spin and then clear as she begins to speak.

"My dreams tell me that the most sacred place to us the Wise Ones is in danger. That place is the sacred burial grounds of the tontor. I know you have heard the legends of where all of the tontor

go to die, well this place is not a myth, it is real and you must go there an stop the great evil that threatens to destroy it."

When she is done chanting you feel yourselves pulled into what she has to say. Your minds are totally focused on what she is telling you, and your hearts tell you what you have to do if the right thing.

If asked Arkari will divulge the following information to the heroes:

- The sacred tontor burial grounds are in the Rayana Savanna to the northeast and above the great rift.
- There are guardians that protect the burial grounds, but they may have already been destroyed by the great evil
- She is unsure who the guardians are, only that they are good, and are allies.
- The guardians have been there longer than she can remember.
- Her dreams tell her that the ancients once defeated this great evil but she is unsure of how, or how to defeat it, only that it can only be affected by ivory.
- She is willing to loan them 2 ivory daggers.
- She has no idea how it has returned, only that is must be stopped.
- Take nothing from the burial grounds unless given to you by a guardian if one is still alive.
- Never tell anyone where the burial grounds are, and never return.
- She will lift the taboo so that they may go there this one time.
- They may tell others what they do just not where it is.
- She will give each of them one gourd of superior healing 3d12+5.
- The gourd will spoil in a week to ten days.
- The gourd must be consumed in its entirety or it will give no benefits at all. It cannot be taken in parts.

THE BABY QUAKE

You have left the Wise Ones village and are one your way to the sacred tontor burial grounds. Your first day of travel has been uneventful except for the rain falling, and you stop for a night rest. You spot a few cypress trees and decide to rest near them.

Awakening in the morning refreshed, you proceed onwards. As you are walking the earth begins to shake as the winds blow rather hard.

Have everyone make a dexterity role to see if they were effected by the earthquake. If any hero was affected have them take 1-6 points of damage. They suffered either a mild sprain or twist of some sort.

You hear the sounds of something small crying in the distance. Following the crying you see a small bird the size of a baby shu crying in a broken nest. It appears as if the bird's nest was knocked out of a tree by the earthquake and blown this way by the winds.

Approaching the bird, it looks at you and says, "I am lost and do not know where my mommy is. Can you help me?"

This is a baby talking bird, the same type as can be found in *If the Shu Fits* or *The Soulless Shu*. This is actually the son of Yato. If any of the heroes have played one of those modules, then Aboo will look familiar, only smaller.

He will introduce himself as Aboo, and does not know the way home. He was sleeping when the earthquake and windstorm hit, and does not know where home is, only that it is in the Rayana Savanna. He is very intelligent (17) although he is only four months old. Talking Birds do not usually deal with others until they are at least fifty years old.

The heroes can either tell him how to get to the Sumbuki village of Shu, which is straight north, or take Aboo with them. If they do this, he will happily go with them, and he will stay out of the way. He then will tell others of their heroic deeds, but will not reveal where they went, because that is not worthy of the deed itself. He believes people should know of the good, and not the where and when.

DARKNESS ALL AROUND

You near the end of your travels for the second day out, and look for a suitable area to rest for the night. You spot a pair of cypress trees and not much else for cover from the rain.

If the heroes decide to set up camp near the cypress trees, they will be attacked within minutes. If they do not set up camp by the trees, then they will be attacked in the middle of the night. These cypress trees are actually dark trees that have roamed away from the jungle, in search of blood so that they can bud. They have killed before and seek to do the same again to the party.

Dark Tree (2): Int 6; AL NE; AC 0; MV 3; HD 10; hp 65; THACO 11; #AT 2 or 1; Dmg 3d6 (x2) or 4d6; SA Confusion; SD see monster sheet; SZ H 14' tall; ML 16

These trees have been around for quite a long time and have eaten adventurers in the past. In the root area of one of the trees can be found an emerald the size of a small eye and shaped as such. This emerald fits in the left eye socket of the Saru stone necklace that was found in *Death From Above*. It has a darker green color in the center like an iris would be to a normal eye. Do not make this easy to find, as most parties will not find it. They should specifically state that they are digging in its roots or something of the sorts.

SHAKEN UP

You have managed to survive the night and the battle with the dark trees, and the rain is not letting up. It is not falling very hard, but it is wet out just the same. You step in puddles from time to time, and even may slip from the dampness of the savanna. You wonder if your task ahead is more difficult than getting there. From out of nowhere comes a familiar sound and the earth begins to shake again.

Once again have the heroes all make Dexterity checks, but this time with a minus three penalty to their die rolls. This was a very violent earthquake and the ground is opening in little cracks throughout the savanna. This time if they fail their roll, they will suffer 1-8 points of damage from a sprain or the such.

You pull yourselves together after this last shake, and you hear a horrid sound off in the distance. Could it be the jungle itself is screaming, or could it be some unfortunate animal either scared, injured, or maybe both. Following the sounds, you come to an opening in the savanna, perhaps the great rift itself, if it were that big in size. No it is just an opening in the savanna and you see a small garuda approximately twenty feet down in the new ravine.

What the heroes see in the ravine is a baby stegosaurus, it is not nearly as big or as bulky as an adult is. It is frightened and mildly injured, and henceforth is crying out for help. Any ranger or Saru can easily approach it and calm it down. The trick here is for the heroes to heal it, and then try to get it out of the ravine. If any hero casts speak with animals, then it will tell them that it was walking along and eating, when the ground opened up and it fell in.

Healing it is not much of a problem unless if it was not calmed down. If not approached in a somewhat docile manner, then it will feel threatened and defend itself. Once healed the heroes must try to get it out of the ravine and this can be done by creative means.

If someone casts a *levitate* spell upon it, they will still need some help in lifting it all the way up. The

easiest way to free it is to take a lot of vine rope, secure it with maybe a shield or two putting them under it, and then trying to lift this out. Someone will need rope use, and it will take a total of 45 points of strength to lift it out. Or they can just walk with it a ways until the ravine begins to slope, and try helping it out by pushing from underneath and pulling with ropes from above.

Baby Garuda: Int 1; AL N; AC 2; MV 6; HD 6; hp 35 (26 currently); THACO 13; #AT 1; Dmg 5-20; SA nil; SD nil; SZ L; MI 13

LOOKING FOR SAFE COVER

This is the fourth day since you have left the village of the Wise Ones, and your travels are once again being hampered. The rain is growing much stronger and shows no signs of weakening. The winds are picking up and you know you need to find some cover and fast. A deadly monsoon is heading your way. Searching for cover (choose appropriate hero) *finds a cave leading underground a bit for you to take cover in. It seems quite large and all of you can easily get shielded from the storm.*

The cave is damp from all the rain this past week, and you proceed in. It is difficult to see because the cave is dark. You get out of the storm and realize that you are not alone. Moving at you are three large insect like creatures with the shells of beetles and horns on them.

Rhinoceros Beetle: (3) Int nil; AL nil; AC 2; MV 6; HD 12; hp 72; THACO 9; #AT 2; Dmg 3-18/2-16; SA nil; SD nil; Sz L 12' long; MI 14

The rhino beetles are not attacking the heroes for food, but are rather curious as to what has entered their home. They appear threatening due to their size and will most likely be attacked. They will fight to defend themselves, and their home, but will flee if they are being beaten (suffering half of their hit points) and there is no chance for victory. They will return in two days to reclaim their home.

If the heroes try to flee out of the cave and into the savanna, they will suffer 2-24 points of damage each from the storm. They will be pelted with hail, hit by flying branches, and other things you can imagine. It is not safe for them out in the storm.

If the heroes check out deeper in the cave following the battle, they will find the remains of a few humanoids, and some equipment. Here they will find a quality obsidian battle axe made out of polished stone from Fire Mountain. It grants a +1 to damage due to its quality. They will also find a ceramic rattle with the paintings of the Simbara tribe on it. This drawing is of a

brave Simbara warrior killing a sharp toothed garuda with his spear.

RIDDLE ME THIS

You have waited the storm out throughout the night, and now it has stopped raining. The dark clouds are still in the sky, but you know it is safe to travel. It has been a long journey thus far and you wonder when you will be arriving at the sacred tontor graveyard. This is your fifth day of travel and you know you must be getting close when you spot a dark shadow in the sky approaching you. It is around the size of a normal caimon, but it is flying and has the head of a nubari and the body of a simba.

As it gets closer it begins to speak in nubari. "Go back, what lies ahead is not for you. Please do as I say and no one will get hurt."

What the heroes have now encountered is the Sphinx. He is the outer guardian of the sacred tontor burial grounds and he does not know why the heroes are here. He will talk with them and will not attack, unless he is attacked first. If attacked, he will tell them that he is not their enemy and is just doing what he is destined to do, and that is to protect what lies beyond. He will not mention what lies beyond, but will confirm if asked the following or tell the heroes the following information:

- Why are you here, and who are you?
- Yes I am a guardian of the sacred tontor burial grounds.
- I am the only one of my kind.
- My kind has served as guardian here since what you call the ancients were here.
- I am 742 years old.
- Only one of my kind live at a time.
- I do not want to harm you in anyway.
- Life is precious, but death is sacred.

"You want to enter the sacred tontor burial grounds but first you must prove yourselves worthy to enter. This can be done by answering one of my three riddles that I will ask you. If you cannot answer at least one of my riddles, then you have failed in your quest and must return from where you came.

"Only one of you need to get the riddle correct, and you each only get to answer incorrectly once. Please understand that if you fail, you will not be able to enter from any other direction, because I will continue to guard the perimeter, and I have means to know when anyone approaches from any direction.

"It is time for you to answer the riddles. Who is the revered voice for all of the people of the jungle?"

The answer to the first riddle is The Golden Child. It is not Bengooshee or Big Chief Bagoomba or anyone else. The Golden Child is the correct answer to this riddle. The heroes have one minute of real time to answer this riddle correctly. If any hero is wearing the bracelet of the Wise Ones, then they can miss each riddle one time, and get a second chance at guessing it, or else they only get one miss each total.

"You failed at the first riddle, which was quite simple. Let me see if you can answer one a little easier. I may get older and my body gets weaker, but every day my mind grows stronger. I am not nubari or any other humanoid race. What am I?"

The answer to the second riddle is a tontor or elephant for those people not talking in living jungle terminology. You can make the sphinx look stunned if someone says elephant and not tontor. The heroes have two minutes of real time to answer this riddle.

"I am very disappointed in you. I would have thought that you could have guessed either of my two riddles by now. You are close to being turned away and becoming failures of the Wise Ones tribe. You will let down all that believe in you. Please do not get this riddle wrong. What is the greatest mystery of life, the most extraordinary miracle, all experience it, but cannot explain what makes it possible?"

This riddle the heroes have three minutes of real time to answer correctly because if they fail, they must return home. The answer is birth. If the heroes get it correctly, the sphinx will smile and say the following.

Very good, you have proven yourselves worthy of entering the sacred burial grounds. You may not take anything with you that is not meant for you. I would like to see you successful in your quest, so if there is anyway I can help you please let me know.

If the heroes attack the sphinx he will not fight them. He will take to the air and tell them that if they are truly heroes, then they should prove it to him. He will continue to ask the heroes not to fight him, but if they press on, he will invoke their quest spell upon them. If the heroes attack, but then give up, he will not heal them. If they never attacked him and answered at least one riddle correctly, then he will give them all of the healing that he can. The heroes cannot kill him because to them, he is immortal. His stats are below. He is a combination of both an androsphinx and a gnosphinx.

But he is male. He does have his roar attacks also. Please do everything to make sure that the heroes do not attack him. They can role play their way past him. They must convince him that they are acting in not their best interests, but the wise ones, the tontors, and his. This can be done easily by role play with the points being accepted quite easily if made. If the heroes do not role play it out and cannot answer a riddle correctly, then he will release them from their quest spell and tell them to return home.

Sphinx: Int 17; AL NG; AC -2; MV 18 Fl 30 (D); HD 12; hp 96; THACO 9; #AT 2; Dmg 2-12/2-12; SA see attached sheet; SD nil; Sz L 8' tall; ML 17

Spells: 1st level: *cure light wounds* x6, *entangle*, *sanctuary*, 2nd level: *charm person or mammal*, *enthrall*, *hold person* x2, *obscurity*, *silence* 15' radius, *withdraw*, 3rd level: *create food & water*, *dispel magic*, *hold animal*, *prayer*, *protection from fire**, *remove curse*, 4th level: *cure serious wounds*, *detect lie**, *free action**, *tongues*, 5th level: *cure critical wounds*, *flame strike*, 6th level: *forbiddance*, *heal*

* Denotes Spell is precast.

INTO THE GRAVEYARD

Having met with the Sphinx and passing his tests, you head into the sacred tontor burial grounds. You have been traveling for nearly a half of a day since leaving the Sphinx when you walk under an enormous pair of ivory tusks. They must have once belonged to a tontor of gigantic size. You now know that you are in the heart of the burial grounds.

Looking around you see an area that looks as if a battle has recently taken place. Blood is covering the ground around a copse of small bushes and trees. You also notice that several of the trees around the area have been torn apart as if some incredible force cut right through them.

If the heroes investigate the scene of blood, they can determine that two large foes battled here very recently. A successful tracking role will determine that the battle was between a rather large Nubari and a humanoid creature that is partially tontor.

There are two different sets of bloody tracks leading away from the battle scene. The first set of tracks is easy to see, and is the most bloody of the two. They lead off to the north and are the large Nubari tracks. The other set of tracks lead to the south and are not as bloody as the ones to the north. Following the tracks to the south will show that the blood is decreasing as the tracks continue on. The tracks to the north have a constant flow of blood, and a successful tracking role or healing proficiency made, the heroes

will be able to tell that the nubari to the north is dying and that they should press on that way quickly.

The trees in the area have been torn to shreds by the maelephant using his three *blade barrier* spells on Nauleo the tontor katanga. Nauleo went to the north while the maelephant went to the south.

DEATH COMES QUICKLY

You decided to follow the tracks of blood to the north. You go around a bend and behind a small hill, and you spot a hut woven out of thatch. The trail of blood leads into the hut.

Slowly approaching the hut you hear the moans of a dying man. Entering the hut you see lying on the floor an enormous nubari warrior bleeding to death. The man must be nearly 7 ½ feet tall and weighing over 500 pounds. He has a brownish greyish skin covered in blood.

Seeing you he smiles weakly and asks for help. You can tell he will be dead in a matter of minutes.

The man is Nauleo. He is a tontor katanga warrior who is the guardian of the graveyard itself. He will die in three rounds if he is not given enough healing from the party. He can be healed by several different means. He can have two *cure serious wounds* spell and three *cure light wounds* spells cast upon him. He can drink two of the heroes' *gourds of superior healing*. Or he can drink one *gourd of superior healing* and have three *cure light wounds* spells cast upon him.

If the heroes heal him and save his life, or even try by healing him in some way, he will give them his weapons. It does not matter if they are successful or not, he will give to them his weapons. He has a finely crafted spear made out of ivory. He also has an ivory crafted dagger. The most spectacular weapon he has is his long bow that is also carved from ivory along with a quiver of twenty ivory tipped arrows.

Nauleo: AL LG; AC 10; HD 10; hp 125 (currently 3 and losing one per round); #AT 3/2 specialized with spear 2/1; Dmg by weapon; SA nil, SD nil, Mrnil; Str 18/00, Dex 12, Con 17, Int 10, Wis 10, Cha 11; SZ L (7 ½' tall); ML 14

Nauleo will not at any time change into his hybrid or tontor form. He will at all times appear as a nubari warrior, although out of his hut, his shadow of a tontor can be seen.

If the heroes have healed Nauleo, he will go with them to finish off the maelephant. He will give the heroes all of his weapons except his spear in which he will use until the battle is over. Then he will give it to the heroes as a thank you for everything they did to

help out him, and the tontors that have been buried here.

If asked Nauleo will tell the party the following things, whether through a *speak with dead* spell or just in talking:

- My name is Nauleo, and I am the interior guardian of the sacred burial grounds.
- My people roam the savanna.
- I asked to guard here as have my predecessors before me.
- We guard for a period of at least ten years at a time.
- I have been here for six years now.
- Yes my people visit me often so I am not alone.
- I have felt the earthquakes around here.
- I heard a loud roar two hours ago, and I went to check it out.
- I saw a demon that looked like a deformed two-legged tontor man.
- My ivory weapons cut it deeply.
- It was not dead, and its wounds slowly would close.
- It made whirling blades appear out of nowhere and cut me and the trees around.
- It has horrible breath.
- It came from the south.
- It was going to smash apart the ivory of the dead tontors.
- It must be stopped.
- Rumors have it the ancients imprisoned a demon here over a thousand years ago.

KILL OR BE KILLED

You travel to the south to see what creature lies ahead. The trail of blood disappears after a while. You see a small ravine probably caused from an earthquake leading down thirty feet. You see the likes of overgrown bush and branches leading down into. It looks like they can hold a lot of weight.

As you are pondering a way to get down into the ravine you hear a loud roar from behind a rock to your left, and you see a demon of sorts charging at you. It looks like a deformed tontor standing on its hind legs with very sharp clawed fists, and an even sharper spiked trunk.

Maelephant: Int 14; AL LE; AC 0; MV 12 (18 from charge); HD 8+2; hp 65; THACO 13; #AT 3; Dmg 1-6/1-6/2-12; SA Crush, charge, cause memory loss, spell

like abilities; SD Regeneration, +1 or better to hit weapons or ivory; MR 30%; SZ L (9' tall); ML 20

The maelephant has already used all three of its blade barrier spells for the day. It can only be hit by certified weapons that give a +1 to hit on them, or by certified ivory weapons. If Nauleo is with the party, it will try to kill him first. It will fight to the death.

Please make the party roll for surprise in this battle, with anyone being surprised and failing a Dexterity check after being surprised, will slip into the ravine for 3d6 damage.

SUCCESSFUL CONCLUSION

Having defeated the demon you feel a task has been lifted from you. So you head back to the Wise Ones village with a renewed energy. The travel is easy and are not slowed down by any storms or earthquakes.

You enter the village to see that a celebration is already going. You see Wise One children riding upon Amanaki and other tontors. For the life of you, you cannot remember where the sacred tontor burial grounds are located. Arkari notices you when you enter and she approaches you. "While you were gone Amanaki became deathly ill. This morning he was once again his playful self; that is when I knew you were successful in your mission. Once again a horrible danger has been avoided by heroes like yourselves. In anticipation of your success, while you were gone, I had these special water-resistant backpacks woven from thatch made for each of you. I cannot thank you enough for all that you have done for us. I may have to call on you again in the future for help again. It pleases me to know that there are great heroes like yourselves among us. Please tell no one of what you have done, I have kept it from my people. We also will teach those mages of you a spell."

Here ends *Terror From Below*

FAILURE CONCLUSION

You return to the Wise Ones village to a dismal looking village. You see Arkari with tears in her eyes. It seems that the young Amanaki is dying. The villagers look at you with sorrow on their faces. They look at you to see if you can help in any way, but you cannot.

Arkari approaches you and says, "I was wrong in choosing you to go on such a difficult mission for us. I thought you were heroes, but obviously I had asked you for too much. I would like to thank you

for attempting to help us, but your failure has cost us the life of Amanaki, the future king of the tontor. Whatever evil runs amuck in the sacred burial grounds has been able to do something that has destroyed the hope of the tontor. Amanaki fell very ill shortly after you left. My people do not know that you were trying to help us, they are just very sad for the impending death of Amanaki"

Here ends *Terror From Below*

EXPERIENCE POINT SUMMARY

Introduction:	
Asking intelligent questions	100 xp
The Baby Quake:	
Helping out Aboo	200 xp
Darkness all Around:	
Defeating Dark Trees	750 xp
Shaken Up:	
Healing baby garuda	200 xp
Freeing baby garuda	200 xp
Looking for Safe Cover:	
Defeating or avoiding beetles	750 xp
Riddle Me This:	
Getting first riddle	600 xp
OR	
Getting second riddle	400 xp
OR	
Getting third riddle	200 xp
Asking intelligent questions	100 xp
Death Comes Quickly:	
Healing Nauleo	200 xp
Asking intelligent questions	100 xp
Kill or Be Killed:	
Killing maelephant alone	1,500 xp
OR	
Killing maelephant with Nauleo	1,000 xp
Role Play Bonus:	
Game Master Discretion	up to 1,000 xp
Total Experience Possible:	5,700 xp

TREASURE SUMMARY

Darkness All Around:

- Emerald Saru eye for Saru mask

Looking for Safe Cover:

- Obsidian Battle Axe +1 to hit
- Ceramic Rattle with painting of Simbara warrior killing sharp tooth garuda with hit spear

Death Comes Quickly:

- Ivory spear +1 to hit. Breaks on a successful hit with a 1 in 10 chance.
- Ivory dagger +1 to hit. Breaks on a successful hit with a 1 in 12 chance.
- Ivory long bow finely crafted and light weight, +1 to hit.
- Quiver of 20 ivory tipped arrows. Arrows shatter on a successful hit with a 1-3 chance in 1d6.

Successful Conclusion:

- Finely woven thatch waterproof backpack from the Wise Ones tribe. One per hero 7 total.
- Spell fetishes available from Wise Ones tribe. Only one of each fetish exists: *friends*, *spook*, *spectral hand*, *infravision*, *charm monster*