

To Catch a Feathered Shu

**A One Round AD&D Living Jungle Tournament
For all Heroes**

by Daniel S. Donnelly

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 1998 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 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 *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.

DM INTRODUCTION

This is a low/moderate level adventure for the Living Jungle and as such should only include characters of levels 1st-6th.

If you do not understand the "flavor" of a Living Jungle event as it is described within this tournament, pick up and review material printed in the Polyhedron® Newszine (Issue #102). Now onto the story...

In this tournament the players are going to be assisting a tribe of Shu, the Jengi tribe. The fact that the tribe has asked its "neighbors" for assistance tells a great deal about the problem. You see, the ground shakers have severely damaged the tribal village and the aftermath of the tragedy has been complicated by the fact that Kumon Ubok, the tribal witch doctor was severely injured in the shakes.

With the absence of the witch doctor, the witch doctor's very talented apprentice took over the healing duties of the tribe. He was able to help most of the injured but could do nothing with his meager skills to assist Kumon Ubok. Juminga decided to utilize Kumon Ubok's fetishes and trappings of position. He did so with terrible effect. Much was gained however, the

side-effects of the uncontrolled magic have almost been as bad as the ground shaker. It will be up to the PCs to help the village repair the damage done by the out of control magic. The encounters are all free-form since the village will have a lot of problems that the PCs will need to help with and are organized like this (puns are intentional).

Players' Introduction: The chief of the Jengi tribe, Futori, puts out the word that the Jengi requires help. The heroes can come from any of the other tribes but they will find a village in terrible shape. Not only are the huts all broken, but the chief will explain that there are other problems as well. He would like the heroes to help the tribe solve the problems. During the entire encounter and introduction the Shu will be visibly terrified of the heroes unless they are shu. They will huddle in the wreckage of their village in small groups attempting to avoid the heroes.

Encounter One: Shu Fly: (I warned you about the puns) one of the Shu has been flying about the village for the last four hours ever since Futori attempted to cast another spell. The villager was the closest person at the time. The heroes will need to determine what they can do to stabilize the poor shu and to help calm him down.

Encounter Two: Shu Tree: In trying to rebuild the village, Futori attempted to repair a wooden structure. The result was a huge tree that sprung up out of the ground and carried with it six shu who are currently at a height of 100 ft above the ground, desperately grasping at the tree.

Encounter Three: Shu Horns: All is not peaceful in the village as a group of garuda have moved into the area and are slowly eating all the shu crops. Futori would like the heroes to either slay the garuda or chase them out of the fields.

Encounter Four: Shu String: Along with the tree growing in the village a number of villagers who were out fishing on the nearby lake are missing. Futori would like the heroes to discover if any of them survived the shakers and the magic. The heroes will find that they are indeed in the lake strung out on a small island at the center of the lake attempting to escape the killer eels in the water.

Encounter Five: The Village Loafer: During the rescue and other tasks that Futori sets before the heroes, one shu will be seen in each scene just

watching and doing nothing to assist the village. He is Juminga, and stopped trying to help when everything he attempted failed. When the heroes finally approach he will hand them all the fetishes and trappings of Kumon Ubok. He can also tell them that Kumon Ubok once told him a tale about a plant that might be able to help heal Kumon Ubok's injury. It is however, very dangerous to gather and he does not feel like he could accomplish the task.

Encounter Six: Shu Ting Star I: This is simply an event during the first evening that the heroes spend in the village. The cure for Kumon Ubok is almost a full days journey away and Futori will recommend that the heroes stay in the safety of the village that evening. During the evening, a very visible shooting star will be seen in the night sky. It is huge and disappears into the horizon over the jungle trees.

Encounter Seven: Shu Ting Star II: The plant that is required to heal Kumon Ubok is called a shooting star. Unfortunately, it is well protected by other more carnivorous plants in the same patch.

Conclusion: With the plant's healing properties starting to work, Kumon Ubok will slowly regain his consciousness. He realizes immediately what has happened and summons Futori and Kumon Ubok to begin preparation for the ceremony and ritual to banish the ill magic. The heroes are invited to participate in the ritual.

PLAYERS' INTRODUCTION

Malatra, the Living Jungle, a wild and savage land where untamed creatures roam free and humans and demi-humans come together in tribes for protection, mutual survival, and a sense of family. An untold number of tribes cover the lands of the Living Jungle, each located across the known world of the Nubari - the dominant race of humans that populate the land. Some tribes and races live together in harmony, while others have been bitter enemies for generations. This is the world of the Living Jungle.

Each of you are a hero of Malatra, associated formally or loosely with one or more of the tribes of the Living Jungle. Your tribal chief comes to you one evening after the sunset and meal, "Young one, a messenger has come into the village this evening. I have spoken to them and the news they bring is terrible. Great earth shakes have almost destroyed the Jengi village. The village elders are injured and their witch doctor almost dead. They need help badly."

Your chief tells you a tale based in the village of another time, when great heroes came to assist your village during times of trouble, and how the village has never forgotten those heroes. Children have been named after them, and the tales are still told by the evening fires. He then asks if you would take the journey to the tribal village of Jengi."

This tournament, like all Living Jungle tournaments, is meant to promote role-playing and as such it can be completed in far less than the four-hour time block, if the players just "play" the event. Thus, if you have a group of heroes that you know well, feel free to make up the tale that the tribal chief tells them.

Typical events that would cause heroes to be summoned to aid a village include:

- Plague
- Garuda
- Magic of the Ancients
- Sacrifices to the Spirits of Malatra
- Missing villagers

Remember, you can make up any story you wish, just keep the tale in the spirit of the jungle, a lot of superstition and fear of the unknown. The common task can become an epic if the audience does not understand the task at hand. Once all the heroes agree to travel to the Jengi tribal village, continue with the following text.

You have traveled for about five days to get to the remote village of the Jengi tribe. As the sun is almost midway through the sky, you meet a number of other heroes of Malatra on the way.

Allow the players to describe and introduce themselves at this point.

The village itself is a wreck. There are barely any of the village huts standing, and a large tree in the center of the otherwise clear village. The shu villagers scatter at your approach. Only five young warriors approach you staying within sight of your imposing group.

Even if the heroes are not that imposing, to the Shu they are. Once they have entered the village continue with the speech from the Tribal Elder. I am not going to "box-text" the meeting with the warriors. They are named: Buster, Frilgot (Shu for Bass), Dexter, Nick (Shu for Nike), and Deslima (she has the nickname of

Sneaker). They have been sent to determine what the heroes are doing and if they are trouble.

Shu Warriors (5), F1: Int Average; AL CG; AC 8; MV 6; hp 8; THAC0 20; #AT 1; Dmg 1-2 (blow gun); SA berry juice save poison or -4 to attacks; SD hide in shadows; MR nil; SZ S; ML 7

The five small tattooed warriors lead you into a small leaning hut that seems to still be partially intact. A pair of elderly shu lies on reed mattresses. They appear to be severely injured, the male with a broken arm and leg, and what must be his wife with a pair of broken legs.

"I Futori, chief of tribe Jengi. I thank you and your villages for answering call of my tribe. As you see, Jengi suffered greatly from earth shakes. We have lost many and I fear my mate and I might be among those lost. I fear our hope lies in Kumon Ubok, our witch doctor. He even more injured and his chosen has not proved to be good for village. But me talk too much as mate says, now you tell me about you"

The chief wants the heroes to introduce themselves and talk about their villages. This is not for his own sake but so that the word of who the heroes are will spread to the other villagers. Once they have finished his mate will nudge him.

With a nudge from his mate, Futori continues, "Many heroes this is good. Kumon Ubok not open eyes to the sun. This is bad and we must heal, however, witch doctor has chosen who has left village after trying best with stolen powers. What you see in Jengi village is misuse of ancient powers. If you agree to help Jengi, we accept help and offer meager rewards. There is not much left in village, although many villagers in need. What you say?"

The heroes can decline or accept the tasks, there is obviously not much in the village and they definitely do need help. Futori can tell the heroes about the following problems:

"Jumanga tried to heal Kumon Ubok one last time but then sprouted feathers and flew off into the jungle. We fear for his safe return. But, have other more important problems."

Encounter One: *"Up near hilltop, one of injured shu, Morilee, is flying in the air Jumanga try to heal with mighty fetish of but only make Morilee fly in sky."*

Encounter Two: *"Big tree grow out of council hut. Kumon Ubok still stuck inside we not able to get him out. Other shu high up tree where they no even seen from shu standing on ground."*

Encounter Three: *"Very large garuda are eating plants Jengi grow for food. No food no Jengi. Need you to chase away or kill garuda. If you kill garuda, food for Jengi."*

Encounter Four: *"We send few warriors to Lake of Giant Flies to get fish to help feed the village. They have not returned, must be in trouble."*

"We need also to heal Kumon Ubok but not know where healing plant is. Only Jumanga and Kumon Ubok know plant location."

As they say the dance card is full. Allow the heroes to pick which item they want to start with, Futori is equally concerned about all of the issues.

Encounter One: Shu Fly

If the heroes go over to the hilltop, they do indeed find a shu screaming as he flies uncontrolled around the hilltop. The trick in this encounter will be to bring the shu down. He is uncontrolled and is not cooperative in his motion or in any attempts to bring him back to earth.

The hilltop is outside of the village but within sight of the village, however only one half-hidden shu watches as you approach. Above the hilltop is another shu flying about with abandoned.

Kormba, male shu R1: Int Average; AL CG; AC 8; hp 3; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA nil; SD nil; MR nil; SZ S; ML 5

Kormba is screaming in terror at the magic cast upon him. If the heroes are able to lasso him or bring him to earth some other way, then he will grab one or more of them to keep him near the ground. He can pick up 100 pounds if the heroes leave him with alone with one of them. At the point when the heroes arrive he is flying about 20 feet above the hilltop.

Obviously, there is not as much mechanical challenge in this encounter, the encounter is to allow the heroes to work together to solve the problem. Role-playing with a terrified shu can also be fun. It also is a feather in the heroes cap if they rescue Kormba.

Encounter Two: Shu Tree

This is also a fairly simple encounter with the heroes trying to get four shu out of the large tree that grew in the middle of the village council hut. It is also the place where the heroes will be able to find Kumon Ubok and evaluate his wounds.

The Shus in the Tree:

For a while as you glance up the tree you wonder what Futori was speaking of. There is no sign of movement and nothing visible in trees. Suddenly, you spot what appears to be a small head jutting a short ways out of the leaves about 100 feet above the ground. There definitely is shu in the tree. No one in the village appears to help you, only one small shu watches from the side of a collapsed hut.

Again this is nothing more than the heroes being heroes. The problem in this case is that the shu are terrified and are 100 feet in the air. The tree branches are not that strong in fact the branches will only support a certain amount of weight according to the table below. Note: In the table the height and the weight is the maximum amount of weight that the branches at that height will handle.

Height	Weight	Falling Damage
30 feet	200 lbs.	3d6
50 feet	150 lbs.	5d6 +2d4 from branches
70 feet	125 lbs.	7d6 +2d4 from branches
90 feet	100 lbs.	9d6 +3d4 from branches
100 feet	75 lbs.	10d6 +3d4 from branches
110 feet	60 lbs.	11d6 +3d4 from branches
120 feet	45 lbs.	12d6 +3d4 from branches

As you can see it will take a very light hero to even get to the height that the shu are currently at. Then the problem is going to be how to get them down from the tree. Each shu weighs 40 lbs. Plus 2d6 lbs. It will be up to the heroes to determine how to get them down from the tree. If the climber (only the climber) attempts to get one to move down the tree towards them, then that hero can make a reaction roll against a hostile Nhero.

Roll 2d10 and subtract the heroes (or add) charisma reaction bonus. Then consult the following table:

Roll	Reaction
5 or less	The shu who the hero attempted to move down the tree will come down 25 feet.
6-12	There is no change as the shu is still holding onto the tree in a death grip.
13+	The shu grows scared of the hero and moves an additional 10 feet higher in the tree.

The heroes may attempt to convince the same shu more than once. The shus names are: Adi (female), Con (male), Mul (male), San (male), Flop (male), Boo (female). They are all young adults and have 1d6 hit points each. If a hero attempts to grab one they each have an armor class of 10 hanging onto the tree and have a strength of 6 in their grip on the tree.

If a shu climbs higher and the branches give way there is a 5% chance that one of the other shu will also be knocked loose. Roll for each shu, however only ONE will fall. A hero may attempt to leap out of the tree to catch them and then try to grab the tree to stop the fall. To do this they must roll a to hit roll, then a second against an armor class of 0. If they miss the second they have the choice of getting the shu into the tree or themselves. If they fall and allow the shu to survive this could be the justification of a hero point.

Once all the shu are out of the tree, more shu will be seen in the village. They have begun to appreciate the heroes and are not as shy. They will walk away from them if approached after all they are not accepted, just not feared.

Kumon Ubok under the Tree:

When the heroes go to examine Kumon Ubok use the following text:

The old shu is exactly where Futori mentioned. Kumon Ubok is old and withered and has that crumpled look familiar to witch doctors. He is currently on a small mat near the base of the tree. It appears as if the ground shaker collapsed part of the hut and a timber has gone through his stomach. It is amazing that he breathes at all.

Any type of healing proficiency will show that to remove the timber will kill him and to heal him

magically with the timber still in him will do even more damage. As the heroes examine him...

Suddenly, Kumon Ubok's eyes open wide. "I am Kumon Ubok, more powerful than even Bengoukee, just not nearly as known to those in Malatra. I have awaited you and I have little time. A flowering plant exists nearby. It is past the lake and the fields. It can be recognized by the bright red blooms that fall from the high leaves. Bring me six flowers from the plant. Crush the flowers with a mixture of hanna pollen and spread it around my wound. I should grow cold. That is when you must remove the timber and heal this body of mine before I become too close to the jungle."

Kumon Ubok closes his eyes, his miraculous speech still in your minds when he sits suddenly grasping the timber in his gnarled hands, "Why do you wait, hurry for I am not as patient as I once was!"

The witch doctor is conserving his energy and is correct about the procedure. Make sure to role-play him as being a little out there after all he is a witch doctor and they have a traditional of insanity or strangeness to uphold.

Encounter Three: Shu Horns

A very straightforward encounter, the fields have become the new feeding ground for a small group of garuda. Use your common sense if the heroes attempt to chase them away. If they fight then the statistics are below.

You are a half hour from the village between the village and the lake when you notice the large number of garuda tracks in the grass and ground of the village fields. Looking about you see them, a small herd of three horned garuda, happily eating the small fields of crops planted by the Jengi.

If more than half the heroes are low level (1-3rd level)

Young Horned Garuda (Triceratops) (3): Int Animal (1); AL N; AC 2/6; MV 9; HD 16; hp 48; THAC0 5; #AT 3; Dmg 1d4/1d8/1d8; SA trampling (2d10); SD nil; MR nil; SZ H (16' long); ML 13

If more than half the heroes are mid level (4-6th level) or there are equal high and low level characters

Young Adult Horned Garuda (Triceratops) (3): Int Animal (1); AL N; AC 2/6; MV 9; HD 16; hp 80; THAC0 5; #AT 3; Dmg 1d6/1d10/1d10; SA trampling (2d10); SD nil; MR nil; SZ H (20' long); ML 13

If more than half the heroes are high level (7th+ level)

Horned Garuda (Triceratops) (3): Int Animal (1); AL N; AC 2/6; MV 9; HD 16; hp 128; THAC0 5; #AT 3; Dmg 1d8/1d12/1d12; SA trampling (2d12); SD nil; MR nil; SZ H (24' long); ML 13

Many ways can be devised to scare off the creatures but make the heroes determine ways to make sure the garuda do not just return when they are gone.

Encounter Four: Shu String

This encounter will deal with the heroes' ability to survive a battle while bringing a string of shu from a capsized fishing rafter (it has sides so it can capsize) back to shore.

The lake is very peaceful and you start to look around for the missing shu when you hear the sounds of splashing water and wild screams. Moving around a copse of trees you see a strange sight, about five shu are standing on one another's shoulders, from the center of a fishing raft. The top shu is firmly grasping a low hanging branch.

A large number of small fins slowly circle around the raft, every once in a while a mouth of jagged teeth show themselves on the edge of the water.

There are five shu in the string. One of the fisherman was lost to the Yula-beg-oran (killer eels). The water near the raft is not that deep only about 3 feet deep. Of course if you are a shu with killer eels surrounding you the water is more than deep enough. The leader of the fishing group is Ori. He is the one on the bottom of the string and is trying to boost a shu high enough to get across on the tree and go to get help. The only problem is that Morieh, the one on the top has suddenly gotten fearful of making his way to the village by himself and has frozen. There are a couple ways to handle this.

- The heroes can battle the eels, see statistics later in this encounter.
- The heroes can go around the lake to the tree and a very light (monkey katanga or shu) could climb the tree and help the shu up the tree. Rope would also work.
- The heroes could get a rope to the raft and pull it in toward the shore without having to try the tree or the eels.
- Other solutions are also possible depending on the heroes. The raft is stuck about 15 feet from the shore. Jumping to the raft will spill all the shu into the lake and start the feeding frenzy.

Shu Fisherman (5): Int Average; AL CG; AC 8; MV 6; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA nil; SD nil; MR nil; SZ S; ML 6

If all the heroes are Low level characters (1st-3rd level):

Killer Eels (16): Int Animal (1); AL N; AC 8; MV Sw 15; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1; SA nil; SD nil; MR nil; SZ S; ML 8

Remember that heroes fighting in the water will NOT receive a dexterity bonus to their armor class and clubs and other smashing weapons will not harm the eels under the water.

If all the heroes are NOT Low level characters (1st-3rd level):

Killer Weed Eels(16): Int Animal (1); AL N; AC 8; MV Sw 15; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1; SA poison bite (1d4 days); SD nil; MR nil; SZ S; ML 10

Remember that heroes fighting in the water will NOT receive a dexterity bonus to their armor class and clubs and other smashing weapons will not harm the eels under the water.

The eels have a poisonous bite, which requires a saving throw at -4. If the saving throw is failed roll a d4. That is the number of days the hero has until death. The shu realize the bites are poisonous and will begin to treat all wounds after being rescued. If you roll a '1' then the hero will begin to immediately feel ill and will be at -4 to all statistics until healed (end of module) or daybreak when they will be dead.

A slow poison spell will extend this time as will the proper use of healing and herbalism.

The shu will be very happy to be rescued and will be giving Morieh a hard time although they are doing it

in a very friendly manner. They are all one big family. Okay a little family with big love for one another. It becomes important to the idea of a campaign to role-play them like perhaps the seven dwarves, not always agreeing on everything but a one for all type attitudes. They are happy, although they will mourn the loss of one member, however they will do it in private with the rest of the family, not with the heroes.

The shu head back to the village with a few eels and fish on strings. They silently past a shu who seemed to watch you as you rescued them. Unlike their exuberance about being rescued they treat this shu in a very distant manner.

This should get the heroes attention, if it doesn't nothing will. If they attempt to communicate with this lone shu continue with Encounter Six.

Encounter Five: The Village Loafer

This encounter deals with the heroes confronting Jumanga, who has watched everything since the heroes arrived but has not done anything to help since he is concerned about making more mistakes.

You make your way up to the lone shu. He is bare headed and has more than his share of tatooes. His lizard skin cloak is wrapped tightly around his small frame. "Thank you for the rescue of the villagers, I have been very worried."

The rest of the village seems to be getting back to normal as shu are being called to work on different rebuilding projects.

Jumanga has the following information for the heroes if they ask:

- He was desperate and tried to use the ancient powers of the witch doctor Kumon Ubok to heal others. It had disastrous results.
- He thinks he is slowly turning into a bird. He has feathers and wings and his feet are shrinking into talons. (this is actually true)
- He used up most of the fetishes of Kumon Ubok trying to heal him and help the village he only has two left, a small pearl with a hole through the center and a small pouch with an animal's claw and strip of tree bark. He does not know what either of the fetishes is for.

- He is not being asked to help around the village because he did not follow the chief's command and tried to become famous.

After the heroes take their leave of him, he will move further out of town. He can tell the heroes where the flowering plant is and verify what the witchdoctor said was true.

If any of the heroes wish to study the fetishes they may make their "learn spell" check. Either wizards or priests can use both spells, so they can both roll to determine if they can learn the spell. Of course, normally that should not be an issue for a priest but it will be for this specific event. Remember there is only one fetish, so it will only be able to be used by one hero at a time. If they are successful, they can determine the following information:

- The pearl: This pearl is used in the third level spell, *dispel magic*. There is only 10 uses of the fetish left. Each use of the spell slowly eats the pearl from the inside. In addition, the pearl become more fragile and susceptible to crushing attacks. It must save vs. crushing blow with a modifier of 10-number of charges remaining.
- The Pouch contains the spell components for a one time casting of *healing dream*. This is the spell, which is required to heal Kumon Ubok. These other components must be combined with those petals that he has sent the heroes to collect.

Encounter Six: Shu Ting Star I

The events of the first five encounters WILL take the remainder of the day. Remember the heroes meet at noon. Futori will invite the heroes to join the tribe for a meal, thanks to the heroes (hopefully) there is a little fish and perhaps some meat for dinner.

The evening meal was sparse but adequate. It is late when the chief slowly rises. "We have much to thank great heroes, however daylight finds us, we are still Jengi and still live in Jengi village. I will tell oldest Jengi story, one told only during great days. I not know if today great but know we have great deal to thank spirits for."

Large skins of wine get passed around as the village becomes quiet, "Long ago, Jengi first of Shu villages. Once very many shu, but take only so large so number of shu leave to continue Jengi traditions.

Ancestors tell story of great hunter and shining star. Star once fall from the sky and terrible ground shakes and many gnashers come hunting Jengi. Then comes hunter. Nubari with feathers of great birds, spears of big thunder and the skin of gnashers about his body. He comes to village of Jengi tracking great falling star, village help him, great ancestor give him the markings of the tiger, under his eyes."

Futori moves around the campfire, "This great hunter did find fallen star and found great evil taboo, however his spirit although destroyed by the taboo, forever banished this evil from the lands of Malatra. Not soon after the Katanga began to appear in Malatra, as if the great spirits wanted all to remember the hunter and his sacrifice. Jengi has never forgotten as it was Jengi that put the heart and instincts of the tiger in that Nubari hunter."

As Futori finishes his story with a smile upon his face, fear begins to etch his features. Following his gaze you notice a large red shooting star moving across the sky, disappearing from view after a short time. Looking about, only Futori and you remain at the campfire. "This is a very bad omen. I not offend spirits but perhaps spirits make me tell story as it is time of new heroes. I rest and try to remember more."

The shooting star landed probably in Malatra, however it is not near the current campsite. It is much more than a month's trip to the location. The heroes will think it might be in Malatra but they will be unsure. Allow them to rest and recover spells so that they can go to gather the last components in the morning.

Encounter Seven: Shu Ting Star II

The morning is peaceful with only the trumpeting of a garuda in the distant jungle. Making your way past the lake and following the small directions that Jumanga gave you you find a damp swampy section of ground near where Jumanga stated the flowers would be. Looking about you finally spot them hanging from a large plant in another cluster of other plants.

There is indeed a problem with the harvesting of the six shooting star blooms. The other plants in the area are extremely dangerous and will attack the heroes.

For Party's with at least half the characters of levels 1-3rd:

Tri-Flower Frond (2): Int Non; AL N; AC 9; MV 0; HD 2+8; hp 20; THAC0 17; #AT 1; Dmg 0; SA see below; SD nil; MR nil; SZ M; ML 10

The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellows, and intense red; other color combinations are possible, but rare.

Each flower has its own function. The orange one shoots 2d4 pollen-covered tendrils, each 3 feet long; any creature struck must make a successful saving throw vs. poison or fall into a coma for 1d4 hours. The plant's sensitive rootlets tell the yellow blossom where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until washed off (damage is reduced by 1 point per flask of water; complete immersion in water removes the sap in one round). The red blossom extends tendrils into the victim, draining body fluids at a rate of 1d6 points of damage per round.

For Party's with at least half the characters of levels 7+:

Tri-Flower Frond (6): Int Non; AL N; AC 9; MV 0; HD 2+8; hp 20; THAC0 17; #AT 1; Dmg 0; SA see above; SD nil; MR nil; SZ M; ML 10

Mantrap (4): Int Non; AL N; AC 8; MV 0; HD 8; hp 55; THAC0 13; #AT 1 or 1d4+1; Dmg 0; SA see below; SD see below; MR nil; SZ L; ML 12

This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge green leaves at ground level.

During daylight hours the mantrap releases pollen continuously; all creatures who approach to within 60 feet must make a successful saving throw vs. poison or become attracted to the odor. Those attracted proceed to the body and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim (no chance of escape). The victim cannot be pulled free until the plant is destroyed. Its acidic secretions destroy the victim quickly, inflicting damage per round equal to the victim's AC (discounting Dexterity bonuses). Regardless of the adjusted AC, the victim takes at least 1 point of damage per round. Items exposed to the acid must roll a saving throw once per round against the effects; all metal items receive a +2 bonus.

The fascination with the mantrap is so strong that, once a being is enthralled, it takes 24 hours for the effect to wear off. The fumes from burning the plant counteract the effect. Because of its powerful attractive ability, the nectar of mantrap flowers is an ingredient in a philter of love.

For any other groups of heroes:

Tri-Flower Frond (4): Int Non; AL N; AC 9; MV 0; HD 2+8; hp 20; THAC0 17; #AT 1; Dmg 0; SA see above; SD nil; MR nil; SZ M; ML 10

Mantrap (2): Int Non; AL N; AC 8; MV 0; HD 8; hp 55; THAC0 13; #AT 1 or 1d4+1; Dmg 0; SA see above; SD see above; MR nil; SZ L; ML 12

Once the menace has been taken care of the heroes can harvest the fronds from the shooting star plant. Clever heroes may also determine that their may be a method of obtaining the flowers without coming into attack by the plants. This is actually possible as long as a hero is able to climb through the jungle trees and come DOWN to the plants. They will still need to make a saving throw versus some of the plants pollens, however they can get the flowers without walking through the jungle growth. When they have the plants and are ready to return, continue with the Conclusion. If it doesn't look good for the heroes add the following to the encounter to help the heroes, (HOWEVER, LOWER EXPERIENCE BY 100 xp)

As things began to look really bad, a large black winged bird swoops out of the sky severing six flowers and cutting open one of the plants with its razor sharp talons.

This of course is Jumanga and he is trying to help the heroes survive. Make them work for the encounter but he will help through out this encounter without falling to any of the plants. You can make attacks against him and he attacks back but no statistics are required since he will not die in the encounter.

Conclusion

With the final ingredients the Healing Dream is cast upon Kumon Ubok. During his sleep his body begins to heal and you are able to assist the other shu in removing the timber. As the timber is extracted, the witch doctor's body continues to heal at a remarkable rate. In the morning the village awakes to the screech of a large black winged bird flying over the village.

Kumon Ubok exits his hut, seemingly uninjured, "Well", he says in a dry crackly voice, "I see Jumanga has proven himself to the spirits. They chose our forms and he has become close to them in his quest for protecting the village he has become our protector. I feel that much is not yet known, however, I, Kumon Ubok will soon know what it is that needs to be known."

A great festival is held with Jumanga perched upon a large staff that Futori produces. The chief glances about at the partially rebuilt village, "Jengi is happy and our protector is reborn. I neglected to tell you of that story but in the darkest times, a protector is born to the village and we never know who could be the protector until the spirits transform them. You have served Jengi well and Kumon Ubok will serve you in the name of all of Jengi."

Kumon Ubok passes among you and anoints your hands and feet with a slimy oil, then dancing among the darkness and fire begins to sing. The rest of the tribe joins in as Kumon Ubok continues to dance, finally with a great explosion of fire, the campfire is doused and only Kumon Ubok is visible glowing slightly in the moonlight. "You are blessed by Jengi and we welcome you are one of us. No longer do you need fear being alone for we will protect each other, and feel the comfort of a tribe among each other. Go with the spirits, Jengi is one with you!"

This Ends To Catch a Feathered Shu

Treasure Summary

Each hero is recognized as a member of the Jengi tribe and when traveling with other shu, they will feel comfort at being with the hero.

Kumon Ubok offers the one spell fetish he has remaining (*dispel magic*) to one of the hero spell casters. This pearl is used in the third level spell, *dispel magic*. There is only 10 uses of the fetish left. Each use of the spell slowly eats the pearl from the inside. In addition, the pearl become more fragile and susceptible to crushing attacks. It must save vs. crushing blow with a modifier of 10-number of charges remaining.

He is also able to create two more doses of the healing salve that helped put him into the *healing dream*. This spell totally heals one being, who must sleep for 8 hours for the healing to work. Once the spell is cast,

the subject cannot awaken at all (it's not possible) for the full 8 hours.

Experience Point Summary

Encounter One:

Recovering the flying shu 50 xp

Encounter Two:

Rescuing the shu stuck in the tree. 50 xp per shu
(300 max, but -100 xp per shu that dies)

Encounter Three:

Chasing off the Shu Horns 100 xp

OR

Killing at least two of the Shu Horns
(LOW LEVEL) - 250 xp
(MID LEVEL) - 500 xp
(HIGH LEVEL) - 1,000 xp

Encounter Four:

Rescuing all the shu from their shu string 100 xp
Rescuing the shu without taking any damage 50 xp

Encounter Seven:

Recovering the six flowers
(LOW LEVEL) - 150 xp
(MID LEVEL) - 300 xp
(HIGH LEVEL) - 600 xp

Roleplaying Experience: 0-500 xp

Award for character portrayal throughout the adventure

Maximum Possible Experience:

LOW - 1,450 xp
MID - 1,800 xp
HIGH - 2,600 xp