

MAMO NAG: THE BULLY

LEVEL 1

Scenario

Mamo Nag towers over its enemies, with a huge club, imposing and powerful. Bigger and larger than any monster you have ever seen, can you find a way to outwit or overpower it?

You stand at the long, dark entrance of Mamo Nag's lair, ready to defeat it and discover its hidden treasure.

Setting Off: Ask your player how they will prepare for the encounter. They might light a torch, ready a weapon, or grasp a relic.

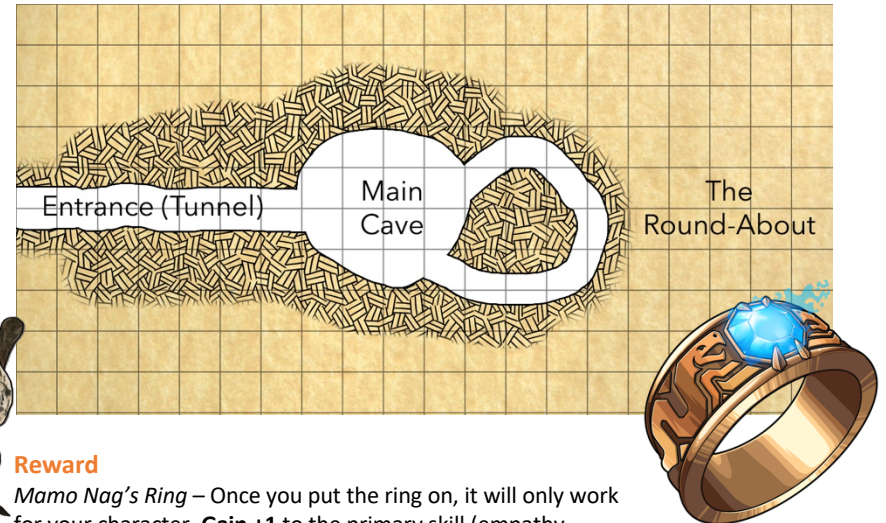
The Encounter: **Mamo Nag** towers seven feet tall, and its club, at least five feet long. One swipe with it, and you could be a goner! When he sees you, he lumbers slowly in your direction, menacing. Behind him, there are two tunnels, one to the north and one to the south.

Your player must decide their first action. The rolls for each approach outlined below are independent of each other in determining success or failure.

Notes to the DM: Based on the description, ask what your player senses are the creature's strength or weaknesses to determine what happens next:

Character's Action	Mamo Nag's Reaction
If a character attacks, monster and player roll a d20*. Whichever loses, loses 1 life point. Zero life points results in victory for the other party. The ogre has 3 life points.	Endurance – Strength +4 for the monster on attack rolls (d20)
You use the tunnels to run around the Mamo Nag. You find the ring but use the better of your two skills (d20) to outsmart the Mamo Nag and escape. The first to succeed twice wins with this encounter.	Intelligence – Weakness Perception – Weakness -4 for the monster on defense rolls (d20)
You use your skill to befriend the Mamo Nag. If the character wins this roll (d20), they successfully befriend the ogre. If they fail, they may try a second time.	Empathy – Weakness -2 for the monster on defense rolls (d20)

*Remember that players add or subtract from their own rolls based on the same ability or skill.



Reward

Mamo Nag's Ring – Once you put the ring on, it will only work for your character. **Gain +1** to the primary skill (empathy, endurance, perception or intelligence) you used to defeat *Mamo Nag*.

The character also gains ½ Level toward Level 2.

After the Adventure (Questions for the Therapist to Ask)

What is the monster's greatest weakness that you discovered?

What was the monster's greatest strength? How did you avoid it, and defeat it?

What were the clues to that weakness? Or to its strength?

What is your character's greatest strength? Greatest weakness?

If your character lost against the Mamo Nag, what would you try differently if you encountered it again? Why?

If the character changed their approach, why? How did that change the outcome?

Did you act more or less like the ogre? Why? If you acted like the ogre, how might you have acted differently, and how might that have changed the outcome?

Note to Therapists: Weapons are commonly used in role playing. For therapeutic use, encourage participants to use personal strengths, or desired personal strengths to overcome challenging situations. The goal in the story is not to dictate what clients use when faced with adversity but to acknowledge and discuss weapons and tactics that have been chosen and to address alternatives, or non-violent weapons that could be used to defeat the monster in this story, or with a bully in everyday life.