

The Revenge of the Exile

A One-Round AD&D® Game
Living Jungle Adventure For Low-Level Characters

by Tom Prusa

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Introduction

Welcome to the Living Jungle! If this is the first time you've judged a Living Jungle adventure, be sure to obtain a copy of the Judge guidelines from your event coordinator. In any event, review the use of optional rules (especially the "At Death's Door" rule) before beginning play.

The Living Jungle is a tournament campaign exclusively for members of the RPGA Network. Be sure that you distribute scoring sheets at the *beginning* of the round, and make sure that each player at your table has a membership card (or at least remembers his or her membership number).

This tournament should include:

- ! XX pages of text and maps
- ! 6 Hero Point Certificates
- ! XX Treasure Certificates

This is a low-level Living Jungle adventure; only characters of third level or below may participate in it. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero (or start a new hero) to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for character creation instructions, if you don't have them).

During the course of the adventure, the heroes will earn experience points based on their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasure. After each encounter an experience point value is listed. This is summarized at the end of the adventure as well. *All characters contributing to the success of an encounter receive the listed experience points.*

For example, if an encounter lists an experience point value of 100, then each hero participating earns 100 points. All experience points are awarded at the end of the tournament. Do not award experience points after each encounter.

DMs please note that the maximum amount of Experience Points available for this tournament is 1,550. This award is attainable only if the heroes do everything right and make it through the entire scenario.

In some places the characters can gain treasure. For common items, like normal weapons and equipment, the players must simply record the new items on their character sheets. But for magical or

other special items, you must hand the appropriate Treasure Certificate, included with this tournament.

The actual playing time of the event is about three hours. You must stop in time to let your players vote. Begin this process by letting each player explain a little bit about their character. You should be completing the judge voting form while they do this. Next, remind the players to complete their own scoring forms, then collect them for your event coordinator.

DM Background

In this adventure the heroes are captured by a foe they have faced before. Rakid, who was thwarted by a group of heroes in LJ2, *Along the River of Laughing Idols*, has determined to take his revenge. He has gathered a few loyal warriors, and together they capture the heroes. Rakid wants them to suffer for the humiliation they caused him, so he does not kill them.

The adventure begins with the heroes already captured. They are trapped in nets, being carried through the jungle.

Once they reach the village of their captors, the heroes are unceremoniously dumped into a pit. After a day of waiting, they are taken to an ancient pyramid, and dumped in. They land inside the ruins. Rakid and his henchmen then leave both the area, and the adventure. They do not return.

The heroes must figure out a method of escape. Opposing them is a tribe of troglodytes, who live in the ruins. The heroes are captured by the troglodytes, and prepared for a feast, with themselves as the main course.

Their opportunity for escape comes soon, they have several possibilities. While fleeing the trogs, they come across a treasure room of the ancients, actually just an old storehouse. There they find many wondrous things, but the trogs find them. With smart play and use of the old items, they may be able to scare off the trogs.

After dealing with the trogs, they find an ancient passage that leads to a machine that still works. With some time and effort they can figure out how to get the machine started. This machine has two functions. It controls an old access gate, and it plays music.

Once they recover from their scare (from a brass band blaring out), they can use the access gate. They find it leads to the center of the village near the ruins. This tribe has always believe the ruins sacred, and they offer it gifts in the form of fresh fruit and handcrafted goods. When they see them come up out of the ruins, they are quite excited. The villagers respond in two ways. Most

of them are awed, feeling that the heroes have visited the Spirit of the Ancients, and are now special. The shaman is wrathful, he sees his power over the village slipping. In a spirited debate, the heroes can try to convince the villagers to follow their lead rather than the shaman's. Additionally, they know that the troglodytes are coming. If they do not warn the village it could be slaughtered.

Depending on their role-playing, the village may or may not be on their side when the troglodytes attack. By helping with the trogs, the heroes can put a stop to the custom of sacrificing noble lion cubs to the troglodytes.

PLAYER*S INTRODUCTION

*Minding your own business. That*s what you were doing. You were out in the jungle on your own pursuits, when you felt a flash of pain and everything got dark.*

You awaken with a splitting headache, as well as various other aches. You feel very constricted, then you realize that you are being carried in a net. You struggle, but the net is too strong for you to break, at least in this awkward position. You can see the back of a nubari, he holds a pole over his shoulder. The net is suspended from it, you sway back and forth as you are carried through the jungle. Twisting about, you see other nubari carrying other nets tied to poles. In all there must be a half-dozen of you prisoners. You can get a better look at your captors now, they do not seem to be from any tribe you recognize. Each of them seems to be wearing a necklace with a small grey square attached to it, you do not recognize the stone. A sharp pain digs into your side, and you realize that you still have all your possessions (unless someone had a spear or other long item). The nubari have not even taken your weapons!

ENCOUNTER ONE: The Ratikiya.

SPECIAL NOTE: The PCs cannot escape until after they are dumped in the ruin (Encounter Two). DO NOT LET THEM ESCAPE. If you do, you have no adventure to run. So don't.

The heroes have been captured by Rakid of the Koshiva tribe, to be cast into the pit where the Ratikiya tribe sacrifices to the Spirits of the Ancients. Let them try to speak to their captors.

First, some notes about their current position:

- C They may not cast spells while trussed up in a net.
- C None of the heroes is strong enough to break the net, not in their current position. This even includes Saru.
- C The Ratikiya won*t release them no matter what is offered, or promised.
- C There are two tribesmen carrying each hero, with another four carrying any spears or items that would not be on their persons.
- C A hero with a dagger may be able to reach it. They are not able to cut the net unobserved. If they try,

one of the natives bashes the offending hand with a club, until the dagger is dropped (1 point of damage to their hand per hit.) Once it is dropped another native picks it up and carries it along.

! Their possessions are still on their persons. Items that would be carried loose, like spears, are being carried by a Ratikaya tribesman.

What their captors know:

The heroes should want to know just what is going on. Their captors prefer not to talk to their prisoners, but with persistence one of them finally answers. His name is Kendo, he is the leader of this gathering expedition. He won't answer questions politely, but he may snarl out a few answers.

C Who are you? I am Kendo, cousin to the noble Rakid, the warrior who was falsely accused by you and your compatriots.

C What will you do with us? You are to be given to the spirits of the ancients on the night of the summer solstice, which is two days away. Ordinarily we sacrifice only fruits and crafts of our own making, but Rakid has talked our chief into making an exception in your case.

C Where are you taking us? To an ancient place, where no one can find you.

C Will you let us go? Kendo does not reply to any offers of treasure, favors, nor to any pleading for freedom. He's heard it all before. It actually bothers him, but he can't do anything about it. He is loyal to his cousin.

C Why must you do this? So our leader Rakid can earn his respect back. Only so can he go on and become the great chieftain that his destiny demands.

C Are you going to eat us? No! We are not cannibals! As to what the spirits of the ancients will do, only they can tell.

Don't let this drag on very long. The heroes should be able to tell that Kendo is not exactly thrilled about the whole sacrifice thing, he just doesn't see any way out. He won't release the heroes from the nets, even if they promise to come along peacefully. Even at night the heroes are kept bound and heavily guarded.

The Ratikaya village.

After another day of being bound in nets, you finally reach the village. It is a fairly large village, perhaps 200 souls come out to greet the warriors. Although you are extremely uncomfortable in the nets, the villagers do not otherwise mistreat you. In fact, they are almost respectful.

As you are carried through the village the villagers all come out to watch. You hear one mother tell her children "These are the prisoners who defiled the ancient place. They are to be punished by sending them to the ancients. Don't go near them, they are being saved for the spirits."

Your journey ends suddenly when you are taken to the edge of a pit and unceremoniously dumped out of your nets and into the pit. A waterskin and a large bunch of bananas are thrown in after you. Free to move at last, you look about at your other companions.

The pit is 20' deep, and is wider at the bottom than the top. This means that any climbing rolls must be made at 1/2, it is very difficult to climb the sides. Also, a guard of ten warriors is on duty at all times. They are both watchful and alert, the survival of the village depends on this sacrifice. (As far as they know). If they see any heroes trying to climb the walls, they use poles to push the hero back down (hero must make an extra climbing roll at 1/10th, rounded down). If the hero succeeds, they keep trying, while sounding an alarm. If they actually get close to the top, another net is thrown in on them, causing them to fall to the bottom of the pit.

The bottom is lined with large leaves and fronds, this helps cushion the heroes fall. Each takes 2 points of damage from the fall, with a Dexterity check allowed to reduce it to 1 point.

The heroes CANNOT escape from the pit, or from the tribesmen. If a wizard turns someone invisible, the guards immediately know what must have happened. They respond by dumping dirt and dust down into the pit, coating everyone, including any invisible characters. If the heroes persist in escape attempts and start to take a lot of time, six of the guards roll a large boulder over the pit opening, sealing the heroes in no matter what they do. A saru may actually be able to climb the walls, but he cannot push the large boulder out of the way while clinging to the walls with his fingers and toes.

Let the heroes introduce themselves, gather their equipment, and get some rest. They are not bothered for the next two days. A small smelly hole in a corner of the pit serves to take care of human waste, and a waterskin and basket of fruit are provided each day. Don't spend a

lot of time on this part of the encounter, just let the heroes heal up, memorize spells, and prepare themselves. Then move on to the ceremony.

The Ceremony

After an interminable number of hours in the pit, the tribesmen come to get you. A single rope with a loop is lowered, you are told to put your foot in the loop and hang on. You are pulled up out of the pit, where several dozen tribesmen await. As you come to the top you are again netted and tied, while the drums beat. All of the village surrounds you, many of them have small drums that they beat in time to the larger ones. Once bound, you are taken along a path that leads east out of the village. The entire village accompanies you, you are surrounded on all sides by warriors. At the head of the procession is a large strapping man with a marked resemblance to Kendo. Next to him is a small wizened man who may be the oldest nubari you have ever seen. He wears a necklace of the gray squares, and a cloak that is lined with spell fetishes.

The procession takes about an hour, even through you don't travel more than a mile from the village. At its end is a clearing where no grass grows. In the center of the clearing is a mound, rising from that is a column of stone. A path leads up the side of the mound, this is the way that the guards carry you. The path leads to the top of the mound. From there, you are carried up a set of stairs cut into the sides of the column. At the top you can see that the column is hollow, only darkness can be seen below. The guards lay you down at the edge of the column, and hastily retreat. The shaman and the chief are the only villagers to remain, although Rakid and his followers do stay. Rakid looks gleeful, his followers look nervous.

While the drums beat, the witch doctor begins a long chant. A Hear us, oh spirits of the ancients. By this offering know that we revere and respect your power, and the Ratikaya are ever your faithful servants. Let your good fortune and bounty bless this village, which has served you since our father's fathers time. Spare us your wrath, oh mighty spirits, and protect us from the demons of the darkness."

While the shaman chants, Rakid leans over to you. "You cost me my own tribe. Now, suffer eternal torment with the spirits of the darkness. It is no more than you deserve." As the shaman chants, Rakid pushes you off the ledge and into the darkness.

Any spears or other large items the heroes might have had on them are also pushed off the ledge into the hole by the shaman. Rakid doesn't like this, but he puts up with it.

Ratikaya warriors: NA (enough to keep the heroes prisoner); AC 6 (hide armor); Mv 12; AL varies; HD 2; hp 14; #Att 1; Dmg 1-6 (spear) or 1-4 (dagger) or 0 (nets); THAC0 19.

Shaman: AC 6 (hide armor); Mv 9; AL NE; HD 5; hp 24; #Att 1; Dmg 1-4 (dagger); THAC0 18; SA spells. Spells carried: Cure light wounds, entangle x2, sanctuary, light; hold person x2; silence 15* rad.; dust devil; dispel magic; cause paralysis.

hero Points: There are no opportunities for hero point awards in this encounter.

ENCOUNTER TWO: Demons of the Darkness

You fall, expecting a hard and brutal landing. Instead, you bump against the side, and soon are sliding down an incline. You land with a thump on something soft and squishy. From the smell, rotten fruit is involved, as are other things you'd have just as soon not landed in. But, you are all still alive. It is very dark down here, you cannot even see the light from the opening you entered.

Since you are still tied up in nets, it will take you a few minutes to get free. Before you can do so, the smell gets markedly worse. Sounds indicate that someone has entered the chamber you are in. A rough hand grabs for your net, then another and another. Soon you are being dragged along the floor, rotten fruit providing a buffer between you and the stone of the floor. The creatures that are dragging you seem to be speaking among themselves. It is not a language you recognize. In fact, from the sounds, it is not a language that can be spoken by any race that you know. It makes the grunting language of the saru sound positively civilized. Soon, the dragging concludes, as you are pulled into a cave. A rumble follows, as of a boulder being moved. Then all is quiet. The horrid smell lingers, but it is not nearly as bad now that the creatures are gone.

Anyone with infravision can see the outline of the creatures. They are humanoid in form, but hunched over. They have long claws, a crest on the top of their heads, and wear only loincloths. They do use spears, they collect any that the heroes had. Any other large items that are not immediately useful to the trogs are left in the original pit.

Let the heroes escape the nets, and create some light, if they have the means. The heroes can escape the nets by several methods. They can use brute force (in this position they get to roll 1/2 of their BB percentage or less), they can work a dagger free and cut their way out, or two of them can work together to untie each other. Eventually, they should get out.

If/when they make some light, they can tell that they are in a small cave, 10* x 15* x 8*. There is but one exit, it is blocked by the large boulder.

If they have no means of making light, those with infravision can see well enough to determine the

layout of the cave. If they have no one with infravision, they have to do it by feel alone.

Escaping the cave:

Once they have freed themselves from the nets, they should try to get out of the cave. There is only room for two heroes to push on the boulder at once. A minimum total of 25 strength is required to push the boulder away. If none of the heroes possesses this much strength, they must wait until the trogs come for them.

Assuming they have the strength, it takes at least two rounds to move the boulder enough to get out of the cave. After the first successful round of pushing the boulder, they can hear one of their captors calling for help. Actually, they cannot understand what is being said, but the note of urgency in the voice is obvious.

By the time the heroes get the boulder out, or when the trogs move the boulder, there are enemies on both sides of the passage. The trogs attack if the heroes do anything but come along meekly. Since they give these orders in troglodyte, it is not likely that the heroes can understand them.

Troglodytes: (5) AC 5; Mv 12; AL NE; HD 2; hp 10 ea; THAC0 19; #Att 3; Dmg 1-6 (spear). SA smell causes save vs. poison each round or lose 1d6 points of strength.

If the heroes had any special spears or other long weapons, these trogs have them and will use them. The trogs are located three on each side of the heroes. When the heroes come out of the cave, they are in a narrow (8* wide) passage. The trogs attack from both sides. Up to two heroes can fight side by side in the passage.

The trogs do not fight to the death. When two fall, one of them attempts to run to give warning to the other trogs. It doesn't matter which direction, the trogs know the passages very well.

From the time one flees, the heroes have 11 rounds until he returns with help.

Hero Point Awards: There may be a possible chance for hero points to be earned in this encounter. A hero who offers to become the sole sacrifice if his comrades are released may deserve a hero point, provided he does it in a grand and flowery manner. Also, heroes who put themselves at serious risk to save a comrade may deserve a hero point.

Encounter Three: Fleeing the Trog.

With the monsters defeated, you pause to catch your breath. Now that combat has stopped you can hear the sounds of the monsters speaking their debased language. It sounds as though they are getting closer, and it sounds like there are a lot of them.

Should the heroes choose to flee, they can run back to the original room they landed in. This gives them an opportunity to recover any items that may have been left behind. It also allows the trogs to get closer. If they have no items left behind, the trogs still get closer.

With the monsters close behind you, you return to the original room you dropped into when the chief pushed you. Now that you have a chance to look, you can see that you do not have time to make it out this way. The chute you dropped through is in the center of the ceiling, some 30' above you. It is smooth stone, with no protrusions to lasso or hang onto. The walls and ceiling are also smooth stone. In fact, you have never seen stonework like this, it is as if a giant axe sheered through the stone, leaving it completely smooth. To your left is another passage, exiting the room.

The sounds of pursuit get louder, the monsters will be here soon.

The heroes can try a few things to climb out. *Levitation* offers the best chance to escape. The heroes find a grate blocking the chute up, they cannot pass this way. Also, the time required to levitate (30* per round) means that the pursuers catch them before they are out of sight in the chute.

When/if the heroes flee, they come to an intersection.

With the monsters close behind you, you come to an intersection in the passage. Ahead, the corridor continues. You can hear more monsters coming that way. To your left is a small passage with a closed door at the end.

The door is not locked, but it is stuck. It requires a total of a 25 strength to push through. A single hero can also open it with a BB/LG roll. Once inside, the heroes are treated to a storeroom of ancient treasures.

Now that you are inside, you can see clearly. In fact, when you entered a blue glow began to emanate from the walls. It is faded in patches, but overall you can see quite well. You are in a treasure house of the ancients. Behind you the monsters reach the intersection, and with a roar head your way.

Someone needs to defend the door. They may try to jam it shut, breaking off a spear or dagger will stick the door fairly well. They may also just try to hold it shut. This requires at least two heroes, with a total strength of 20 or more. Less than that means the trogs are able to slip in, one at a time. The heroes may also try to shove something in front of the door, this does not work. There is nothing available that is large enough to hold the door. Finally, the heroes may make the trogs pay dearly for entrance, or they may scare off the trogs with flashy magic.

1. Jamming the door. A dagger, spear point, or other sharp object can be jammed into the door frame, wedging the door shut. This keeps the door shut for an hour, until the trogs can force it open.

2. Holding the door shut requires two heroes with a total strength of 20 or more. As long as either hero makes a strength roll, the door is held shut. If both fail, one trog slips into the room and attacks.

3. Making them pay dearly. The heroes can block the door with weapons. That is, they can attack until the trogs have paid too dearly for entry, and retreat. This involves slaying at least ten of the monsters. Only two monsters can come at the heroes at a time, up to three heroes can defend the doorway. After 10 of the trogs are downed, the rest retreat for an hour, building up their forces, and their courage.

4. Flashy magic can definitely have an effect. Wall of Fog, Light, Scare, Spook, all cause the trogs to retreat for at least a turn. Note that the trogs only retreat to a point out of sight of the doorway. Any hero venturing out is attacked from both sides.

While holding the door, the other heroes can be exploring the room. The room was a normal lab storehouse, centuries ago. Most of the equipment is beyond use, but a few of the items are still usable.

! A red, flaking tube, with several pieces of glass encased therein. When it is touched, the red substance crumbles to dust. What is left is three circular bits of glass, polished unnaturally smooth. Each will make a suitable firestarting glass. (An old metal telescope, with the metal completely rusted away. All that remains is the lenses). Treasure certificates enclosed.

! A bottle filled with strange white amorphous lumps. If someone touches this with liquid, it begins to flame. (A beaker of sodium crystal lumps). Treasure Certificate Enclosed.

! A small knife made of the ceramic of the ancients. It is extremely sharp, and somewhat brittle (a scalpel, +2 to hit and damage, shatters on a natural roll of a 1 or 2.) Treasure certificate enclosed.

! Lots of bottles, beakers, tables, pipettes, and other lab equipment, cracked and useless due to age.

! A blowgun fashioned of ceramic that is incredibly smooth. If used as a blowgun, ranges are increased by 50%. Treasure certificate enclosed (It is actually a simple piece of ceramic pipe, which happens to be the right size for a blowgun.)

! A small pad with raised carvings. Each carving is the size of a fingertip, and each has a different symbol on it. (It's a keyboard). If any key is pressed, a section of the wall raises, to reveal another room.

Just as you touch one of the raised carvings, you hear a sudden sound from the wall. A piece of the wall is disappearing! It actually looks as though the wall is swallowing part of itself. This is accompanied by a squealing sound that could come from a dying garuda. But the sound comes only from the wall, unless there is a garuda on the other side. The wall screeches to a stop, leaving a hole about four foot wide and three foot high. A hole into another cave, perhaps.

When someone gets down and looks into the next room, continue.

The new cave you have found is even stranger than this one. Three of the walls are covered with a dark gray substance, it seems shiny and reflective. The room is lit by a blue radiance, faint but enough

to distinguish things. In the center of the room sits what can only be the sitting place of a chieftain. It is a large sitting place, with a stone cap attached to it. It is unlike anything you have seen before.

The room the heroes have found is the control room of the old complex. In it is a chair with a helmet, and a number of shiny dark surfaces (monitor screens). The arms of the chair are inlaid with many of the raised carvings (buttons to operate various functions in the complex. The only one that does anything productive is the one that opens the exit.)

Let the heroes take their time. The troglodytes are scared off by the dying garuda sound, they won't return for a turn or two. Let the heroes experiment a bit, if it starts to drag the troglodytes can return to speed things along.

Encounter Four: Chair of the Ancients.

When the heroes enter the chair room, the troglodytes must slowly work up the nerve to enter the storeroom. Give them enough time to properly check out the room before making them worry about trogs again.

The slate gray surfaces (monitor screens) reflect the heroes visage if anyone looks directly into them. If someone strikes one forcefully, it shatters. If this is done with a hand or elbow, the hero takes 1d2 points of cutting damage. If with something else, it just scatters broken glass about.

With the exception of the chair, there is nothing else in the room. The chair has six raised buttons, each in a different color, with a different function.

1. Blue carving with a symbol of a snake - turns on the security cameras. When this button is pushed, one of the screens glows, and the heroes can see a picture of the jungle outside. (Security button, marked with an S) Further pushing of the button cause different scenes to appear. Every third screen is blank, that particular camera is now dead. The pictures repeat, offering two of the three views of the outside of the complex.
2. Green carving with a symbol of a circle (Exit button, O for outside). Causes the outer door to open.
3. Orange carving with the symbol of a small hut on it - turns on the security guns, none of them still work. When pushed, several screeching noises can be heard, from far off. (Weapons button, marked A for Arm).
4. Yellow carving, marked with a symbol of two lines crossed by another (I for inner door). When pushed, it causes the door through which they entered to raise another foot, then stop. Further attempts cause more noise, but the door has jammed and is stuck, forever.
5. Brown carving, marked with a symbol of a corner. (L for Light). Causes the room to brighten. Repeated pushing causes the room to dim, then go completely dark, then brighten to the light of day.
6. Red Carving, marked with a symbol resembling two snakes side by side. (SS for Security Sirens).

When pushed it causes a LOUD noise to be emitted all over the complex. Think of a fire alarm. All heroes must save vs. spell or run in fear for 1-3 rounds (Saru receive a -6 on this save). Then the noise stops. The heroes may flee out into the hall, which is no problem. The trogs have fled farther and faster. They don't like the noise at all.

When the heroes push the 2nd button, they hear a rumbling. A section of the wall begins to open. It raises 3' off the ground, and then grinds to a halt. It will not move again, it is frozen in place forever. If someone attempts to shut the door (after they leave), they may make a BB/LG roll. If they succeed, they do not get the door shut. Instead, they rip it right out of its tracks. The door will remain open after the heroes leave.

After passing through the door, the heroes come to a fairly long tunnel. At the end is a boulder that must be rolled aside. This takes a total strength of 20, and up to three heroes can push at the same time. When it is open, continue with the next encounter.

Encounter Five: Jungle, at last.

You emerge into the late afternoon sunlight, at last. You never thought the heat of the jungle could feel so good.

Looking around, you are in the middle of the village. All around you villagers stand or lay with expressions of awe on their faces. "They have been sent back by the spirits of the Ancients. They are spirits themselves"; cries the village shaman. He pitches forward onto his knees and touches his forehead to the ground. "I abase myself oh great spirits. How may the Ratikaya serve you?"

This is a chance for the heroes to roleplay a bit. Actually, they should be able to ham it up to the max. Give them a little bit of fun being worshipped by an entire village. This includes, but is not limited to;

! All the food and mulberry wine they want. Lots of wonder at gods eating 'man food', questions about what they really eat (lava is a popular idea among the villagers), if they eat at all (the shaman's idea), and so on. Act awestruck and honored to be serving the heroes.

! A plea to heal a woman's sick baby. The baby has a fever. The heroes may have a healing draught or salve from a previous adventure. Any use of this type of item (any healing on any treasure certificate), can heal the child. If no hero possesses such an item, the fever can be broken by someone with healing and herbalism who succeeds at both checks (at +2 to each skill, it's a common fever). A simple *Cure Light Wounds* does not cure the child, although it does help. The mother immediately sees the improvement, and begins to thank the heroes. In point of fact, the child will recover in three days with or without hero help. The mother offers a small sack full of sugar-dates in reward, apologizing for her poverty.

! A plea by Nokola, a young warrior, that his wife be no longer barren. Actually, what he wants is a token for her to wear. Any hero item (even Saru hair) will be accepted by him with great joy. "Surely she will bear many fine sons and daughters with this amulet of fertility you have given her." He won't be talked out of this belief. He even goes so far as to ask a hero name, intending to name a child after them.

! The tribe drum maker wants to know a song of the gods. He asks a hero to sing for him. Whatever any hero makes up becomes an instant tribal hit. He also presents the hero with a wellmade drum.

! A half-dozen warriors have the temerity to come forward (very nervous), and beg that the spirits lay hands on their spears. Then the spears will never miss and always strike true. The heroes can comply or not, as they wish. The best of the warriors offers them his spear, Leopard-hunter, to a hero who looks like a warrior. (or warrior spirit).

! A young couple comes forward and asks a hero to marry them. Both the chief and the shaman look surprised at this, the shaman a bit angry as well. He won't stop it, if the heroes want to perform the ceremony the tribe will consider the marriage binding (until they find out the truth, of course). The custom in this village is for the man and woman to tie a rope to a wrist of each and have them remain bound for three days. Then they are considered wed. This is known on a successful Lore roll. However, the villagers expect the spirits will perform the ceremony differently, whatever the heroes do is accepted without question.

! Several young men and women want to know who is the spirit in charge of fishing. They are sure that one of the heroes must be. They want to know how to call fish to their nets, rather than having to work for it. Again, they are sure this is something that the spirits can do. They bring an offering of their best fishing pole and hook, seeing as how the hero lost theirs on the trip to this world.

! The chieftain makes a long speech to the hero he assumes to be the leader (warrior nubari first, then tam'hi and katanga, then dwarves, then halflings, finally saru.) He welcomes them and thanks them for not wiping out his tribe with a glance. He offers an official apology for standing by while they were thrown into the pit in the first place. Rakid is his cousin, and has always been a bit headstrong, but Chief Karatila never thought he'd do anything to offend the gods. He does not know where Rakid is, he left yesterday, after the heroes were thrown into the pit.

He offers the hero his symbol of office, a grey square with two green stones that look like emeralds. Actually it is a doorplate found in the dirt hundreds of years ago. The doorplate is ceramic of the ancients, unbreakable,

and the stones are merely unbreakable glass. It is on a leather thong.

If the hero accepts this it means he/she will be chief. Make sure the hero knows this. It would mean retiring from Living Jungle play, the hero should realize this before a decision is made.

If such a decision is made, remind him that there may not be a tribe left, once the trogs come boiling out of the hole.

Try to get all the heroes involved in the role-playing here, don't let one or two heroes dominate. It should be easy, everything pretty much happens at once.

If the heroes refuse to be 'spirits':

At first the villagers don't believe them, but the shaman does. If most of the heroes are going along with it but a few are protesting, they can be confronted by the chief and the shaman, and the other heroes can play up to it with the other villagers. In other words, don't let one cleric with a guilty conscience stop the other heroes from having fun. Don't ignore the cleric, it's just going to take him some time to convince anyone they are still just people. By then, marriages may have been performed. If the child is healed, they'll have even a tougher time convincing the villagers.

If/when the heroes convince the villagers that they are not spirits, the villagers have questions about what happened underground. They are fascinated by any Ancient artifacts the heroes have with them. They are horrified at the stories of the trogs, and want assurance that the horrid things won't come above ground. This could lead to some planning for the battle to come. The child needing curing, and the rest still take place. The villagers are convinced that the heroes must have been 'touched by the spirits', or they would not have survived.

The Trogs pursue:

The heroes should really remember that a horde of demons of the darkness pursue them. They may reason (rightly), that the trogs won't come out during the day. At night, however, they'll be here in full force.

If the heroes happen to forget this due to heavy role-playing with the villagers, you have a way to remind them.

! A pair of young boys climb down into the tunnel and are caught by the trogs. Their absence is noticed when a frantic young mother asks one of the heroes to locate them with their all-seeing eyes. Another villager mentions seeing them go into the tunnel. This should remind the heroes. Action should be taken.

Preparing for the trogs.

The heroes can go either way to ready the village for the troglodytes. They can do it as mighty spirits, or as normal people.

Someone should get up and (heroically) tell of the threat to the village. If the heroes offer to fight with the village, the villagers are grateful, and much heartened. Of course, if the heroes are still masquerading as spirits the attitude of the villagers is that their presence will be more as spectators than combatants. This is a dangerous attitude for them to have, and any warrior hero will realize this.

It is possible that the heroes just want to get out of here and leave the village to its fate. If so, you can mention that this village will soon be gone, they won't need to take revenge, the trogs will do it.

The heroes should have trouble leaving the village like this. If they push the boulder back, remind them that the creatures seemed well equipped for digging. If they come, the boulder won't stop them.

Don't push too hard. If the heroes want to march out of the village, no one will stop them (aside from the people wanting to be cured, and married, and have their spears blessed, etc.)

On the other hand, the heroes may use this to try to get the villagers to stop sacrificing to the troglodytes. This should irk them, and they are in position to do something about it. A particularly good ploy would be to say that the spirits are sending creatures of the darkness to punish the village for sacrificing to dark spirits. Only by pledging never to do such a thing again can the heroes stay and help the village survive.

If they try something like this, it is swallowed completely. The villagers pledge this to a man, with the sole exception of the shaman.

If the heroes are still in their spirit mode, they have complete control of the village's forces, some 40 warriors and the shaman.

If not, the chief offers his advice, surrounding the tunnel entrance with a ring of archers and spear-

throwers. He lets the heroes decide where they'd be the most effective.

When the heroes are nearly ready planning mention that the sun is going down. If they have not made the connection, have them hear sounds coming from the hole. Finally, if the two young villagers went down into the hole, they come running back out, screaming about monsters right behind them. Give the heroes no more than a minute of real time after that before the trogs burst into the village.

Encounter Six: The Trogs attack.

If the heroes placed the boulder back in the tunnel mouth, they have an extra round to get ready. Someone spots the boulder moving, the heroes should have a good warning of the trogs arrival.

Just as you get the villagers into place, the monsters burst into the village. You had forgotten how ugly they truly are. Many of the villager's scream and run away at the first sight. Then the chief orders the first volley of spears and arrows. It is mostly ineffective, although two of the monsters drop forever. Several of them launch strange spears of their own, a warrior near you screams and dies. Then they are upon you, as the battle begins in earnest.

The 35 remaining trogs attack the village's forces, consisting of the heroes, the chief, and the 40 warriors. The shaman also helps, but for today he has little in the way of offensive power.

Troglodytes: (30) AC 5; Mv 12; AL NE; HD 2; hp 8 ea; THAC0 19; #Att 3; Dmg 1-6 (spear). SA smell causes save vs. poison each round or lose 1d6 points of strength.

Troglodytes: (5) AC 5; Mv 12; AL NE; HD 2; hp 10 ea; THAC0 19 or 16 (javelin); #Att 3 or 1; Dmg 1-2/1-2/2-5 or 2-8 (javelin). SA smell causes save vs. poison each round or lose 1d6 points of strength.

These trogs each have two javelins, they use these before closing. If there are any saru heroes, or katanga in tiger form, at least one javelin is aimed at these heroes each round.

Chief Karatila; AC 7 (hide armor); Mv 12; AL N; HD 5 (F5); hp 30; #Att 1; THAC0 15; Dmg 1-6+1 (spear); Str 17, Dex 15, Con 15, Int 12, Wis 9, Cha 14.

Village Warriors (40); AC 8 (hide armor); Mv 12; AL varies, no evil; HD 1 (F1); hp 8; #Att 1 or 2 (arrows); THAC0 20; Dmg 1-6 (spears, arrows and clubs). Morale 11 (shaky).

Shaman: AC 10; Mv 12; AL N; HD 4 (P4); hp 20; #Att 1; THAC0 18; Dmg 1-6 (staff); Str 9, Dex 9, Con 10, Int 11, Wis 14, Cha 10.

Spells Memorized: *Cure Light Wounds, Cause Light Wounds, Detect Poison, Entangle, Sanctuary, Detect*

Evil (cast when the heroes first appeared), Hold Person, Slow Poison, Flame Blade.

Of course the whole battle should not be played out. The heroes fate in the battle should determine the fate of the whole battle.

At first, the heroes are confronted by a troglodyte each. Up to six more troglodytes may attack them. If the party is all first level, with few warriors, cut this back to three or even two. If the party moves through a dozen troglodytes rather easily, have another three or four attack. Also, a strong party like that is targeted by the javelin throwers for most of their throws.

If the heroes defeat their trops, give them plenty of opportunities to help out the villagers. This is a good opportunity to earn hero points.

! A warrior is pierced by a javelin. Several trops pick him up and begin carrying him to the tunnel. He is screaming in pain and terror. A hero who boldly attacks will subject themselves to attacks from two troglodytes. If done in a grand and glorious manner, a hero point may be awarded.

! A young child flees a trog. The trog is about to leap on the trog. If the hero just attacks, the child is born down to the ground by the trog. The child is wounded (to -1 hit point), and will die in 9 rounds if not tended. If this happens, award no hero points. If the hero interposes her body, they take the attacks instead. Depending on the manner in which this is done, the hero may earn a hero point.

! The chief is surrounded by four trops. He is holding his own well, until another one trips him from behind. There is a small opening where the hero can get in and stand over his body. This means the hero could be subject to attacks from five trops. The hero must hold for only one round, as four warriors rally to their chief's side. After the first round, the hero must face only one trog. Again, if done in a grand and heroic manner, the hero may earn a hero point.

After giving the heroes a chance to help out, bring the battle to a close. When reduced to 10 or less in number, the trops flee back toward the tunnel. The warriors pursue fiercely. The last opportunity for a hero point comes when several warriors follow the trops into the tunnel. If a hero boldly joins them (or leads them), they catch three trops acting as rear

guard. The trops have used their camouflage ability to hide, they get a -4 on the heroes surprise rolls.

The trops fight until one of them goes down, then flee. This takes four rounds for the village warriors to accomplish, and one of the warriors goes down as well. If the hero can do it sooner, none of the warriors in the tunnel is killed.

When the battle is over, if time permits, you can call on heroes to aid with the wounded. Also, the chief wants to know how to keep the trops from attacking again. The solution is up to the heroes. There are three basic options.

1. Move the village. Simplest, safest, probably the best solution. Takes some arguing with the chief, but he can eventually be convinced.

2. Block off the tunnel. This is not sure, the trops may find a way out anyway. A korobokuru could give advice on collapsing the tunnel. This buys the village a year. Before the trops return, they better be gone.

3. Lead a troop underground to finish off the trops. If this is done, don't play it out. There are only eight trops left alive after the battle. With the backing of the village warriors, the heroes hunt them down and wipe them out. The troop goes out the following morning, after the shaman has a chance to heal as many as he can. heroes can contribute to this as well. This is the best solution.

The chief sees these three solutions, he wants the heroes advice on which is the best. He'll take their advice, unless they did not help at all in the battle.

Epilogue:

With the village secure, you head for your respective homes. Rakid has escaped you, for now. But you know that this incident is not truly closed, for he'll likely try again. Before that happens, something must be done. But for now, you have saved a village, and defeated a group of foul monsters that threatened the peace of the Living Jungle. Rakid will wait for tomorrow. He has lost allies, a village that now supports you. The village is not rich, but they do offer you parting gifts.

If Rakid returns, the village will tear him apart. As you leave, the chief promises to get word to you if anyone sights Rakid. For now, you are free and alive. It isn't much, but it's a big improvement over your situation yesterday.

The heroes may take a choice of one of the following items. There is only one of each, the heroes may have to dice or otherwise determine an order for selection.

(Treasure certificates enclosed).

! A garuda tooth with a wrapped leather hilt. Has no extra pluses, but it does act as a longsword.

! A concoction prepared by the shaman. It allows the imbiber to *speak with animals* for 2 turns when used.

! A finely made spear. It is made of balsa wood, with a heavier tip. The lack of weight and quality allow it to be thrown at double normal ranges.

! A memento of the Ancients. It is a bit of gray plastic in the shape of a star. The points of the star are sharp, it can be used as a throwing star. Since throwing stars are unknown in Malatra, it is always used with a non-proficiency penalty. Damage is 1d4+1/1d4. Make sure to write the date on the certificate, one year from that date the hero may take throwing star as a weapon proficiency.

! A large gem with the image of a woman inside. It sparkles in the light, and the woman appears to sway and dance. The gem is actually finely cut glass, the swaying of the image is a trick of light and refraction.

! A cloak made of leopard skin. It is useful for sleeping at night, and the wearer will have considerable status in most tribes. Leopard katanga attack on sight.

Experience & Treasure Summary

Encounter One:

Get information from the Ratikaya about Rakid - 50 pts.

Encounter Two:

Escape the cave on their own: 100 pts.

Defeat the trops before help returns: 150 pts.

Encounter Three:

Find a way to hold the door: 50 pts.

Explore the lab thoroughly: 150 pts.

Encounter Four:

Figure out what the chair does: 150 pts.

Remain in character during the exploration: 200 pts.

Encounter Five:

Try to help the village (as spirits of the ancients) 100 pts.

Convince the villagers that they are not spirits: 200 pts.

Remember to warn the villagers about the trops: 150 pts.

Encounter Six:

Help defend the village: 200 pts.

Offer good advice on a solution after the battle: 50 pts.

Treasure to be found:

Encounter Three:

- ! A scalpel, very sharp but brittle.
- ! A bottle of ten sodium crystal lumps, that burn when wet.
- ! A ceramic blowgun.
- ! A set of three farseeing glasses (telescope lenses)

Encounter Five:

(No treasure certificates enclosed)

- ! A fishing pole with hook
- ! A spear called Leopard-hunter.
- ! A small drum.
- ! A square of grey ceramic, with two green glass stones. (no certificate enclosed. If this is accepted, the hero must retire from Living Jungle play).

Encounter Six & epilogue:

- ! A garuda tooth with a wrapped leather hilt. Acts as a longsword.
- ! A concoction of *Speak with animals*.
- ! A finely made spear. Double normal ranges.
- ! A ceramic throwing star.
- ! A large gem with the image of a woman inside.
- ! A cloak made of leopard skin.

Special note: There are no spell fetishes available on this adventure. The witch doctor is a priest, he has no mage abilities, hence he can not teach mages. They'll just have to take something else.

Living Jungle Treasure Certificate

Garuda Tooth Longsword

This tooth is almost four feet long, truly an example of the worst of the garuda. It was presented to you by a grateful Chief Karatila of the Ratikaya tribe. You helped his tribe fight something the shaman called troglodytes, or demons of the darkness. It does damage as a normal longsword.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Farseeing glass

These three bits of glass are circular. They once were in a device of the ancients that you believe was used to look far, far away, perhaps to the very stars themselves. You have not figured out exactly how they work, but in the meantime they do make excellent fire-starting glasses. You found them in a storehouse of the Ancients, during your escape from the demons of the darkness that inhabited the place.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Water-burning crystals

A small vial with ten lumps of a white crystal. Through experimentation you have discovered that when a drop of water is placed on a crystal, it begins to burn. You had never heard of burning water before, but now you can make it happen. You found it in a storehouse of the Ancients, during your escape from the demons of the darkness that inhabited the place.

Mark off as used: ☐ ☐ ☐ ☐ ☐
 ☐ ☐ ☐ ☐ ☐

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Knife of the Ancients

This small knife is made of the special substance that the ancients used. It is incredibly sharp (+2 to hit and damage), but very brittle (shatters on a natural roll of 1 or 2). You found it in the storehouse of the Ancients, during your escape from the demons of the darkness that inhabited the place.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Concoction of Animal Talk

A special mixture, prepared by the shaman of the Ratikaya tribe. When drunk, it allows you to *speak with animals* for 2 turns. It was presented by a grateful tribe, after you helped defend them against the demons of the darkness that attacked them.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Spear of Chief Karatila

A well made spear, very light. The haft is made of balsa wood, light yet strong and supple. The head is heavier. Because of its construction, it does normal damage but all ranges are doubled. It was presented to you by a grateful chief after you helped defend his village against monsters of the darkness.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Ceramic Blowgun

A simple ceramic tube, fashioned by the ancients. It was probably designed for some esoteric use, who knows what the Ancients used it for. For you, it functions as a very good blowgun. All ranges are increased by 50%. You found it in the storehouse of the Ancients, during your escape from the demons of the darkness that inhabited the place.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Leopard skin cloak

A fine cloak, made of the skin of a black leopard. It keeps you warm at night, and is worth considerable status in most villages. You aren't sure how a black leopard katanga would react to it, but then you don't think much of them anyway. It was presented to you by a grateful village after you helped defend it against the monsters of the darkness.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____

Convention: _____

Living Jungle Treasure Certificate

Ceramic Throwing Star

A star shaped device of the Ancients. It may have once been used for ornamentation, but you have found that it has very sharp points. You have been practicing, you feel that someday it may make a very effective missile weapon. (Damage 1d4+1/1d4) Chief Karatila of the Ratikaya presented it to you for your help in defending his tribe against the monsters of the darkness that attacked their village.

Game Effects Note: Throwing star is not a normal Malatra proficiency. Therefore, this weapon must be used for a year before the hero can take this as a proficiency (to represent practice with a totally unknown weapon.) The DM should be sure to note the date on this sheet, one calander year after that date, the hero may learn throwing star. Note that taking the proficiency does not imply the ability to make more stars, nor does it allow them to teach others.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____
Convention: _____

Living Jungle Treasure Certificate

The Lady in Amber

This large yellow gem has the image of a beautiful lady inside. She is dressed in colors you have never seen in clothing, you can't even come up with names for the colors. When the gem is held up to the light, the lady seems to sway and dance. You find it fascinating, and wonder if the lady still exists today. You doubt it, the gem must be incredibly old. It was presented to you by a grateful Ratikaya village after you helped defend it against the monsters of the darkness.

Adventure: Revenge of the Exile

DM Signature: _____ Date: _____
Convention: _____