

LJ Interactive Final Draft And DM Assignments Gen Con 2000

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Outline

DM's

Tom Prusa
Stephen H. Jay
Jeffrey Hughes
Roland Korn
David Krolnik
Aaron Rose
Rydia Q. Vielehr
Malcolm Wood

Registration: 30 Minutes

Name Registration - 1) Malcolm Wood
2) Jeffrey Hughes

Badges and other paraphernalia - 1) Rydia Vasquez
2) Dave Krolnik

No Assignment - 1) Aaron Rose
2) Roland Korn

Steve and Tom - Q&A
Feedback Forum

A Gathering Of Heroes - Part One: 1-1.5 Hours

I. Warriors Contest - David Krolnik

- A. Due to a storyline event in 'Come The Tiger', this will change somewhat once you get to Gen Con.
- B. Winners will be betrothed to either Mirmirana, daughter of Big Chief Bagoomba, or Manshka, the nephew of chieftess Kimichi of the Huroola. More than one winner for each may be chosen. The betrothal will last a year. The two heroes who prove themselves the most worthy over the next year will be chosen to marry their betrothed at Gen Con 2001.
- C. There will be 2 or 3 pre-determined contests, plus the option for the contestants or DM to make up their own contests and challenge each other.
- D. Betrothals are certed.

II. Boasting Contest - Rydia Vasquez.

- A. Typical free-form boasting contest. Contestants and winner are encouraged to write their boasts down for publication in Jungle Tales.

B. Winner gets a certified non-magical headdress that identifies the wearer as a great story teller and boaster. Allows +1 to bartering with NPC's.

III. Weapon Smith - Malcolm Wood as "Flood".

A. Blank weapon certs that Flood may fill in as needed. Weapon must already be available in jungle, but can include composite bows. Flood can design custom versions for different races and with different materials.

B. Payment is through barter. Barter may be for food, certified items, non-certified items, services, answers to riddles - whatever Flood wants and wherever the roleplaying takes him. Flood does not get to keep the certs he collects. Certs collected will go to "the tribe", though a few will be given to DM's for their help in the interactive.

C. Flood may also create shields based on crayon drawings made by the players.

D. Heroes may take weapon and armor certs to other craftsmen for further embellishment.

IV. Leather and Bead Worker, Painter - Aaron Rose (Same guidelines as Weapon Smith).

V. Sculpter/Jeweler, Tattooer and Other Artists - Roland Korn (Same guidelines as Weapon Smith).

VI. Abu The Trader - Tom Prusa

VIII. Jeffrey Hughes as Georgia

A. Georgia will be trading certified items she found while exploring the jungle. If asked, she found the items in "some funny old stone buildings east of Lake Kovo." If asked how she found them, she will say, "My new friend showed me where to find them. He said he came from the 'Allumuseri', whatever that is. He said he would come to the Gathering as soon as he could."

B. Georgia is distributing cursed items. The curses will not be devastating, and all but 4 of them will be removed when the interactive is over. Those that are not will be the beginning of a new storyline thread.

C. Georgia honestly does not know the items are cursed. She is being used by her 'friend', and thinks the items are pretty neat. So neat, she wants to make new friends with them.

VIII. Steve as Bengoukee and Judge - Special Event to be announced at Gen Con.

A Gathering Of Heroes - Part Two: 1-1.5 Hours.

I. Steve to act as Bengoukee. Will announce formation of societies and their purpose.

II. Society: Spirit Speakers - Malcolm Wood

A. Encourage recruitment and work to develop details of the society.

B. Certified membership which will allow certain benefits/options after six months if member remains in good standing.

C. Members should be encouraged to sign-up to Jungle_Tales for all new information, since all the societies are a work in progress. Members should also be encouraged to contact Polyhedron and request a regular Living Jungle column.

III. Society: Garuda Riders - Dave Krolnik

A. DM needs to be ready to role-play garuda riding by heroes. Allow the PC's to pick the garudas they want to ride. They will be able to find any they want 'across the river'. Remind them - the larger the garuda, the more likely their death. Death should be a real possibility, or society membership means nothing.

B. Same specifications as Spirit Speakers.

IV. Society: Blue Hands - Rydia Vasquez (Same specifications as Spirit Speakers.)

V. Society: Bright Eyes - Jeffrey Hughes (as Georgia?)

A. Same specifications as Spirit Speakers.

VI. Society: To be created at Gencon - Roland Korn, Aaron Rose (Same specifications as Spirit Speakers).

VII. PC's begin to feel affects of cursed items.

A Gathering Of Heroes - Finale': 1 Hour (approx).

I. Declaration Of Societies.

II. Resolution of Mini-Scenario.

III. Aaron Rose to be NPC Bad Guy.

Society Membership

TYPES FOR THE INTERACTIVE: Six societies will be recruiting for membership at the interactive. Four have already been chosen and must be run by NPCs. These NPC's should be played by two assistants to the interactive.

The remaining two societies should come from you, the assistants. They can come completely developed if you have a strong idea and can present them to me by the end of the week. Alternatively, you can start with a general idea and then take the idea to Gencon to flesh them out as a "team effort" with other players.

FOUNDER: If it fits your PC, you might get the option of being the society founder. PC must be at least 6th level. Otherwise you must run the society founder as an NPC.

PREMISE: The founders of each society had a holy vision or dream sent to them from the spirits. The spirits help shape how the society is formed per the outline below. Two societies are a requirement for the storyline and are listed below. The rest are up to you, the assistants for the interactive, and those that you recruit at the interactive (some recommendations are included).

REQUIRED STATISTICS FOR EACH SOCIETY:

- A. Purpose - What the members hope to accomplish or promote.
- B. Number of Members
 - 1) This aspect has been deleted.
- C. Membership Requirements.
- D. Type - Age Graded or Non-Age Graded.
- E. Colors and Symbols
 - 1) This includes the medicine bundle.
- F. Societal dress
- G. Medicine Bundle
- H. Totem or spirit.
- I. Dances (optional at time of interactive)
- J. Songs (optional at time of interactive)
- K. Rituals (optional at time of interactive)

It is the charge of the founders at the Gencon Interactive to recruit members for their society, not to exceed the charmed number.

ADVANTAGES: Primary - To get players involved in fleshing out customs and culture of the Living Jungle. Secondary - Competency bonuses to certain skills will accrue the longer one remains within a society. Prestige will be a direct result of PC actions throughout the year. Certain kinds of information and resources will become available to certain society

members. Adventures can be written around or with the help of societies and their more active or prominent members.

Four New Societies

NAME: Garuda Riders

PURPOSE: "There are only two kinds of people in the world - those with courage and those who are cowards. What tribe you were born to does not matter. Who your father or mother is does not matter. What you own does not matter. If you are kind or selfish does not matter. What spirits you listen to does not matter. In the end there is only courage."

MEMBERSHIP REQUIREMENT: Hero must ride a garuda successfully in the presence of at least three witnesses. No armor is allowed, only allowable weapon is a knife, only allowable equipment is a rope. No magical aid is allowed. Garuda must be a meat-eater at least 12' long and 8' tall to qualify.

ADVANTAGES TO SOCIETY MEMBERSHIP: 1) Role-playing hook - all members share in their societies honor or shame. How much of each will be determined by their members actions. 2) Competency Bonuses - Certain bonuses will become available six months after membership. 3) Prestige Classes - Some societies will be able to offer Prestige classes in the future, according to 3e rules. **Encourage all society members to sign-up for the Jungle Tales newsletter for up to date information on societies. This is a work in progress as LJ 3e develops.**

TYPE: Non Age-Graded. He who rides the largest garuda is the highest rank. There is no founder, only a leader. The official leader is the most recent Garuda Rider who died trying to ride a garuda. The leader-elect is the one that rode the biggest, meanest garuda and lived.

COLORS & SYMBOLS: Any color found naturally on a garuda, favoring green and brown, with a splash of red paint or dye signifying blood. Weapons and ornaments made of garuda teeth and claws. Most prized is a very rare type of agate stone called a 'garuda's eye'. Similiar to the tiger eye, finding one is considered a good omen.

MEDICINE BUNDLE: TBD - Suggestions welcome.

TOTEM OR SPIRIT: Garuda Riders honor the spirits of fallen members or great heroes. Any spirit representing courage or strength.

SOCIETAL DRESS: Robes and tunics made of garuda skins. Masks made of skulls, bones, & teeth.

DANCES: TBD

SONGS: TBD

RITUALS: The Great Garuda Ride is the most important of rituals, held whenever a new member wishes to join.

NAME: Blue Hands

PURPOSE: "The old ways are not always the best ways. If we strictly follow the old ways are we not destined to repeat old mistakes? When we forget why things are the way they are we sometimes call them tradition. Blindly following tradition is still being blind. One should question everything, old wisdom and new knowledge. Only a child travels unquestioningly into the night. We are not children."

MEMBERSHIP REQUIREMENTS: 1) Demonstrate publically a willingness to question authority. 2) Violate a taboo if the welfare of others is at risk. 3) Show a willingness to take these actions and accept the consequences bravely and honorably.

ADVANTAGES TO SOCIETY MEMBERSHIP: 1) Role-playing hook - all members share in their societies honor or shame. How much of each will be determined by their members actions. 2) Competency Bonuses - Certain bonuses will become available six months after membership. 3) Prestige Classes - Some societies will be able to offer Prestige classes in the future, according to 3e rules. **Encourage all society members to sign-up for the Jungle Tales newsletter for up to date information on societies. This is a work in progress as LJ 3e develops.**

TYPE: Non Age-Graded. Rankings within the society is determined by the actions of the individuals.

COLOR & SYMBOLS: One hand or claw died blue. A symbol of a blue hand or claw on woven thatch or leather. Among the most revered of symbols is anything taken from a taboo area that adds to the knowledge of all.

MEDICINE BUNDLE: TBD

TOTEM OR SPIRIT: TBD

SOCIETAL DRESS: White and blue cotton garments of any kind. This is the counter to the white togas frequently worn by the elders of some tribes.

NAME: Spirit Speakers

PURPOSE: "We are born without knowledge. We live in the ignorance and foolishness of childhood until that time we choose to touch the wisdom around us. All things of the land and people are sacred. The spirits are here to help us and teach us. They are the responsible adults to our irresponsible childishness. They must be known, revered, and obeyed."

MEMBERSHIP REQUIREMENTS: Any cleric-class hero 2nd level or higher may join the Spirit Speakers, though membership will go to those showing the greatest wisdom, knowledge and heroism. This society will give heroes a chance to become "Prestige-Class" shamans in 3e. Only Prestige Class shamans will have the opportunity to become the principal shaman of a given tribe.

ADVANTAGES TO SOCIETY MEMBERSHIP: 1) Role-playing hook - all members share in their societies honor or shame. How much of each will be determined by their members actions. 2) Competency Bonuses - Certain bonuses will become available six months after membership. 3) Prestige Classes - Some societies will be able to offer Prestige classes in the future, according to 3e rules. **Encourage all society members to sign-up for the Jungle Tales newsletter for up to date information on societies. This is a work in progress as LJ 3e develops.**

TYPE: Age-Graded.

COLOR & SYMBOLS: TBD

MEDICINE BUNDLE: TBD

TOTEM OR SPIRIT: TBD

SOCIETAL DRESS: TBD

NAME: Bright Eyes

PURPOSE: “We know the secret places, the hidden paths, the silent trails. We go where others cannot, see all there is to see, and come back alive. Wherever there is a new place to see and explore, the Bright Eyes go first.”

MEMBERSHIP REQUIREMENTS: Though formed with the rogue-class in mind, any hero that deems him/herself a scout or explorer may join this society. The Bright Eyes find the safe ways for others to go, never forgetting they have a responsibility to find the safer path for their fellows. They are not withdrawn from tribal culture, they are those that go first into the night to protect it.

ADVANTAGES TO SOCIETY MEMBERSHIP: 1) Role-playing hook - all members share in their societies honor or shame. How much of each will be determined by their members actions. 2) Competency Bonuses - Certain bonuses will become available six months after membership. 3) Prestige Classes - Some societies will be able to offer Prestige classes in the future, according to 3e rules. **Encourage all society members to sign-up for the Jungle Tales newsletter for up to date information on societies. This is a work in progress as LJ 3e develops.**

TYPE: Age-Graded.

COLOR & SYMBOLS: TBD

MEDICINE BUNDLE: TBD

TOTEM OR SPIRIT: TBD

SOCIETAL DRESS: TBD

Government

1. **Chieftains** are a lot like Managers. They are usually a person who has proven himself a great warrior and a great benefactor of the tribes poor and helpless. They make decisions about the day-to-day activities of the tribe and how to utilize tribal resources. They may decide when, where, and what to hunt. They decide if to move a village and if a neighboring tribe should be raided, traded with, or both. They decide when to harvest fruits from the forest and how many of a prey animal to leave for future propagation. They hold feasts, take care of the poor, sick, or old, and decide if a society should be used to enforce a law. They rarely achieve the kind of materialism that is depicted in fiction. They still must hunt and raid and make war, always proving their ability and wisdom. They are the final word in these matters, as well as how the tribe interacts with other tribes and the Council of Elders. If their decisions bring bad luck to the tribe, they can be removed. At best, they are seen as wise and may accrue many items of art or totem significance from villagers grateful for his/her help.

Societies try to curry favor with village chieftains, as it is the chieftains that decide what 'job' a society will have in a tribe. Chieftains choose which roles, such as village policemen, each society will take each month.

Chieftains DO NOT make war unless the war leader needs help. They do not decide marriages, join societies, or order their own warriors to punish someone in their own tribe. They cannot decide if a member of their own tribe is guilty of a crime, but can direct a society to do so. Chieftains may not be on the council of elders. They are important to give the tribe direction and impetus, but rarely do they gain great personal power. Their position is high profile, however, making them the center of attention within a tribe.

Chieftains have great influence over everyone in their village. They lead by example. As such, many tribal members will take on some of the aspects of their chief. If the chief is predatory and violent, his people tend to also become violent. If he is open to strangers, so shall the tribe welcome others.

2. **Tribal Shamans and Witch-Doctors** (those who are elders and leaders of a tribe - usually NPC's) communicate with the spirits and advise the chief, though they are subservient to him in nearly all things. They decide issues of marriage and, when tribal custom fails to cover such issues, inheritance. They also act as a primitives version of a counselor and, of course, a healer. They aid tribe members in important personal decisions, and are respected as important, educated leaders. Shamans and witch-doctors are keepers of the laws and will advise the chieftain on manners of its implementation and protocol.

Tribal shamans and witch-doctors may not join societies and can serve on the council of elders.

3. **War Leaders** are usually gifted and proven warriors that inspire, train, and direct the warriors of the tribe. They are like the Majors in an army that take their instruction from the Chief (the General) and then lead the warriors into battle while the Chieftain stays at the village. When away from the village and with warriors, they are the absolute authority over

those warriors. They also have absolute responsibility. Failure in a raid or willful violation of their instructions from their chief can result in disgrace, dishonor, even death. Disobeying the chieftain is rarely a problem, however. Most War Leaders measure their courage, reputation, and honor by how well they succeed in the mission given to them.

War Leaders may not join societies or join the council of elders. They are usually fighters, but are not restricted to such.

4. **Elders** are advisors from all classes who have demonstrated capability, wisdom, and spiritual enlightenment. They advise in all tribal matters. Though they have no official power, they hold influence with and have access to tribal leaders, tribal members, and the Council Of Elders. Elders may be members of societies and the Council Of Elders.

5. The **Council Of Elders** are supposed to have authority over those matters that affect all the good peoples of Malatra, though a number of tribes and chiefs resist what they view as “interference” from the council. The Council has four things working in their favor when trying to get the cooperation of the various tribes. 1) They are acknowledged and respected as men of courage, wisdom, and secret knowledge. 2) They come from different tribes so have influence in many of them. 3) They may belong to societies and so have influence in many of the societies, and 4) No chieftain may be on the council of elders, thus balancing the power of over-ambitious chieftains.

JOB NOTES

Tribal Chieftains are a lot like Managers - they manage the tribes resources. They are usually a person who has proven himself a great warrior and a great benefactor of the tribes poor and helpless. They make decisions about the day-to-day activities of the tribe and how to utilize tribal resources. They may decide when, where, and what to hunt. They decide if to move a village and if a neighboring tribe should be raided, traded with, or both. They decide when to harvest fruits from the forest and how many of a prey animal to leave for future propagation. They hold feasts, take care of the poor, sick, or old, and decide if a society should be used to enforce a law. They rarely achieve the kind of materialism that is depicted in fiction. They still must hunt and raid and make war, always proving their ability and wisdom. They are the final word in these matters, as well as how the tribe interacts with other tribes and the Council of Elders. If their decisions bring bad luck to the tribe, they can be removed. At best, they are seen as wise and may accrue many items of art or totem significance from villagers grateful for his/her help.

Societies try to curry favor with village chieftains, as it is the chieftains that decide what 'job' a society will have in a tribe. Chieftains choose which roles, such as village policemen, each society will take each month.

Chieftains DO NOT make war unless the war leader needs help. They do not decide marriages, join societies, or order their own warriors to punish someone in their own tribe. They cannot decide if a member of their own tribe is guilty of a crime, but can direct a society to do so. They are important to give the tribe direction and impetus, but rarely do they gain great personal power. Their position is high profile, however, making them the center of attention within a tribe.

Chieftains may not be on the council of elders as the council tends to concern themselves with the jungle as a whole, not individual tribes. Chieftains may not be a member of a society, as they should be seen as fair and impartial when dealing with a given society. They can, however, be a former member of a society. This is one of the few times a hero may leave a society and still keep all his special feats and abilities. The jungle spirits honor the commitment of the hero to his people, so do not sever their connection with the new chieftain.

Chieftains have great influence over everyone in their village. They lead by example and are its "#1 Citizen". As such, many tribal members will take on some of the aspects of their chief. If the chief is predatory and violent, his people tend to also become violent. If he is open to strangers, so shall the tribe welcome others.

How A PC Becomes A Tribal Chieftain - Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing. Interactives may also play a part.

MetaGaming Opportunities - 1) May attend interactives bestowing boons and favors to the worthy. 2) Will have direct input on all story-arch decisions concerning their tribe. 3) May research (introduce) new skills or feats.

Time Commitment - PC's who become Tribal Chieftains are classified "High Level - Retired" (HLR) and can only play HLR modules. The player will be given a boon for his new hero.

Tribal Shamans and Witch-Doctors communicate with the spirits and advise the chief, though they are subservient to him in nearly all things. They decide issues of marriage and, when tribal custom fails to cover such issues, inheritance. They also act as guidance counselors, teachers and healers. They aid tribe members in important personal decisions and are respected as important, educated leaders. Shamans and witch-doctors are keepers of the laws and will advise the chieftain on manners of its implementation and protocol. Finally, they speak for the spirits of the jungle and the tribes ancestral spirits, and are charged with keeping the tribe in accordance with custom and tradition.

Tribal shamans **MUST** be a member of the Spirit-Speaker Society. Witch-doctors **MUST** be a member of the Spell-Bringer Society. Tribal shamans and witch-doctors can serve on the council of elders.

How A PC Becomes A Tribal Shaman Or Witch-Doctor - Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing. Interactives may also play a part.

MetaGaming Opportunities - 1) May attend interactives bestowing boons and favors to the worthy. 2) Will have direct input on all story-arch decisions concerning their tribe. 3) May research (introduce) new spells or meta-magic feats.

Time Commitment - PC's who become Tribal Chieftains are classified "High Level - Retired" (HLR) and can only play HLR modules. The player will be given a boon for his new hero.

War Leaders are usually gifted and proven warriors that inspire, train, and direct the warriors of the tribe. They are like the Majors in an army that take their instruction from the Chief (the General) and then lead the warriors into battle while the Chieftain stays at the village. When away from the village and with warriors, they are the absolute authority over those warriors. They also have absolute responsibility. Failure in a raid or willful violation of their instructions from their chief can result in disgrace, dishonor, even banishment. Disobeying the chieftain is rarely a problem, however. Most War Leaders measure their courage, reputation, and honor by how well they succeed in the mission given to them.

War Leaders may be members of societies. They may not join the council of elders. They are usually fighters, but are not restricted to such. War Leaders will always own either one masterwork weapon and one masterwork armor or two masterwork weapons. The armor and weapons must have come from their tribe.

How A PC Becomes A War Leader - Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing. Interactives may also play a part.

MetaGaming Opportunities - 1) May attend interactives or play modules as a "famous" hero (+4 to all Charisma related skills).

Time Commitment - PC's who become War Chiefs are classified "High Level" regardless of their actual level. As a result, they are only free to adventure three months out of each year. War Chiefs become High Level - Retired at 12th level, the mandatory retirement level in the Living Jungle.

Tribal Elders are advisors from all classes who have demonstrated capability, wisdom, and spiritual enlightenment. They advise in all tribal manners. Though they have no official power, they hold influence with and have access to tribal leaders, tribal members, and the Council Of Elders. Tribal Elders take personal responsibility for the continued good wealth and health of their tribe, and have the authority, as a group, to remove a chieftain, shaman, or witch-doctor that proves incompetent.

Elders may be members of societies, but not the Council Of Elders. The Tribal Elders dedicate all their time and personal energy to their tribe. While some Tribal Elders have been known to amass a great deal of personal material wealth, stinginess and greed are not tolerated. Tribal Elders involve themselves deeply in the day-to-day affairs of the tribe. Villagers hold Tribal Elders in high regard for their knowledge and their obvious caring and compassion Tribal Elders hold for them. After all, an aged Tribal Elder is almost certainly to be at least distantly related to most everyone in the tribe. They are all his children.

Elders will always be outfitted with any normal weapon, armor, or equipment they need and is made by their tribe.

How A PC Becomes An Elder - Module-related opportunities to qualify, with the winner being chosen from the eligible heroes by random drawing. Interactives may also play a part.

MetaGaming Opportunities - 1) May attend interactives or play modules as a "famous" hero (+2 to all Charisma related skills, +4 in their own tribe).

Time Commitment - PC's who become Tribal Elders are classified "High Level - Retired" (HLR) and can only play HLR modules. The player will be given a boon for his new hero.

The Council Of Elders are supposed to have authority over those matters that affect all the good peoples of Malatra, though a number of tribes and chiefs resist what they view as "interference" from the council. Though the titles may make it seem that a member of the Council of Elders is of higher rank and greater prestige than a Tribal Elder, it is a matter of perspective. Most NPC's will view the Council member less favorably than a Tribal Elder for the simple fact that the Tribal Elders work and live with the village NPC's everyday. The Council Member is often seen as a distant villager who seems more concerned with personal power than with the concerns of the village he came from.

The Council has three things working in their favor when trying to get the cooperation of the various tribes. 1) They are acknowledged and respected as men of courage, wisdom, and secret knowledge. 2) They come from different tribes so have influence in many of them, and 3) They may belong to societies and so have influence in many of the societies.

Council Members gain +4 circumstance bonus to Wilderness Lore checks and a +2 bonus to Charisma based checks when dealing with tribes that recognize the Council of Elders as a legitimate authority.

Warriors Contest

1:30P – 2:30P

(More or Less)

– Betrothals

– Leadership Of Bagoomba's
Tribe

Boasting Contest

1:30P – 2:30P

(More or Less)

-Certed Prize Item

Weapon Smith

1:30P – 2:30P

(More or Less)

– Customized Weapons &
Armor

Leather, Beads, Painter

1:30P – 2:30P

(More or Less)

- Add to your weapons and armor.
- Make new items

Sculptor, Jeweler, Tattooer

1:30P – 2:30P

(More or Less)

– Add to your weapons and
armor.

– Make new items

Abu The Trader

1:30P – 2:30P

(More or Less)

– Just a little bit of everything

Garuda Riders

Hunters

Spirit Speakers
Spell Bringers

Pathfinder
Blue Hands

Trader Of Fetishes

A Gathering Of Heroes

The Living Jungle Interactive - Individual Assignments

DM's

Tom Prusa
Stephen H. Jay

The Interactive occurs in four stages: Registration, Part One (contests), Part Two (metagaming), and Finale'.

Jeffrey Hughes:

Registration: 1) Everyone attending the interactive must have a Gen Con name badge.
2) Only Guild-Level RPGA members may participate in the interactive. Fellowship level members may observe.
3) All Guild-Level attendees must register with their RPGA #.

Part One - Contests: 1) As Georgia, you will be giving out or trading cursed items. You will not be able to keep the items you get in trade, except as a general reward at the end going to all DM's. The on-site interactive guidebook, which, has already been emailed to you, should cover everything else. If not, email, call me, or talk to me at Gen Con.

Part Two - Metagaming: 1) You will be recruiting for the 'Bright Eyes', a society of scouts and explorers. You may act as Georgia, if you wish. It is likely that we will offer a Prestige class in AD&D 3e through this society. *All new members of societies should be reminded to sign-up for Jungle_Tales for future announcements on how these societies take shape and what future bonuses and advantages they will provide.*

Finale': 1) No assignment - play it as you see fit.

Roland Korn

Registration: No assignment

Part One - Contests: 1) You will represent several different artisans and craftsmen. Sculptor, Jeweler, and Tattooer come immediately to mind, but you must be ready to provide any mundane artist or craft service. PC's may bring you certified items started by other craftsmen and ask you to embellish them. You may take anything in trade for your services that promotes role-playing, including certified items, non-certified items that the PC might reasonably

have, stories, boasts, riddles, etc. You will not be able to keep the items you get in trade, except as a general reward at the end going to all DM's. Trading is from 1:30 to 2PM. *All certed items must be initialed by Steve Jay or Tom Prusa.*

Part Two - Metagaming: 1) You will be recruiting/creating a new society of yours and others choice. After Bengoukee's announcement about the creation of societies, you should take on a leadership role and promote discussion on creating a new society.

Finale': 1) No assignment - play it as you see fit.

David Krolnik

Registration: 1) You will be assigning name badges to all Guild-Level attendees.
2) Badges must show character name and race. Any other info is up to the attendee. Extra badges for additional information may be given out after the interactive starts.

Part One - Contests: 1) Warriors contest, as described in previous email. You may come up with your own, have the contestants come up with some, or choose from several I will bring to Gen Con. Contest is from 1:00 to 1:30PM.

Part Two - Metagaming: 1) You will be recruiting for the Garuda Riders, a society committed to blatant acts of bravery. I will provide stats on carnivore garudas. After explaining the premise of the society, you and a group of recruits will "cross the river" and find a group of conveniently located carnivores of various sizes. This is blatantly dangerous. While you should reward shrewd thinking and tactics, death for a PC should be a real possibility here - else the bravery isn't real. *All new members of societies should be reminded to sign-up for Jungle_Tales for future announcements on how these societies take shape and what future bonuses and advantages they will provide.*

Finale': 1) No assignment - play it as you see fit.

Aaron Rose

Registration: No assignment

Part One - Contests: 1) You will represent several different artisans and craftsmen. Leather worker, bead worker, and painter are the most obvious, but you must be ready to provide any related mundane artist or craft service. PC's may bring you certed items started by other craftsmen and ask you to embellish them. You may take anything in trade for your services that promotes role-

playing, including certified items, non-certified items that the PC might reasonably have, stories, boasts, riddles, etc. You will not be able to keep the items you get in trade, except as a general reward at the end going to all DM's. Trading is from 1:30 to 2PM. *All certified items must be initialed by Steve Jay or Tom Prusa.*

Part Two - Metagaming: 1) You will be recruiting/creating a new society of yours and others choice. After Bengoukee's announcement about the creation of societies, you should take on a leadership role and promote discussion on creating a new society. *All new members of societies should be reminded to sign-up for Jungle_Tales for future announcements on how these societies take shape and what future bonuses and advantages they will provide.*

Finale': 1) NPC bad guy. You will be Vasche, an Allumeseri witch-doctor. The Allumeseri are a secret society of witch-doctors and shaman that come from the secretive and mysterious cannibal tribe. As such, they have access to the forbidden sphere of necromancy.

2) Vasche is the head of the Allumeseri. He has always felt that the Allumeseri should be part of the council of elders and has resented Bengoukees refusal to allow him to teach others the dark arts. Vasche is lawful evil, very powerful (11th level) and ruthless.

3) Agents of Tiger approached Vasche for an alliance. Now, Vasche isn't stupid. He is perfectly aware that Tiger is a threat to all Malatrans, even himself. But if Bengoukee fails to give him the respect he feels is his due, Vasche is willing to take his chances with Tiger.

4) Vasche meet Georgia by accident east of Lake Kovo. After hearing her complain about the council of elders (about most authority, in fact), Vasche tricked her into 'discovering' a cache of cursed items. This is what Georgia has been handing out during the interactive.

5) Vasche's plans are this. First he will demonstrate his abilities to the gathering at large by planting all these cursed item (*"Can you not see the power of my death magic?"*). This is his argument that he deserves to be on the council of elders and that Malatra will need his type of magic.

6) After being rejected yet again by the council of elders, Vasche will say, *"You will regret your decision, old ones. Harm me, and all the curses will remain on your warriors until they are dead. Not even your council can remove so many curses quickly enough. Allow me to leave and I will release the curses - at least, all but the four that I have promised to the Tamara."*

7) Vasche will release all but 4 special items - items that will drain hit points from their owners each and every module and transfer that life energy to the Tamara. PC's will start each adventure down 1d8 hit points. These items cannot be removed by any known method and Vasche will not remove them under any circumstance.

8) Some heroes may wish to kill themselves instead of 'feeding' the Tamara, but Bengoukee will not hear of it. He has a use for these cursed warriors - and a way to strike at the heart of the enemy.

FINAL NOTE: You may change into your Vasche character whenever you see fit and try to subvert others - the Blue Hands are an obvious choice. Make sure you change your name tag to "Vasche" when you do. No one that knows Vasche will see him until the finale'.

Rydia Q. Vielehr

Registration: 1) You will be assigning name badges to all Guild-Level attendees.
2) Badges must show character name and race. Any other info is up to the attendee. Extra badges for additional information may be given out after the interactive starts.

Part One - Contests: 1) Boasting contest. I will be bringing some NPC boasts to help get people in the mood. Contest is from 1:00 to 1:30PM.

Part Two - Metagaming: 1) You will be recruiting for the Blue Hands, a society formed by individuals who question blind obedience to custom and ritual, and who would challenge long-held taboos. *All new members of societies should be reminded to sign-up for Jungle_Tales for future announcements on how these societies take shape and what future bonuses and advantages they will provide.*

Finale': 1) No assignment - play it as you see fit.

Malcolm Wood

Registration: 1) Everyone attending the interactive must have a Gen Con name badge.
2) Only Guild-Level RPGA members may participate in the interactive. Fellowship level members may observe.
3) All Guild-Level attendees must register with their RPGA #.

Part One - Contests: 1) Weapon Smith. As Flood, you will likely be the most active table. Several items available from Abu the Trader can be fashioned by you into weapons. Any weapon found in the Living Jungle can be made by you. Anyone with exotic materials, such as advanced ceramics, can make a weapon +1 damage with approval by Steve Jay or Tom Prusa. Strength bows can be made from gazelle sinew and ironwood bartered from Abu the Trader. Strength at time of construction must be noted on cert. Smithing is done from 1:00 to 1:30PM. *All certed items must be initialed by Steve Jay or Tom Prusa.*

Part Two - Metagaming:

1) You will be recruiting for the Spirit Speakers, a new society of shaman and witch-doctors. The purpose of the society is to share knowledge and help prevent fakirs and charlatans from misleading the good peoples of Malatra. All head shamans and witch-doctors of Malatran tribes must be approved by this society. It is likely that we will offer a Prestige class in AD&D 3e through this society. *All new members of societies should be reminded to sign-up for Jungle_Tales for future announcements on how these societies take shape and what future bonuses and advantages they will provide.*

Finale’:

1) No assignment - play it as you see fit.

Bengokee's lines

Registration

Welcome, Introduction, and Q&A.

Part One - Contests

“Today we celebrate a great victory, as well as mourn a great loss. For the first time, we have unified the good peoples of Malatra, made peace with those whom we share a common goal, taken the fight to our enemy, and, much to their surprise, defeated them on their terms. Make no mistake, this was a victory. The tamara's plan was to invade our land by the hundreds, bringing thousands of kretch and other servants even more terrible than they. Today, only 8 tamara walk our lands, and their servants no longer occupy the Jungle Of Lost Tribes. They have fled to lick their wounds and make their plans. Let them come: so long as we are vigilant and united in our purpose, we will be ready.”

“Yet we can never let down our guard. We must not drink of our victory lest we become drunk with over-confidence. The spirits hate the arrogant, for they are wicked in the spirits sight. Many of our companions fell in battle. They died a warriors death, and we shall honor them and mourn for them as is their due. Big Chief Bagoomba himself fell trying to aid the honored heroes who were closest to the tamara and their vile Blood Bridge. The spirit of Lion is still absent from our lands. And where the Tamara have fled to is, as yet, unknown to us.”

“But take heart. Remember our fallen and honor them. Today the warriors contest shall also be a contest for the leadership of Bagoomba's tribe. The jungles greatest traders and craftsmen are here to make for you most anything you desire. Later, we will discuss new ways to be strong and to meet the tamara with courage and strength. For now, feast, drink, and tell us your stories. Heroes of Malatra, we salute you!”

Part Two - Societies

“Heroes! These good tradesmen must return to their villages, and we have new tasks ahead of us.”

“As you know, unifying against the tamara was a very near thing. We waited until the very last moment to come together and meet them with all our strength. We cannot risk disunity in the future.”

“The council has decided to promote the formation of societies amongst the tribes of Malatra. These societies are groups of like-minded individuals from different tribes sharing information and comradery. Four societies have already been started and welcome your input: Garuda Riders, Blue Hands, Bright Eyes, and Spirit Speakers. The council would like to see you create two new societies this day. While it may be several more months before all the details are worked out, I encourage you to meet with the elders of the tribe that are here now and see what you can come up with.”

Sample Boasts

From “Warriors Of The Katimaya,” Makalra of Katiman boasted:

During the feast the heroes will be invited to boast of their feats of courage. If the players need some encouragement, a korobokuru by the name of Makalra, a known boaster of great renown, will offer a new boast he has been working on: *“As you know, long we were plagued by the earthquakes that damaged our homes and threatened our village. After many weeks of this I became angered, and decided to question the creatures of the earth. Long I searched the dark jungle alone, risking death at the hands of the leopard people. Finally I found a great hole in the ground and, lighting a stick from my fire, went into the ground. Long I traveled down and down. Finally I came to a great underground chamber and saw three giants grabbing the pillars of the earth and shaking them violently. I reached out and hit them on their toes, and ordered the giants never to shake the pillars or face my wrath. As you know, we have had no earthquakes for several moons now.”*

Chief Yrbom of Katiman boasted:

“Once, all leopards were striped. But I, the great Yrbom, stole into the great leopard spirits sacred place and stole his spots. Since that day, all the leopards have been black.”

Itzapam, great hunter of the Katiman:

“Itzapam may boast that he traveled to a place he calls the “Temple Of Laughing Idols”, stood before its terrifying gaze while his companions fainted from the sight. Before he left, Itzapam picked one of the rare, purple flowers, what he calls an idolflower, from the temple which was later used to cure a disease that had struck the village.”

Figurine Spell Fetish “Spell Unknown”

This odd-looking fetish was traded to the character

It appears to be monkey or baboon of some kind carved from stone. The spell will become known by the end of the interactive.

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

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A Gathering Of Heroes

MegaCon 2001 March 3, 2001

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Jungle_Tales@Hotmail.com

Bone And Amber Bead Necklace With Medallion

This odd-looking necklace was traded to the character

The medallion appears to be engraved with a fish of some kind. This item has a special significance that will become apparent by the end of the interactive. Heroes touching it will feel that it is special or different in some way, without being able to say how.

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

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Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Turquoise And Silver Necklace With Medallion

This odd-looking necklace was traded to the character

The medallion appears to be engraved with an ape of some kind. This item has a special significance that will become apparent by the end of the interactive. Heroes touching it will feel that it is special or different in some way, without being able to say how.

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Obsidian And Gold Necklace With Medallion

This odd-looking necklace was traded to the character

This medallion appears to be engraved with a garuda of some kind. This item has a special significance that will become apparent by the end of the interactive. Heroes touching it will feel that it is special or different in some way, without being able to say how.

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Jade And Silver Necklace With Medallion

This odd-looking necklace was traded to the character

This medallion appears to be engraved with a lion of some kind. This item has a special significance that will become apparent by the end of the interactive. Heroes touching it will feel that it is special or different in some way, without being able to say how.

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Congratulations
You Now Own A Cursed Item!

You do not yet realize this item is cursed.

This item will drain hit points from you at a rate of 2 point per hour (in real time). Maximum hit point loss during this interactive is 8.

After losing 2 point you may complain of pain. After losing 4 you may consult a shaman or witch-doctor who can confirm you are under a curse.

Living Jungle™ Treasure Certificate
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MegaCon 2001 March 3, 2001

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A Gathering Of Heroes

MegaCon 2001 March 3, 2001

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Jungle_Tales@Hotmail.com

Congratulations
You Now Own A Cursed Item!

You do not yet realize this item is cursed.

This item will drain strength points from you at a rate of 1 point per hour (in real time). Maximum strength point loss during this interactive is 4.

After losing 1 point you may complain of weakness. After losing 2 you may consult a shaman or witch-doctor who can confirm you are under a curse.

Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

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Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Cursed Item

**Turquoise And Silver Necklace
With Medallion**

This odd-looking necklace was traded to the character

The medallion is engraved with the image of a kretch, warrior ape of the tamara. At the beginning of each module the owner takes 2d4 hit points of damage. This represents life energy drained from the owner and given to the tamara. Created by the evil allumeseri witch-doctor Vasche, no one yet knows how to remove this curse and discard the item.

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

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Living Jungle™ Treasure Certificate ***A Gathering Of Heroes***

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Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Certs

Betrothal To
Manshka,
Nephew of Chieftess Kimichi

You have won the Warriors contest at *A Gathering Of Heroes* at MegaCon 2001. You are now one of the betrothed to the nephew of the huroola Chieftess and shaman Kimichi. It is now up to you to prove yourself worthy of his hand above all the other betrothed. If you are heroic enough and brave enough, you may become an important new member of the tribe at Gen Con 2001 - and able to help guide the tribe in the future.

You are entitled to food, shelter, or weapons, as well as an honored place at any feast, when you are in any Huroola tribe.

Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

Stephen H. Jay, DM
Jungle_Tales@Hotmail.com

Customized Weapon From The Tribe Of Big Chief Bagoomba

You have bartered for this customized weapon at *A Gathering Of Heroes* at MegaCon 2001. It has been made to your exact specifications.

Weapon Type: _____

Made Of: _____

Decorated With: _____

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.com

Great Tribal Headdress From The Tribe of Big Chief Bagoomba

You have won the Boasting contest at *A Gathering Of Heroes* at MegaCon 2001. This non-magical headdress is made to fit you perfectly. It is made of polished ebony, studded with amber and embossed with gold. Yellow and green parrot feathers adorn the top. Mink and ermine fur hang down the back.

Such is the splendor of this headdress that you gain a +1 to NPC reactions and a +1 when bartering with NPC's.

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

Stephen H. Jay, DM
Jungle_Tales@Hotmail.com

Betrothal To
Mirmirana,
Big Chief Bagoomba's Daughter

You have won the Warriors contest at *A Gathering Of Heroes* at MegaCon 2001. You are now one of the betrothed to the daughter of the heroically slain Big Chief Bagoomba. It is now up to you to prove yourself worthy of her hand above all the other betrothed. If you are heroic enough and brave enough, you may become the next chief of the tribe at Gen Con 2001 - and rename the tribe in your image.

You are entitled to food, shelter, or weapons, as well as an honored place at any feast, when you are in the Tribe of Big Chief Bagoomba.

Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

Stephen H. Jay, DM
Jungle_Tales@hotmail.com

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You are entitled to food, shelter, or weapons, as well as an honored place at any feast, when you are in the Tribe of Big Chief Bagoomba.

Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.com Stephen H. Jay, DM

Customized Weapon From The Tribe Of Big Chief Bagoomba

You have bartered for this customized weapon at *A Gathering Of Heroes* at MegaCon 2001. It has been made to your exact specifications.

Weapon Type: _____

Made Of: _____

Decorated With: _____

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.com

Stephen H. Jay, DM

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Jungle_Tales@Hotmail.com

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Made Of: _____

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Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.com

Stephen H. Jay, DM

Customized Item

From The Tribe Of Big Chief
Bagoomba

You have bartered for this customized item at *A Gathering Of Heroes* at
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Item Type: _____

Made Of: _____

Decorated With: _____

Living Jungle™ Treasure Certificate

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MegaCon 2001 March 3, 2001

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Decorated With: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@hotmail.com

Customized Weapon

From The Tribe Of Big Chief
Bagoomba

You have bartered for this customized weapon at *A Gathering Of Heroes* at Gen Con 2000. It has been made to your exact specifications.

Weapon Type: _____

Made Of: _____

Decorated With: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Customized Weapon
From The Tribe Of Big Chief
Bagoomba

You have bartered for this customized weapon at *A Gathering Of Heroes* at Gen Con 2000. It has been made to your exact specifications.

Weapon Type: _____

Made Of: _____

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Living Jungle™ Treasure Certificate
A Gathering Of Heroes

Gen Con 2000 August 12, 2000

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A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Living Jungle™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the Living Jungle event *A Gathering Of Heroes*.

Players Name : _____

DM's Name: _____ Initials: _____

This certificate may be exchanged for a +2 (+10%) bonus to any 1d20 or 1d100 roll during a Living Jungle tournament if exchanged before the roll of the die. Alternately, it may be exchanged for +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 die roll'

When this certificate has been exchanged the DM should tear this certificate in half or write "VOID" in ink across its face.

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.Com

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This document certifies that the character known as

Acted with bravery, daring, and selflessness in the Living Jungle event *A Gathering Of Heroes*.

Players Name : _____

DM's Name: _____ Initials: _____

This certificate may be exchanged for a +2 (+10%) bonus to any 1d20 or 1d100 roll during a Living Jungle tournament if exchanged before the roll of the die. Alternately, it may be exchanged for +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 die roll.

When this certificate has been exchanged the DM should tear this certificate in half or write "VOID" in ink across its face.

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.Com

Living Jungle™

Hero Point Certificate

This document certifies that the character known as

Acted with bravery, daring, and selflessness in the Living Jungle event *A Gathering Of Heroes*.

Players Name : _____

DM's Name: _____ Initials: _____

This certificate may be exchanged for a +2 (+10%) bonus to any 1d20 or 1d100 roll during a Living Jungle tournament if exchanged before the roll of the die. Alternately, it may be exchanged for +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 die roll'

When this certificate has been exchanged the DM should tear this certificate in half or write "VOID" in ink across its face.

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

Jungle_Tales@Hotmail.Com

Bolt Of Cotton Cloth

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough cloth to make three large tunics or two robes. This item can be dyed.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

50' Special Hemp Rope

Spooled, In Sack

You have bartered for this item from the hedgehog katanga, Abu. It was made by the great white saru, and is different than normal rope in two ways. First, it is a third less diameter than normal hemp rope, weighing only as much as a 35' rope. Second, it is wrapped around a carved, wooden spool in the bottom of a sack. This make the rope less cumbersome, being no harder to carry then a large, full waterskin.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Waterskin Of Whole Bean Coffee

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough coffee to make 12 cups.

Traded To: _____

0 0 0 0 0 0 0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Gourd Of Cocoa Powder

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough powder for six drinks. The powder still needs sugar and water to make 'chocolate', though you are free to improvise.

Traded

To: _____

0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Tobacco

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough tobacco for 12 uses of the pipe.

Traded

To: _____

0 0 0 0 0 0 0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Raw Brown Sugar

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is one rock of sugar (½ pound).

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

3" Rubber Ball
From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded

To: _____

Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Small Gourd Of Vanilla

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. It can be used as perfume, in rituals, or to mask your scent from predators. Six doses.

Traded

To: _____

0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pair Of Amber Earrings From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. The amber is bound in gold wire and has a large bee suspended in each.

Traded To: _____

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Jade

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a solid chunk of jade about 2 rocks heavy (one pound).

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Obsidian

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a solid chunk of obsidian about 2 rocks heavy (one pound).

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Turquoise

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a solid chunk of turquoise about 2 rocks heavy (one pound).

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Raw Brown Sugar

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is one rock of sugar (½ pound).

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Tobacco

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough tobacco for 12 uses of the pipe.

Traded

To: _____

0 0 0 0 0 0 0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

3" Rubber Ball
From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Small Gourd Of Vanilla

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. It can be used as perfume, in rituals, or to mask your scent from predators. Six doses.

Traded

To: _____

0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pair Of Amber Earrings From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. The amber is bound in gold wire and has a large bee suspended in each.

Traded To: _____

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Jade

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a solid chunk of jade about 2 rocks heavy (one pound).

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Obsidian

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a solid chunk of obsidian about 2 rocks heavy (one pound).

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Turquoise

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a solid chunk of turquoise about 2 rocks heavy (one pound).

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

Gen Con 2000 August 12, 2000

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Collection Of Inks

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough of each color for two uses. The inks are permanent and can be used for tattooing by someone skilled in that art.

Traded

To: _____

Red () () Blue () () Yellow () () Green () ()

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Collection Of Face Paints

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough of each color for two uses. The paints are washable.

Traded To: _____

Red ☐ ☐ Blue ☐ ☐ Yellow ☐ ☐ Green ☐ ☐

Black ☐ ☐ Brown ☐ ☐ White ☐ ☐

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Gold

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is one rock (½ pound) of solid gold

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Silver

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is one rock (½ pound) of solid gold

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Chunk Of Copper

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is one rock (½ pound) of solid copper

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Brass Nose Ring

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This item was made by the Oscray.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Bone Nose Spike

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Bone Nipple Rings

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Jerking Spices

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough spice to make 10 rocks (five pounds) of exceptionally fine jerky. +1 to cooking - jerky roll.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Rending Tools

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. These exceptionally fine tools include 12 different ceramic blades of different sizes and shapes. The collection is kept in a zebra skin roll. +1 to rending and tanning rolls.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Copper Pot

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This small (4 quart size) pot provides a non-magical +1 to cooking rolls. This is due to the even heating by the metal.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Mouth Harp

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Fine Collection Of Needles

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This is a collection of 12 finely crafted needles for sewing. The needles range in size from a tiny brass needle twice the diameter of a hair to a large obsidian needle the size of a nubari's thumb. +1 to sewing or leatherworking.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

**Delicate Bone Flute
Inlaid With Silver
From Abu The Trader**

You have bartered for this item from the hedgehog katanga, Abu.

Traded To: _____

Living Jungle™ Treasure Certificate
A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Giraffe-Skin Bongo Drums

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Ukelele

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Nettles

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. Can be used to brew a wineskin of nettle beer or a pouch of nettle soup.

Traded

To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pickling Spices

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. This gourd is full of pickling spices - black peppercorns, red chiles, mustard seed, cloves, allspice, coriander, ginger, and mace. There is enough spice to make two gallons of pickling solution.

Traded To: _____

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Cayenne Pepper

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough pepper for twelve HOT servings.

Traded

To: _____

0 0 0 0 0 0 0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Cola Nuts

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is four rocks (2 pounds) of cola nuts. If macerated somewhat like beer (crushed, brewed and removed before fermentation takes place), the result is a cola like drink without the carbonation. Brewing skill applies. 6 servings.

Traded

To: _____

0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Thousand Year Old Eggs

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. These are actually duck eggs preserved in lime, ash, and salt for 100 days. They are blue and green. They are rich and slightly fishy. Some consider them a delicacy.

Traded To: _____

0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Six Blood Oranges

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. These are small oranges whose fruit and juice is blood-red. Six each.

Traded To: _____

0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Cayenne Pepper

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is enough pepper for twelve HOT servings.

Traded

To: _____

0 0 0 0 0 0 0 0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Pouch Of Cola Nuts

From Abu The Trader

You have bartered for this item from the hedgehog katanga, Abu. There is four rocks (2 pounds) of cola nuts. If macerated somewhat like beer (crushed, brewed and removed before fermentation takes place), the result is a cola like drink without the carbonation. Brewing skill applies. 6 servings.

Traded To: _____

0 0 0 0 0 0

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Herbal Elixir Of Healing

Drinking this potent elixir will either *cure disease, neutralize poison, cure blindness or deafness, or heal 1d8+8* points of damage.

This elixir was made by Ffft, the Sage Of The Jungle.

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Herbal Elixir Of Healing

Drinking this potent elixir will either *cure disease, neutralize poison, cure blindness or deafness, or heal 1d8+8 points of damage.*

This elixir was made by Ffft, the Sage Of The Jungle.

Living Jungle™ Treasure Certificate

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_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

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Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

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Jungle_Tales@Hotmail.com

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Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

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Jungle_Tales@Hotmail.com

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Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

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Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

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This elixir was made by Ffft, the Sage Of The Jungle.

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Herbal Elixir Of Healing

Drinking this potent elixir will either *cure disease, neutralize poison, cure blindness or deafness, or heal 1d8+8* points of damage.

This elixir was made by Ffft, the Sage Of The Jungle.

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Protection From Arrows”

This fetish was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish “Web”

This fetish was traded to the character

Living Jungle™ Treasure Certificate *A Gathering Of Heroes*

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Locate Object”

This fetish was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Darkness”

This fetish , a lacerial creation, was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Blur”

This fetish was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Cat’s Grace”

This fetish was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Haste”

This fetish was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Witch-Doctor Spell Fetish

“Stinking Cloud”

This fetish was traded to the character

Living Jungle™ Treasure Certificate

A Gathering Of Heroes

MegaCon 2001 March 3, 2001

_____ Stephen H. Jay, DM

Jungle_Tales@Hotmail.com

Vasche (stats may have only been used at Megacon)

Vasche

Level 10 Nubari Allumeseri Witchdoctor

HP 60 AC 6 (2 with armor spell (20hp)

Thac0 17 (staff 1d6 +1)

str 12 +1 dmg

dex 18 +4

con 18 +4

wis 11

int 16

cha 8

Saves

Ppd 6

Rsw 7

Pp 3

Bw 10

Sp 8

Stoneskin 10 hp

Spells 4/4/4/4/3

1 Charm Person, Chill touch, Necrotic Missile (as magic missile but damage must be healed with magic), read magic, armor

2 blur, spectral hand, ghoul touch (save vs paralyzation or freeze for 1d6+2 rounds won't work on korobokuru or tam'hi), mirror image, ray of enfeeblement

3 haste, slow, hold undead, vampiric touch, protection from normal missiles.

4 cause serious wounds, fear, stoneskin (precast), minor globe of invulnerability

5 Sending, Force Shapechange (save vs spell or cause a shapeshifted character to change back (use on katanga), cloudkill,

Do not kill a hero outright, instead if they are hurt, move on to a different hero. Vasche's goal is to show his magic is the best, not to slaughter everyone.

If Vasche starts taking spell damage, he will use minor globe of invulnerability and try to attack the casters with melee. If he starts taking damage from weapons after his stoneskin is depleted, he will attempt to flee.

If he is defeated, Bengoukee will confiscate his items for safety. If he escapes, he will become an issue for a future storyline.