

Death From The Mists

A Mid-Level (4th-6th) Living Jungle Adventure

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

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in italics and a different typeface. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

See the attached sheet on Hero Points in the Living Jungle campaign.

DM Background

This adventure is meant as an introduction to a new Living Jungle Player Character race, the Lacerials. The Lacerials are dinosaur-like humanoids known only in the Living Jungle. Information on the Lacerials is provided in encounter six. For further information, see the attached Monstrous Compendium sheets.

In this adventure, the heroes discover that the Rudra tribe, a proud and somewhat insular tribe on the River Of Laughing Idols, has been raided by a never before seen species of humanoids, the Lacerials. These evil Lacerials, led by the evil

lacerial mage Blackflame, attacked the village, injured many of its inhabitants, poisoned the chieftain, and kidnaped the chieftains' daughter. The heroes must track the Lacerials into the dread Valley of Spirits, rescue the daughter, recover an antidote to the poison, and return before their three day deadline elapses.

The DM should tell the players that, before the introduction, they are not together as a party. Depending on the history and motivations of each character, a given hero might be on the river fishing, in the jungle hunting, or partaking in any number of activities. The specifics are not important; let the players decide why their characters are in the vicinity of the Rudra village at this time. They will get the opportunity to meet each other in encounter one.

Encounter One - Jungle Alarm

You are traveling in, on, or near the River of Laughing Idols near the village of Rudra. You each are on private business, perhaps just fishing or hunting, perhaps exploring. In any case, it was your intention of steering clear of Rudra. The Rudra are an aggressive and hostile people, extremely suspicious of strangers. They suspect all but the saru, whom they consider little threat to them.

Your days activities are shattered, however, when the sounds of drums fill the jungle. Listening carefully you realize that the drums are an alarm call, signaling danger and a plea for help to any who hear. Strangely enough, the drums are those of the Rudra.

Pause for player reaction. Characters may take any preparatory action they wish. When they have decided to go to Rudra, continue with the box text.

You approach the village of Rudra and see a sight of devastation. Rope bridges spanning the river are slashed. Dozens of fishing boats can be seen floating half-submerged or broken

into pieces in the river. A score of village huts stand broken and burning on their stilts over the river banks. Of the two watchtowers that overlook the village, one is a mass of roaring flames. The second looks shattered as if by a blow from some mighty fist, the still forms of Rudra warriors seen in its tree-top heights. Injured and dying villagers, some of whom are women clinging to infants and youths clinging to their spears, are everywhere. Here and there are the still, monstrous forms of creatures you have never seen before.

There is much here for true heroes of Malatra to do. Some opportunities are as follows:

- 1) Help The Injured - There are approximately 30 injured men, women, and children, all requiring first aid. Magical healing will not be needed to save them.
- 2) Save The Water Victims - Two young warriors are floating face-up but unconscious in the river. The water moves at a moderate rate here. A hero must act within five rounds or they will be carried down the river and forever lost.
- 3) Salvage River Boats - The river boats represent a fundamental tool to the Rudra's livelihood. Six boats are tied securely to the bank. About 20 have been destroyed or sunk. Three more are being carried away by the current (although they might be salvaged later).
- 4) Burning/Damaged Homes - Several of the stilted homes contain injured individuals who need help in getting back down to the ground for medical attention. Two of the burning homes are empty. One burning home has a village elder in a white toga trapped inside. He can be rescued with little danger to the hero, as the fire did not get a good start. If the heroes wait three rounds, however, the fire will spread. The awarding of a hero point is possible if the elder is saved after the fire has spread, for the fire at this time will be so hot that the hero will take 1d6 points of damage every round spent rescuing him. The hero must make a Dexterity check to enter the hut, a strength check to pick up the elder, then a

Dexterity check to leave. This will take at least two rounds.

- 5) The Watchtowers - The burning watchtower is totally engulfed in flames; there is no one left alive. The fire will extinguish itself when the tower and treetop it is built in is consumed (the rest of the jungle is too wet to catch fire).

The broken watchtower has four warriors still inside. Two are dead, the other two injured. Rescuing the two survivors will be a tricky matter. The watchtower is extremely unstable. Every round that there is movement by a hero climbing the tower the DM must roll percentile die. For every hero climbing there is a 20% chance the entire tower will collapse (i.e. two heroes means there is a 40% chance of collapse). There must be one roll for climbing up the tower and one roll for climbing down. If the tower collapses then everyone involved, including the unconscious warriors, will take 4d6 points of damage from the fall and from being struck by debris (this will kill one of the remaining survivors). The heroes may come up with ways of stabilizing the tower beforehand. A hero might be awarded a Hero Point if he immediately climbs the tower and successfully rescues the bleeding warriors. If the tower collapses and the hero takes significant damage in an attempt to protect an injured warrior, he might also receive a hero point.

- 6) Investigate The New Creatures - Four bodies of the raiding evil Lacerials can be found. All look like humanoids descended from dinosaurs. The villagers will refer to them as the "Garuda People" ("Garuda" is the Malatran word for "dinosaur"). All are Finheads, named because of a large bony fin that sweeps back from its head. They would stand about five feet tall. All have bright yellow, green, and orange scales and sharp claws and teeth. All have a black flame tattooed on their forearms. They have simple clothes made of hemp and leather (true leather has never before been seen in Malatra), also brightly colored. Their weapons consist of two stoneaxes and two bladeblack flails. Since no one in Malatra has seen a flail, describe each as follows: A strange

item coming in two parts, one a short, knobby wooden shaft and the other a hard, ball-shaped material. The two parts are connected by a strip of leather. Note: No hero may use this weapon until after the end of the module. It is so foreign to them that even if a Rudra villager confirms that it was used as a weapon, the hero must see it in action for himself and then train in its use.

If the heroes question the villagers what happened, they will convey the following: The village was attacked by 30 of the "Garuda-People." The attack was a total surprise, as the first warning came when the watchtower exploded in flame. One or more of the lacerials seemed to be a powerful witch doctor or shaman, as fire continued to rain down on the village and an invisible fist slammed into buildings and the defending warriors. The raiders appeared to be of three, maybe four different types, including one that flies. They kidnaped several women and children and fled back into the jungle.

Do not use the name "lacerials" to describe the creatures at this stage; that is a name they use for themselves and no one would have a chance to learn it yet.

Encounter Two - A Journey For Heroes

Things will have settled in the village by nightfall. The heroes will be thanked for their help, fed and given drink, then summoned to a meeting with the village shaman and chieftain.

You receive a summons to counsel and hurriedly move to a large campfire near the chieftains hut. There you see gathered all the warriors of the Rudra. You see that almost every one has some kind of injury. You also see warriors from other tribes, who answered the call for help just as you did.

The shaman, a thin, greying, and grizzled man, stands next to the Rudra chieftain. The chieftain is a huge, broad, heavily muscled man. An imposing figure, yet he leans heavily

on two younger warriors who stand at his side. Several elders in white togas stand nearby.

"I am Com'lak, shaman of the Rudra. This is great chief M't'lak. We thank those outsiders that answered our cry for help. It is difficult for the Rudra to ask strangers for aid, but also gratifying when the aid is so selflessly given."

"This day has seen a great evil unleashed upon all of Malatra. These creatures, these monsters, have come to inflict their evil upon all of us. They have kidnapped the flowers of our village....."

The shaman is interrupted as chief M't'lak speaks up, a slight quaver to his deep voice.

"They have taken my daughter, as well as the children and daughters of many houses. If you be the true warriors of Malatra, then you will follow me.....follow me....." The chief trembles from some sort of weakness or malady, and seems ready to faint. He manages to stay standing and save face, but shaman Com'lak speaks in his silence.

"Chief M't'lak has fallen ill under the effects of one of the monsters' poisoned weapons, a poison that I cannot cure. I fear that unless a cure is found, he will join his ancestors in three days."

Com'lak pauses briefly, then continues. "I know that many of you are anxious to avenge the Rudra, yet I have not told you the worst of it. I have divined where these dread monsters came from, and where they have taken the chiefs daughter. It is none other than into the Valley of Spirits!"

Nervous rumors and gasps of surprise pass through the gathered warriors. Com'lak's quite voice silences everyone when he asks' "Who will travel to the Valley of Spirits?"

This is a chance for the heroes to introduce themselves, as they should now be heroically volunteering to break taboo and plunge headlong into the unknown and mysterious Valley of Spirits after monstrous creatures of great destructive power. It's the stuff heroes are made of. The shaman Com'lak will also add that, as a shaman, he can raise the taboo from the valley. He will only do this until the next full moon, which is three days. That is all the longer that

chief M'tlak can resist the poison. Three days for the heroes to track the lacerials, rescue the villagers (especially the chiefs' daughter Lan'i'el), recover the antidote, and return.

There is an important point here that might occur to one or more players. Indeed, it should, at the very least, be pointed out to them at the end of the module. The point is this: Even though Com'lak claims he can lift the taboo on the Valley of Spirits, other tribes may not recognize Com'laks "authority." Any hero who goes there might have to be careful who he tells about it.

Encounter Three - Tracking The Monsters

The heroes may go to the Valley one of two ways. They can borrow boats from the Rudra and travel down the river, or they can follow the river bank. Either way, the heroes will pass the Laughing Idols (great stone carvings set on the bank and in the river by unknown ancestors. The water passing through their hollow heads and out of their mouths, ears, and eyes create a laughing, bubbling sound). They will then have one of the two combat encounters listed below.

Encounter Three A - Giant Spider

This encounter occurs if the heroes travel by land. It takes place very close to the Valley of Spirits, which is several days' journey from the Rudra village.

This giant spider will ambush the heroes (surprise roll). It has no web as it is new to the area. It is large even for one of its kind, but the heroes will not be able to determine if it is natural, placed here as a guard by the lacerials, or just a product of being so close to the "Dread Valley of Spirits".

Giant Spider (1): AL N; AC 4; MV 3; HD 4+4; hp 36; THAC0 17; #AT 1; Dmg 1d8; SA Poison (type B - 20/1-3); SD nil; MR nil; SZ L (12' dia); ML 11.

Encounter Three B - Giant Crocodile

If the heroes travel by water, they meet this creature. This giant crocodile will also attempt to surprise the heroes (-2 to surprise). As with the spider, the reason for its huge size will be a matter of conjecture.

Giant Crocodile (1): AL N; AC 4; MV 6, sw 12; HD 7; hp 56; THAC0 13; #AT 2; Dmg 3-18/2-20; SA nil; SD nil; MR nil; SZ H (30' long); ML 10.

Encounter Four - Into The Valley of Spirits

If the heroes are traveling in boats then they must pull to shore long before reaching the waterfall. The waters get very swift and rough about one mile before its plunge into the Valley. When they reach the cliffs edge over-looking the valley, read the following:

The river spills over the edge of the Valley of Spirits in a thunderous roar and whoosh of spray. The spray seems to expand into the white mist that covers the entire valley and shrouds its depths in mystery. The severe cliff edges of the canyon also stretch out into the mists on both sides of you. Blood-chilling screams and gurgling, throaty growls rise from the obscure depths. Nearby are several totems warning in the strongest possible terms that this valley is taboo.

The trail left by the raiders runs right to the edge of the cliffs about 100 yards from the waterfall. Large vines grow out over the edge and disappear into the mists below. It is apparent that the raiders descended the cliffs by climbing the vines.

The heroes must descend using the vines or by finding some other means. As long as they are careful, the climb should provide little problem to them. The vines will go down about 100 feet before ending at a 5' wide ledge that runs toward the waterfall.

The DM may have heroes with the power of flight. If you have such a hero, use the following strategies to keep him/her on the ground:

1. The mist severely limits visibility. Explain to the hero that, without knowing how far down the ground is, flying blind in the mist is tricky at best and dangerous at worst.
2. The bloodcurdling sounds obviously come from somewhere within the valley. If a hero insists on flying down to the valley floor have him/her see vast mist-enshrouded jungle, a scattering of half-hidden ruins in white and grey stone, and huge numbers of garuda. Give the hero no more than a few moments to take it all in, then have a flying garuda attack and chase the hero all the way back to the party. The garuda will then retreat, having tired itself on the steep climb.

On the ledge, visibility from the mist is limited to about 30'. Everything is slick with water vapor. The howls from below continue to be heard.

The ledge continues toward the waterfall for 50 yards, then stops abruptly where the ledge has fallen away. Two wooden posts have been set upright into the ledge. They are used to tie one end of a rope bridge to. Dimly in the distance (30'), the far ledge can be seen. It also has two upright wooden posts, with the rolled-up rope bridge tied to them. One of the heroes must climb the vines growing along the cliff wall and retrieve the bridge (one climbing roll there and back). Once it has been securely fastened to the near side, the others may safely cross. A fall from this height will almost certainly be fatal, as there is still another 200 feet to the Valley floor.

The rope bridge has been trapped. The rolled-up bridge has a trip-wire attached to it. Anyone who tries to use the rope bridge without removing the trip-wire will start an avalanche. A thief's successful Find Traps check or a *find traps* spell will allow the character to find it. Disarming it requires a successful Remove Traps roll. If not disarmed, the resulting avalanche will cause 2d6 points of damage and require a Dexterity check to keep from falling off the ledge. If the Dexterity is failed, the hero may

make a Strength check as a last desperate lunge at a handhold. Failure on the Strength check means the hero has fallen and, unless precautions have been taken, takes 20d6 points of damage upon landing.

Once on the other side, the heroes may continue along the ledge to where it ends at the water fall. The ledge seems to stop abruptly, but there is a hidden entrance to a cave. Careful searching—a successful Tracking or Find Secret Doors check—will reveals the entrance.

You enter a rough hewn, dark, and dank cave that echoes and shakes with the roar of the nearby waterfall. Every rock surface is covered with moisture and slick algae, making for unsure footing. The size of the cave varies greatly as you travel, from wide chambers with vaulted rooves to passages not much larger than a large man. The marks of recent travelers are everywhere, from four-toed and clawed footprints left in sediment to the fresh scraping of wall slime.

The passage is a long and winding one, running downwards and upwards intermittently, as well as deeper into the cliffs. You pass countless side passages as you follow the raiders trail.

If the heroes want to check the side passages, they can get lost or meet back with the main passage at your discretion, so long as the mood is preserved.

After two hours journey in the dank darkness, you realize something. The roar of the waterfall is distant and muted by the intervening rock, and you have since left the blood-curdling cries behind. But the guttural groaning, moaning sounds are still audible. In fact, they are louder than ever, and appear to emanate from the passages ahead.

The passages ahead are inhabited by Malatran Bullywugs, a cousin to the more usual Bullywug. The Malatran Bullywug is even less intelligent than the more usual variety, never uses armor or weapons, and only uses very simple tools in a clumsy manner. They are neutral and

generally non-aggressive, but very protective of their young. They feed off of the slime and molds on the cave walls, but also consider well-decomposed carrion a great treat. They will often graze on the sludge at the bottoms of cave pools.

The Malatran Bullywugs are responsible for the low-pitched guttural groaning sound that the heroes have been hearing, and indeed the sound will get much louder before the heroes actually see them. The bullywugs have developed a primitive, and somewhat inefficient, radar echo system. By emitting these low tones (which are easily distorted), the bullywugs can find their way around the caves and to each other. Pinpointing small objects or even medium-sized objects very far away is beyond the bullywugs capability - after all, they're not trying to find flying insects like bats do. They just want to know where the next cave entrance is.

The low tones do have one distinct advantage in these caves. Whenever the bullywugs become alarmed or excited, the volume of the groaning becomes much louder and is picked up by other Malatran bullywugs. Soon an entire group of bullywugs may be bellowing and burping and groaning so that the entire cavern vibrates with their calls of alarm. This has three effects on any creature with an inner ear structure like a humans.

1. The low tones cause a feeling of nausea and dizziness. This nausea makes all spellcasting impossible and attack rolls are made at a -1. There is no saving throw for this effect.
2. After three rounds of being subjected to the sounds the hearer may become disoriented. This requires a save vs paralyzation. Failure means the hearer stands or sits in confusion, unable to move or function in any way.
3. Third, after five rounds of being subjected to the cacophony, the hearer's inner ear becomes damaged. One point of damage will be inflicted every round the hearer remains, reducing his/her hearing by 20%. After 5 rounds the hearer has taken 5 points of damage and become totally deaf, his inner ear destroyed (except for functions of balance). He can then leave the bullywugs vicinity, but the damage has been done. While the five hit points can be healed by any

normal means, the hearing loss can only be cured by a *heal* spell, a spell not currently available in the Living Jungle.

Malatran Bullywug (20, half are young): Int Low; AL N; AC 6; MV 3, sw 15; HD 1 (1-2); hp 4 (2); THACO 20; #AT 3 (0 for young); Dmg 1-2/1-2/2-5; SA Croak; SD nil; MR nil; SZ S; ML 9.

The Malatran Bullywug is totally blind, so light does not affect it. The heroes will have to walk through the bullywugs to pass, which will cause the croaking to increase sharply. If the heroes do not linger or provoke the bullywugs, they will not use their sound attack.

The Maltran bullywug looks less humanoid than their cousins, preferring to stay crouched down on all fours except when they are feeding high up on the walls of the caves. They may be mistaken for giant frogs until they do this.

The caverns continue downwards to the valley floor. The entire trip takes five hours.

Encounter Five - Garuda: Everywhere!

You leave the dark, dank caves with a sense of relief. The sunlight, diffuse as it is from the surrounding mists, is blinding. It takes several moments for your eyes to adjust.

You have emerged on the valley floor far from the base of the waterfall. The jungle here is a thick and verdant as that of your home, but the mists limit your view to a the distance a Nubari can throw a spear.

Suddenly a blood-curdling cry sounds from the direction of the waterfall. It is exactly like that which is so often heard from the top of the waterfall, only much closer.

The heroes start 100 yards from the waterfall. The sound is that of three brontosaurus watering themselves near the base of the waterfall. The heroes will hear many similar cries during their adventure in the valley. The heroes

cannot track the raiders from here; their trail is covered too well.

Several events will occur during this encounter. The DM must judge when they occur and how best to move the heroes along. The last event must occur before the heroes can move on to the next encounter.

Event #1: Garuda

The jungle here is heavily, heavily populated with garuda. The DM should make this clear and present them as a constant menace. The heroes can encounter garuda from the water, land, and air. The ruins are heavily populated with some of the smaller varieties. Small herbivores (and mammals) hiding and small but cunning carnivores hunting.

The garuda come in two basic varieties, plant-eaters and flesh-eaters. The DM is free to describe any kind of dinosaur he wishes and may vary their temperament and activities accordingly. The plant-eaters are generally very large (brontosaurus, stegosaurus), although some are the size of a man. They will generally be unaggressive and will ignore the heroes so long as they pose no threat (indeed, the larger plant-eaters may not even notice the heroes). Plant-eaters that are guarding young or watching over nests will probably be the most aggressive.

The flesh-eaters are almost always aggressive, and some could be fairly intelligent as well. The large ones (Tyrannosaurs) will hunt and kill at virtually every opportunity, as it takes so much food to fuel their bodies. Some flesh-eaters (Deinonychus) hunt in packs of 1-6. The smaller ones (Velociraptor) might be extremely cunning as well, but will also be trying to avoid the larger flesh-eaters. All have an exceptionally keen sense of smell.

Do not use the real names of the various garuda. Describe them to the characters and then use whatever names they give for the various kinds. The people of Malatra do not have a scientific scheme for naming dinosaurs, so you should not break the mood by using one.

The DM should tailor this event and the garuda to fit the party. Indeed, the DM is encouraged to create his/her own 'mini-

encounter.' If the party seems intent on confronting a garuda or curious about their habits, allow them to see several. DO NOT allow the heroes to take the garuda lightly. If they try to provoke the garuda, give them a good fight with a large flesh-eater or with several smaller ones. Better yet, catch them in a stampede of large plant-eaters. The stampede could be caused by an attacking predator. Don't kill them in the stampede (unless they do something REALLY stupid), but make it clear to them that humans are really tiny, little creatures in a world of mountain-sized thunder lizards. Make sure the heroes know exactly how vulnerable they are here. Otherwise, the impetus to leave in encounter eight will be lost.

Generic Stats - Plant Eaters

Ankylosaurus: NA 2-5; Int Animal; AL N; AC 0; MV 6; HD 9; hp 45; THAC0 11; #AT 1; Dmg 3-18; SA nil SD nil; MR nil; SZ H (15' Long); ML 9.

Diplodocus: NA 1-6; Int Animal; AL N; AC 6; MV 6; HD 24; hp 130; THAC0 5; #AT 1; Dmg 3-18; SA nil SD nil; MR nil; SZ G (80' Long); ML 10.

Triceratops: NA 2-8; Int Animal; AL N; AC 2/6; MV 9; HD 16; hp 80; THAC0 5; #AT 3; Dmg 1-8/1-12/5-40; SA Trample; SD nil; MR nil; SZ H (24+' Long); ML 12.

Generic Stats - Flesh Eaters

Deinonychus: NA 1-6; Int Animal; AL N; AC 4; MV 21; HD 4+1; hp 20; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA Rake; SD nil; MR nil; SZ L (12' Long); ML 13.

Tyrannosaurs: NA 1-2; Int Animal; AL N; AC 5; MV 15; HD 18; hp 90; THAC0 5; #AT 3; Dmg 1-6/1-6/1-10; SA nil SD nil; MR nil; SZ G (50' Long); ML 13.

Event #2: Ruins

The Valley is littered with the ruins of some ancient, humanoid race. Well-traveled heroes might recognize similarities between many of the

ruins here and some of the ruins of the ancients from Malatra. While the jungle has claimed most of this land, the ruins are quite extensive even where not obvious. Portions of obscure structures still dot the landscape, as well as obscure obelisks and strange, weather-worn statues. Even a stop at a watering hole could reveal a moss-covered stairway leading up a hill or some vague hieroglyphics on a stone. Again, tailor the event to the party. If they seem inclined to explore, take them through some badly degraded structures - and right into a hunting garuda.

Event #3: The Lacerials

At some point the heroes will hear the sounds of fighting and discover one band of Lacerials fighting another. A single round of observation will reveal that ten of the Lacerials will have the black flame tattoo on their forearms. The six Lacerials that they are fighting do not have this tattoo. (They will later be known as 'Whitehearts').

If the heroes do not interfere the tattooed Lacerials will slay or capture the non-tattooed ones, then attack the heroes as well. Every combat round that the heroes do not act will see one tattooed and two non-tattooed Lacerials fall, so that by the end of three rounds the ones with the black flame tattoos will have won. They will then attack the heroes.

Blackflame Finheads (9), F3: Int Average; AL LN; AC 5 (natural); MV 12; hp 15; THACO 18; #AT 1; Dmg 1-8 (stone axe); SA nil; SD nil; MR nil; SZ M (5 1/2 feet); ML 12.

Blackflame Finhead Leader, F4: Int High; AL LN (evil tendencies); AC 5 (natural); MV 12; hp 20; THACO 17; #AT 1; Dmg 1-8 (stone axe); SA nil; SD nil; MR nil; SZ M (5 3/4 feet); ML 12.

Whiteheart Finheads (5), F3: Int Average; AL NG; AC 5 (natural); MV 12; hp 15; THACO 18; #AT 1; Dmg 1-8 (stone axe); SA nil; SD nil; MR nil; SZ M (5 1/2 feet); ML 14.

Whiteheart Finhead Cleric, P4: Int Very; AL NG; AC 8 (leather armor); MV 12; hp 15; THACO 18; #AT 1; Dmg 1-4 (Stone Knife); SA nil; SD nil; MR nil; SZ M (5 1/2 feet); ML 14.

Spells - *cure light wounds x3, barkskin, trip.*

Ideally, the heroes should come to the aid of the Whitehearts. This should result in the slaying or capture of the Blackflames. The heroes will probably be unable to communicate with any of the lacerials (casting *tongues* is probably the only way). In any case, the Blackflames will refuse to take the heroes to where the Rudra prisoners are kept. The Whitehearts, on the other hand, will beckon the heroes to follow them.

The surviving garuda-people beckon you to follow them. They seem most urgent, though they make no noise except for an occasional high-pitched wheezing sound. They do not take the possessions of their fallen adversaries except for one item. From the body of the leader one of them retrieves a small, wooden statue on a leather thong. The statue seems to glow faintly, but it could be a trick of the light. Not waiting to see if you follow, they then move swiftly and silently into the jungle.

Encounter Six - Whiteheart

The garuda-people travel through the jungle for several hours. It has been a silent journey, but an educational one, for you have learned three things.

First, it is clear these strange people do communicate with each other, although you never hear them talk. Several times they have paused in the journey, faced each other as if in conversation, then moved on. Certain of you have also noticed that their scent changes constantly, especially when they appear to be conversing.

Second, the wooden carving does indeed appear to hold some magic. Twice giant, flesh-eating garuda approached. Both times one of

the garuda-people held the carving aloft. The flesh-eaters quickly lost interest and moved away.

The third curious thing happened just after nightfall. Although the ever-present mists completely obscured the stars, the moon cast a hazy, obscure light. Your hosts found a break in the canopy of jungle, faced the moon, then lowered to one knee and bowed their heads. They stayed this way for a few minutes, then continued the journey.

Note - If one of the heroes has *tongues* or *'comprehend languages*, the DM will have to modify the above text.

The lacerials do, indeed, have a language, but it is a combination of high-pitched sounds mostly above the human hearing range and a range of scents that they can generate. Lacerials are incapable of speaking common. During the journey the lacerials discussed the best way to return home from their scouting mission without being detected by Blackflame fighters. The bowing of heads to the moon was made without comments to each other, as was the use of the magical wooden carving. More information on these appears below.

Soon after dark the heroes will arrive at the lacerials' temporary camp. There are no cooking fires: most of the lacerials eat plants, anyway. Also, they are hiding from the Blackflames. Although the lacerials have infravision, there are a few torches and stone fire-buckets for when light or fire is needed.

You enter the garuda-people's camp a few hours after dark. There are no fires, but they do not seem to need them. The structures are simple - lean-tos and hide tents carefully hidden among the foliage. Your arrival stirs great interest and you see that there are at least four types of garuda-people.

The first kind, your escorts, have the bony fin on the top of their heads. Another kind has a row of bony-blades down their backs. A third is some sort of short featherless, bird-like creature. The last is a very large creature with three horns, a pronounced beak-like lip, and a

huge bony crest behind the head. It is to one of this last kind of creature you are being led.

The four-kinds of Lacerials are:

Finheads - Alert, bright, active, curious. See things in black and white. Impulsive. Adventurous.

Bladebacks - Very social, enjoy company. Trusting. Slow to anger. Have long memories, so act as record-keepers.

Flyers - Nervous and skittish. Graceful in the air, clumsy on the ground. Nosy. Love to gossip.

Hornheads - Careful planners and rational thinkers. Very large and strong.

The heroes are being led to the hornhead named Whiteheart. Whiteheart will be told that the heroes appeared during a battle with the Blackflames and aided in their defeat (if true). Whiteheart will then take an ornate, bowl-shaped earring from out of a pouch and offer it to one of the heroes. About the half the size of a closed fist, Whiteheart will motion the hero to put it over his ear.

The device is a magical translator that Whiteheart has created. Whiteheart will attach another one to his own ear. This will allow Whiteheart to converse with the hero but no one else, lacerial or human, will be able to understand both sides of the conversation. Unless the hero intends to withhold information from the rest of the party, the DM can relate/paraphrase to everyone the following.

Don't give out all this information without the heroes doing some work. This encounter will work better as an interaction than if you read the whole text to the players.

"I am Whiteheart and these are my people, the Lacerials. Many years ago we were kidnapped from our homes and enslaved by an evil god for his own dark purposes. I am a powerful mage. With the help of another powerful mage, Blackflame, we were able to take some of our people and escape the evil gods clutches. It was our plan to return to our

homes, but there was a flaw in the magics we cast. Somehow we ended up here, in this land of jungle and perpetual mists.

"Blackflame and I tried to correct the flaw in our spell and return us to our home.

Without the magical resources to conduct research, we eventually gave up and admitted our failure. Our return home would have to be by another way. Blackflame began to explore the ruins that are scattered throughout the jungle. He eventually uncovered an ancient temple whose vaults were still intact. In one of these vaults Blackflame discovered an ancient creature of great power. The creature was injured and weak from its long imprisonment, but promised to give Blackflame the knowledge with which to return us home if Blackflame helped it recover. He immediately agreed and asked me to help.

"When I saw the creature I was reviled at its loathsome sight. It was hideous, a desiccated corpse wearing the rotted regalia of some long-dead king. I sensed its evil and fled the vault. Blackflame, who had become enthralled to it, remained.

"Now most of my people serve Blackflame, as he holds out the hope of returning home. Only the two score of us remain, while Blackflame's camp numbers nearly one hundred. He has been sacrificing to this creature. At first he sacrificed animals, then he sacrificed lacerials that spoke out against him. This stirred great discontent among his camp, so he recently sent a raiding party into the plateau above. That is why your people were taken.

"Your people are still alive and held within the old temple ruins. They are to be given to the temple creature tomorrow night. Only Blackflame and a handful of loyal followers guard them, for Blackflame does not trust many of his own people. They follow him because he promises to send them home, but they are disturbed by what Blackflame does and by the monstrosity he has allied himself with. I do not think they will follow him much longer.

"The antidote to the poison afflicting your leader can be made from the Dolta flower. It is a rare purple flower with a red heart and hard,

bark-like stem. You can find several of these flowers near the old temple ruins.

"Avoid the creature in the vaults at all costs. I have sensed great power and evil there."

Whiteheart will provide the heroes with a scout to the temple. He suggests the heroes rest and leave in the morning. The temple is five hours away. He will not accompany the heroes, nor send them fighters to help. His followers numbers are too few to risk approaching Blackflame's main camp.

The Carved Statue - One of the 'gifts' from the creature in the vault, the carved statue causes an 'aversion' effect on all unintelligent garuda. Whiteheart will admit that they have been a great help in evading the hungry "Thunder Lizards." "The beasts killed and injured many of my people before Blackflame learned how to make them. Without them, life in this valley would be impossible". Whiteheart's camp has six such carvings. The heroes may refer to this carving as a "Garuda Charm".

Bowing To The Moon - "We cannot see the stars here but for the mists, so we bow to the risen moon in silent memory of our lost home."

Conversing With Other Lacerials - All will echo Whiteheart's sentiments. The basic personalities of all four types are listed above. Whiteheart's lacerials have alignments that range from Lawful Good to True Neutral. They generally have a naturalist's view of life, in that one should only take from the jungle what one needs. Many of the lacerials are dour and depressed, as they miss their homes and relatives.

Whiteheart, lacerial (hornhead) male W18: Int Genius; AL NG; AC4 (natural); MV 12; hp 45; THAC0 15; #AT 1; Dmg by spell; SA spells; SD nil; MR nil; Str 17, Dex 14, Con 16, Int 18, Wis 18, Cha 17SZ M (6'); ML 18.

Spells: 1st level—*burning hands, color spray, magic missile* x3; 2nd level—*blur, detect evil, esp, invisibility, mirror image*; 3rd level—*blink, dispel magic, fireball, lightning bolt,*

suggestion; 4th level—confusion, fear, fire shield, hallucinatory terrain, stoneskin; 5th level—avoidance, cloudkill, fabricate, hold monster, summon shadow; 6th level—chain lightning, death spell, move earth, true seeing; 7th level—forcecage, mass invisibility, power word stun; 8th - demand, symbol; 9th - imprisonment

Encounter Seven - Temple Ruins

Whiteheart assigns you a bladeback scout who unerringly leads you to the temple ruins he spoke of. Made of weather-worn white stone, most of the temple has crumbled away. Part of a large room with a huge altar at one end still stands, although all ornamentation or design has been smoothed away by time. The room is open to the elements and you can clearly see the interior. The entrance to the vaults, the bladeback tells you, is hidden on the other side of the altar.

In the room you see five Bladeback guards, an unarmed finhead, and 12 human men and women. Among these is chief M't'lak's daughter. The humans are bound, gagged, and held in a primitive wood cage. On the altar in an ornate bowl of some hard, shiny material is a collection of the flowers Whiteheart said could be used as an antidote to chief M't'lak's poison.

Through the magical device your guide tells you, "I do not see Blackflame, but he is almost certainly nearby. Also, his camp is quite close. Act quietly and quickly, lest you rouse them or the creature in the pit."

Bladeback Guards (4), F3: Int Average; AL LN; AC 4 (natural); MV 12; hp 23; THAC0 18; #AT 1; Dmg 1-8 (stone axe); SA nil; SD nil; MR nil; SZ M (5 1/2 feet); ML 14.

Bladeback Captain (1), F4: Int Very; AL LN; AC 4 (natural); MV 12; hp 28; THAC0 17; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; MR nil; SZ M (5 1/2 feet); ML 14.

Finhead Cleric (1), P4: Int Very; AL LN; AC 4 (natural); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1-4 (stone dagger); SA spells; SD nil; MR nil; SZ M (5 1/2 feet); ML 14.

Spells: 1st level—cure light wounds, entangle, light; 2nd level—silence 15' radius, warp wood.

The prisoners' cage is made of bound-together branches and sits on the crumbled foundation of the temple ruins. It is flush against a corner of the building made by two adjoining roofless walls. The guards are 30' away. The heroes' best bet is to sneak up on the back side of the walls and tunnel through to the cage. This will give them the most cover, while the noises of nearby jungle life will mask any normal sound of digging.

The flowers are a bit trickier. A hero must make successful Hide In Shadows and Move Silently rolls to retrieve the flowers undetected. The guards are a mere 20' from the flowers.

If the heroes are discovered the guards will attack. If the heroes are successful in releasing the prisoners and stealing the flowers then a lacerial guard will spot them as they leave. Combat will inevitably ensue.

At some point Blackflame will show up for a confrontation, but the timing of this is up to the DM. If the heroes are winning, he will arrive with more guards. If they are losing, he will arrive right after the heroes are captured.

Once Blackflame shows up, Whiteheart will also appear. Even though he told the heroes that he could not risk a confrontation with his enemy, Whiteheart reconsidered. He decided that things had gone on for too long and the lives of too many lacerials were at risk for him to hesitate any longer.

Blackflame raises his hands and says through the translator "Your efforts to rescue your people will fail. I will sacrifice you all to the thing in the vaults." Blackflame begins to cast his spell.

Suddenly a succession of nine bright, white bolts streak from the nearby jungle, striking Blackflame and sending him staggering back.

Whiteheart emerges with his two score of followers and says, "The time has come for us to settle our differences, Blackflame. First you threaten your own people, then you spread your evil desires to those who live near us. It is time to make an end."

Blackflame straightens himself up and says, "Yes. Just us. Let us decide it."

Whiteheart turns to you. "This is not your fight. Take your people and go."

Blackflame has identical stats to Whiteheart. He is also a hornhead.

Whiteheart hands you one of the wooden carvings. "This will keep the thunder lizards from your path. If I live, I will meet you at the waterfall at dawn. If I fail, this valley will not be safe for any good creature."

The evil creature in the vault will not make an appearance. If a hero insists on sneaking past the guards and into the vault, he/she will begin to feel *"an evil so strong that you feel it in your very soul. It beats upon your mind and makes you dizzy with weakness."* To continue will require a saving throw vs fear every round. If the hero still persists, he will enter the chamber where the evil thing is and die immediately (power word kill, no save, which is why you should discourage the hero in the strongest possible terms from venturing in here).

The heroes should now take the prisoners, the flowers, and perhaps the long sword the bladeback captain carried, and flee. They cannot defeat Blackflame alone, and the other lacerials will not allow them to interfere. This is a fight between their leaders for the fate of them all.

Encounter Eight - To Flee The Valley

You flee into the night, heading back to the waterfall and the jungles of Malatra. The wooden carving that Whiteheart gave you is invaluable, keeping the garuda away your

entire trip. Soon after reaching the waterfall, however, the glow of the carving fades and disappears. It becomes a lifeless piece of wood.

Find out whether the heroes wait for Whiteheart or just leave the Valley of Spirits now. If they leave now, then skip to the conclusion. Otherwise continue.

Several hours pass. Then, just after dawn, you see movement in the jungle. Several score of lacerials are heading toward you, some of them obviously very young. All are carrying bundles and supplies. They are moving quickly and fearfully. Somewhere behind them, you hear the blood-curdling scream of several large flesh-eating garuda.

The lacerials, about 80 adults and children, are being hunted by two thunder lizards. These lacerials are the survivors of both Whiteheart's and Blackflame's followers. The rest either chose to stay in the valley or died when the carvings' magic failed and the garuda began to attack. One of the hornheads, a mage called Trueblood, will tell the heroes that Whiteheart won the combat. Before Blackflame died, however, he said, *"Fools! Without me the thing in the vault will break free of its prison, and none of you can stand against it."*

As the vaults of the old temple began to vibrate and shake, Whiteheart told all of the lacerials. *"Flee! I will hold the creature here for as long as I can, but you must gather your belongings and go! The valley is no longer safe. With Blackflame's death the magic of the thunder-lizard carvings will fail. Meet the visitors to our valley at the waterfall and flee with them back to their land. We have no ward against the thunder-lizards and this evil creature will hunt you down if you stay in the valley."* Trueblood will show the heroes an ornately carved memory stick, the equivalent of a scroll, which Malatrans would interpret as a one-use spell fetish. *"Whiteheart gave me this and said to use it to collapse the caverns behind us."*

The heroes should now flee up the caverns with the Lacerials behind them. At some point

Trueblood will pause, cast his *move earth* spell, and collapse part of the cavern behind them.

Encounter Nine - A New Home

You and the lacerials make your way out of the Valley of Spirits and into Malatra. After traveling up river you reach the village of Rudra. The Rudra are joyful in seeing the prisoners returned, but instantly grow hostile when the first lacerial arrives. Rudra warriors, shamans, and mages gather to fight their enemy, the garuda-people.

The heroes must convince the Rudra that the lacerials are no threat. A simple enough task, if the heroes explain what has happened. The Rudra will be prepared for battle, but will listen to the heroes and accept what they say as truth if they convince the shamans. While this will keep a fight from breaking out, the Rudra will insist that the lacerials set-up a new home far away from the Rudra tribal villages.

After things have calmed down, a lacerial cleric will make an offering of peace to the Rudra. They cannot restore the magic of the garuda charm (the magical carving), but they can offer the shamans a new spell. It is a 3rd level priest spell, *cure animal bite*. It is a version of the cure wounds spell between *cure light wounds* and *cure serious wounds*, and heals 2d6+2 hit points of bite or claw damage; it will not heal damage caused by weapons or poisons or falls or anything which is not a bite or a claw injury.

The heroes must hand over the flowers to Com'lak, the high shaman. With it he will make an antidote to the poison afflicting chief M't'lak. One of the lacerials will help, as his people created the poison and know it pretty well. After he is healed, there will be much feasting and celebrating in the heroes honor.

That night a huge feast is held in your honor. There is much food, drink, and dancing, as well as the telling and retelling of

your brave deeds. The jungle echoes with the stories of your bravery.

Chief M't'lak thanks you personally. "You came to the aid of our village, helped my people, challenged the taboo, rescued our women and children, and saved my life. Know that I owe the bravest of you a great debt. It is a debt I will repay."

The reward from the village consists of:

- Two gourds of *neutralize poison* brew (one application each)
- Favor of the Chieftain—general favor of future service not to include risking lives of Rudra villagers for the PCs except to save the life of the hero holding the favor

For saving their lives, the lacerials will offer the following reward:

- Trueblood will help a single wizard hero create a fetish for the *tongues* spell.
- The lacerials have a sign language that they understand, and will teach it to any hero who wants to learn it and has a non-weapon proficiency slot available. Any hero who wants to learn it but does not have a slot may take it when a slot becomes available.

The lacerials will not let the heroes keep the ear covering that translated languages; they value these items dearly and need them (especially since this is the only one they have left).

The DM should remind the players that, as a role-playing note, shaman Com'lak's "lifting" of the taboo may not be appreciated by all tribes. They should be careful who they brag to in the future.

Here Ends *Death From The Mists*.

Experience Point Summary

Encounter One - Jungle Alarm

Help with various disaster situations (water victims, boats, healing, towers, etc): 200 xp

Encounter Two - A Journey For Heroes

Question Com'lak: 50 xp

Encounter Three - Tracking The Monsters

Defeat Giant Spider or Giant Crocodile: 200 xp

Encounter Four - Into The Valley of Spirits

Descend from the Cliffs: 50 xp

Successfully Use the Rope Bridge: 100 xp

Avoid Avalanche Trap: 50 xp

Successfully Get Past the Bullywugs without combat: 100 xp

Encounter Five - Garuda: Everywhere!

Defeat Blackflame Lacerials: 400 xp

Investigating garuda and ruins are not germane to the plot and therefore worth no experience

Encounter Six - Whiteheart

Interacting with Lacerials: 300 xp

Encounter Seven - Temple Ruins

Free Prisoners: 300 xp

Defeat Guards: 700 xp

Steal Flower: 50 xp

Encounter Eight - To Flee The Valley

Save Lacerials and Avoid Garuda: 300 xp
OR

Kill Pursuing Garuda: 200 xp

Encounter Nine - A New Home

Convince Rudra to Accept Lacerials: 100 xp

Discretionary Role-playing Experience 0-600

This award should be given at your discretion to reward good character portrayal. This does not mean exceptional social interaction, but consistent portrayal of the character's personality throughout the adventure. If you want to give different amounts to different heroes, then it is

advised that you do so via notes (so that only the recipient knows exactly what he got).

Total Possible Experience: 3,500 xp

Treasure Summary

All of these items have certificates provided. If it's not listed here, the heroes cannot keep it for one reason or another.

From Encounter One

- Two Bladeback Flails (same as a footman's flail, but with a shorter grip and barbed ends—requires a proficiency slot to use without penalty).

From Encounter Seven

- Wooden long sword—requires a proficiency slot to use without penalty

From Encounter Nine

- Two gourds of *neutralize poison* brew (one application each)
- Favor of the Chieftain—general favor of future service not to include risking lives of Rudra villagers for the PCs except to save the life of the hero holding the favor
- Trueblood the hornhead will help a single wizard hero create a fetish for the *tongues* spell.
- The lacerials have a sign language that they understand, and will teach it to any hero who wants to learn it and has a non-weapon proficiency slot available. Any hero who wants to learn it but does not have a slot may take it when a slot becomes available.

Dinosaur

	Ankylo-saurus	Deino-nychus	Diplo-docus	Elasmo-saurus	Lambeo-saurus	Pteran-odon	Stego-saurus	Tricer-atops	Tyranno-saurus
CLIMATE/TERRAIN:	Any land	Any land	Any swamp	Any ocean	Any land	Any	Any land	Any land	Any land
FREQUENCY:	Uncommon	Rare	Common	Uncommon	Common	Common	Common	Common	Uncommon
ORGANIZATION:	Solitary	Pack	Family	Solitary	Herd	Flock	Herd	Herd	Solitary
DIET:	Herbivore	Carnivore	Herbivore	Carnivore	Herbivore	Carnivore	Herbivore	Herbivore	Carnivore
NO. APPEARING:	2-5	1-6	1-6	1-2	2-16	3-18	2-8	2-8	1-2
ARMOR CLASS:	0	4	6	7	6	7	5	2/6	5
MOVEMENT:	6	21	6	3, Sw 15	12	3, Fl 15	6	9	15
HIT DICE:	9	4+1	24	15	12	3+3	18	16	18
THACO:	11	17	5	5	9	17	5	5	5
NO. OF ATTACKS:	1	3	1	1	1	1	1	3	3
DAMAGE/ATTACK:	3-18	1-3/1-3/ 2-8	3-18	4-24	2-12	2-8	5-20	1-8/1-12/ 1-12	1-6/1-6/ 5-40
SPECIAL ATTACKS:	Nil	Jump, rake	See below	Nil	Nil	Nil	Nil	Trampling	See below
SIZE:	H (15' long)	L (12' long)	G (80' long)	G (50' long)	H (20' long)	L (30' wingspan)	H (25' long)	H (24' + long)	G (50' long)
MORALE:	Elite (13)	Steady (11)	Steady (12)	Steady (12)	Steady (11)	Avg. (9)	Elite (13)	Elite (13)	Steady (12)
XP VALUE:	1,400	270	16,000	6,000	2,000	175	9,000	8,000	12,000

Dinosaurs are found on alternate planes of existence, or even on lost continents. The frequency figures given are for areas where dinosaurs are normally found; in all other places, they are very rare at best. All dinosaurs in this entry share the following characteristics:

ACTIVITY CYCLE:	Day
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
MAGIC RESISTANCE:	Nil
SPECIAL DEFENSES:	Nil

Dinosaurs, or "terrible lizards," are reptiles descended from ancestral reptiles called thecodonts. The two types of dinosaurs are saurischians ("lizard-hipped") and ornithischians ("bird-hipped"), named for terms describing their pelvic structures. Within the saurischia are the carnivorous theropods, represented here by tyrannosaurus, and the herbivorous sauropods, represented here by diplodocus. Saurischians also include ornithomimosaurs and the related dromaeosaurs, represented here by deinonychus.

Many ornithischians have armor, horns, or both. They include ceratopsians, represented by triceratops; ornithopods, such as the hadrosaurs, represented by the lambeosaurus; ankylosaurus; and stegosaurus.

Dinosaurs come in many sizes and shapes. Those presented here are generally large. Bigger species have drab colors, while smaller dinosaurs have a wide variety of markings. Most dinosaurs have a skin which is pebbly in texture; some closely related species of reptile have fur, and some may have feathers.

Combat: Dinosaurs seem to be a mixture of endothermic ("warm-blooded") and exothermic ("cold-blooded"). They regulate body temperature internally, but also depend on external heat somewhat. Though they may be slow on a cold morning, they may not be as slow as a typical reptile.

Most of these huge reptiles have comparatively small brains, but many of the predators are quite cunning. All must eat large amounts of food to maintain their huge bodies. As a result, sauropods eat almost constantly, and carnivores hunt almost constantly and also eat carrion.

Though the carnivores are both voracious and ferocious, certain plant eaters are very aggressive in their defense, usually with armor or horns. Just because they do not eat meat does not mean they will not kill other animals.

Habitat/Society: Dinosaurs can be found in almost any type of environment, except desert, high mountains, and frozen wastes. They have no society and little family life, with most species abandoning eggs before they hatch.

Ecology: Sages do not understand what has made dinosaurs extinct on certain worlds, but they do exist in the "lost lands" on several worlds. There may be places where dinosaurs have continued to evolve into different forms; they may be ancestors of modern lizard men.

Ankylosaurus

This armadillo-like ornithischian weighs four or five tons, most of this weight being its armor plating, side spines, and great, knobbed tail. If attacked or threatened, this creature lashes out with its tail, delivering blows of considerable force.

A related species is the paleocinthus, which has better plating (AC -3) and a spiked, rather than club-like, tail.

Deinonychus

This fast carnivore uses its speed, its long, grasping forearms, large teeth, and hind legs with their ripping talons in terrible combination. It hunts by running at prey, leaping, and raking with its rear claws as it claws and bites. The jump is a charge, so the creature gains a +2 on attack rolls. The rear talons count as only one attack, and cause a total of 2d6 damage. When attacking a larger creature, the deinonychus often jumps on top of it, and holds on with its front claws while continuing to rake with the rear claws. The deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Despite being 12 feet long, this dinosaur is only about 6 feet tall. Its tail extends straight out behind it, held aloft by an intricate structure of bony supports, thus allowing its 150 pounds of weight to be carried entirely by the back legs.

The deinonychus is a dromaeosaur, dinosaurs which are related to ornithomimosaurs; its distant relatives include the chicken-sized night hunter, compsognathus, and the ostrich-like struthiomimus. Neither is as formidable as the deinonychus.

Diplodocus

This sauropod lives primarily on water plants, so is often found in or near lakes and marshes. It and related species can also be found on fern prairies and in open forests. It weighs about 10 tons. Though it usually ignores small things, it can step on anything in its way, or even rear up and come down on threatening creatures; this trampling causes 3d10 damage. The diplodocus

can also whip with its tail for 2d8 damage.

Related species include the huge brachiosaurus, which weighs about 90 tons and averages 75 feet in length. It causes 8d10 damage when trampling.

Elasmosaurus

The elasmosaurus looks like a snake with fins and a thick body. It is aggressive, attacking anything it notices. Its neck makes up one-half its total length. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, the elasmosaurus travels with its head out of the water, snapping down quickly to seize prey.

This creature's relatives include many other types of plesiosaurs and pliosaurs. Females travel onto sandy beaches to lay their eggs in shallow depressions.

Lambeosaurus

This is a very common "duck-billed" dinosaur, bipedal, with a flat snout, and crests on its head. A peaceful herbivore, this hadrosaur prefers to run from attack; its only defense is its lashing tail. It has excellent senses, used to detect predators.

Its enemies include most carnivores. Related species include many other species of duck-billed dinosaurs, as well as the iguanodon. The latter has sharp thumb spikes which can cause 1-3 damage each, in addition to its tail attack.

Pteranodon

Although this flying reptile typically dives for marine prey, it attacks any creature that appears to be vulnerable. The pteranodon has no teeth, but spears victims with its beak if they are too large to swallow at a gulp. The beak of a typical pteranodon is about 4 feet long.

Despite the creature's huge wingspan, its wings are very light, and its furred body is only a little larger than a human being; the whole weighs only about 50 pounds. A pteranodon can carry off prey up to four times its own weight.

There are all sizes of related species; close relatives have crests on their heads to balance their long beak for flight.

Stegosaurus

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, stupid, herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found on plains or in jungles.

A stegosaurus is about 8 feet tall at the middle of its back; its humped spine is lined with a double row of leaf-shaped plates which help the creature absorb and dissipate heat. The creature has a spiked tail, with four or more bony spikes of up to 3 feet in length. An enlarged spinal node helps relay commands to the tail and rear legs. The stegosaurus continually turns its posterior towards an enemy, while tucking its head low. It reacts in the same manner if anything near seems threatening.

Similar species include the dacentrus, which has spikes along its backbone instead of plates, and the kentrosaurus, which has bony plates along the front half of its spine, and spikes along the rear half. All have spiked tails.

Triceratops

The largest of the ceratopsians, or horn-faced dinosaurs, and by far the most aggressive, this beaked herbivore is a plains-dweller. It has a huge front plate of bone protecting its 6-foot-long head, from which project two great horns (each over 3 feet long), while a shorter horn juts from its nose. The head and neck are AC 2; its body is not armored, so is AC 6. The triceratops weighs just over 10 tons.



Any creature that infringes on the territory of these reptiles is likely to be charged and skewered. Smaller creatures are trampled, suffering 2d12 points of damage. The triceratops also uses its horns in fights for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.

Related species have the same bony plate which protects their necks, as well as different numbers of horns. The monoclonius has a single nose-horn; the pentaceratops has three true horns, like the triceratops, plus horn-like protrusions jutting from its cheeks; and the styracosaurus has a frill of horns located around the edge of its neck-plate.

Tyrannosaurus

This ravenous creature is one of the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is a swift runner. Its huge head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length.

Tyrannosaurus rex, the "tyrant lizard king," is a plains dweller, and so relentlessly and stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp—thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.

This dinosaur's favorite food is any hadrosaur, such as the trachodon. The monster pursues and eats nearly anything; creatures of man-size or smaller are swallowed whole on a natural attack roll of 18 or higher. The tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.

There are many other species of carnosaur, some smaller and faster than tyrannosaurus. Some have stronger arms and more dangerous upper claws.

GOURD OF HERBAL POISON RELIEF BREW

This brew was made from the dolta flower, which grows in the Valley of Spirits. When completely consumed, it will neutralize any natural (non-magical) poison. It cannot remove curses or cure diseases.

You were given this brew as a reward for helping to save the chief of the Rudra when the lacerials came and poisoned him in a brutal attack.

LIVING JUNGLE TREASURE CERTIFICATE DEATH FROM THE MISTS

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

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BLADEBACK FLAIL WEAPON

This unusual weapon consists of a short knobby wooden shaft connected by a leather thong to a hard wooden ball. This weapon requires a proficiency slot to use without penalty. It confers no bonuses to combat. It is just unusual.

You recovered this weapon from a dead lacerial who was left behind when the evil Blackflames attacked the Rudra village.

LIVING JUNGLE TREASURE CERTIFICATE DEATH FROM THE MISTS

CONVENTION: _____ DM'S NAME & INITIALS: _____
DATE: _____

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BLADEBACK FLAIL WEAPON

This unusual weapon consists of a short knobby wooden shaft connected by a leather thong to a hard wooden ball. This weapon requires a proficiency slot to use without penalty. It confers no bonuses to combat. It is just unusual.

You recovered this weapon from a dead lacerial who was left behind when the evil Blackflames attacked the Rudra village.

LIVING JUNGLE TREASURE CERTIFICATE DEATH FROM THE MISTS

CONVENTION: _____ DM'S NAME & INITIALS: _____
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WOODEN SWORD

This unusual weapon is a combination of club and staff. It is about four feet long and shaped as a stone knife would be, except longer. It is used by holding the handle end and swinging it. This weapon requires a proficiency slot to use without penalty. It confers no bonuses to combat. It is just unusual.

You recovered this weapon from a Blackflame lacerial who was guarding the place where some Rudra captives were awaiting death in the name of a monstrous creature.

LIVING JUNGLE TREASURE CERTIFICATE DEATH FROM THE MISTS

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TONGUES SPELL FETISH

This fetish allows the owner to cast the 3rd level wizard spell tongues. The form of the fetish must be decided upon by the hero who learns its secret from the lacerial Trueblood.

Trueblood taught you this fetish in gratitude for helping his people escape the Valley of Spirits when their garuda warding magic failed.

Description of fetish (must be filled in by player):

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FAVOR OF THE RUDRA CHIEFTAIN

Hero's Name: _____

For saving his village, the chief of the Rudra, M't'lak, owes you a single favor. The form of this favor is to be decided by the recipient hero when the favor is redeemed, and stops short at the sacrifice of the lives of the Rudra villagers (the chief will not provide warriors to aid in a quest). However, the chief will send warriors to save the life of the hero, even at risk of their lives, when the hero is at risk within a few miles of the Rudra village (so that they could reasonably get there in time to save the hero). The DM has latitude to grant this favor, and should keep in mind that the hero saved the chief's daughter, so he will be generous when he can be.

M't'lak awarded this favor to you, the most valiant warrior who helped save his people from the evil Blackflame lacerials. To do this you braved the taboo on the Valley of Spirits and faced terrible danger.

This favor cannot be traded or given to another, though the holder can request aid for another.

LIVING JUNGLE TREASURE CERTIFICATE DEATH FROM THE MISTS

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