

LJGC3

LAIR OF THE HEADSHRINKER

A One-Round Living Jungle Adventure
For Low Level Characters

Network Team Version

by
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Heroes of Malatra

Living Jungle Character

Creation Guidelines

The following are guidelines for creating your own Living Jungle hero and for modifying that hero after playing in official Network tournaments.

You can use the Living Jungle Hero Sheet or make one of your own, as long as it is complete and easy for a judge to read. You are responsible for keeping a copy of your hero and a list of all the items, wealth, and experience points he or she earns during tournament play. You must be able to provide a Treasure Certificate to prove that your hero has earned any special items listed on your Hero Sheet, and you must have a Hero Point Certificate to show that you've earned a Hero Point.

All Living Jungle heroes must fit the AD&D® Game rules and the PC race descriptions in the Monstrous Compendium® sheets in POLYHEDRON® issue #102. Follow these steps to create your own Living Jungle hero:

1) Select a Race & Class

Races Available: Katanga, korobokuru, Nubari (humans), saru, shu, and tam'hi. The katanga are shapechanging animals, korobokuru are dwarfish savages, Nubari are humans, saru are smart apes, shu are hairless halflings, and tam'hi are nature spirits. All of these races are explained in

greater detail in the Tribes descriptions and MC sheets.

Classes Available: Fighter, ranger, cleric, thief, and wizard. Bards, specialty priests, druids, paladins, and specialty wizards are not available at this time.

Multi-Class heroes are permitted (see below). Keep in mind that it takes longer for these demi-humans to advance, as they must divide experience they earn. Dual-Class heroes are not permitted in the Living Jungle at this time.

Warriors: Living Jungle warriors are virtually unchanged from the generic version, though the lack of powerful armor changes the nature of combat significantly. Living Jungle rangers are identical to the standard version, except for style and trappings.

Wizards: Wizards begin play with any five spells from the following list: affect normal fires, armor, audible glamour, burning hands, chill touch, comprehend languages (spoken only), enlarge, feather fall, friends, jump, light, magic missile, mending, protection from evil, shocking grasp, sleep, spider climb, spook, taunt, ventriloquism, wall of fog. Spellbooks are unknown in the Living Jungle (see below). Hero wizards will gain spells at the end of most (but not all) adventures as part of the scenario's rewards.

Living Jungle wizards do not use spell books or material components; instead, they memorize their spells by meditating upon the various fetishes each wizard carries. Each fetish represents a single spell that the hero

wizard can memorize. First level wizards begin the game with four fetishes.

Clerics: All priests of the Living Jungle are all treated as clerics, except that they have major access to all priest spheres. Because the clerics of the Living Jungle do not worship gods, but the spirits of the jungle, their holy symbols are of all varieties, even within a tribe: rattles, small drums, preserved snakes, bones, and virtually any totem or fetish imaginable. Witch doctors and shamans are considered to be NPC classes.

Rogues: Thieves are essentially the same as their basic versions, but they cannot use the read languages ability until after written or iconic languages are discovered during the course of the campaign.

2) Assign 75 Points

You have 75 points to divide among your hero's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma scores. Scores of 19 can be reached only by spending 10 points beyond the initial 18. A Dexterity of 19, then, requires 28 points. The exception to this rule is in Strength scores. Raising Strength above 18 costs one point for each 10% up to 18/00. Strength scores of 19 cost 29 points.

Except for katanga, all non-human heroes Ability Scores must range from 6 to 18, with the following exception:

Korobokuru:	C	12/19
	I	3/17
Tam'hl:	C	12/19

Shu:	S	3/17
	D	12/19
Saru:	S	12/19
	I	3/17

See the MC sheets in POLYHEDRON #102 for katanga Ability Score ranges. Human heroes' scores must range from 3 to 18. Heroes begin at first level and must meet the minimum statistic scores for their classes. Living Jungle heroes have maximum hit points at first level.

3) Choose an Alignment

All Living Jungle heroes must be of neutral or good alignment, but only goodly-aligned heroes may earn or benefit from Hero Points.

4) Select Proficiencies

Most proficiencies in the Players Handbook are also available to Living Jungle heroes. Others could become available as the campaign progresses.

At present, no Living Jungle hero may begin play with the following proficiencies: ancient history, armorer, blacksmithing, charioteering, engineering, forgery, gem-cutting, heraldry, languages (ancient), mining, reading/writing, riding (airborne), riding (land-based), seamanship, stonemasonry.

5) Select Equipment

Living Jungle heroes begin with no money. The people of Malatra do not use money, but a bartering system. Magic items are acquired only during tournament play and at convention activities, such as the Council of

Tribes of Fire Mountain. Trading magic items among heroes is welcome, but players must exchange Treasure Certificates to prove the trade.

A player character begins play with one item for each point of Charisma he or she has. Money is not used in the Living Jungle setting, so starting equipment is represented by the gifts heroes have received in past. For example, a hero with a Charisma score of 10 can select 10 items total. Choose all of your items from the following lists of clothing, food, equipment, weapons and armor.

Clothing: robe, belt, loincloth, halter, vest, sandals, shoes (reed), snakeskin cap, toga, tunic, rain cape, woven hemp sash, straw hat, lizardskin leggings

Food: beer, bread, cheese, eggs, fruit, grain, berry juice, wine, meat, milk, nuts, water, coconut shell full of honey, roots (one week's supply of food and drink counts as two items)

Equipment: arrows (6), barbed darts (6), basket (large or small) berry dye (ink), bone tube, charcoal stick, clay pot, clay jug, cloth, fish net, bone fishhooks (6), pouch (large or small), sack (large or small), torch, water gourd, waterskin, wicker backpack, straw sleeping mat, wooden bracelet, bone earrings, walking stick, wooden bowl, reed flute, bone comb, small drum, leather cup, ornamental necklace, witch doctor foot salve, coconut filled with insect wax, 20 feet of hemp rope, 30 feet of vine rope, sharp cutting stone, fire-starting stick, bone needle with thin hemp thread

Weapons in the Living Jungle setting are usually made of stone, wood, or bone. Metal technology has simply not appeared on the Malatran plateau (yet), and metal weapons are rare. For the sake of simplicity, however, these inflict the same damage listed in the *PLAYER'S HANDBOOK* for steel versions of the same weapons.

During campaign play, heroes could find more exotic weapons, but beginning heroes must choose from this list:

Weapons: Battle axe, blowgun (for barbed darts or thorns*), short bow, club, hand axe, javelin, knife, quarterstaff, sling (stone only), spear.

 Poison thorns are never available to heroes, though non-player character shu tribes are notorious for their use. Sleep poison could become available during an adventure, but only for the duration of that adventure.

 Armor is rare in the Living Jungle, but these kinds are available: hide armor (AC 6, weight 30), bone armor (Wise Ones heroes can also wear thatch) (AC 8, weight 15, weight 5 for thatch), and reed armor (AC 9, weight 5) body shields, and medium shields. Other weapons and equipment will be made available during the campaign. Heroes may not begin the campaign with items that are not on this list.

6) Describe Your Hero

Heroes should never be just collections of numbers and abilities; they should have

personality, appearance, and history. So before your Living Jungle character is done, you should be sure to fill in the Physical Description, Personality Description, and Tribe Information on your Hero Sheet. If you want more room, simply attach another page to your sheet and write as long a description and background as you like. These can be as sparse or as elaborate as you like, and here are some suggestions:

 Characters who have both strengths and weaknesses are much more interesting than characters who have nothing but strong points. Consider giving your character some flaws, like a fear of spiders, an inability to see more than one side of an issue, or even a physical injury, like a missing finger or tooth.

 Heroes come from humble beginnings as often as from grand. Consider a character who isn't especially prominent in her tribe, or perhaps one who everyone thought wouldn't go far in life (before the adventuring begins, that is).

 Even when playing a non-human character, remember to include human-like personality traits, especially some that you do not possess. If you consider yourself quiet and reserved, you may like trying to play an active and out-spoken character.

7) Advancing a Level

Heroes should have interesting backgrounds, but be sure not to tell all of your hero's story before she begins adventuring. Let the

tournaments be a large part of your hero's story, and update your Hero Sheet to include important or interesting events from those tournaments in your PC's background. Advancing in Level When your Living Jungle character earns sufficient experience to advance a level, be sure to modify your Hero Sheet to reflect the new level.

 Add the appropriate number of additional Hit Points. Living Jungle heroes gain hit points based on their hit die type: Hit points for high Constitution scores are added to this. For example, a ranger hero (warrior class) with a 16 Constitution gains 10 hit points per level beyond first. Consult the following table for the additional hit points gained.

 Note that a Nubari hero can earn and save more Hero Points at higher levels. For example, second level Nubari heroes can have up to two Hero Points at a time.

 Check the PLAYER'S HANDBOOK for additional or improved abilities, such as various rogue skills.

 Important: Living Jungle heroes gain a new proficiency slot with every level they attain beyond the first. This advancement is a change from the core AD&D® game rules and replaces the usual weapon and non-weapon proficiency advancement. Thus, a fighter hero in the Living Jungle can gain a proficiency (weapon or non-weapon) at second level, and another at third.

8) Multi-Class Options

Korobokuru: fighter/cleric, fighter/thieves

Katanga: fighter/wizard, fighter/thieves,
fighter/cleric, wizard/thieves

Tam'hi: fighter/wizard, fighter/thieves,
wizard/thieves, fighter/cleric

Shur: fighter/thieves

Saru: fighter/thieves

Hero Points

Hero Points are a game device for rewarding good-aligned characters for particularly selfless or heroic actions. They affect the outcome of die rolls, but promote role-playing rather than just number crunching.

All good-aligned PCS can earn Hero Points, but only human characters may have more than one Hero Point "saved up" at a time. Earning Hero Points PCS earn Hero Points by acting bravely, selflessly, daringly, and dramatically. Normally, a tournament author will point out several instances in which the PCS can earn Hero Points during the adventure. But sometimes, PCS may act heroically in unanticipated circumstances. In these cases, the judge determines whether a PC has earned a Hero Point; since defining these qualities is difficult, here are some general guidelines about what do not and what do constitute heroic actions:

 Heroic actions are not hesitant or calculated. A warrior whose companions must persuade him to fight a local champion to save an NPC from death is not heroic. A wizard who pauses to consider whether his

spells will be more effective than weapons against the champion before agreeing to fight him is clever and perhaps even brave, but he is not heroic. Heroism is impulsive, not scheming.

 Heroic actions are not performed for personal gain. If two PCS elbow each other out of the way to be the one to earn a Hero Point, then neither receive one: "I will fight the champion—No, the honor will be mine!"—Further, when a PC performs an act which has an obvious reward (fighting the champion to gain his magical spear) no Hero Point is awarded. If the PC expects a reward for his action, then it is not heroic. Heroism is selfless, not selfish.

 Heroic actions are not safe and easy. A PC must face and realize she faces a serious threat for an action to be heroic. Thus, a warrior who leaps into a pit of vipers to save a fallen comrade is acting heroically—unless she thinks she is immune to the poison or that the vipers are no threat. A rogue who rushes across a vine bridge to save a young boy from an imminent landslide is heroic only if he has a real chance to fall or be caught in the landslide—and knows it. Heroic actions are dangerous and difficult.

 Heroic actions are not mechanical and bland. If a player simply declares, "Oh, I guess Kalida will face the champion," then the judge shouldn't award a Hero Point. On the other hand, a player who accepts a challenge with real panache is acting heroically: "I, Kalida, son of Harusa the Wise Woman, accept your boastful challenge in

defense of all the Nubari tribes!" Heroism is grand and dramatic.

When a judge deems a PC's action worthy of a Hero Point, he or she fills out one of the six Hero Point certificates provided with each tournament and hands it to the player. The PC can use the Hero Point immediately.

Except in special circumstances (noted in tournaments), a PC can earn only one Hero Point per adventure, which is why only six Hero Point certificates are provided for each tournament. Once they are all awarded, no more are available during the session.

Human PCs can never have more Hero Points than levels of experience. For example, any heroic actions performed by a 3rd level character who already has three Hero Points are still heroic, but they do not earn Hero Points. Non-human PCs may never have more than one Hero Point at a time; thus, a Saru PC who has earned one Hero Point must spend that Hero Point before being eligible to acquire another. (Note: Some special items and situations may allow a PC to exceed these limits.)

Spending Hero Points

Hero Points affect rolls which determine the results of a PC's actions, including passive actions like resisting a spell effect. Hero Points do not affect an opponent's rolls. So a PC can spend a Hero Point to raise his own chance to hit an opponent, but the PC can't spend a point to lower the opponent's saving throw or Ability check. A player may use Hero Points in one of three ways: to modify a die before it is thrown, to modify a die after it is thrown, or to re-roll a failed die roll.

 Before a die is thrown, a PC may spend a Hero Point to gain a +2/d20 (or +10%/d100) bonus for combat rolls, saving throws, Ability checks, system shock, resurrection survival, or virtually any other d20 or d100 roll during the game. A Nubari PC may spend up to two Hero Points at a time in this manner, gaining a maximum bonus of +4/d20 (+20%/d100) on a roll before the die is thrown.

 After a die is thrown, a PC may spend a Hero Point to gain a +1/d20 (or +5%/d100) bonus on those same sorts of rolls. Again, a PC may spend up to two Hero Points in this manner, gaining a maximum bonus of +2/d20 (+10%/d100) on a roll after the die is thrown.

 A PC may spend two Hero Points to re-roll any failed d20 or d100 die roll.

Whenever a PC spends a Hero Point, the judge must collect the player's Hero Point certificate and tear it in half.

PCS may use Hero Points to benefit the rolls of other good-aligned characters. Using a Hero Point in this manner is generous, but it is not in itself a heroic action (so the PC doesn't earn another Hero Point for using his own Hero Points to benefit another character).

Hero Points and Judge Rolls

Occasionally, judges may—and should—roll dice secretly to determine the result of an action. For instance, an NPC wizard casts a charm person spell upon a PC, but the DM

makes the saving throw secretly so that the players aren't sure of the spell's effects. Any time the judge makes a secret roll based on a PCs action, the PC may elect to spend a Hero Point to affect that roll, but the judge still rolls the dice secretly.

DM INTRODUCTION

A century and a half ago there was a Nubari by the name of Hodulla, witch doctor of the Saiyama. Hodulla was an ancient Nubari, and many wondered how he had extended his life into the hundreds of years. However, since Hodulla's work was important to the tribe, none dared question his power. Then came what the Saiyama refer to as the "dark times."

One of the apprentices of Hodulla, a young and talented korobokuru named Bengoukee, began to question the teachings of his master. Members of the Saiyama tribe had been mysteriously disappearing, and the apprentice's suspicions traced the disappearances back to his master. It was then he discovered Hodulla was practicing the dark sorcery of *yonik'taru*, known though legends as headshrinking.

Yonik'taru was banned by the Nubari thousands of years ago because of the cruel and inhuman ways the practitioner gains his power. Hodulla offered Bengoukee and two other apprentices the power of the *yonik'taru* for their own—they only had to aid him in conquering the Saiyama. Bengoukee and one other apprentice opposed their master, as did the rest of the tribe.

As the warriors of the Saiyama stepped forward to bring the headshrinker to justice, Hodulla released his undead forces—dozens of ghastly shrunken zombies that were actually the missing members of the tribe. When the battle was over, Hodulla and his remaining apprentice had fled.

The best trackers of the tribe soon set out after the Hodulla, trailing him to the edge of the plateau. But the headshrinker and his apprentice were never found. Now, after 150 years, a headshrinker has returned seeking vengeance on a traitorous apprentice and former tribe.

Yonik'taru

Practitioners of *yonik'taru* obtain magical power by draining the life force of Nubari and other humanoid races. The process is slow and painful for the victim, and all that's left is the shrunken body of a zombie under the control of the headshrinker (as they were later called). In one of the only acts of violence executed by the Ancients, the old Nubari attempted to purge Malatra of *yonik'taru*—seeking out anyone practicing this dark art and putting them to death. Somehow the practice of *yonik'taru* survived the centuries, though no one knows how.

Headshrinkers are a dark version the standard Malatran wizard. Instead of using fetishes the headshrinker drains the spirits of humanoids into a container called a *phantorren*. This device then gives the headshrinker the power to cast spells without the use of a fetish. However, it limits the type of spells the headshrinker can cast to the necromancy and alteration spheres. Several necromantic spells created for *yonik'taru* are

extremely potent, giving headshrinkers the power drain life essence from their victims.

Hodulla the Headshrinker

The one-time witch doctor of the Saiyama was the last known of his kind in Malatra. Following the purge of *yonik'taru* from the land, a small group of headshrinkers survived and went into hiding. Despite their corrupt nature, this group of headshrinkers quickly became a closely-knit family. They singlehandedly kept the dark art of *yonik'taru* alive over the centuries. Time passed, and the headshrinkers became a distant legend—a tale told to frighten children. No one knew that *yonik'taru* still existed, until the coming of Hodulla the Headshrinker.

Hodulla was the last Nubari headshrinker alive in the Living Jungle. After learning the ways of *yonik'taru* from his father, Hodulla used dangerous aspects of the dark art—powers not even his father dare tap—to prolong his lifespan into the hundreds of years. The only way to do this was to absorb the spirit of another headshrinker. Hodulla proceeded to kill all headshrinkers just to prolong his life.

After murdering this family, Hodulla spent hundreds of years training others in the art of *yonik'taru*, slaying them later to prolong his life. When Hodulla came to the Saiyama tribe, he was nearly 400 years old, but appeared as a man in his 40th year. His last attempt to train fledglings in the dark arts took a turn for the worse at the hands of Bengoukee, causing Hodulla to flee for his life.

Using his magic to leave the confines of the Malatran plateau, Hodulla took his last

apprentice to the land of the garuda to escape the justice of the Saiyama tribe. There he would bide his time and increase his power, returning one day to have his revenge. Unfortunately for Hodulla, his apprentice, a Nubari named Toka, was wiser than the headshrinker suspected.

After teaching Toka the art of *yonik'taru*, Hodulla fell victim to the apprentice's traitorous nature. Toka killed the master in his sleep, claiming the mantle of last headshrinker. Like Hodulla, Toka too seeks revenge on the Saiyama tribe—especially his fellow apprentice Bengoukee.

Searching through Hodulla's possessions, Toka learned of his master's hidden vault of *yonik'taru* knowledge—hidden in the Jungle of Lost Tribes. There the traitorous apprentice learned of all the dark knowledge of *yonik'taru*, even the power Hodulla used to prolong his life.

Many more years passed, and Toka followed in the footsteps of his master—training apprentices across the plateau in the dark arts and later taking their lives. Now, after years of secrecy and hiding, Toka is preparing to exact his revenge on the Saiyama.

Network Team Rules

This version of *Lair of the Headhunter* is an event for RPGA Network clubs. Included with this event is a team scoring sheet that should be filled out by the judge, and a points scoring sheet for the event coordinator. The points sheet should not be filled out or given

to the judge. The sheet filled out by the judge consists of yes/no questions only.

Weapons and other attacks forms that do damage to the heroes is preset in Network team play. For example: if an opponent hits a hero with a spear, they would take a set amount of damage (say 3 points) instead of a randomly generated 1d6.

PLAYER INTRODUCTION

The adventure begins with the heroes answering a call for brave warriors from Bengoukee, witch doctor of the tribe of Big Chief Bagoomba (formally known as the Saiyama tribe). Despite the origins of any of the heroes, this day they find themselves at the largest tribe of Fire Mountain. The adventure begins with Bengoukee addressing the heroes on a moonlit night before a roaring fire.

The crackling of the fire is hypnotizing on this cool, moonlit night. Bengoukee, the ancient korobokuru witch doctor of the largest tribe in the land, sways before you in a supernatural trance. The summons came from powerful, witch doctor earlier this evening—his reason for the summons unknown. As a distant creature of the jungle issues forth a piercing cry, Bengoukee emerges from his trance with eyes as dark as obsidian. The korobokuru leans heavily against his staff as he rises to his feet to address you.

"My worst suspicions have come to light," says Bengoukee, speaking more to himself rather than you, "the master of *yonik'taru* has returned

to Malatra." Though you are not an acquaintance of Bengoukee, a look of distress is apparent across his weathered face. And anything that frightens the most powerful witch doctor in the land is cause for concern. You are also very puzzled by Bengoukee's unknown reference.

"I see that you do not know the history of *yonik'taru*," continues Bengoukee, "that is not surprising. Perhaps I should tell you the name of those who practiced this dark art—they were known as the headshrinkers." The witch doctor pause to look once again to the stars, then turns back in time to notice your startled expression.

"Yes," he whispers, "the legends are true. There was a time long ago when *yonik'taru* was the bane of the Ancients. The wicked powers of the headshrinkers were tremendous, killing hundreds to feed their dark art. Were it not for the Ancients, Malatra would be a wasteland of dead, shrunken Nubari under the control of evil masters.

"Somehow," continues Bengoukee, "this forbidden art survived the centuries, rearing its head every few hundred years. The last of the headshrinkers, a man named Hodulla, was the witch doctor of the Saiyama before I—and my former master. When Hodulla was confronted about his practices, a battle ensued that cost the lives of many Nubari. In the end, Hodulla fled to the Valley of Spirits. Now, it appears my former master has survived the centuries, as the spirits tell me he is returning to enact his revenge.

"I have need of brave heroes to stop him," concludes the witch doctor, "and the spirits have chosen you six. The headshrinker is powerful, but not invincible—I can tell you how to defeat him. I must stay here to insure the safety of the tribe

should his unearthly forces attack. Great treasures await you should you return. What say you heroes? Are you brave enough to face Malotra's darkest power?"

To continue the adventure, the heroes must obviously accept the challenge put before them. Should the heroes ask, Bengoukee appears generally worried about the appearance of his former master. If the heroes bravely step forward and accept the challenge (such as "I, Banak the Brave, swear on my ancestors spirits the headshrinker will not live to see the next moon" or something to that effect), Bengoukee will give them a *brew of extra-healing* (treat as *potion of extra-healing*). Bengoukee will also give the heroes a pouch full of sparkling dust. This dust, when sprinkled on minions of the headshrinker, will destroy them. There is only enough dust to obliterate 10 of the undead minions, and Bengoukee cautions them to use it wisely.

Bengoukee will reveal the following regarding the headshrinker.

✦ The headshrinker gets his power by draining the lifeforce of the jungle races. It is a painful process for the victim, and what's left is a powerful, shrunken zombie under the headshrinker's control.

✦ The spirits told Bengoukee the location of the headshrinker's lair—somewhere deep within the Jungle of Lost Tribes south of Fire Mountain. This section of the plateau contains several ruins of the Ancients, and he may be breaking taboo by violating this sacred place.

✦ The power of *yonik'taru* is not invincible. The headshrinker's greatest strength lies in his creations, while his greatest weakness is his *phal-torren*—the receptacle of his power. Destroy the *phal-torren* and the headshrinker is powerless.

✦ Beware the abominations created as a result of the headshrinker's power. This form of un-life is small, but extremely powerful.

✦ A tiger katanga name Uubarr guards the taboo lands of the Jungle of Lost Tribes. His help is required to reach the headshrinker's lair.

The Jungle of Lost Tribes

This area of the Maltran plateau was once the sacred land of the Ancients—a place forbidden to the Nubari. Legend says terrible things will befall any who approach who are not of Ancient blood (in this case, the three-finger sign of Ancient heritage). Uubarr the tiger katanga guards this land for the safety of individuals as well as to protect the hallowed land.

Consequently, the heroes will need protection when entering this portion of the jungle. When all questions to Bengoukee have concluded, read the following:

"The Jungle of Lost Tribes is most sacred to the Nubari," proclaims Bengoukee, "and if you are to travel there you will need special protection against the ancient spirits of the land. Beneath the moonlight this evening I will paint upon you symbols that will protect you, as well as identify you to Uubarr."

The next few hours are long, as Bengoukee points runes of the ancient Nubari upon your skin. When he is done, you are ready to begin your adventure against the dreaded headshrinker.

The hero's skin is covered with blue and yellow runes painted on with an unknown smelly paste. Should any of the heroes come into contact with water (see below) the runes will run or wash off and become useless.

Bengoukee gives the heroes a rough map of where they need to travel to meet the tiger katanga Uubarr, and lets them rest for the remainder of the night. They will begin their journey at first light. The witch doctor will also supply them with one extra item from the basic equipment list should they ask. However, he will give out no spell fetishes or other magical aid.

PART ONE JOURNEY

The heroes set out at first light for their rendezvous with Uubarr the tiger katanga. There are two obstacles along the way, both minor, which pose unique problems for the heroes. The first is a wide creek that has the potential to wipe off their painted runes, and the second is a dying garuda.

The Creek

The heroes will travel straight south of Fire Mountain to get to the Jungle of Lost Tribes. They will travel for most of the first day without incident, reaching the creek late in the afternoon.

Your travel through the jungle has so far been uneventful while following the map provided by Bengoukee, and it seems as if you'll reach the Jungle of Lost Tribes sometime tomorrow. It is late in the afternoon when a strange sound reaches your ears—the sound of rushing water. Looking to the map, you see no mention of a river or stream between Fire Mountain and your destination.

Since the eruption of Fire Mountain during the last Council of Tribes, many land formations and natural boundaries have changed across the plateau. This creek is a result of an underground river which broke through to the surface following the above mentioned eruption and earthquake. The creek runs for miles across the hero's path, and circumventing the natural boundary is not an option for the party.

The creek is several miles long in both directions, waist deep (3') at the center, and 20 plus 1d6 feet across at any given point. Given the distance across, none of the heroes (despite any special abilities) can quite make the jump across. Should anyone wade through the water, their mystical symbols will wash away. There are other options open to the heroes, some of which are outlined below:

➤ **Jumping tree to tree**—Humanoid or rogue heroes may wish to try climbing among the branches spanning the creek. For those attempting this without a climbing skill, there is a base 40% chance plus 1% per point two points of Dexterity, round down (thus a hero with a Dexterity of 15 has a 47% chance to make the climb across). Anyone missing the check is allowed a Strength check to grab on

to a branch before falling. A successful Strength check indicates the hero doesn't fall into the creek, but they must make another climbing check to make it the rest of the way across. Two failed checks means the hero falls in the creek.

✦ **Swinging on a vine**—Observant heroes will notice several vines hanging from trees on both sides of the creek. Anyone with a *vine swinging* proficiency (see POLYHEDRON #108) can cross with a successful check against this skill. Others must make a Dexterity check at -4 to swing across and land on the other side. Failure to make this check results in the hero landing in the creek.

✦ **Other methods of crossing**—Inventive heroes may come up with other creative methods of crossing the creek. It is up to the DM as to whether or not these ideas succeed, giving them a fair chance to get across. Remember that simply trying to jump the creek will not work. Use ability and skill checks when determining if certain ideas succeed or fail.

DM Note

Should certain heroes fall into the creek, they will face repercussions later in the adventure. If katanga shapechange after Bengoukee applies the mystic paint, it will still appear on their new form—and has an equal chance to wash off. Only water will remove the mystical paint.

Dying Garuda

Shortly after the heroes encounter with the creek, they will come across a large garuda that is dying from wounds suffered in combat with a predator garuda.

Passing the creek you move on through the jungle on your way south. As night is about to fall and you begin your search for a camp, a terrible howl pierces the night air close by. The wailing continues as you grab your weapons and store into the dark jungle.

If the heroes ignore the howling and choose not to investigate, it will cease as the injured garuda will die one turn later. If the heroes investigate read the following:

Weapons before you, you cautiously make your way towards the source of the inhuman howling. In a small clearing just ahead, you see a large garuda in the fading sunlight. The creature lies flat in the clearing bleeding from several terrible, possibly mortal wounds. Seeing you approach, the creature suddenly grows silent.

This particular garuda is a herbivore, meaning it only eats plants. The garuda was attacked by several smaller meat-eating garuda, that it fended off at a heavy cost. The remainder of the predator garuda have wandered off for now, but will return once the larger creature is dead—making an easy meal.

The herbivore garuda is dying, and cannot survive without the heroes's help. Since no Nubari or other race of Malatra have

a lot of experience with garuda, the decision to save the creature will be theirs. Closer examination of the beast will reveal that its teeth are designed for eating plants rather than meat, making the creature more harmful to trees rather than humanoids.

The garuda is currently at 1 hit point, and will lose a hit point a round until it dies next turn. If the heroes use cure spells or the *brews of extra-healing* supplied by Bengoukee, the garuda will live, though it will be very weak. If the heroes cure the creature, it will follow them back to camp to sleep for the evening. In the morning, the beast will feel better and will wander away. However, there are still several of the smaller meat-eating garuda to deal with.

If the larger garuda is under the protection of the heroes, they will have to deal with the return of the small predators two turns after the heroes find the howling beast. The large garuda will still be too injured to assist the heroes in any fight.

Large Garuda (Pentaceratops): AC 2/6(body plates); MV 9'; HD 12; hp 56 (1 current); THACO 9; #AT 3; Dmg 1-6/1-10/1-10(3/6/6 damage in team play); SA trample (2d10—11 damage in team play); SD AC 2 for head; SZ H (20' long); ML 12; Int Non-; AL Neutral

Meat-Eating Garuda-Euparkeria (8): AC 5; MV 15'; HD 1+1; hp 7 each; THACO 19; #AT 1; Dmg 2-5(3 damage in team play); SZ S (3' long); ML 8; Int Non-; AL Neutral

The small garuda are very adept at attacking during evening hours, and impose a -3 to all surprise rolls should they attack the heroes's camp.

If the heroes let the garuda die, the smaller creatures will feed on the dying beast this night—and will leave the heroes alone.

PART TWO UUBARR

The following day the heroes come to the edge of the Jungle of Lost Tribes. The land of the Lost Tribes is identified by taboo posts, a stake in the ground carved with runes, and are easily seen as the heroes approach. Minutes after seeing the first of the taboo posts, read the following:

A tremendous roar suddenly rips through the air, scattering birds and causing you to grasp your weapons tightly. Out of no where an enormous tiger appears before you, easily the largest you've ever seen. The majestic beast stands before you awaiting your next move—poised to strike!

The tiger is the great katanga Uubarr, guardian of the Jungle of Lost Tribes. This great warrior awaits the actions of the heroes, though he will recognize any mystic paint they are wearing as the work of Bengoukee. Uubarr will not attack the heroes unless he is assaulted first. Should the heroes be foolish enough to come to blows with the katanga, they will surely die (DM is to pull no punches here).

Uubarr, Tiger Katanga, Male, T10:

AC 8/6; MV 12/12; hp 75; THACO 11; #AT 3; Dmg 1d3/1d3/1d6 (3/3/6 in team play); SA shapechange; SZ M; ML 20; AL Lawful Good; S 18(94), D 18, C 16, I 14, W 15, Ch 14

Personality: Strong, protective, powerful

Once the heroes identify themselves and their purpose (i.e. tell him of the return of the headshrinker), Uubarr will change into human form and address the party in the Nubari tongue (Uubarr also speaks the korobokuru and saru tongues).

"I am Uubarr," says the katanga, "guardian of the Jungle of Lost Tribes. I protect the sacred lands of the Ancients as my father did, and his father before him. We are to allow no one but The Chosen Ones to enter the ruins of the past. However, if you say is true, I have failed in my duties by allowing evil to once again roam my guarded lands. Still, I cannot leave my sacred duty."

After pausing to contemplate the situation, Uubarr continues, "I will allow you to pass the sacred totems as Bengoukee wishes, but only after you pledge not to pillage the secrets of the Ancients. They are not for mortal like us to know. Only The Chosen Ones may attain this great knowledge. Do you agree?"

Uubarr will not allow the heroes to continue their journey unless they pledge not to steal anything from the ruins of the Ancients. Violation of this pledge by any of the heroes will result in their deaths at Uubarr's hand (see Conclusion). After obtaining vows from the heroes, Uubarr will give them directions

to where he suspects the headshrinker is located.

If asked about his reference to "The Chosen Ones," Uubarr will say that once every generation a Nubari of Ancient blood is born and it is his or her destiny to learn the knowledge located within the ruins beyond (this is another adventure all together—KM).

Uubarr will also notice if any of the heroes' mystic paint has washed off, and will be extremely concerned. The tiger katanga says that legend speaks of a terrible madness that strikes anyone but The Chosen Ones who enter the Jungle of Lost Tribes. The madness is different for everyone, some commit suicide, other become child-like, while some become stark raving lunatics.

One thing is certain—those with the madness do not live long afterwards. If any of the heroes are missing even a small amount of the paint, they risk contracting the madness. Since Uubarr himself has never ventured too deep into the forbidden land, he has never contracted the madness. He only guards the outskirts of the land.

The Madness

The ruins of the Ancients, deep within the Jungle of Lost Tribes, is a half day walk from the totems and the encounter with Uubarr. The "madness" of legend is actually the effects of an insect bite, similar to that of a mosquito. The bite of this rare bug, which is native only to this portion of the plateau, causes temporary but sometimes fatal forms of insanity. The type of insanity depends on the Constitution of the victim.

One hour (game time) after entering the Jungle of Lost Tribes, each hero with even a little bit of washed off paint (even those with high Constitution scores) must make a saving throw versus poison, adding +1 to the roll. Those who fail contract one of the following forms of insanity:

TABLE ONE

<u>Constitution</u>	<u>Insanity Type</u>
17+	Schizoid
15-16	Melancholia
13-14	Delusional Insanity
10-12	Extreme Paranoia
9 or less	Suicidal Mania

The paste applied by Bengoukee is a type of insect repellent that keeps the bugs away from the heroes. These insects infest the Jungle of Lost Tribes, but are beneath the notice of the heroes. Under no circumstances are the heroes to link the madness to a simple bug bite. This would take away from the primitive ambience of the Living Jungle setting. Even Bengoukee does not know what causes the madness, only that the mixture painted on the heroes will protect them from it.

The insanity can be quite deadly to the heroes, and should be role-played accordingly. Each 15 minutes of real time (on the DM's watch) affected heroes must make another saving throw versus poison with a +1 bonus. Each successful save move the hero up one notch on the insanity chart, with individuals being cured after conquering *schizoid*. However, if they fail the save they

will move one notch down the chart. Once heroes pass *suicidal mania*, they take their life in the quickest means possible. Information on each type of insanity is located in DM Appendix One.

PART THREE RUINS

Eventually the heroes will come to the outskirts of the ruins of the Ancients. The heroes can attempt to locate the lair of the headshrinker. As the heroes reach the ruins read the following:

Between the directions given to you by Bengoukee and Uubarr, finding the ruins of the Ancients is not difficult. However, upon reaching this section of the jungle you see many ruins stretching across the land, any of which could hide the lair of the headshrinker. Searching through these ruins may take some time.

This section of jungle was once a large city of the Ancients, and the ruins here encompass nearly a square mile. There is no map for the area, only for the expanse near the lair. The heroes must search through the ruins a small portion at a time. For each half hour of game time the heroes must roll 1d10 in an attempt to find the lair. Bonuses and results for this roll are listed below. Bonuses apply only if the hero with a particular skill is leading the heroes through the ruins. Up to two heroes can work together in this manner.

TABLE TWO

Roll d10	Result
1-2	1d2 Shrunkened Zombies
3-4	4d4 Garuda Predators
5-6	No Encounter
7-8	Tracks
9-10	Lair Entrance

1-2

Shrunkened Zombies—Topi (1d2): AC 6; MV 12; HD 3; hp 15 each; THACO 17; #AT 2; Dmg 1d6/1d6 (3/3 damage in team play); SA poison claws/leap; SD spell immunity; SZ T (2' tall); ML 20; Int Semi-; AL Chaotic Evil

Notes: These shrunkened zombies, Nubari that are victims of *yonik'taru*, are similar to the Mystara™ monster *topi*. These creatures have dark, leathery, wrinkled skin with bulging eyes and curled black lips.

The *topi* are clothed in the tattered remains of whatever clothing they were wearing when they died. Unlike the common zombie, *topi* do not have a rotting stench, as the shrinking process also preserves their flesh. *Topi* cannot speak, but do hiss and snarl when attacking.

In combat the *topi* are quick and agile, and do not suffer from loss of initiative. They can also leap 6 feet in the air while in combat, either horizontally or vertically. The creature's favorite tactic is to leap upon their victims from overhanging branches or high rocks. When using this maneuver the *topi* imposes a -2 to victim's surprise rolls.

Blunt weapons inflict only half damage on a *topi*, but if the wielder is human-sized

(size M) or larger, the *topi* is knocked off balance and loses any attacks or unfinished actions during the remainder of the round. In addition, the *topi* suffers a +5 penalty to its initiative roll for the next round.

The *topi*'s claws carry a *slow* poison, affecting the actions of any victim failing a saving throw versus poison. These saves are not cumulative (i.e. heroes only have to make one save per round). Victims who fail their save are slowed for 1d2 turns, suffer +4 to their armor class, -4 to all attack rolls, +2 to initiative rolls, and all combat bonuses due to Dexterity.

Like regular undead, *topi* are immune to *sleep*, *charm*, *hold* spells, death magic, poisons, and cold-based attacks. Living Jungle *topi* turn as ghouls. All *topi* created by *yonik'taru* can see in total darkness as well as in light.

3-4

Garuda Predators (Compsognathus) 4d4: AC 5; MV 10; HD 1-1; hp 4 each; THACO 20; #AT 1; Dmg 1-3 (2 damage in team play) by bite; SA surprise; SZ T (1½' tall); ML 8; Int Non-; AL Neutral

Notes: This small garuda is about the size of a chicken. It usually travels in packs, surprising its victims (-3 to surprise rolls) and overwhelming them with their numbers. When more than half of their numbers are slain they must make a collective morale check every round thereafter or flee.

5-6

No Encounter: The heroes come across nothing but empty ruins, and no trace of the headshrinker's lair.

7-8

Tracks: The heroes come across tracks leading through the ruins. Heroes with a *tracking* proficiency get to add +2 to their next attempt at finding the lair (see below for how this bonus applies).

9-10

Lair of the Headshrinker: The heroes have finally come to their destination. Proceed to Part Four.

Penalties & Bonuses

Based on their skills the heroes may be able to navigate the ruins of the Ancients quickly, finding the lair of the headshrinker sooner than expected. Use the information below in conjunction with Table Two.

Tracking: Heroes leading the party through the ruins with a *tracking* proficiency gain a +1 bonus on Table Two. If a result of 7-8 was rolled on Table Two, an additional +2 is added to the hero's next roll. If that roll is still a failure, the bonus is lost for the next roll (unless a 7-8 roll occurs again).

Direction Sense: Heroes leading the party through the ruins with the aid of the *direction sense* proficiency gain an addition +1 to any rolls after the first attempt.

High Wisdom: Heroes leading the party through the ruins with a Wisdom of 17 or higher gain an addition +1 bonus to all rolls.

No Skills: If the heroes have neither tracking, direction sense, or a Wisdom of 17 or higher, they suffer a -1 to all rolls on Table Two.

Notes On Combat: Should the heroes fall victim to "poor die rolls." They could end up encountering numerous topi or garuda—possibly more than they can handle. Hence, the heroes should not encounter more than eight topi or 30 small predator garuda.

PART FOUR LAIR

The lair of the headshrinker is well hidden, but not impossible to find. Once located, the only thing left to do is confront and destroy the headshrinker.

Area A: Entrance

After an extensive search of the ruins, you finally believe you've located the lair of the headshrinker. Hidden among broken pillars and tall grass is a worn trail leading into the shadows

of a larger structure. Closer inspection reveals that this ruin is in better shape than it first appears, possibly being restored by the evil Hodulla over the years. You suddenly notice that the creatures of the jungle are deathly silent, as if they sense the corrupt arts within and avoid these ruins

The tall grass outside the lair hides two topi charged with guarding the entrance. Once these creatures are encountered, Toka will be aware of the heroes approach.

Shrunkened Zombies—Topi (2): AC 6; MV 12; HD 3; hp 15 each; THACO 17; #AT 2; Dmg 1d6/1d6 (3/3 damage in team play); SA poison claws/leap; SD spell immunity; SZ T (2' tall); ML 20; Int Semi-; AL Chaotic Evil
Notes: See Part Three for details of the topi.

Unless otherwise stated, all chambers within the ruins lack any light source. If the heroes wish to see anything beyond the entrance they must have an appropriate light source. Topi do not need light to see within the ruins.

Area B: Antechamber

Gathered in this chamber are roots, berries, and two gourds of fresh water collected by the topi as food for their master. There are also curious herbs and other plant life piled in one corner that is not edible.

Any hero with an *herbalism* skill will be able to identify these as possible spell components. These components are used in extracting the spirit from a victim, creating a topi. The correct combinations of the herbs needed to create the topi is known only to the headshrinker.

Area C: Yonik'taru

This chamber contains the history of yonik'taru, a symbolic language created by the headshrinkers following their banishment by the Ancients. Knowing their dark art would fade from the plateau should they fall before the Ancients, the headshrinkers developed the primitive symbolic language so yonik'taru would survive.

The walls of this chamber are covered in strange markings, paintings you do not understand. Upon closer inspection, a series of the markings depict humanoid bodies being impaled with strange tool-like instruments—the last picture showing a shrunkened zombie like the ones you've encountered this day. The remainder of the markings you do not understand.

The information within this cave depicts the process of creating a topi. If the heroes are truly good, they will make an effort to destroy the markings in this chamber. No matter how hard they try, the heroes will not be able to decipher any of the other markings.

Area D: Topi

Victims for topi have been slim in the past year. Since the coming of the garuda many of Toka's creations have been either eaten or trampled by the great beasts. Part of the reason for the headshrinker's return to the tribe is to find more victims to turn into topi servants.

This chamber contains the equipment a headshrinker needs to create a topi. There is a wooden table with rope restraints, buckets caked with dried blood, and roots

and other unknown ingredients chaotically strewn about.

There are also several specially crafted containers in one corner of the chamber. These devices are *phal-torren*, the receptacles of the headshrinker's power. The *phal-torren* in this chamber are, however, empty and not being used by the headshrinker at this time. The *phal-torren* appear as small gourds with intricate carvings inlaid in a blackish-red (that is actually dried blood).

Closer examination of this chamber, and the use of a *tracking* proficiency, will reveal that this area was recently occupied. Several *topi* were here prior to the heroes arrival, but have since gathered to aid their master. Any tracks found lead further into the lair.

Area E: Apprentice

In this chamber, unconscious in one corner, is a small boy who is the headshrinker's only apprentice. The boy's name is Xot (pronounced "zot"), and he has been purposely beaten by the *topi* in an attempt to further stall the heroes—giving the headshrinker a chance to better prepare for the group.

Xot's appearance is far from the average Nubari. The boy is dressed in a nondescript loincloth and halter, but designs are painted on his face and clothes in blood and shrunken skulls hang from his leather belt. The boy is no more than 13 summers old.

Xot currently is at -1 hit points, having been beaten around the head and chest just as the heroes were entering the lair. Toka

has raised this orphan boy for the past seven years, training him in the art of *yonik'taru* (planning to kill him later as with prior apprentices). The boy is fiercely loyal to Toka, believing headshrinkers will again rise to power someday.

Should the heroes revive him, he will do everything in his power to help bring about their end. Although he is only 13 summers old, he is skilled in some of the arts of *yonik'taru* and could prove a problem later on.

Xot will not understand the attack on him by the *topi*, and does not care. He will play along as the injured child for the heroes, hoping to turn on them at the last instant to help his master. Xot will state he is nothing more than a servant, and is dressed this way by his master. Only an extremely close examination of the boy's belongings will reveal a *phal-torren*, marking him as a headshrinker.

Xot will keep a steady head if the container is found, and will tell the heroes he master makes him carry it—feigning ignorance. The *phal-torren* actually protects the boy from the effects of the madness. He will tell the heroes that is why he was told to carry it, and will be genuinely frightened of contracting the madness if it is removed from his person.

For the course of the adventure, Xot will remain a zealot of the headshrinker Toka. The only way the boy can be saved is for him to be returned to Bengoukee for rehabilitation, or to kill him.

Xot—Apprentice Headshrinker: AC 10; MV 12; W1; hp 4 (-1 when found); THACO 20; #AT 1; Dmg 1d2 by stick (1 damage in team play); SA spells; SZ M; ML 18; Int Very; AL Chaotic Neutral (Evil)
S 12, D 14, C 14, I 16, W 12, Ch 11

Personality: Devious, wicked, cunning

Special Equipment: phan-torren, stick

Spells: 1st—chill touch (2*)

*Indicates damage done in team play.

Area J: Headshrinker?

As the heroes enter this chamber read the following:

As you approach this dimly lit chamber, a frightening scream issues forth. Rushing forward you see a Nubari woman huddled in a corner of the cavern nearest to you. Emerging from the shadows of the torch light are six of the shrunken zombies, who quickly turn their attention to you!

The scene before the heroes is a ruse. The topi had no intention of attacking the woman, for she is Toka—the last headshrinker.

Shrunken Zombies—Topi (6): AC 6; MV 12; HD 3; hp 14 each; THACO 17; #AT 2; Dmg 1d6/1d6 (3/3 damage in team play); SA poison claws/leap; SD spell immunity; SZ T (2' tall); ML 20; Int Semi-; AL Chaotic Evil
Notes: See Part Three for details of the topi.

Toka the Headshrinker: AC 7; MV 12; W7; hp 21; THACO 17; #AT 1; Dmg 1d4 by poison dagger (2 damage in team play); SA spells; SD immune to enchantment/charm magic; SZ M; ML 20; Int High; AL Chaotic Evil
S 15, D 17, C 15, I 17, W 16, Ch 14

Personality: Cunning, vengeful, hateful

Special Equipment: poison dagger (coated with same poison as the topi, two uses), phal-torren

Spell (4/3/2/1)s: 1st—color spray, fiery eyes*, chill touch(2**) x2; 2nd—darkness 15', irritation, shatter; 3rd—minute meteors(3**), vampire touch; 4th—wall of bones*(4/6**)

*Indicates new spell, see DM Appendix Two.

**Indicates damage done in team play.

Bengoukee believed Toka dead at the hands of his former master, and found no reason to mention her to the heroes. Unless they're extremely clever, the heroes have no reason to suspect the headshrinker as being a woman.

Though not quite as powerful as Hodulla, Toka is well on her way to becoming a powerful headshrinker—unless the heroes stop her. Toka's vengeful anger caused her to come out of hiding too soon, and the coming of the garuda have also caused her some setbacks. The headshrinker desperately needs to defeat the heroes, giving herself a chance to regroup and rebuild her forces.

Toka will attempt to outflank the heroes, getting them into a position to cast color spray and wall of bones with the

greatest effect. If the battle goes against her, Toka attempts to flee into the jungle where the heroes will never find her. If this occurs, the headshrinker escapes to return another day.

Toka appears as a comely Nubari woman of 30 summers, dressed in a tattered gown covered with dirt and small cuts. The only thing out of the ordinary on the woman is her *phal-torren*, which is on leather string around her neck. It appears as a gourd with strange markings around it.

During their initial confrontation with Toka, the heroes may or may not notice the heinous instrument. Heroes suspicious of the woman must spend a full round of combat examining Toka to notice the device. To cast spells the headshrinker must grasp the *phal-torren* to draw its power. The device also protects from and can cure an individual of the madness (afflicted heroes must hold the *phal-torren* for one turn for this to work).

AFTER THE BATTLE

With the headshrinker dead, all topi under her control will die. The caverns beyond Area F hold a few treasures for the heroes to plunder before returning to Bengoukee.

🐉 A necklace of animal teeth.

🐉 Bracelet of carved jade.

🐉 Large garuda tooth (use as dagger with +1 bonus to hit).

RETURNING HOME

There are a few issues which may have to be resolved should the heroes survive their encounter with the headshrinker.

The Madness: Some of the heroes may still be under the effects of the jungle madness. Remember that it is still possible for the heroes to contract the madness as they leave the Jungle of Lost Tribes. Before ending the adventure, give each afflicted hero one last saving throw to cure themselves using the results below to determine the madness' final effects:

🐉 Last save failed, but not at *suicidal mania*: The hero is permanently schizoid. The hero may relinquish their reward from Bengoukee to have the affliction removed, otherwise it is a permanent part of their personality thereafter.

🐉 Last save made, but not cured: Treat as if the hero had missed their save, but not at *suicidal mania* (see above).

🐉 Last save missed, at *suicidal mania* or worse: Hero will immediately try to take their own life. Companions will have to restrain the victim and return them to Bengoukee (forgoing their reward for the cure).

🐉 Heroes who are *schizoid* and make their last save fight off the madness on the journey back.

Uubarr: Upon reaching the taboo posts, the heroes will once again encounter the tiger

katanga. Uubarr will want a full report of the hero's actions, including the fate of the headshrinker. If the heroes are returning the boy Xot to civilized lands, he will strongly suggest they put him to death. ***"It is better that all knowledge of yonik'taru dies this day."*** being his only reply. He leaves the decision to the party.

Uubarr will also see if any heroes have pilfered the ruins of the Ancients. Although no other treasures were detailed in this adventure, things as simple as the stones of the ruins fall under the katanga's protection. Uubarr will ask to see everything the heroes found, even things taken from the lair.

If any of the heroes copied the markings on the walls of the lair (see Area C), Uubarr will destroy it at all costs. The knowledge is forbidden and should be destroyed. Should the heroes sneak this information past Uubarr, Bengoukee will uncover it and destroy it later—severely chastising the hero.

CONCLUSION

Should the heroes survive the adventure, they will be rewarded by Bengoukee depending on the limits of their success.

Heroes killed the Headshrinker

Slaying the last of the headshrinkers is a great act of heroism indeed, earning them gifts from Bengoukee. If the heroes were brave and courageous in this action (DM decision), they additionally earn a hero point for the adventure. The list of treasures from the witch doctor is listed below.

Headshrinker escapes the heroes

Bengoukee is disappointed in the heroes's endeavor, but not surprised. Even though the headshrinker was not destroyed, her true nature was revealed and her plans were set back. For their effort each of the heroes will receive two items off the standard equipment list, and one weapon of their choice.

Wizard heroes may choose to forgo this reward and trade additional items in their possession in return for a spell fetish. When considering this trade, the DM may should take no less than three standard items (received from character generation) and one special item (designated by a certificate) in return for the fetish. Choose from fetishes offered for successful completion of the adventure. No more than one fetish can be traded for in this manner, and only if the mission to kill the headshrinker is unsuccessful.

The Madness

Heroes still afflicted with the madness must forgo all reward in return for a cure. Otherwise they must live with the affliction until cured at a later date.

Xot the Apprentice

If the heroes return Xot to Bengoukee, the witch doctor will express concern for the child and take him under his wing—he does not have the heart to kill the boy because he was duped by Toka. Bengoukee will try to wipe the child's mind of all knowledge of *yonik'taru*, hoping the boy will be able to lead a normal life.

If the heroes kill Xot, Bengoukee will not chastise them for their actions. ***"Perhaps it is best this way," he will say, "for I would not have had the courage."***

Symbols of Yonik'taru

If the heroes copied down the symbolic language found in the cave, Bengoukee will find out. If a hero copied them down so as to bring them back to the witch doctor, Bengoukee will immediately destroy them. If someone copied them for their own personal gain and did not present them to the witch doctor, Bengoukee still finds out and destroys the knowledge—and denies them a gift.

In addition, any other items related to the dark art, such as the *phal-torren*, are to be destroyed. Hiding these items incurs the same wrath from the witch doctor.

Gifts of Bengoukee

Upon successful completion of the adventure, Bengoukee will present the following gifts for the heroes. There is only one of each item, and each hero gets only one pick.

☞ Spell fetishes—grease, taunt, mirror image, web, and protection from normal missiles.

☞ A brew of climbing.

☞ Breast plate of lizard skin armor.

☞ Club of unknown hardwood (+2 to all damage rolls).

☞ Cloak of foliage (non-magical camouflaged cloak that adds +15% to all hide rolls).

☞ A brew of extra-healing.

Note on Magic

If the heroes did not use the magic items given to them by Bengoukee at the beginning of the adventure, the witch doctor will want them back. The *brews of extra-healing* and the magical dust have no certificate, and should not be kept by the heroes.

Experience Point Summary

Part One

☞ Getting across the creek without getting wet: 100 exp

☞ Helping the dying garuda: 100 exp

☞ Defeating the predator garuda: 50 exp

Part Two

☞ Treating Uubarr with respect: 100 exp

☞ Not contracting the madness: 50 exp

Part Three

☞ Finding the lair in less than three attempts: 100 exp

Part Four

- ☞ Defeating topi guarding the entrance: 100 exp
- ☞ Destroying *yonik'taru* symbols: 100 exp
- ☞ Destroying extra *phal-torren*: 100 exp
- ☞ Returning Xot to Bengoukee: 100 exp
- ☞ Killing the Xot the apprentice: 50 exp
- ☞ Killing all remaining topi: 100 exp
- ☞ Killing the headshrinker: 300 exp

Total Possible Experience: 1350

Treasure Summary

- ☞ A necklace of animal teeth.
- ☞ Bracelet of carved jade.
- ☞ Large garuda tooth (use as dagger with +1 bonus to hit).
- ☞ Spell fetishes—*grease*, *taunt*, *mirror image*, *web*, and *protection from normal missiles*.
- ☞ A *brew of climbing*.
- ☞ Breast plate of lizard skin armor.
- ☞ Club of unknown hardwood (+2 to all damage rolls).
- ☞ Cloak of foliage (non-magical camouflaged cloak that adds +15% to all hide rolls).
- ☞ A *brew of extra-healing*.

DM SCORE SHEET

LAIR OF THE HEADSHRINKER

Introduction

Did the heroes except the mission for Bengoukee with enthusiasm? Yes/No

Part One

Number of heroes to successfully cross the creek. 1/2/3/4/5/6

Did the heroes help the dying garuda? Yes/No

Did the heroes defeat the predator garuda? Yes/No

Part Two

Did the heroes treat Uubarr with respect? Yes/No

Number of heroes that did not contract the madness? 1/2/3/4/5/6

Part Three

Did the heroes find the lair in three or less attempts (die rolls)? Yes/No

Part Four

Were the heroes surprised by the two topi guarding the entrance? Yes/No

Did the heroes kill the two topi without fatalities? Yes/No

Did the heroes destroy the *yonik'taru* symbols? Yes/No

Did the heroes destroy the extra *phal'torren*? Yes/No

Did the heroes kill Xot? Yes/No

Did the heroes return Xot to Bengoukee? Yes/No

Did the heroes defeat the remaining topi? Yes/No

Did the heroes discover Toka was the headshrinker before she attacked? Yes/No

Did the heroes kill the headshrinker? Yes/No

Conclusion

Did any heroes attempt to keep *phal'torren* or *yonik'taru* secrets for themselves? Yes/No

HQ SCORE SHEET

LAIR OF THE HEADSHRINKER

Introduction

Did all the heroes except the mission for Bengoukee with enthusiasm? Yes(15)/No(5)

Part One

Number of heroes to successfully cross the creek. 10 pts/hero

Did the heroes help the dying garuda? Yes(20)/No(5)

Did the heroes defeat the predator garuda? Yes(10)/No(0)

Part Two

Did the heroes treat Uubarr with respect? Yes(10)/No(0)

Number of heroes that did not contract the madness? 5 pts/hero

Part Three

Did the heroes find the lair in three or less attempts (die rolls)? Yes(15)/No(0)

Part Four

Were the heroes surprised by the two topi guarding the entrance? Yes(20)/No(0)

Did the heroes kill the two topi without fatalities? Yes(10)/No(0)

Did the heroes destroy the *yonik'taru* symbols? Yes(20)/No(5)

Did the heroes destroy the extra *phal'torren*? Yes(20)/No(0)

Did the heroes kill Xot? Yes(10)/No(5)

Did the heroes return Xot to Bengoukee? Yes(10)/No(0)

Did the heroes defeat the remaining topi? Yes(20)/No(0)

Did the heroes discover Toka was the headshrinker before she attacked? Yes(25)/No(5)

Did the heroes kill the headshrinker? Yes(25)/No(0)

Conclusion

Did any heroes attempt to keep *phal-torren* or *yonik'taru* secrets for themselves? Yes(0)/No(15)

Total Possible Points: 335

Team Ranking: _____

DM APPENDIX ONE

Insanities of the Madness

Schizoid—Heroes afflicted with this insanity have no personality of their own. They will mimic the actions of others around them, adopting them as role models. The selection will be based on the most different person around them. For example: a Nubari wizard will mimic a saru warrior, or a shu imitating a pangolin katanga. Wizard or cleric heroes will choose not to use their spells or abilities while mimicking their role model, as well as katanga heroes choosing not to use their shapechanging abilities while following a Nubari.

Melancholia—Those afflicted with this insanity suffer from black moods, fits of brooding, and feelings of hopelessness. The afflicted will be 50% likely to ignore any given situation due to melancholia coming upon them.

Delusional Insanity—Victims of this insanity believe they are a famous figure such as a powerful warrior, potent wizard, etc. Those who "fail" to recognize the afflicted as such will incur great hostility—even so far as to allow them to die for their arrogance.

Extreme Paranoia—Those suffering from this form of insanity will think "everyone" will be out to get them. Simple things such as conversation and laughter will be considered to be a plot against their lives. The victim will refuse to eat or drink, thinking these items poisoned, and will never turn their back on anyone. In times of combat, the afflicted would just as soon let their "former friends" die than help them unless their own lives will then be in peril.

Suicidal Mania—This form of insanity causes the afflicted hero to charge blindly into certain-death situations with no concern for their well being—or the well being of others. Heroes will forgo the use of spells, weapons, or other abilities in an effort to rip their victim to shreds with their bare hands.

Note on Hero Points

Heroic-like actions while under the affects of the madness should not be a reason heroes are awarded hero points.

DM APPENDIX TWO

Spells of the Headshrinker

Fiery Eyes (Alteration)

Level: 1

Area of Effect: Caster

Range: 3 feet/level

Casting Time: 5 segments

Duration: 3 rounds/level

Saving Throw: Special

This spell causes the caster's eyes to glow with an unnatural fire. So lit, the eyes can project beams of bright light, clearly illuminating an area as if lit by a lantern. By fixing his or her sight on an area for three rounds the wizard can cause combustible material to burst into small flames. The wizard can also concentrate his or her vision on an intelligent person or creature, creating a hypnotic effect. Those looking at the caster are allowed a saving throw versus spells or they'll become transfixed by the light, unable to do anything while meeting the wizard's gaze. If the wizard looks away or the spell expires, victims return to normal.

Wall of Bones (Necromantic)

Level: 4

Area of Effect: Wall 10'sq. & ½ thick/level

Range: 6 feet/level

Casting Time: One round

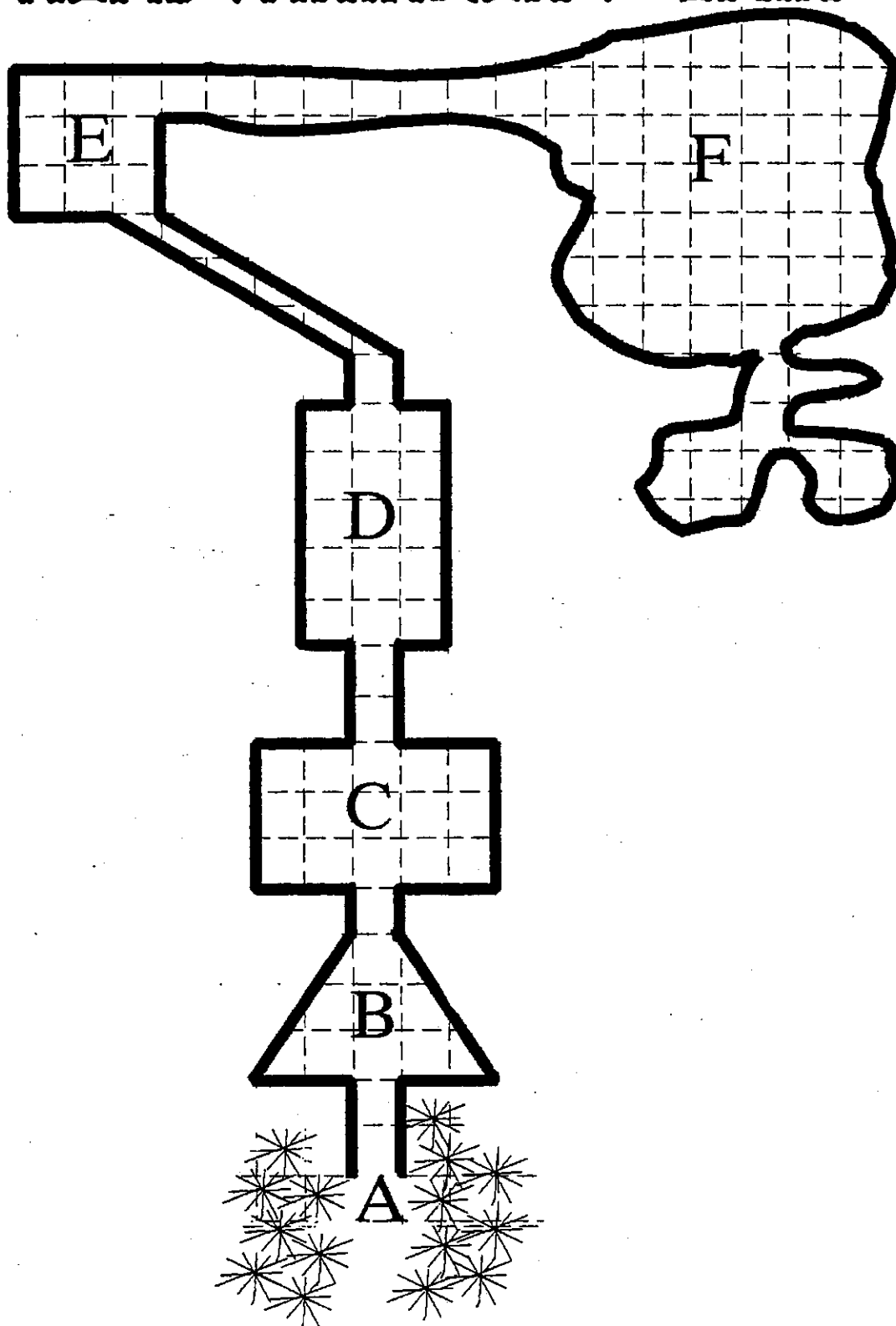
Duration: One turn

Saving Throw: None

This spell causes a wall of bones to erupt from the earth in whatever shape the caster chooses (within the parameters of the spell). The wall must be solidly based, or collapses in a random pile for lack of support. The wall is not solid, having several gaps and small openings. Anyone sheltered by a wall of bone is considered to have 50% cover from missile fire. The wall can be walked through with concerted effort, but its spiky construction causes 1d8 (4 in team play) points of damage for every 10 feet of thickness traveled. Only heroes with a 17 or greater Strength armed with a blunt weapon can smash down the wall.

The wall can be cast under the feet of creatures if they stand on an earthen surface (ie. not rock or wood). Anyone standing where the wall appears takes 2d8 (6 in team play) points of damage, and all foot wear is destroyed.

HEADSHRINKER'S LAIR



HEADSHRINKER'S LAIR

