

MANTU'S SACRIFICE

A One-Round Living Jungle Tournament for Low Level Heroes

by Susan Threadgill

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters: pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

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 bold italics. 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.

In places an Observation proficiency check is called for. If there are no characters with this proficiency, then any hero who is making an effort to search or look may make a check against Intelligence -4 to get the same result.

JUDGE'S BACKGROUND

Within the last several months, for some reason Fire Mountain has been unusually active, as if the gods were trying to say something. Even

Bengoukee does not know why this is happening. The great volcano has not erupted violently since the great calamity almost two years ago, but lately rivers of lava have spewed forth and run down the sides of the mountain. These have laid waste to the jungle immediately surrounding the mountain, and the animals living there have been driven further away. Two of the lava flows ended up in the same area of jungle on the south face of Fire Mountain, and this has been of great benefit to the Koshiva tribe. Neither predators nor hunters have thus far been able to exhaust this new supply of game.

In one of these areas, a Koshiva village led by clan chief Teela celebrates their current good fortune with a feast. They are unaware that among their guests is an enemy: Mantu, a man who steals the chief's youngest son. He hopes to offer him as a sacrifice to the spirit of the angry mountain, buying relief for his own ruined village.

When the boy's disappearance is discovered, the heroes must:

1. Find the clues to how he disappeared;
2. Locate the kidnapper;
3. Rescue the chief's son.

PLAYERS' INTRODUCTION:

You can't remember the last time you attended such a feast. The drink was plentiful, the tales tall, and the food! The hunters had never before provided such a spread. Like the other visitors from various tribes, you were impressed. Even the pinch-faced wise man from the hills near Fire Mountain had nothing but praise for the occasion. Of course, not everyone knows that for the past several weeks, ever since the mountain had roared and dimmed the sun over the distant plains, the jungles in this area had come alive with game and herd animals.

The chief and the village shaman had led the dance of thanks to the spirits for their generosity, and you, like most of the villagers and their guests, had stumbled through the maze of bridges to your

borrowed tree-hut, exhausted and rubbing your overstuffed stomach.

Someone has made a drum of your head! Perhaps it only seems that way, but you are unsure as you are roughly awakened by a villager. You can't make out who it is, because the unbearable brilliance of the early morning sun is behind him as he bends over you. "You must come! Our chief needs you now!"

As you make your way along the swaying bridge, you see the young man who summoned you moving quickly in the direction of a large group gathered on the various bridges and platforms surrounding the chief's home. Many of the people look lethargic and surly as they wait for the chief to speak.

(Chief Teela: Grim, angry, afraid for his son.) "My youngest son, Tiboti, has disappeared. He has never been one to wander from our platform in the night. When we searched for him, we discovered that all of the watchers near the river were asleep, and a canoe is missing."

"I call upon the best of our hunters and warriors -- those of Koshiva, and any honored guests who will help us. We must go in search of my son. I will take one group and search this side of the river. One group must go upriver, one down river, and one must search the lands across the river, in case the canoe simply drifted away in the night. Please, take what you need from the village stores and go quickly!"

The distraught chief disappears into his hut.

The heroes may ask for any food or drink they desire -- the village is currently well-stocked. The only weapons available are arrows (up to 10 per hero), darts (up to 6 per hero), and sling stones (as many as they care to carry). Should the heroes ask for canoes, 2 are available for their use.

Tiboti is four years old and dressed in only a loincloth, sandals, and a necklace of wooden beads. His mother, Nunanti, is frantic with anxiety, and has lost control. She is being contained by warriors in the chief's hut, as she has expressed the intent of going on the search

and the chief does not want her out lost too. If the PCs can get in to see her, she can relate that Tiboti had been friendly with all the guests. Tiboti is naturally friendly and approached everyone. She is sure that she put him to bed personally, so he must have somehow been taken from or wandered from the platform where they live.

Many of the village's guests stayed for the night, but others left after the evening meal.

Let the heroes decide whether their group will search upriver, down river, or across the river. There are numerous tracks in the area, but none distinguishable as Mantu's or the boy's.

ENCOUNTER ONE: MONKEY BUSINESS

You have been searching for some time with no sign of success. The day is warm, and the animals of the jungle are active. You have twice surprised animals at the water's edge. No wonder the hunters are having such an easy time! Even now, a colony of monkeys begins to chatter and screech. They take to the trees and scold your group as you approach.

Monkeys (12): Int Animal; AL N; AC 8; MV 9; HD 1+1; hp 6; THAC0 19; #AT 1; Dmg 1 (bite); SA nil; SD nil; MR nil; SZ s; ML 7

When the party is in range, the monkeys begin to pelt them with seed pods, leaves, twigs, and other refuse. If the party tries to leave or begins to throw similar items back at the monkeys, the colony will become even more excited. Eventually, one random hero will be struck by a missile that actually hurts -- a small sandal, woven with markings from the Koshiva tribe. If the party attacks in a way that will actually injure the monkeys (or frightens them with any apparent spellcasting), they will flee. The largest male will lag behind long enough to throw the sandal. Any Saru or Monkey Katanga character may attempt to communicate with the monkeys, as can a priest with a speak with animals spell. The monkeys can offer the

following information: (Monkeys: excited, curious, jabbering, not-too-bright)

- "Ooooh - oooh - You talk us? Oooh - fun - you talk us." "Oooh - boy? What boy? Oooh - no-hair like you but small."
- "Ooooh - big no-hair carry small no-hair to wet. Big no-hair, small no-hair ride stick on wet." (the man & boy got in a canoe...) "Ooooh - oooh - you talk us. Want banana?" "Big no-hair put spot-cat on small no-hair. Spot-cat on small no-hair -- oooh." (the man covered the boy with a leopardskin cloak...)

They will indicate upriver if asked which way "the stick" went.

ENCOUNTER TWO: THE USUAL SUSPECTS

As you make your way along the river, the day wears on. Banks of dark clouds have covered the sun, creating twilight at midday beneath the thick jungle canopy. In the dim visibility, you are quite close before you see a canoe approaching from upstream. From its design and markings, you know that it is a Koshivan canoe; from the appearance of its occupants, however, you know that they are not Koshiva. (their heads are not shaved.) As they get closer, you see that one of them is wearing a leopard-skin cloak.

Nubari (2), human F4: Int Average; AL N; AC 5; MV 12; hp 24; THAC0 16; #AT 1; Dmg 1D6+1 (spear + Strength), SA nil, SD nil; MR nil; SZ M (6'); ML 10

These Nubari are from the Rudra, a rival tribe from the area. These two were sent on a scouting mission, to test the defenses of the Koshiva and report back, so that their chief will know when to plan his raids. They found the canoe abandoned by Mantu (and the leopardskin cloak he left behind due to his struggles with the boy). They carry bone tubes containing crude

maps of the area, as well as inks and skins for new maps.

They do not wish to fight and are uncomfortable with having to deal directly with anyone from this area. Their top priority is to live and escape to give their report.

They are Nala and Butanto: nervous, somewhat hostile, and in a hurry.

- "We found this canoe floating abandoned along the river. We saw no one around, living or dead, so we decided to take it." (false)
- "The cloak was on the ground near the canoe. Someone so careless with his possessions does not deserve to have them." (True; if they are listening, the heroes will know the canoe was beached when it was found.)
- "We have come down river to trade with the mighty Koshiva." (true and false: they have brought trade goods, but only as a cover for their scouting mission.)

If captured or otherwise put in a position from which escape is unlikely, they will admit they found the beached canoe several miles upriver; they describe the location as being on the east bank, near a bend to the west, where a large tree leans out over the river.

TREASURE:

- Trade goods (3 50' lengths of vine rope, 5 spear shafts, 3 dozen arrow shafts.)

ENCOUNTER THREE: BEND OF THE RIVER

You are traveling once again, and rain has begun to fall in sheets. You find it difficult to see ahead of you and difficult to hear, because of the pounding rain and the increased noise of the river's flow.

The pace of the river has picked up as well, causing heroes in canoes to struggle to maintain any headway against the current.

You think you see white water ahead as the river sweeps in a long curve from the west; a huge tree leans over the water, its exposed roots somehow holding it against years of erosion. There is a dark "beach" of sorts at its base, created by the buildup of silt deposits.

If the heroes got the information from the two Nubari, they can recognize this as the site of the formerly beached canoe. If they did not get the information and are in canoes, they recognize this as a relatively safe place to beach in order to stop and calmly check out what lies upriver (an impassable waterfall). At least one hero in each canoe must make a boating proficiency check at -2 to land without incident; if no hero has boating skill, use a Dexterity check at -6 for the same result. A total failure means the canoe snagged on debris and capsized near the "beach." A successful swimming check gets a hero to the beach without damage; failure or lack of swimming proficiency means they are snagged on debris near the shore, taking 2 hp damage per round (from being pummeled by and swallowing water) until other heroes pull them out.

Upon landing, a random hero is immediately attacked by a giant Caiman. The beast, starving because most of his food supply died when the volcano superheated local waters, is maddened by hunger and will fight to the death. On its first attack, it will surprise its target on 1-6 on d10; with this attack, it will attempt to bite a hero securely and drag its prey underwater. If a hero is dragged under, he/she will take 1d8 points of damage per round from the caiman's locked jaws and must make a Constitution check each round to avoid an additional 4 hp drowning damage.

Giant Caiman (1): Int Animal; AL N; AC 3; MV 6/12, HD 7; hp 28, THAC0 13; #AT 2. DMG 2-8 (bite)/2-12 (tail); SA grab and roll; SD nil, MR nil; SZ H (15' long); ML 13.

ENCOUNTER FOUR: HEAR NO EVIL

You stand in the pouring rain, realizing that there is little shelter here. Most of the growth

here is stunted and leafless, and the ground is covered by thick gray mud. The oddest sight is just upstream from the "beach," where a formation akin to a waterfall rendered in black stone hangs suspended from rocks to river. Water now follows the course laid out by the stream of stone, making it look as though the stone itself is moving.

The heroes must move to higher ground to see that the remnants of the lava flow continue overland toward the still-smoking hulk of the Fire Mountain. Once on the higher bank, they see another thin stream of smoke rising from among the rising rocky lands to the east.

- If the heroes follow the lava flow: go to ENCOUNTER 5.
- If the heroes investigate the smoke, continue here.

As you work your way up toward the source of the smoke, you are startled to hear singing in a loud and somewhat off-key voice:

"Oh, the lion and the tiger should be friends, The lion and the tiger should be friends, One's the shaggy, rugged type, The other's got some flashy stripes, But they both make fancy lioncloths in the end."

If the GM cares, this can be sung to the tune of "The Farmer & the Cowhand," from the musical OKLAHOMA!

A cookfire burns beneath a rocky ledge at the mouth of a small cave, and near it sits the singer: a Korobokuru of some years. His face is dark tan and wrinkled, while his long, tangled hair and beard are almost white. He continues to hum or whistle as he works. The rock on which he sits is all but obscured by wood shavings, created by the chips from the chunk of wood in his hands. His abode seems warm and dry; he is oblivious to the driving rain.

Korroc; male Korobokuru F7: Int Average; AL CG; AC 6 (hide); MV 9; HP 52; THAC0 13;

#AT 3/2, Dmg by weapon (1-6 club); SA nil; SD nil; MR nil, SZ M (4'); ML 13.

He has come away from his people because he is deaf and, therefore, bored by their constant boasting contests. He lives alone, gathers wood from trees killed by the volcano, and carves. His home also provides a way-station for Korobokuru elders on their pilgrimages to Fire Mountain, seeking a vision sent from War'dango. He cannot hear heroes unless they shout, and if they speak in normal tones, he assumes they are trying to hold a boasting contest. He will pretend to listen, then hand the hero a "prize" and go back to work until interrupted again.

Prizes:

1. War club carved with the head of a lion
2. Wooden bowl carved with the image of Fire Mountain
3. Aticulated wooden necklace, resembling a snake swallowing its own tail

After the third prize, Korroc will become impatient and ask the heroes to leave. If the heroes try shouting, Korroc has the following information:

"I saw this man, the one carrying the boy, several hours ago. He was following the lava flow uphill toward the mountain. I just figured one of Bagoomba's men was bringing another 'young adventurer' back home." "He must have been a powerful wizard. He tried to cast a spell at me, but I hit him with a rock, right between his eyes, I did! I haven't seen a throw like that since -- oh, never mind."

He will not elaborate on what "never mind" refers to.

TREASURE:

Prizes listed above

ENCOUNTER FIVE: BORN FREE

As you follow the path of the hardened lava toward the looming Fire Mountain, you find that you must take care to avoid losing your footing. The rock is very smooth in places and very wet everywhere. Even though the rain has diminished to a dismal drizzle, water continues to sluice along this natural waterway. Despite your precautionary pace, (random hero) slips on the stone and sits heavily in a puddle. And there is something very uncomfortable under your buttocks...

The hero finds the boy's other sandal in the puddle.

As you near the top of a rise, you notice that the sound of the flowing water is different—hollow, somehow.

The heroes find that a gaping, jagged hole has been broken in the surface of the lava, allowing part of the water to pour down into the opening. Looking down, heroes can see that the hole is approximately 20 feet deep and littered with the broken shards of stone from the surface. They cannot see how big the chamber is at the bottom.

Near this hole is the temporary den of a female lion and her two cubs. She followed the game from the Savanna edge this far, and has settled here for a rest. The presence of the heroes nearby has her worried, since she does have cubs. She has come to see what is up, and acts threateningly to scare the heroes off.

Spotted lion female: Int Animal; AL N; AC 5; MV 12; HD 6+2; hp 28; THAC0 15; #AT 3, Dmg 1-4/1-4/1-12, SA Rake 2-8/2-8. SD nil; MR nil; SZ L; ML 13.

Spotted lion cubs (2): Int Animal; AL N; AC 5; MV 12; HD 6+2; hp 14; THAC0 15; #AT 3, Dmg 1-2/1-2/1-6, SA Rake 1-4/1-4, SD nil; MR nil; SZ L; ML 13.

They will not fight to the death unless one of the cubs is killed. This makes an implacable foe

of the mother. Heroes fighting near the edge of the hole must roll a Dexterity check at -2 to avoid falling in for 2d6 points of damage.

ENCOUNTER SIX: DOWN THE RABBIT HOLE

If the heroes investigate the hole further, have each one looking make an Observation proficiency check. Success reveals the following:

Looking once more down the mysterious hole, you see something you missed before: a small piece of cloth flutters from the jagged edge of the lava rock, about two-thirds of the way down the impromptu chute.

Any reasonable method for descending the twenty feet of jagged, slippery stone should succeed. Falls inflict 2d6 damage. When they are down, continue.

Now that you have descended into the hole, you see the imprints left by the passage of a heavy four-footed creature. The deep tracks lead off down an earthen tunnel, and there are signs that the creature is so large that its back and sides were scraping the tunnel walls as it moved along. After only a few minutes of travel, you come to a branching passage. But even from where you are standing, you can hear the labored breathing and intermittent roaring of a large beast in distress.

- If the heroes take the branching passage, skip to ENCOUNTER SEVEN.
- If the heroes follow the noise, continue with this encounter.

You move cautiously along the passage, and the muffled roaring becomes louder. The walls are rockier here; the sounds echo and direction becomes indistinct. As you follow a curve to your left, you are confronted by what seems to be a writhing serpent. However, when you

venture a second look, you see that the "serpent" is the lashing tail of what must be a young garuda whose armored body seems to be wedged firmly between the rock walls of the passage, totally filling the tunnel. Its thrashing tail is knocking chunks from the rock walls.

Immature Shell-back (1): Int Animal; AL N; AC 0; MV 6; HD 9; hp 56 (40); THAC0 11; #AT 1; Dmg 2D6 (tail) or 1d6 (head butt); SA nil, SD nil; MR nil; SZ H (10' long); ML 11.

The garuda is young and has been injured by its fall. It is now trapped and is in no mood to cooperate with a rescue attempt. If the heroes try to get close enough to free the beast by digging or casting the priest spell *stone shape*, they will be subject to attacks by the lashing tail. If the heroes do work out a way to free the garuda, it will advance 35 feet further down the passage and become wedged again. The passages of the complex are too narrow for such a large animal.

There is a way to get it out. If a hero gets in front of it by going around via the side passage (see below), then they can scare it from the front and it will retreat to the hole. This does not get it out of the caverns, but if they rig a net or something they might manage it. Real ingenuity should be required for a success at this problem.

The garuda is not ready to cooperate with a rescue unless enthralled magically, so it should attack in an incidental manner any hero who gets too close.

The heroes should find it more feasible to leave it trapped, backtrack to the branching passage, and go around. They have no trouble getting past the garuda if they do this, and they re-join this passage about 23 feet beyond the shell-back.

ENCOUNTER SEVEN: ROCK AND ROLL

As they travel down the branching passage, the sounds of struggle slowly diminish. Have the lead heroes roll an observation proficiency check at +2.

You come to a fairly straight section of tunnel. Suddenly, (whichever hero) stops you, pointing to the floor of the tunnel. Now you can plainly see that the not-so-well concealed pit that spans the tunnel floor for just less than 10'.

If the heroes attempt to jump the pit, have them roll a dexterity check to do so. If they succeed, they set off the real trap, a concealed net counterbalanced by another net holding a quantity of rocks. When the hero or heroes trip the net, they go up, allowing approximately 400 lbs. of rocks (in another net) to fall on anyone still standing within 10 feet of the near edge of the pit. heroes caught in the net suffer no damage; heroes hit by falling rocks take 1d6+3 damage and are pinned (successful Dexterity check to avoid being pinned). Whether the heroes avoid or set off the trap, the noise of their passage will alert and attract the Beloks.

ENCOUNTER EIGHT: RUN, LUKE, RUN!

Just as you resume your way along the tunnel, you come face to face with a pair of small, furry humanoids carrying crude spears. Approximately 3' tall, they have wild yellow eyes, and their snarls reveal tiny, sharp teeth. They glare at you and make threatening motions with their pointed sticks.

Beloks (2): Int Low; AL N; AC 5; MV 9; HD 3; hp 13; THAC0 18; #AT 1 or 2; Dmg 1-4+1 (pointed stick) or d4/d4 (claws); SA wail: no communication possible, all non-Beloks -2 to hit, no casting possible within 50' radius; SD nil; MR nil; SZ S (3'); ML 12.

If the heroes attack, the beloks will wail and flee. In 4 rounds, a force of 20 beloks will arrive and attack. They are fighting for their homes; they will not flee if backed into their main enclave. The beloks cannot speak or understand common. They are omnivorous and are not above

eating humanoids (but not their own kind). In their current state of near-starvation, they see the heroes as a possible meal.

Beloks (20): Int Low; AL N; AC 5; MV 9; HD 3; hp 13; THAC0 18; #AT 1 or 2; Dmg 1-4+1 (pointed stick) or d4/d4 (claws); SA wail: no communication possible, all non-Beloks -2 to hit, no casting possible within 50' radius; SD nil; MR nil; SZ S (3'); ML 12.

If the heroes make an observation proficiency check, let them know that one of the creatures is wearing a Koshiva necklace.

If the heroes manage to communicate peaceful intent through sign language or whatever means, the belok scouts will escort the heroes to their home.

ENCOUNTER NINE: GUESS WHO'S COMING FOR DINNER

You enter a relatively large cavern filled with a large group of the same small humanoids. They are currently celebrating in preparation for a feast, and you instantly recognize the main course: the pinch-faced wise man, whom you last saw in the Koshiva village the night of the feast. He is attending another feast here, but this time, being served has an altogether different meaning.

The heroes must find a way to negotiate with the Beloks for the wise man's release. The only thing the Beloks are interested in is food; the greater the amount, the more willing they are to trade.

If the heroes convince them to come along and see the trapped garuda, they will agree to surrender their captive. (If the shell-back was freed but not removed from the cave area, it has found its way to the pit trap and has fallen into it.)

Remember that the Beloks do not speak common.

The wise man (Mantu) has no spells left and only 2 hit points. He admits that he stole the

chief's son as a sacrifice for the angry mountain spirits, but now he does not know where the child is. He lost the child when he was fleeing from the vicious garuda that made them fall down the hole...

Mantu can show them where he last had the chief's son. He leads them to where the garuda is trapped. If the beloks were told about the garuda, they are there singing nonsensical words as they butcher the dead garuda. If not, the garuda is still trapped and blocking the passage.

The boy is hiding in a small crevice just in front of the garuda's head (or where the head was when it was alive). If it advanced down the passage, then the boy is where the head started, which makes him easier to find. Once a hero gets close enough to the crevice, the boy leaps out and clings to the hero, having recognized him from the feast. The boy joyfully clings to his chosen hero. He will continue to do so all the way home.

ENCOUNTER TEN: HOME AT LAST

The joyful chief receives you as you present him with his son, as well as the thief who took him. Another celebration is prepared, and you are the guests of honor.

Mantu is banished for his heinous crime; there are no prisons among the Nubari of Malatra. The chief presents the heroes with gifts for their courage. If there is time left, roleplay this scene; if not you can just hand them out and wrap up.

Each hero may choose one of the following:

- A spell fetish for one of the following spells: *affect normal fires, find familiar, spider climb, pyrotechnics, shatter*—wizard heroes only may choose this option;
- A small pot of healing salve—heals 1d6 points of damage when applied to a wound, three four applications in the pot;
- An elaborate Koshiva necklace of colored stones held in place by intricate leather weaving (+2 reaction bonus among the Koshiva tribe)

- A Koshivan sling of finest braided leather (+1 to hit due to excellence of design).

The End

SUMMARY OF EXPERIENCE

ENCOUNTER ONE	
Getting information from monkeys	100 xp
ENCOUNTER TWO	
Getting information from Rudra tribesmen	100 xp
ENCOUNTER THREE	
Defeating caiman	300 xp
ENCOUNTER FOUR	
Getting information from Korroc	50 xp
ENCOUNTER FIVE	
Defeating the lions	200 xp
ENCOUNTER SIX	
Freeing the garuda from the cave area	300 xp
ENCOUNTER SEVEN	
Avoiding or disarming trap without injury	100 xp
ENCOUNTER EIGHT	
Defeating the beloks	150 xp
OR	
Communicating or cooperating with the beloks	300 xp
ENCOUNTER NINE	
Freeing Mantu	200 xp
ENCOUNTER TEN	
Returning the chief's son	200 xp
Total Possible Experience:	1,850 xp

TREASURE SUMMARY

ENCOUNTER TWO

- Trade goods (3 50' lengths of rope, 5 spear shafts, 3 dozen arrow shafts—there are no certificates for these items as they are from the starting item list and not special)

ENCOUNTER FOUR

- A war club carved with the head of a lion
- A wooden bowl carved with the image of Fire Mountain
- An articulated wooden necklace, resembling a snake swallowing its own tail

ENCOUNTER TEN

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- A spell fetish for one of the following spells: *affect normal fires, find familiar, spider climb, pyrotechnics, shatter*—wizard heroes only may choose this option;
- A small pot of healing salve—heals 1d6 points of damage when applied to a wound, four applications in the pot;
- An elaborate Koshiva necklace of colored stones held in place by intricate leather weaving (+2 reaction bonus among the Koshiva tribe)
- A Koshivan sling of finest braided leather (+1 to hit due to excellence of design).

WAR CLUB

This club is carved with the head of a roaring lion. The head is in fine detail, and yet strong enough to withstand use as a weapon without becoming deformed past recognition.

You were given this club by Korroc the korobokuru, as a prize for a fine boast.

LIVING JUNGLE TREASURE CERTIFICATE MANTU'S SACRIFICE

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

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WOODEN BOWL

This bowl has the image of Fire Mountain worked into its inside surface. (Relative value 40 gp).

You were given this club by Korroc the korobokuru, as a prize for a fine boast.

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WOODEN SNAKE NECKLACE

This articulated necklace looks like a snake which is swallowing its own tail. (Relative value 35 gp).

You were given this club by Korroc the korobokuru, as a prize for a fine boast.

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REWARD FROM CHIEF TEELA OF THE KOSHIVA

For your bravery and resourcefulness in rescuing Chief Teela's son, the chief has granted you the following reward (mark the reward chosen—each hero gets only one of the following).

- ☐ Wizard spell fetish (wizard heroes only): circle one of the following:
 affect normal fires find familiar spider climb
 pyrotechnics shatter
- ☐ Small pot of healing salve: one application heals 1d6 points of damage
 0 0 0 0
- ☐ Elaborate Koshiva necklace of colored stones held in place by intricate weaving. This grants a +2 reaction bonus with Koshiva people when displayed.
- ☐ Koshiva-made sling of the finest braided skins. It grants a +1 bonus to Hit due to the excellence of its design).

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REWARD FROM CHIEF TEELA OF THE KOSHIVA

For your bravery and resourcefulness in rescuing Chief Teela's son, the chief has granted you the following reward (mark the reward chosen—each hero gets only one of the following).

- ☐ Wizard spell fetish (wizard heroes only): circle one of the following:
affect normal fires find familiar spider climb
pyrotechnics shatter
- ☐ Small pot of healing salve: one application heals 1d6 points of damage
0 0 0 0
- ☐ Elaborate Koshiva necklace of colored stones held in place by intricate weaving. This grants a +2 reaction bonus with Koshiva people when displayed.
- ☐ Koshiva-made sling of the finest braided skins. It grants a +1 bonus to Hit due to the excellence of its design).

LIVING JUNGLE TREASURE CERTIFICATE MANTU'S SACRIFICE

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

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LIVING JUNGLE™ HERO POINT CERTIFICATE

This document certifies that the character known as

acted with bravery, daring, and selflessness in the LIVING JUNGLE adventure *Mantu's Sacrifice*.

Player's Name: _____

DM's Name: _____ Initials: _____



This certificate may be exchanged for a +2 (+10%) bonus to a combat roll, saving throw, Ability check, system shock, resurrection survival, or other 1d20 or 1d100 roll during a Living Jungle tournament if exchanged before the roll of the die. Alternately, this certificate may be exchanged for a +1 (+5%) bonus to the die roll if exchanged after the roll is made. Two Hero Point certificates may be exchanged to re-roll any failed 1d20 or 1d100 die roll.

When this certificate has been exchanged, the DM should tear this certificate in half, or write "VOID" in ink across its face if the player would like to keep the certificate as a souvenir.

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<i>affect normal fires</i>	<i>find familiar</i>	<i>spider climb</i>
<i>pyrotechnics</i>	<i>shatter</i>	
- ☐ Small pot of healing salve: one application heals 1d6 points of damage

0	0	0	0
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