

RECIPE FOR DISASTER

**A One-Round Living Jungle Adventure for heroes of
all levels**

by Tom Prusa & Robert Lauderdale

Search out the Ruins of the Ancients and return with the ceramic tile that contains the wisdom of the Ancients. So the chief of the Saiyama told you. You know that a special gathering of chiefs is to take place on the new moon; perhaps this wisdom is a key to the fight against the Tamara. Perhaps it has value in other ways. No matter what, the ruins of the ancients are not something to be taken lightly. An adventure for heroes of all levels.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

Scoring the game for RPGA points:

The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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.

The Living Jungle Campaign

Players bring their own characters to Living Jungle events, and are responsible for keeping records of the characters experience, wealth and possessions. Look over the characters that are brought to your table, both to familiarize yourself with them and to check for unusual magic items or discrepancies. Magic in the Living Jungle is very rare, with permanent magic items being very, very rare. Most Living Jungle possessions will be ornamental, symbolic, or items carried for barter. If a player has an unusual item or items, question them where they got it. If you are not satisfied with their answer, you may disallow the item for the round.

During the course of the adventure, the PC's will earn experience points based upon completion of the story. If time does not permit the completion of this module, award 50-75% of the story award, depending on how far the heroes got in the adventure.

DM's please note: The maximum experience points available for this tournament is 1,200.

This is attainable only if the PC's do everything correctly and make it through the entire scenario.

This module is designed for characters of any level. Low tier refers to parties with an average character level of 1-5. High tier refers to parties of 6-12th level.

At Death's Door

Living adventures use a version of the Death's Door rule for the duration of the tournament. If a PC is reduced to zero or less hit points, he/she does not die immediately. Instead, the PC continues to lose one hit point at the end of each round until aided by another PC or NPC, or unless they are able to stabilize themselves. Each round there is a 10% chance they stabilize on their own. PCs die when they reach -11 hit points.

Adventure Summary and Background

This adventure deals with a light-heated mission. The heroes must go to the ruins of the ancient, recover a ceramic plate and return to the village of the Saiyama. While they believe that it contains some powerful secret of the

ancients, what it actually contains is a recipe for an ancient dish.

When the heroes return, they find they are embroiled in a cooking contest. However, some of the ingredients are rare, and one, olive oil, is completely unknown. Through a series of trades, foraging, and even combat, the heroes must gather the thirteen ingredients they need, and combine them to fashion a dish of the ancients.

Introduction

Reesta, the chief of the Saiyama, has asked you to go on a most important mission. His scouts had located a ruin of the ancients, one only three days from the village of the Saiyama. In it, according to legend, is a ceramic tile in the shape of a plate. It is said to have strange markings, which he and his mate, Mirmirani, can translate for the good of the tribe and of Malatra in general. Actually, he just asked you to recover such a plate, if it exists. But he wouldn't send you on such a mission if it wasn't important to the fate of the jungle.

You know that at the next full moon, a special meeting of the chiefs of many of the tribes has been called. It is not the annual gathering of chiefs, which is a festival. This is said to be a serious meeting. Reesta told you he hoped to bind the tribes together into one force to face the Tamara. If this ancient tile holds some secret of the ancients, it is truly important that you obtain it for the good tribes of Malatra.

You stand now outside the ruins. Reesta warned you that perhaps taboo spirits would guard it, but that they must be passed by. He gave you no special protection against it, but then Reesta used to be a Blue Hand, he broke taboo regularly. Now you stand with no protection, but a responsibility to the good tribes of Malatra.

The heroes have received normal supplies, but little else. It was only a three-day trek, and they are expected back with little trouble. Also, before beginning the encounters, find out if and how many members of the Saiyama you have on hand (honorary or full membership).

Encounter One: The Ruins

As you proceed into the ruins, you see only two buildings that still stand. One is a small dome with a single entrance, closed off. The other is larger, but portions of the dome have fallen in. This dome is choked with vines and creepers. All about, the jungle is quiet. Before you, a mist gathers, swirling to reveal the presence of a nubari over eight feet tall. But he is not a nubari, as you can actually see through him. It is a taboo spirit, and a big one. He turns toward you and in a low voice you hear the dread words; "Taboo. Taboo. Go back now, this is taboo."

Greater Taboo Spirit, Large Fey, Hit Dice: 6d6 (21 hp); Initiative: +4 (Dex); Speed: 30 ft; AC: 18 (0/-1 Size +4 Dex, +4 Supernatural); Attacks: +10/+5 (longspear); Damage: 1d8+2; Face/Reach: 5ft by 5 ft/5 ft Special Attacks: Spell-like abilities; Special Qualities: SR 18; Saves: Fort+2 Ref +9 Will +2; Abilities: Str 14, Dex 18, Con 10, Int 10, Wis 10, Cha 16 Skills: Bluff +8, Concentration +4, Intimidate +8; Knowledge (Saiyama) + 4, Listen +10, Move Silently +10, Search +11, Sense Motive +16, Spot +10; Feats: Weapon Focus – short spear, Skill Focus- Intimidate, Dodge. Spell-like Abilities (2/day): *Charm Person, Confusion, Daze, Detect Evil, Invisibility, Suggestion* (all at 6th level).

This taboo spirit is to keep out those who are not of the Saiyama tribe, or on business of the Saiyama. It has a certain innate knowledge of the Saiyama, like who the chief is, who his mate is, and who the witch doctor is.

As a greater taboo spirit, it can and will attack to keep the heroes out. First, it has questions for the heroes. Use a deep sepulchral voice, if you can.

Why have you broken the taboo?

If the heroes do not mention Reesta or the Saiyama, he orders them out.

Go back, only those from near the mountain can proceed.

The literal translation for the Saiyama is the 'near-mountain' tribe. If the heroes do not know this, Knowledge – Saiyama tribe – DC 0, or Knowledge – Lore – DC 10 can reveal this.

If the heroes mention Reesta, or the Saiyama, the spirit has further questions.

If you come from those near the mountain, you will know things.

Who is the chief? (Reesta)

Who is his mate? (Mirmirani)

Who is the witch doctor? (Bengoukee)

Who leads the hunters? (Crunch)

Who is the eldest of the elders? (Caarsh)

Comedy relief – If the heroes specify Mirmirani as chief, and Reesta as her mate, he accepts this as a valid answer.

The heroes have just been hanging around the village of the Saiyama. Anyone with Knowledge – Saiyama knows the answers to all these questions without a roll. Knowledge – Lore – DC 5 gets answers to these, or Intelligence checks – DC 8.

Full tribesmen need only Intelligence checks of DC 3 to answer the last two. The first three are automatic.

If they ask about the witch doctor, to the best of their knowledge, no one has been named to replace Bengoukee, but he has not been seen in the village in more than a year.

As long as the heroes answer at least 3 of 5 questions, he begins to back off a bit. If they fail, he orders them away, except for full members of the Saiyama. This also happens if they don't mention that they are here on business of the chief of the Saiyama. He orders all those who are not of the Saiyama tribe to leave. He does not say it in that fashion, rather he says; "You, you, and you may pass, the rest of you must leave." If they ask why, he repeats 'only those from near the mountain may pass.' If one of the tribesmen vouches for them, he will allow all to pass. Example: "I am from the tribe of the Saiyama, near the mountain. These with me seek to aid my tribe, and I will vouch for them." Any dramatic speech like that should get them all passage.

Searching the Domes:

The heroes who do pass may search the domes.

Large Dome:

The large dome is where the ceramic plate is located. It also is home to a nest of venomous snakes. The snakes resent any disturbance.

Snakes, venomous – tiny animal (NA – 3-8) see Monster Manual.

Tier the snakes to the party level. A low level party faces 3-5 of the snakes (3 at 1st/2nd level, 5 at 4th/5th), a higher level party faces 6-8 snakes. The snakes retreat if most of them are killed and they have an opportunity.

A Search DC of 25 (20 for low tier) is required to find the ceramic plate. The heroes can take 10 or 20 for this roll. Move to the Ceramic Plate section for descriptions.

Small Dome:

Getting in: The door is jammed shut. A strength check (DC 15) can force it open. Up to three heroes can try at one time. When the door is forced, a rush of dead air whips out. Each of the heroes forcing the door needs to make Fortitude saves (DC 20, 15 for low tier), or pass out for one minute due to bad air. After a minute, the air has replenished itself, and there is no danger.

The small dome is a dark place. Heroes will need a light source or suffer a –10 penalty to search rolls.

The small dome was the living quarters of a single ancient warrior. He died here, and the heroes find his remains, along with a few items.

You enter the small dome. It appears to have been the hut of a single person. A small table stands next to a bed. On the bed lies a skeleton. The skeleton is that of a tall being, with only four fingers on each hand. It might even be the skeleton of an ancient. Near the ancient is a trident, covered with dust. A small pouch lies beside the bed. On the table is a small round disc of ceramic, covered with markings of the ancients.

Details of the small dome:

The ancient's skeleton crumbles to dust at the first touch, even a strong wind. It is not possible for the heroes to recover anything but dust.

The pouch also crumbles at a touch. The contents also crumble with a few exceptions. A tarnished silver ring with a blue stone set in it remains, as does a small ceramic replica of a torch, a tarnished silver bell, and a miniature ceramic knife. (certs provided).

The ceramic disc (cert provided), can be translated (Decipher Ancient Script – DC 35) as a record of Jarlheesa the Warrior, overseer of the white apes. It states that he has released the white apes into the east, in hopes that they will survive the coming cataclysm.

The trident is slightly longer than is normal for the jungle, but not enough to cause penalties. It is ceramic, and is of masterwork quality, with an additional +1 to damage for sharpness. (Cert provided).

The small ceramic items can be used as spell fetishes. The torch can be used for *continual flame*, while the miniature knife can be used for *keen edge*.

The silver bell rings with a clear tone, even in its tarnished state. It was the bell the ancient used to call the GWS to dinner.

The Ceramic Plate:

Give the players Handout #1 & 2 when they find the plate. In case you do not have a color printer, or do not have the handouts, a description is provided.

The ceramic plate is not the type of plate you would expect to eat from. Instead, it bears pictures, burned or carved into the ceramic. The pictures are of incredible quality, something that no artist of Malatra could reproduce today.

The center of the plate has twelve distinct colorations, with pictures on eleven of them. The outside of the plate is divided into a ring, with the same twelve colors. Each of the colors of the outside ring takes up different proportions of the ring.

Description of the plate (use only if you do not have the handouts).

1. The section without the picture is colored light blue, the color of a stream or lake. It takes up the third largest section of the outside ring. (water)
2. The first picture is that of a plant. It could be a type of grain. It takes up the fifth largest section of the outside ring. It is colored brown as the earth. (rice)
3. The second picture is that of a black fruit, but not on a plant. Instead, it seems as though the juice of the fruit is

seeping from the fruits. This section is colored dark green, as green as a kretch. It takes up the smallest amount of space on the outside ring. (olive oil)

4. The third picture is of a familiar plant. It has a root next to it, the plant is a type of tuber or bulb, something you must dig up to use. It is colored light brown, and takes up the sixth largest part of the outer ring. (onion)
5. The fourth picture is of a bright red fruit or vegetable, with small green leaves at the top. The coloration surrounding it is light purple, and the corresponding portion of the outer ring is the 7th largest portion of the ring. (bell pepper)
6. The fifth picture is that of a thickly growing plant, one that could be an herb. The coloration surrounding it is light gray. It takes up the 8th largest portion of the outer ring. (garlic)
7. The sixth picture is of small yellow fruit or vegetables. The coloration surrounding it is also bright yellow. It is the 4th largest portion of the outer ring. (yellow tomato)
8. The seventh picture is that of a vegetable or weed. The area surrounding it is light green. The corresponding color is the 2nd largest on the outer ring. (zucchini)
9. The eighth picture is that of a purple flowering plant. It is the ninth largest portion of the outer ring, and is colored dark purple. (oregano)
10. The ninth picture depicts white crystals. The section of the plate surrounding it is colored orange, and is the 10th largest portion of the outer ring. (salt)
11. The tenth picture depicts small round fruits or vegetables. They are red and green, and grow in bunches. The coloration of the plate around it is dark blue. It takes up the 2nd smallest section of the outer ring. (peppercorns)
12. The last picture is of white beans or seeds. The coloration surrounding the picture is red, and it takes up the largest section of the outer ring, almost a full third of it. (cannelloni beans)

As some point – either now or in the next encounter, the heroes will need to interpret the pictures on the plate. Refer to DM's aid #2, bonuses for the plate.

When the heroes have recovered the plate, they can return to the Saiyama village. They have no hostile encounters on the way.

Encounter Two: A Cooking Contest?

Mirmirani is waiting for you when you return. She listens to your story, and is quite pleased at your success. "Since you have succeeded, I can tell you what it means. According to some writings of the ancients, this is actually the secret of something called "The food of the ancients". It is said to be the most prized possession of the ancient you found.

As you know, there is to be a meeting of the chiefs. In the interest of unity, the Saiyama will not be providing all of the food and drink for this meeting. Reesta has invited each of the chiefs to bring along their best cook and favorite foods. He did not intend it to turn into a contest, but it has. Seven of the tribes have already sent cooks here to begin preparations. Some are even building their own clay ovens.

At first Reesta was going to have our best cook, K'lika, forgo the contest. He wanted to promote unity. However, K'lika got very upset at that. She said she wouldn't mind if she lost, but she was certainly going to compete. And her roast goat with sage and tubers certainly will be a strong entry. But Reesta and I decided that if we were to have a contest, perhaps we should see what the ancients could do. That is why we sent you to the ruins, and why I'll need your help.

Reesta says it doesn't matter if we win, but I don't agree. This is the one recipe that is not tied to any one tribe, if we win it shows that we can adapt the knowledge of the past into the present time. Also, we come from different tribes, again showing the strength of the united tribes. Will you help me with this?"

The heroes don't have to help, but there isn't going to be much of an adventure without it.

Other tribe members: If there are members of other tribes in the party, they may ask about helping their own tribe win. There are two objections to this. Mirmirani doesn't think any one tribe should win, that might cause friction. A

mixed party, from many different tribes, would show unity. The other objection is that none of the heroes will be invited to help. Each tribe is sending their own cooks to handle the contest; they won't allow the heroes to help. Any tribe members of other tribes can be told this up front.

If the heroes agree, the first task is to determine who will lead the cooking effort. Mirmirani won't do it. She wants the heroes to lead the effort. Mirmirani would rather not be seen as the leader of this team, it places it too firmly on the shoulders of the Saiyama, making it seem as though they had two entries.

The second task is to interpret the recipe, if the heroes have not already done so. Refer to DM's Aid #2 for bonuses to identifying the pictures. The pictures correspond to the ingredients; the outside ring of the plate is the proportion of each to be used. If no one catches on to the use of the outer ring, allow intelligence rolls (DC10) to figure this out. But first, have Mirmirani ask – "Now that we know the ingredients, how do we figure out how much of each to use?" That might spur a hero to make the connection.

If the fail at identifying any of the pictures, Reesta can be called in. In addition to being a Blue Hand, he is also a Ranger 5, with a modified Wilderness Lore skill of 15. He was not in the Valley of Kang, so he can't help with the Olives, but he does mention that he saw a plant like that on the slopes of the Mountain That No One Can See, in the Jungle of Lost Tribes.

Then, the heroes will need to secure the ingredients.

The ingredients:

1. Water – obviously not a problem.
2. Rice – Mirmirani has plenty on hand.
3. Olive Oil – none of the heroes have seen this before, although heroes who have been to the Valley of Kang – (Ten Times the Hero) have seen olives.
4. Onions – plenty available.
5. Red Bell Peppers – none available.
6. Garlic – used as a medicinal plant.
7. Tomatoes – plenty available.
8. Zucchini – problem. Normally treated as a weed, only garuda eat zucchini. Any that grows near village is usually

stamped out, as it attracts garuda. They'll have to forage for some.

9. Oregano – also none around.
10. Salt – plentiful
11. Peppercorns – Mirmirani has none, but there should be some in the village.
12. Cannelloni beans – Mirmirani has several types of beans, but none that match the picture. They'll have to forage.

Thus, the heroes have plenty of water, rice, onions, tomatoes, and salt. Of the other ingredients, see the proper encounter for possibilities.

Garlic, peppercorns – In the village, Encounter Three.

Red Bell Peppers – must trade with the Koshivans for some. Encounter Four.

Oregano – must trade with the Rudrans for some. See Encounter Five.

Cannelloni beans – Don't find them anywhere. Eventually encounter a fisherman wearing a necklace of these beans. Encounter Six.

Zucchini – must forage. Find some with a herd of triceratops grazing on them. Encounter Seven.

Olive Oil – the real problem. Only place they have seen them is in the Valley of Kang. A two month trip is not likely. Find them in one other spot – The Mountain No One Can See – in the Jungle of Lost Tribes. Reesta can supply this information. Encounter Eight.

The heroes may decide to split up and each fetch an ingredient. Also, flyers may try to cut down on the time needed. Mirmirani urges the party to remain together. For instance, an Aarakocra or lacerial flyer is not going to have much luck trading with the Rudra. And foraging in the jungle is not something that should be undertaken alone.

Timing: The heroes may fetch the ingredients in whatever order they wish. None of the ingredients is readily available via foraging near the village, with the exception of peppercorns in Encounter Three. The heroes have at least two weeks before the chiefs are due to arrive. The contest is to be held over the course of a week.

Each cook will provide the meal for one night. Mirmirani can arrange to have the heroes go last, giving them another week.

Encounter Three – Garlic and Peppercorns.

The heroes can go from hut to hut looking for garlic and peppercorns. The most likely place to find garlic is in a shaman's hut. The current ranking shaman of the Saiyama tribe is Gar Azor, a lizardman (and player character). If Gar Azor is playing this module, he has enough garlic at hand. If not, they'll need to talk to him.

Gar Azor – lizardman shaman. Personality – friendly, for a lizardman. Not particularly willing to help the heroes, but he likes Mirmirani.

Gar wants to know why they need garlic. They'll need all he has, and he uses it for healing. If the heroes drop Mirmirani's name, he parts with it willingly. Otherwise, he insists that they agree to spend a week replenishing his medicinal supplies after the contest. For a straight trade, he'll accept any two healing brews or salves.

Peppercorns: Gar Azor doesn't have any. Mirmirani tells the heroes to inquire at any hut. Everyone should have some. But they don't. The heroes run into the following responses.

Other ingredients: The inhabitants of the village have no bell peppers, oregano, cannelloni beans, or zucchini. They are shocked that someone wants zucchini. Zucchini is garuda food. Any plants are usually stamped out, as they attract garuda.

They have onions, salt, rice and tomatoes. They have never heard of olive oil or olives. They know that the Koshivans have oregano, and bell peppers. If they don't, then the Rudra should.

Format: Occupants name, attitude, reason for not having any. Don't just turn down the heroes, be sure to ask what they need them for, and what they are willing to trade for them.

Jesra – old, friendly “I'm sorry, I just used up the last that I had. Ask Mahitobel next door, I know she has some.”

Mahitobel – old, gloating “No, I traded them all away to that nice boy from the Oscray tribe. Could you believe it, he gave me this brass knife for all my peppercorns. He’s got a bit to learn about bartering, I’d say. You might try Triska, across the way. He always puts too much pepper on his tubers.”

Triska – grouchy, defensive. “No, you can’t have any. I’ve already traded away most of what I have, this is all I’ve got left (showing a few peppercorns, not enough for the heroes needs). Why does everyone suddenly want my peppercorns? I traded what I had to the Rudrans for a nice cooking pot, and that old scoundrel Mahitobel got a brass knife for hers. It’s not fair. Why didn’t that fool of an oscray come to my hut first?

Xerxes – a ranger – surprised they are asking him – he uses it in the jungle, to throw off the scent of garuda that may be hunting him. He is leaving soon to hunt a sailback for K’lika. He also does not have enough – even combined with what Triska has. He traded his to the oscray as well, getting a good lead on a pair of sailbacks. He’ll give the heroes what he has, asking that they replace it when they can. If they feel they have succeeded, Mirmirani warns them that they have not. They need more.

Tok Amok – boastful, young hedgehog katanga – Why no, I don’t have any peppercorns. If you’d have been here yesterday, I had plenty. But the Koshivans came and borrowed all I had. They said that they’re cooking for the Council of Chiefs, which is meeting in a few weeks. Can you believe it; my personally grown peppercorns will be used for all of the important chiefs of the jungle. They promised to send some from their village when the meeting is over. And, they’re going to mention my name when they win the cooking contest. Not that I think they can really beat K’lika, her roast goat with sage and tubers is too good. But if anyone else can win, it’ll be the boat people, they’re going to prepare a spicy fish feast, and I’ll be a guest of honor!

K’lika – busy, suspicious. K’lika is sorting ingredients. It is obvious she has plenty of peppercorns. “No. You get away from here. I’ve already heard about you. Mirmirani thinks she can out cook me! Hmmp. She’ll have to do it without my help.”

In response to an impassioned plea, or very polite heroes, she softens a bit. “I won’t give you

any of mine, do you know how much pepper it takes to season a whole goat? But if you head out of the village towards the river, about two hundred yards north of the big umbrella tree is a patch of peppercorns. Mind you don’t strip them all; I’ll need to cook after I win this silly contest.

If the heroes follow her advice, it takes only a Wilderness Lore check - DC 10 to locate the peppercorns.

If they do not get the clue, and just decide to forage, they need a Wilderness Lore check of 25 (20 for low tier). They can take 10 or 20 on this roll. Taking 20 means they use up the entire day finding peppercorns.

No other inhabitants of the village have any peppercorns. If they keep trying, give the same responses. After six or more tries, word has spread. When they go to a hut, they’ll be greeted with “You’re the ones looking for peppercorns, aren’t you. Sorry, can’t help you.”

Encounter Four: Bell Peppers

The heroes need to obtain bell peppers. They have two choices. They can check the village, but there is none around. (see Encounter Three).

The Koshiva should have Oregano and Bell Peppers. If they don’t, then the Rudrans would. At least that’s what the villagers think. If they haven’t asked, Mirmirani says the same thing. The Koshiva might even have some cannelloni beans.

Mirmirani turns over one or two canoes (as needed) to the heroes. Supplies are limited to arrows, and a few days food. It is approximately a day’s travel downriver to the Koshivans, another day to the Rudrans.

For trade items, Mirmirani offers three brews of healing (heals 1d8+1), which the heroes can also use if they don’t need to trade them away. She also comes up with two shortspears, a brass stirring spoon, and a fancy carrying bag of leopard skin, decorated with small bits of blue quartz. (no certs provided, if the heroes don’t use them, they are expected to bring them back)

If the heroes choose to head into the jungle and forage, let them find more peppercorns, onions, and even wild rice. But they don't find any bell peppers, oregano, or zucchini. They can find all kinds of beans, but no cannelloni beans.

If they wish to plan for a single round trip to gather all of the ingredients, Mirmirani calls in Reesta, and they offer the following advice.

1. Visit the Koshiva to get bell peppers and oregano. Check for beans.
2. Stop at the Rudrans if the Koshiva are missing one of them.
3. Forage along the way, looking for zucchini.
4. From the village of the Rudra, travel south into the Jungle of Lost Tribes. Search for the Olives on the slopes of the Mountain No One Can See.
5. If still in need of Zucchini, travel to the lacerial village to get some.

Purple Dust: Since the heroes will have to enter the Jungle of Lost Tribes, a taboo area, Mirmirani has this to offer; *"I found some of Bengoukee's purple dust. I know he used this to keep taboo spirits away whenever he sent heroes into taboo areas. Use some of it before you enter the Jungle of Lost Tribes, it should take care of things."*

The village of the Koshiva always stands out. The rope bridges and tree huts are unique in all the jungle. As you move into their territory, you are amazed at the number of boats on the water. The River of Laughing Idols is broad and lazy here, so boating is not a problem. But this village takes it to extremes. You see children in small canoes paddling about the river, along with many others. The people are friendly, waving and greeting you as you head for the docks near the village.

Small groups of Koshivans are waiting as you beach your canoes. "Welcome to the tribe of the Koshiva;" calls one. "I am Tormik, son of the chief. This is my mate, Katali. What brings you to our humble village?"

When the heroes explain their needs, Tormik directs them to Pola, who is the 2nd best cook in the village. The best cook, Shasti, has

gone to the village of the Saiyama to win a cooking contest.

Pola is a generally friendly old woman who is just a little miffed that she didn't get to go to the cooking contest. She has no oregano; Shasti came and borrowed all she had before leaving for the contest. She does have about 20 bell peppers, just ripening in her herb garden in the back. She is willing to trade it to the heroes for any decent certed item, or any two of the trade items except for the spears. If she has her pick, she wants the stirring spoon and the carry sack, in that order.

Other ingredients. Pola doesn't have any zucchini or cannelloni beans. For the zucchini, she suggests foraging in the wild, or maybe going all the way down to the lacerial village of Lilac. She has no idea where they might find cannelloni beans. Perhaps the Rudra might have some.

Encounter Five: Oregano

Unless the party consists of all 'normal' races, the Rudrans are a bit hostile. To the Rudrans, 'normal' races consist of nubari, korobokuru, shu, and tam'hi. They are particularly suspicious of lacerials and lizardmen. If the party does consist entirely of 'normal' races, modify the encounter to reflect less hostility.

The village of the Rudra is larger than that of the Koshiva, but lacks the beauty of the tree huts and rope bridges. A suspicious looking bunch of warriors await you as you land. "Why have brought these strange ones to our village?" (or, if they are all 'strange' ones); "Why have you come to plague the Rudra? We have no time for dealing with strange creatures like you?"

The heroes can make their case. Again, 'normal' races have the best chance to make a deal. Any hero who bears a gem or token guaranteeing friendship from the Rudra is also accorded a bit more hospitality. Not actual friendliness, just no open hostility.

When the heroes say they have come in search of oregano, they are directed to the hut of a nubari named Orinar. Orinar is even more xenophobic than the average Rudran. To him,

anyone who is not of the Rudra tribe is someone 'strange'. Orinar is not necessarily a great cook, but he is an excellent gardener.

Orinar: Cha 8, Bartering skill – 4. Orinar is hostile to anyone who is not a full tribe member of the Rudra. Honorary members are people who aren't good enough to be real members. And honorary or welcome non-nubari are just sad. There is only one exception. He is friendly towards tiger and lion katanga, at first. Of course he has an ulterior motive.

Reactions:

Rudra tribe member. He first checks out their companions. Unless they are all passed off as servants, his respect for his tribe member goes down sharply. "Associating with these things! What's wrong with you?"

Nubari, tam'hi, korobokuru or shu; Treats them with disdain. If any of the 'strange' races are with them, that's the final straw. "Why should I even talk to you people? You don't belong here."

Other races (except tiger katanga): "What are you doing here? Do the jungle tales all say that Orinar deals with the lower classes of animals? Go away before I take a broom to you."

Tiger Katanga. "Well, a noble member of the cat family. I am pleased to see you. Sit down, let us discuss herb lore." If other races are present, he tries to get them to leave, so that he can talk to the tigers alone.

Trading with Orinar: Trading with someone who is hostile isn't going to be easy. Keep heaping abuse on them. If they get disgusted and seek out other Rudrans, they receive one of two replies. Either they gave the last they had to Kiranetti (the Rudran cook now at the Saiyama village), or they can only recommend Orinar, as he's the only one in the village who likes to mess with strange herbs.

If the heroes put up with his abuse long enough to actually state why they're here, he becomes interested. "My oregano. They've heard of it three villages away? Well, it's about time. I think we might be able to come to an understanding, but it's going to cost you."

After stating that, he proves to be surprisingly easy to trade with. He'll trade a full pouch of oregano for whatever they offer, unless

the offer is an insult. Any of the trading items is acceptable. He still isn't friendly, he just quickly makes a deal.

The reason for this, and for the friendliness with T-K's, is that the pouch does not contain oregano. Instead, it's full of catnip. The appearance is almost identical, but the smell is not.

If a hero checks it, a Wilderness Lore check (DC 15) or Knowledge Cooking (DC5) reveals that they have been swindled. If the hero is a feline (tiger or lion), a good whiff of the catnip has the following effects:

D10	Result
1-3:	Stare into space, lose concentration. Eventually fall asleep for an hour.
4-7.	Hyperactive for one minute, then sleep for one hour.
8-10	Wander off as if <i>confused</i> . Recover after ten minutes. Sleep for an hour.

If the hero has figured out what it is, and is attempting to fight off the effects, a Fortitude Save (DC 20) allows them to avoid the sleepiness and other effects. They'll still feel light-headed and woozy (like they had a few quick stiff drinks).

If the heroes don't figure out that it is catnip, Mirmirani can tell when they return to her. She'll send them back after the real oregano.

When they confront Orinar about the catnip, he is not a bit apologetic. If they don't know the difference, it's their fault. He has plenty of oregano, but he'll want at least three times what they gave him for the catnip, and he won't give back what he got in the first trade.

Note: The catnip can be useful when entering the Jungle of Lost Tribes.

Other ingredients: He laughs at them if they ask for zucchini. If they ask for cannelloni beans, he offers many other types of beans, but not those. As far as he knows (and he would know) there are no such beans in the village.

Encounter Six: Cannelloni Beans.

Sometime as they travel along the river, they encounter a fisherman. He is wearing a necklace of strung beans. Cannelloni beans.

As you glide along the river, the air is humid, the sounds of the jungle are raucous and loud, and the air is filled with life. A single hut stands near the river's edge. A lone nubari sits there, fishing as though he hadn't a care in the world.

"Hello travelers. What brings you to this part of the river?" he calls.

The heroes can respond or not, as they wish. If they choose to keep moving, allow them spot rolls (DC 15, 10 for low tier). Success means that they have noticed something unusual around the nubari's neck.

Assuming they move closer, he can give them some information, and some help.

As you steer your canoes towards the friendly nubari you see that he has had a good day. A string of almost a dozen fish are hung on the dock next to him. But more importantly is the necklace he is wearing. It is made of white beans strung together. White beans that exactly match the picture on the plate! "Welcome. I am Ikitili, of the Koshivans. I'm taking a few weeks away from the pressure of tribal life to get in some solitary fishing. It's good to see some people after these past few weeks."

The heroes should react to that with trading offers, or at least questions. The necklace does not have enough beans for their needs. They would need at least five of these necklaces to have enough cannelloni beans.

- Where did you get those beans? *"Oh, you like my necklace. The beads I made from the seeds of a plant. I like the way the white beans glisten."*
- Will you trade? *"You like my necklace? I would be happy to listen to a bartering offer. What have you to trade?"*
- Do you have any more? *"Well, let's see what this necklace is worth to you first. If we can reach a deal, I could see what I could do."*

He'll accept any decent certified item, any of the trading items Mirmirani provided (although he doesn't need two spears), even non-certified

items from characters sheets, if they seem valuable.

As soon as a deal is made, he asks if they want more. He'll ask them to wait here and watch his fishing line. He'll go do some looking. He disappears into his hut, and is gone for almost a half hour. No sound can be heard from the hut. Then he emerges with another necklace. Again, he'll accept any reasonable trade. He'll keep doing this until the heroes have all they need, or until one of them follows him.

Ikitili: Nubari male- Ranger 6. Ikitili likes to be by himself from time to time, and then he returns to the Koshiva village. He has an excellent canoe stashed in the trees nearby. His weapons (a short bow and a pair of knives) are nearby as well. He has chosen this spot both for the fishing, which is excellent, and because it is relatively free of garuda and other dangers.

In the Hut: If the heroes check the hut while he's gone, they find a lot of dried fish, but no sign of him or any more beans. There is a back door to the hut, with fresh tracks leading into the jungle.

Following Ikitili: Heroes can follow Ikitili if they want. Tracking DC is 5, or use Wisdom checks, DC 10. He isn't really trying to hide his tracks. If they follow him, the trail leads a few hundred yards into the jungle. There, they find Ikitili busy stringing beans onto thread made from fish gut. He has wrongly assumed that it is his artistic talent in making the necklaces that drew their attention. If told that all they want is the beans, he looks crushed. *"I thought you liked my necklaces. I was hoping people could appreciate my art. You're just going to tear them apart and eat them? Aw, shucks."*

He'll still trade for the beans, he has a large supply from a patch he picked a few days ago. But the fun has gone out of it now. They can perk him up considerably if they trade for enough beans to meet their needs, and keep the necklace or two they already have. He'll still trade the beans they need for any decent certified item or any of the trading items Mirmirani sent.

If they make an attempt to sooth his feelings, or if they never follow him and find out that he's making the necklaces on the fly, he invites them for supper. He has plenty of fish to spare.

While eating, he wants to know what they are about. If they share their story with him, he looks surprised. *“Zucchini. I thought only garuda ate that. There’s a big patch of it about a days travel south of here, if the garuda haven’t gotten it by now. Why do you want zucchini?”*

If told that it is for a recipe of the ancients, he looks surprised. He doesn’t laugh at them, but he doesn’t really take it too seriously. At first, he questions whether or not they have interpreted the recipe correctly. If they show him the plate, he has to agree, those are definitely zucchini.

If the heroes wish, they can spend a restful night here. Ikitili agrees to watch their canoes and extra gear while they go off and hunt for zucchini and olive oil.

Encounter Seven: Zucchini

The heroes are told to forage for zucchini along the way. When they decide to do this, use this encounter. It isn’t close to any village, since the villages wipe out zucchini when it grows close to the village. It is well known as garuda food, and most villages don’t want herds of garuda grazing nearby.

When they start foraging for zucchini, they do not find any the first day. On the second day, they can make Wilderness Lore rolls – DC 20 (15 for low tier). The DC decreases by 5 each day, until they find a large patch of zucchini. Of course, they are not the only ones to find it.

If the heroes got directions from Ikitili, they need only a Wilderness Lore (DC10) or Spot (DC10) on the 2nd day to find the zucchini.

Your search for the elusive zucchini has finally born fruit. A small clearing is literally covered with zucchini vines, with plenty of nearly ripe zucchini growing everywhere. There is only one problem. Everyone you have talked to says that zucchini tends to attract garuda. Now you see the proof. At least 20 spike tails got here before you did. The clearing is full of them, happily munching down your zucchini.

As usual, the spike tails react aggressively to your approach, they don’t like people interfering when they’re eating. Several of the larger ones turn toward you, tails up, prepared to protect their feeding ground.

The heroes have several options here. They need to gather at least two dozen zucchini. (Nearly ripe is fine, as they’ll have a week or two to ripen before they are actually cooked).

1. Fight the garuda. Not the smartest of options, but it could be effective. It could also be fatal for any but the highest-level parties. The spike tails fight until three of their number go down and then move away for easier pastures.
2. Intimidate or scare off the garuda. Easier, but not without a bit of danger. The sail backs are not easy to intimidate. It requires an intimidate check – DC 30 (25 for low tier) to scare off the sail backs. Spike tails are by their nature hard to intimidate. Award situation bonuses for good ideas or role-playing. Examples would include flashy magic, sound imitation to sound like a gnasher, things like that. Of course heroes may use the aid another rule. They may take 20 on this roll; this means they take the entire day ‘setting things up’ for the perfect moment.
3. Steal some. Rogues or others may be able to sneak in and grab some. Call for Hide and Move Silently checks – DC 20, 15 for low tier. These can be aided by distractions. For instance, if some of the heroes go to one side of the clearing and yell and draw attention, those trying to get the zucchini should receive a +5 situational modifier on their checks. Failure on either check means that they are spotted. If they fail by less than 5, they can grab a zucchini and run. If they fail either check by more than 5, the spike tails cut them off before they can get to any zucchini.
4. Work the fringes. By splitting up and creating distractions, they can get close enough to grab a zucchini or two. Have the heroes and the spike tails make initiative checks. If the heroes win, they can make it close enough to grab a zucchini. If they lose, they are cut off. They’ll know this, as they start moving. If they continue anyway, they get a zucchini, but a spike tail takes a swing at them.
5. Wait until the spike tails finish eating. This takes the rest of the day. Actually, the spike tails settle down and sleep

there as well. During the night, the heroes can sneak in and get plenty of zucchini without any danger. Have them make a few Move Silently checks, but only on a net result of zero do they actually wake any spike tails.

The spike tails are just hungry. With 20 of their number present, they are not really afraid of the heroes. They'll defend their food aggressively, but they won't chase after the heroes who grab some.

Spike Tails (triceratops) NA 20; see Monster Manual. Note: These garuda have a modified intimidate of 15.

Encounter Eight: Olive Oil

Once again, you are facing a taboo area. The Jungle of Lost Tribes is not only taboo, it is known as the home of the Black Leopard Katanga. Those of you who have been to the Mountain That No One Can See (heroes who played Necromancer's Stone), know that it is three days travel into the Jungle of Lost Tribes. You will have to be alert and aware every step of the way, for kretch are also known to frequent the Jungle of Lost Tribes. You have Bengoukee's purple dust, which should protect you from the taboo spirits, but you doubt it will have any effect on kretch or black leopard katanga.

The purple dust does indeed protect them from the taboo spirits. It has no effect on the other various taboo effects. Of course there was more to Bengoukee's method than just sprinkling purple dust on heroes, there was some magic involved as well.

While in the Jungle of Lost Tribes, they have two encounters. The first is with a pack of black leopard katanga, the second is with some undead that have come to harvest olives.

Entering the Jungle of Lost Tribes proved to be no problem. Taboo spirits did not bar your way, nor have you seen any sign of hostiles. The first day's travel was uneventful. The first night, however, was not. As you settled in for the night, a host of stinging and biting insects settled upon your camp. They were relentless, keeping you from getting any decent rest.

Lizardmen and lacerials are able to get good rest; their scales give them good protection from the biting insects. Pangolin katanga (in pangolin form) are safe as well. Unless protected in some way (spells, insect repellent), no others can get enough rest to recover spells. This should only be a problem for those who cast daily spells like *bull's strength* and *cat's grace*.

If they attempt to fashion their own insect repellent, they'll need a Wilderness Lore check – DC 25 (20 for low tier), to come up with herbs that can do the job. Profession-herbalist can be used instead, or it can provide a synergy bonus to the Wilderness Lore check. They may not take 20 on this roll, as they are certainly distracted (the biting insects continue to plague them the entire time they are in the Jungle of Lost Tribes).

As they move through the jungle, they encounter a pack of black leopard katanga.

The biting insects continue to follow you as you move through the jungle. Things only get worse when a number of black leopard katanga, in biped form, drop out of the trees in front of you. The largest of them steps forward. "What do you here? This is the country of the leopard. No others are to enter. Today we wear the hunters face, not the face of warriors. Speak well and you will be spoken with. Speak harshly and you will be punished.

Knowledge – Lore (DC 10) or Wilderness Lore (DC 20), reveals that the black leopard katanga are creatures with their own sense of honor. While evil, they usually spend a day getting ready for combat. Thus, the expression – we do not wear the warrior's face – means that they are not here to kill the heroes.

Diplomacy can avoid combat here. An explanation of their mission is met with disbelief. "You have come into our country to find a hidden fruit? Are there no fruits near your home?"

But if the heroes show all the ingredients they have already gathered, the BLKs eventually believe them. They'll want promises from the heroes that they will leave as soon as they have gotten what they came for. They'll also have to vow to lift no weapon against a BLK while in the Jungle of Lost Tribes.

Two things can change this encounter.

1. Some rangers in the jungle have BLK as a favored enemy. If the heroes attack immediately, the BLK defend themselves. The situation can be salvaged with diplomacy, provided there are no deaths on either side. As they said, the BLK do not wear the warrior's face. They actually suffer loss of status if they kill the heroes while wearing a different 'face'.
2. Catnip – This hits the BLK hard. An offer of some or the entire pouch they got from Orinar changes the whole encounter. Play the BLK as interested in this strange herb. They all smell it, and within ten minutes, they have all fallen asleep. The heroes can move on with no problem.

Low Tier:

Leopard Katanga Hunting Party; medium shapechanger Ftr 4; CR 5; NA 3; SZ M; Spd 30; Init +3; AC 18 (+3 dex, +5 natural); HD 4d10 + 8; HP 38; Atk: 2 Claws + 6 melee, Bite + 8 melee (claws d3+2, bite d6+4); Face 5 ft x 5 ft/5 ft; SA none; AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 8;
Skills & Feats: Jump +9, Climb +9, Hide +9; Multiattack, Dodge, Lightning Reflexes.

High Tier:

Leopard Katanga Hunting Party; medium shapechanger Ftr 4; CR 7; NA 8; SZ M; Spd 35; Init +3; AC 18 (+3 dex, +5 natural); HD 4d10 + 8; HP 38; Atk: 2 Claws + 6 melee, Bite + 8 melee (claws d3+2, bite d6+4); Face 5 ft x 5 ft/5 ft; SA none; AL LE; SV Fort +7, Ref +5, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 8;
Skills & Feats: Jump +9, Climb +9, Hide +9; Multiattack, Dodge, Lightning Reflexes.

Olive Undead.

You continue through the Jungle of Lost Tribes, accompanied by those insects that still like to feed upon you. Over the sounds of the insects, a group moving through the jungle can be heard. They are not headed in your direction; instead, they seem to be moving across your trail, heading east.

The heroes can check it out. Since they are warned, give them +5 bonus on Hide and Move Silently checks. As long as they can beat a DC

of 10, they can sneak up on the undead unobserved.

Moving through the jungle is a group of lacerials. They also are surrounded by biting insects, but pay them no heed. The lacerials do not speak nor do they look about. Instead they trudge through the jungle with blank stares upon their faces.

As you get a better look, you are both interested and revolted. Interested because each is carrying a large sack filled with many black fruits. It exactly matches the picture on the plate, the one that Reesta called olives. Just one sack of these fruits would be all you need.

You are revolted because these lacerials are examples of foul necromancy. Each bears wounds that should be fatal, but they do not bleed. They are the dead that walk, a stain upon the jungle. In fact, where they step you can see plants rotting and dying. Truly an abomination! Those of you who helped recover the starstone (in the module Iron Will) well remember these creatures. Only the substance called cold iron can truly kill these things, but they can be knocked down with normal weapons.

The heroes can either attack, or they can sneak up on the undead.

Attack: The undead defend themselves if hampered. The heroes get a free partial action for surprise.

Sneak up on the undead. Someone could get behind the undead and slice a hole in the bottom of a sack or two. Enough olives will fall out to meet the heroes' needs. This requires a Move Silently check - DC 16 (14 for low tier), with a +5 situational modifier for the noise from the biting insects. As long as they target only the two in the back, they do not have to make Hide rolls. If they go after any but the two in the back, the Hide roll needed is DC 20 (18 for low tier).

Low Tier

Undead Lacerials: (NA 5); medium undead; Hit Dice: 3d10 (30 hp); Initiative: +0; Spd: 20 ft; AC: 16 (+6 natural); Attacks: 2 claws +5 melee; Damage: 1d6+3 (2 claws); Face/Reach: 5 ft. by 5 ft./5 ft; Special Qualities: Darkvision, Regeneration 2, Undead Immunities; Saves:

Fort +6, Ref +4, Will NA; Abilities: Str 16, Dex 11, Con -, Int 11, Wis 2, Cha 2.

Skills & Feats: Spot +8, Listen +4, Wilderness Lore +8; Track, Scent.

Regeneration: Each round the undead regenerate 2 points of subdual damage. Only cold iron weapons cause mortal damage. All other attacks, including magic, cause only subdual damage.

High Tier

Undead Lacerials: (NA 8) medium undead; Hit Dice: 6d10 (60 hp); Initiative: +0; Spd: 20 ft; AC: 18 (+8 natural); Attacks: 2 claws +10 melee; Damage: 1d6+4 (2 claws); Face/Reach: 5 ft. by 5 ft./5 ft; Special Qualities: Darkvision, Regeneration 2, Undead Immunities; Saves: Fort +8, Ref +5, Will NA; Abilities: Str 18, Dex 11, Con -, Int 11, Wis 2, Cha 2.

Skills & Feats: Spot +10, Listen +6, Wilderness Lore +10; Track, Scent.

Regeneration: Each round the undead regenerate 2 points of subdual damage. Only cold iron weapons cause mortal damage. All other attacks, including magic, cause only subdual damage.

If any lacerials are among the party members, they certainly should want to see these undead put out of their misery. Each of the lacerials radiates a strong scent of ozone, signifying ultimate despair.

The heroes who received the cold iron weapons in Iron Will can do mortal damage to these undead. In fact, those particular weapons cause double damage to the undead.

If they have none of these weapons, they'll just have to beat down the undead until none of them are standing. Then they can take the olives and go.

While they may worry about it, the undead have not been sent after the heroes. They were sent to get olives for the lich in the Valley of Spirits. If the heroes take all they have, they turn around and head for the Mountain No One Can See, to get more. If they take some, the undead still have some, so they head back to the Valley of Spirits.

Killing the Undead: Without the cold iron weapons, it can't be done. While this may prove frustrating to the heroes, this encounter is not about killing the undead, it's about getting some

olives. Reesta and Strong Arm, the war leader of the lacerials, receive the news of the undead with great interest. But that's news for another module.

If the heroes choose to avoid the combat entirely, and head for the Mountain No One Can See, they can follow the back trail. Along the way they find olives that have dropped from the sacks. It takes the rest of the day to find enough for their needs. Step up the insect attacks, as they get closer. That night, all heroes except lizardmen and lacerials take 1d6 points of damage from biting insects. Lizardmen and lacerials are harassed as well, taking 1 point and receiving no rest or spells recovered. Insect repellent does no good here; the insects keep coming.

If they still continue, step up the insect damage to 1d6 per hour, then per ten minutes, then per minute. They'll have enough olives by then, so the only reason to keep going is curiosity. As soon as they turn back, the insect attacks begin to slack off. They'll get no good rest the next night, but the day after that, the insects leave them alone.

Once they have recovered the olives, the heroes have no encounters. They can return to their canoes (either left with Ikitili, or stashed somewhere along the way).

Note: If they turned south from the Rudra village, and have not encountered Ikitili yet, run Encounter Six now.

Encounter Nine: Cooking

Potential Problems:

No Cannelloni Beans: If the heroes missed the encounter with the fisherman, and have found no Cannelloni beans, Mirmirani has managed to come up with some.

The Heroes reject the recipe: If they want to cook something else, Mirmirani argues strongly against it. While she accepts that the heroes may be able to make a better dish, it wouldn't accomplish what she and Reesta want to. This is a recipe of the ancients, made by heroes from different tribes. If one hero comes up with a recipe, it will be seen as an entry from their tribe. They need something brand new, and this recipe is their only shot at it. (She's right. Any

recipe that the heroes can come up with would have to have been learned at their tribe.)

Finally, you have assembled all of the ingredients called for in the Recipe of the Ancients. Now it only remains to see how this recipe fairs against the best cooks in Malatra.

The first night's feast is prepared by K'liki, cook of the Saiyama tribe. Her dish is a succulent roast goat rubbed with sage and roasted with tubers, accompanied by a side dish of goat yogurt. It goes over very well, as always.

The second night's feast is a little lean, as it is served by the lacerials. It consists of a delicate salad of fresh crisp greens, garnished with spears of crunchy zucchini, served alongside a crispy crackling roast lizard. Most of the chiefs manage to eat some, but the Rudra chief causes a small scene when he refuses to eat garuda food.

The third night the oscray show off their cooking. They have spent an entire night and day slow roasting a sail back in a deep pit. They have basted the entire thing in a mixture of onions, tomatoes, oregano, and very hot peppers. It is served with coleslaw and hearty baked beans. While tasty, it has most of the diners reaching for water, or beer, or wine, or anything to put out the fire in their mouths.

The fourth night Shasti of the Koshiva makes a fish dish that she calls planked fish. It has a delicate blend of spices that make your mouths water. It has everyone asking for more.

The fifth night Yrtinar of the Rudra shows that wild turkeys can be tasty, roasting a number of them in wild herbs and spices. Or, as Yrtinar says "Rich slices of roast turkey, dripping in its own juices and accompanied by roasted yams and a sauce made from cranberries."

The sixth night the Simbuki bring in a roast raptor. While a bit tough and stringy, the flavor is good. The biggest stir is created by the Simbuki's natural showmanship. The raptor is presented whole, with a dozen apples in its mouth. As the simbuki present it, it appears to move, the head rearing back for a moment. As people stare, the Simbuki grasp the head, and the entire raptor falls apart into neatly sliced portions. A burst of

applause greets this masterful presentation. And while the flavor does not live up to some of the other dishes, the presentation has the chiefs still talking about it the next morning.

The seventh night is yours. You know that Reesta and Mirmirani are counting on you.

Now it's time for the cooking rolls. First, find out who the chief cook will be. If no one has any ranks in cooking, Mirmirani suggests first someone with Profession – Herbalist, or Knowledge – ancients, or as a last resort, Wilderness Lore. Use the following modifications for the chief cook.

Cooking ranks – straight across.

Profession herbalist – divide by two.

Knowledge ancients – divide by three.

Wilderness Lore – divide by four.

(round up)

This gives a base cooking score. Add Wisdom bonuses. Use the best score of the various skills. (Unless cooking is possessed, that must be used if it is there).

Synergy bonuses can be granted (+2 for five or more ranks in any of the other skills listed). The heroes cannot take 10 or 20 on this roll, too much is at stake.

Heroes may use aid another. In order to aid, the hero must have one of the following:

Knowledge – nature or plants – 6 ranks or more.

Wilderness Lore – 5 ranks or more.

Profession Herbalist – 2 ranks or more.

Knowledge Ancients – 2 ranks or more.

Perform – 2 ranks or more (to aid in an attractive appearance when it is served).

Cooking – any # of ranks. If more than one hero possesses cooking, each additional hero can grant a bonus of +4 instead of +2 with a successful aid another roll.

Mirmirani has 3 ranks in Perform, (modified perform score of 7), and can make an aid another roll as well, granting them an additional +2.

Also find out how the heroes intend to go about cooking. If they use imaginative methods of preparing it, or come up with things that should help in general, allow a small (+1 or +2) bonus to the base roll, for each such idea.

When everything is ready, have them make the cooking rolls. Also, require them to come up with a name for their dish. (Zucchini Mediterranean style is not going to fly). Again, if they come up with an attractive name and way of presenting their dish, you may add a +2 circumstance bonus to the cooking roll.

Bad start option – If the cook rolls a really bad roll (4 or less on the D20), he can tell that this mixture is going badly – he spilled ten times as much salt in as needed, for ex. They have enough ingredients to start over, but just once. They must live with the next roll.

Also, you may remind them that hero points and die bump certs may be used on this roll. Don't tell them what total they need, just give them a chance to improve on their total if they wish.

The voting is by the chiefs alone, and no chief can vote for his own tribe.

The breakdown:

The lacerials are going to vote for the heroes, they like zucchini.

The Rudra are not going to vote for the heroes, they don't like garuda food. (no matter how it tastes). They vote for the roast goat.

Reesta can't vote for the heroes, nor can he vote for K'liki who is of his tribe. He'll vote for the Oscrays' roast sail back.

The Simbuki also vote for the roast goat.

The Jengi, who did not send a cook to the contest, vote for the Koshivan planked fish.

The Wise Ones, who also did not send a cook, vote for the heroes' dish, they like the idea that it came from the ancients.

The Huroola vote for the heroes' dish, provided that the main cook was a male, or that the majority of the party was male. They like to see men keeping their place. If the majority of the party is female, AND the chief cook is female, they vote for the Rudran roast turkey.

The Simbara vote for the Rudran roast turkey.

Thus, the swing vote is in the hands of the Koshivans.

The decision:

As the final night's feast is finished, Reesta calls for the voting. Each chief may not vote for his own cook, to avoid any hurt feelings. "Hey mons, we all gots to eat what dey cook after tonights; says Reesta. "I don't want to be eatin' what K'liki be cookin' if she finden out I coulda voted for her and didn't. So we makin' it a rule, you gots to vote for somebody else. Is all agreed?" All of the chiefs agree quickly, they all seem to feel the way that Reesta does.

As host, Reesta votes first. "I be liking the roast sail back that the oscray be bringin. It bein sharp and tasty."

The lacerials step up next. Strong Arm indicating that (name of PC dish) is their choice.

The Rudra and the Simbuki quickly follow with votes for K'liki's roast goat with sage and tubers.

The Wise Ones cast their vote for your Zucchini – (name of dish).

The Simbara vote for the Rudran's roast turkey.

The Jengi vote for the Koshivan Planked Fish.

The Huroola vote for (either the heroes dish, or the Rudrans dish – see above).

Thus, with only the Koshivan vote to be cast, the count is:

***(If the Huroola voted for the heroes)
Three for (name of Heroes dish)
Two for the Saiyama Roasted Goat
One for the Oscrays' Roast Sail Back
One for the Koshivan Planked Fish
One for the Rudran Spicy Roast Turkey***

***Or (if the Huroola voted for the Rudrans dish).
Two for (name of Heroes dish)***

Two for the Saiyama Roasted Goat with sage and tubers.

Two for the Rudra spicy roast turkey.

One for the Oscray Roast Sail Back

One for the Koshivan Planked Fish

The Chief of the Koshiva stands and announces:

I am proud to say that our vote goes to.....

If the heroes were able to come up to a total of 20 (18 for low tier), they'll get his vote. If not, he votes for the Saiyama Roast Goat.

If this means a tie for either first or second, Reesta calls for the cooks themselves to break the tie. K'liki leads the way *"I made what I always made. These idiots know nothing about cooking, they made something that hasn't been made in a thousand seasons, and they still were able to tie me. I say they should be declared the winners."* Most of the other cooks follow along (notable exceptions are the Rudra and the Huroola). But the heroes are declared the winners and receive the prizes. There are also prizes for second place. (Certs are provided).

Epilogue:

If they won:

Reesta is most pleased with you. He comes to you and slaps you on the back, smiling at you with that winning way he has. "I be knowing you'd be winnin. The strength of the jungle stands out when all works together. You be doin' that, so you be winnin.

If they lost (but finished second). Reesta is pleased with you. "I bein' verra proud of you. You showed that by workin' together, you can challenge the best that Malatra gots to offer. Between you 'n me, I tink that maybe some politics gots a hand in the decision. I couldn't votes for ya, not wit' me mate involved in da team, but we all be knowin who the best cooks were today."

Either way:

Reesta continues; "So I be thankin you, because you showed all de chiefs that by workin' together, we is stronger than by

workin' apart. This is an important ting for de chiefs to be seein. They will not forget, and neither will I. For now, be restin' and enjoying your well deserved cheers."

Prizes: The prizes are all cooking related, of course. The chief cook gets the grand prize (or the 2nd prize), while everyone who assisted gets one of the special food preparation items.

Grand Prize – Bronze cooking pot and bronze stirring spoon. 2nd prize – choice of one. (mark appropriately on cert). Either confers a +2 equipment bonus to any cooking rolls.

Subsidiary prizes – each hero gets either:

Brass cup – enchanted by the spirits to produce *goodberries* (as the divine spell, at 5th level). (two available)

or

Brass dish – can act as a fetish for *create food and water*. (one available)

Or

Brass carving knife – +1 to damage, slashing damage instead of piercing. (two available). +1 to perform checks if the knife can be used in the performance.

Here ends "Recipe for Disaster".

Experience Point Summary

Story Award: 1,100
XP

Optional Role Playing Award 100
XP

Total possible experience 1,200 xp

The story award is if the heroes completed the entire adventure. If they did not complete it, award 75-90%, depending on how close they came.

Treasure Summary:

Note: If it's not on this list, they can't have it.

From the domes:

Silver ring with a blue stone – confers +2 enhancement bonus to Charisma checks when dealing with taboo spirits, +4 when dealing with Great White Saru.

Tarnished Silver bell – still rings true.

Ceramic disc with a letter from the keeper of the Great White Saru. Also acts as a whistle that scares any simian creature.

Ceramic Trident – Masterwork quality, +1 to damage because of sharp edges.

Ceramic replica of a torch – fetish for *continual flame*

Ceramic replica of a knife – fetish for *keen edge*.

Prizes:

Brass cooking pot and/or brass stirring spoon.
Confers +2 to knowledge-cooking to the hero who won it.

Brass cup or brass knife or brass dish
Confers different powers based on item.

Player Handout #2

Images on the ceramic plate

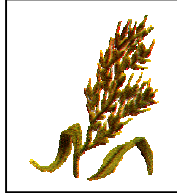
Area Number

Image

1.

<None>

2



3.



4.



5.



6.



Area Number

7.



8.



9.



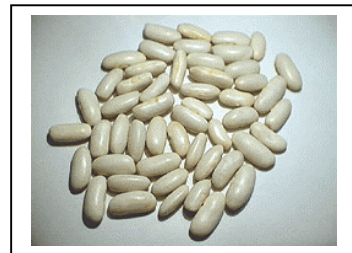
10.



11.



12.



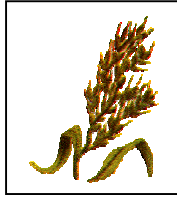
DM's Aid #1
Area Number

Image

1. Water

<None>

2. Rice
plant



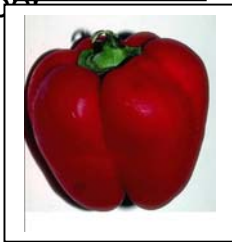
3. Olive oil



4. Onion
plant



5. Bell Pepper



6.
Garlic plant



8. Zucchini



9. Oregano
plant



10. Salt
crystals

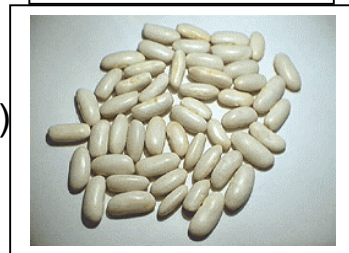


11.
Peppercorns



12.

Cannelloni
(white kidney)
beans



Area Number
7. Tomatoes
(yellow)

Image



Cook's Aid #1 – the actual recipe

Zucchini Mediterranean Style (Saiyama style?)

Servings: 6

Ingredients:

2 cups water

1 cup long grain white rice

3 tablespoons olive oil

1 large onion, chopped

1 large red bell pepper, chopped

3 cloves garlic, crushed

1 (14.5 ounce) can whole peeled tomatoes, chopped

3 cups finely chopped zucchini

½ teaspoon dried oregano

salt and pepper to taste

1 can (15 ounce) cannelloni beans, drained

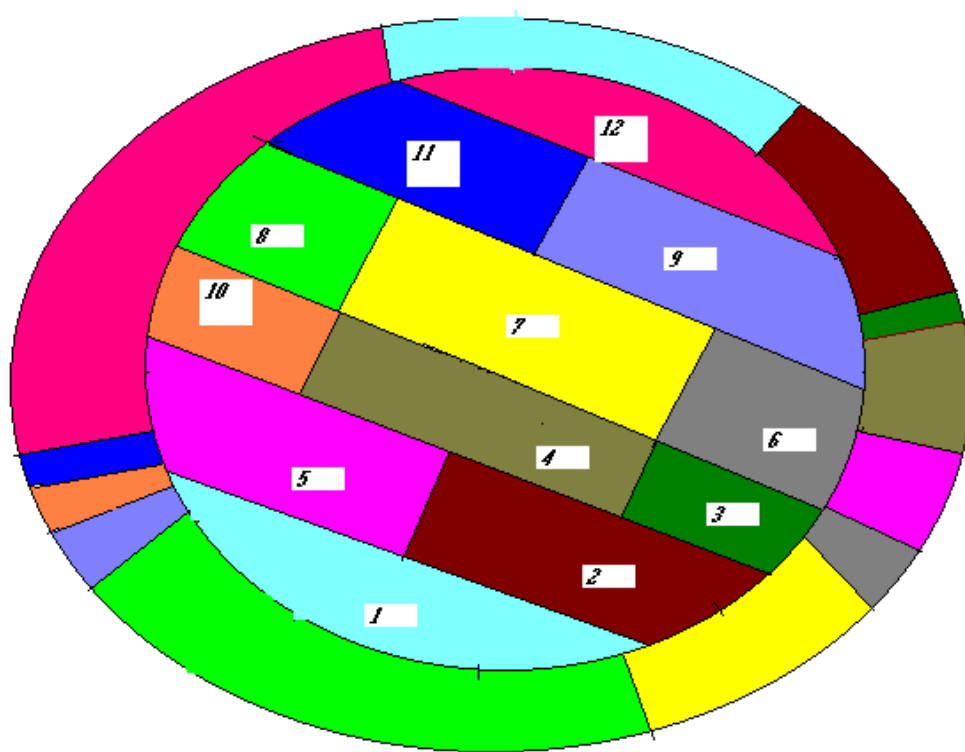
Directions:

Bring water to a boil in a medium saucepan, and stir in the rice. Reduce heat, cover, and simmer for 20 minutes.

Heat oil in a separate medium saucepan over medium heat. Stir in onion, red bell pepper, and garlic, and cook until tender. Mix in tomatoes and zucchini, and season with oregano, salt, and pepper. Reduce heat, cover, and simmer 20 minutes, stirring occasionally.

Stir cannelloni beans into the tomato and zucchini mixture, and continue cooking about 10 minutes. Serve over the cooked rice.

PLAYER HANDOUT #1 – The Ceramic Plate



DM's Aid #2 – bonuses for the plate

Blanket bonuses to all ingredients **except** water

Heroes with cooking skills may add their ranks in cooking to their Wilderness lore skills.

Aarakocra get +2 due to wide-ranging flights and sharp eyesight.

Oscray get -2 due to their relative newness to the Jungle and for consuming a mostly meat diet.

Shamans with the plant domain get +3.

Plantmen, as fungi rather than true plants, get a bonus of +1 (+2 for Jungle familiarity, -1 for a meat diet).

Saru get +3 for a vegetarian diet.

Jungle Tam'hi get +3 for general jungle knowledge.

These bonuses stack, so an Aarakocra shaman with the Plant domain and three ranks of cooking skill would get at total of 2+3+3, or +8 to his/her wilderness lore rolls. Blanket bonuses also stack with specific bonuses, below.

Ingredient	DC	Specific Bonuses
Water	12	None
Rice	12	Caiman Katanga +5; Zantira tribe (full member) +10; Koshiva and Rudra tribe (full member) +5, River Tam'hi, Lizardman +5
Olive Oil	17	Heroes who played Ten Times The Hero, +7.
Onion	14	Hedgehog and Pangolin Katanga, + 10, Oscray +3.
Red Bell Pepper	15	Shu, Wise Ones tribe (full member) +5
Garlic	15	Hedgehog and Pangolin Katanga, + 10, Lacerials +7.
Tomatoes	14	Monkey, Tiger, and Lion Katanga +7; Huroola tribe (full member) +3.
Zucchini	18	Lacerials +10.
Oregano	15	Impala and Ostrich Katanga +5.
Salt	10	Butu +7; Korobokuru, Lion and Tiger Katanga, +5.
Peppercorns	15	Monkey Katanga +7, Snake Katanga +5
Cannelloni beans	17	Wise Ones tribe (full member) +5, Simbara Tribe (full member) +3

Note; Heroes may take 10 on these rolls, but they may not take 20. (Either they recognize the pictures, or they don't. Spending 20 times as long staring at a picture does not give them more knowledge than they had before). Heroes may not retry, they either know it or they don't. They may not use the aid another action, but all may try separately.