

The Courage of a Coward

A One Round Living Jungle Tournament

by Tom Prusa

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

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

If this is the first time you've judged a Living Jungle adventure, be sure to obtain a copy of the Judge guidelines from your event coordinator. In any event, review the use of optional rules (especially the "At Death's Door" rule) before beginning play.

The Living Jungle is a tournament campaign exclusively for members of the RPGA Network. Be sure that you distribute scoring sheets at the *beginning* of the round, and make sure that each player at your table has a membership card (or at least remembers his or her membership number).

This is a low/mid-level Living Jungle adventure; only characters of sixth level or below may participate in it. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero (or start a new hero) to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for character creation instructions, if you don't have them).

During the course of the adventure, the heroes will earn experience points based on their accomplishments. Some of these points are for overcoming obstacles, finding information, defeating monsters, and recovering treasure. After each encounter an experience point value is listed. This is summarized at the end of the adventure as well. *All characters contributing to the success of an encounter receive the listed experience points.*

For example, if an encounter lists an experience point value of 100, then each hero participating earns 100 points. All experience points are awarded at the end of the tournament. Do not award experience points after each encounter.

In some places the characters can gain treasure. For common items, like normal weapons and equipment, the players must simply record the new items on their character sheets. But for magical or other special items, you must hand the appropriate Treasure Certificate, included with this tournament.

Adventure Background

In this adventure the heroes are tasked with obtaining an item needed for Bengoukee to finish a special spell. As usual, the components for the spell are couched in riddle form. He has obtained all he needs with one exception. He needs the courage of a coward.

In the adventure *Necromancer's Stone*, a noted coward, Boo Dos, leader of the Boo Too, performed what may have been the only brave act of his life. He grasped the *Necromancer's Stone*, turning his left hand into a shriveled claw. The experience also cemented his fall into complete cowardice. He has taken his tribe and fled into the jungle and has not been seen since.

Boo Dos has one special item, his parrot feather headdress, which marks him as the chief of the tribe. Bengoukee wants the heroes to obtain a feather from the headdress of Boo Dos. To do that, they must first find the Boo Too. This won't be easy, since the Boo Too have been kicked out of every respectable area of the jungle.

Bengoukee has tried to send messengers for them, but Boo Dos is a capable mage (7th level) and isn't easy to find if he doesn't want to be.

The heroes are first directed to the only known member of the Boo Too, Abu the trader. Abu does not know where they are for sure, but he does point them towards Lilac, the village of the Laceriels. It is several days' travel down the River of Laughing Idols.

When they reach the village, they find that the Boo Too's left some time ago. They headed in the direction of the Katimaya, a korobokuru tribe.

Once they reach the Katimaya, the heroes are welcomed to the daily festival. The leader of the tribe, Yrbom, honors one of the heroes with the "gifting exchange", where each gives the other his best thing.

The Boo Too's left when the Katimaya staged one of their typical nighttime raids, inadvertently scaring the cowardly tribe into leaving.

The trail is fresher, and the heroes follow it north into yuan-ti country. There, they are confronted by the snake people, with whom there is an uneasy truce. Things may descend to combat, but the hostilities

should be averted when a pair of giant beetles attack. By working together to defeat them, the heroes can maintain the truce.

They are escorted under guard to a village of the yuan-ti. There they find that the Boo Too were asked to leave only 2 days ago.

Back on the trail, the heroes soon come upon the Boo Too's, who flee in terror. Several of the Boo Too's are overtaken (the slow ones) and quickly surrender to the heroes.

With prisoners slowing down the party, the Boo Too's quickly add to their lead, and only by releasing the prisoners can the party catch up.

The party finally pins the Boo Too's at the edge of a cliff, where all of the Boo Too's surrender except Boo Dos. He leaps off the cliff into the river, and the party must either follow or lose him.

The party trails Boo Dos south to the village of the Ratikaya, where the Boo Too's once fought troglodytes. There, Boo Dos is remembered as a hero, when he inadvertently led them to a victory over the troglodytes. With nothing stopping them, the heroes should be shocked when Boo Dos is kidnapped by a group of troglodytes seeking revenge. They must rescue him from the troglodytes to receive the token, which he gladly gives them, if he lives.

Note: If you actually have a member of the Boo tribe at the table, that player should be encouraged to play another hero. If she has no other hero, or she refuses to play anyone else, she must play her Boo hero as having lost her tribe. She has no knowledge of the current whereabouts of the tribe.

Players' Introduction

The day is beautiful as you move towards the village of Bagoomba. There is a fine feeling in the air, the sun is bright and hot, the jungle lush. For seven seasons now, the monsoons had raged, and the earth had shaken. But a group of heroes was able to free Ngemba, spirit of storms, and banish him. Or so the tales tell. They were led by Mali, the Great Hunter, Ffft, sage of the jungle and of all people, Boo Dos, chief of the Boo Too tribe.

Since their success, the earthquakes have stopped, and the monsoons subsided. It has been three moons now, and the threat to Malatra apparently ended. So whatever this summons to meet Bengoukee is, it cannot be of the "Save the Jungle" type, and that has you at ease as well.

As you approach the hut, you see only a single young shu awaiting you. He introduces himself as Traduk, servant of the great shaman.

"Bengoukee bids you wait, noble heroes. He will be here forthwith. Enter straightaway, and be welcome".

Inside, cups of date wine already await you, but there is no sign of the old one. Time passes...

Encounter One: Bengoukee's hut.

The heroes can look around; the furnishings are sparse, a bed mat, a small table with more date wine, some interesting hangings and carvings, but nothing of any real value, and certainly nothing magical. Several gourds contain foul smelling contents that mages can identify as components for spell working are on the floor near the wall. There is a small fire with the smoke trailing through the hole in the ceiling.

Bengoukee is present, *invisible* and watching. He waits until the heroes get impatient. Any sign of this—calling for Traduk or leaving the hut, for instance, and Bengoukee appears in front of them.

If the heroes continue to wait, the day passes, and then the night. Only with the dawn will Bengoukee present himself.

Note: About supptime, Traduk brings in a tray of food and drink, enough for everyone, and the food suits them (fruit for saru, meat for tiger katanga or plantmen, etc.).

Bengoukee says:

"I see you have some patience, but I wonder if it is enough. What I have for you is not a dangerous quest, but what may be a long chase. I need to find Boo Dos, or a piece of him, anyway.

"As those among you who have experience with magic know, many spells require certain arcane components. I am in need of one in particular for a spell I must work. Only with this spell can we finally gain the knowledge we need to stop the coming of Tiger. Oh yes, do not think that because the earthquakes have stopped that the danger is over. The prophecies say that they will stop just before the coming of Tiger, so we have little time to waste.

"The ingredient I require is the courage of a coward. Now this is a tough thing to put in a sack, so I must have a symbol of such. Boo Dos is a mighty mage and not to be found easily if he does not want to be. He is also the most noted coward in the jungle. I have need of one of two symbols.

"In facing the Forgotten Father, and releasing Ngemba, Boo Dos grasped an evil artifact with his bare hand. That hand is now a withered claw. That hand would be a perfect symbol for the courage of a coward, for he earned it in bravery, as much as he

would deny it. The second symbol is a feather from the headdress he wears, which symbolizes his office as chief of the Boo. It goes without saying that the claw would be the better of the two.

“Unfortunately, rather than be received as a hero, as Mali and Ffft were, Boo Dos took his tribe and disappeared into the jungle. I need you to find the Boos, and bring back Boo Dos. If you cannot bring him back, I need either his clawed hand or a feather from the headdress. I would prefer a piece of the claw, but remember that Boo Dos is a hero of the jungle; he should not be harmed. If you cannot get the claw, bring back at least a feather.

“I do not know where to start looking, but I can give you a name. Two miles down the river Abu the Trader lives. He is a former member of the Boo tribe. He does not know where they are, but he may be able to tell you where to start looking.”

Bengoukee will answer any questions that he can.

How long do we have?

As long as you need but as quickly as possible. He hopes to see you back within two moons.

What are the Boos?

The Boos are a tribe of outcasts and misfits. The only requirement to become a Boo is to have been kicked out of your own tribe. They don't do well in combat or in confrontations.

They number only about 30 and come from nearly all the races in the jungle. The two most famous members are Boo Dos and Booda, who became chief of the Simbuki, a shu tribe.

How do we recognize the Boos?

If you come upon a group of beings who outnumber you by more than two to one and yet they still all immediately surrender or run away, that's them.

What about food and supplies?

Traduk has it piled up outside, along with two coils of rope, extra waterskins, and quivers of arrows for those who need them.

If Boo Dos is a hero, won't he just come and help if told to?

Who says he's a hero? He certainly doesn't. Also, his mind has not been the same since he touched the *Necromancer's Stone*. He is more likely to scream and run now, and there are few in the jungle faster than he.

If he turns to fight, be careful. His favorite trick is to magically lift someone high into the air and drop them like a rock. He can also shape the very moisture in the air to a solid wall, and while you are struggling

through it, he is long gone. He never fights unless he is cornered and then only long enough to get away.

Oh, and beware, he carries a knife. It is cursed, and the only way he can get rid of it is to give it to someone. If you succeed in speaking with him, he is sure to offer it to one of you. It would be in your interest not to take it.

What exactly does the curse do?

I know not all the details, but among other things, it may be partly responsible for his abject cowardice. Taking it from him does not remove the curse; that fate lies upon him alone.

What do we get out of this.

If you succeed, an opportunity to go on a truly great quest to far and wondrous lands. I may find a bauble or two that may please you if you succeed speedily.

When the heroes are ready, they can go see Abu the Trader.

Encounter Two: Abu.

Abu's hut is actually several huts, a couple of dugouts, and a number of tree houses. Most of them seem to be full of the biggest conglomeration of junk in the jungle. There is no one in sight, but a fire burns in front of the smallest hut, which is barely six feet high.

As soon as the heroes call out or begin to search, Abu appears. He was underground, in one of his storage caves. He is currently in hedgehog form, but will change to human as soon as he emerges. Even as a human, he is barely four feet tall.

Abu the Lackey kat/m P4: AL N; AC 6; MV 6; hp 24; THAC0 19; #AT 1; Dmg 1-4 (knife); SA nil; SD nil; Str 8, Dex 14, Con 11, Int 11, Wis 14, Cha 15; MR nil; SZ S; ML 8 (1 if blood is involved).

Abu is the classic snake oil salesman. He always has just what the hero needs, for an incredibly low price. He is honest in his appraisal of both his items for trade and the items he trades for. An experience with Bengoukee taught him that. But he does try to insist on a fair profit. One of his favorite tricks is to trade for an item from one hero, turn to another hero and try to trade it to him, claiming that it has been in his family for generations.

Since the only system possible is barter, Abu judges the wealth of the heroes by the amount of stuff they have. A hero with a lot of stuff (certed items), will find him driving a harder bargain than a poor hero.

Suggested costs for the items:

- Hero has no certified items - at least two starting items erased from their player sheet. Abu is particularly looking for witch doctor foot salve, he knows a saru named Nine Fingers who needs some.
- Hero has a few certified items (five or less items) - one for one trade.
- Hero is flush (a notebook full, lots of stuff) - two for one in his favor.

The intention here is not to be counting certs, but if the hero has lots of items, he will show it and should pay more.

Mages should not have their spell fetishes counted against them, but Abu will be happy to take a spell fetish in trade. This is not something that the hero can relearn; he must get a new fetish in an adventure to replace it if traded away.

Abu has just about everything on the starting item list, for which he will trade two for one in the heroes' favor for any certified item.

He also has the following seven items for trade.

- A *suggestion* spell fetish in the form of a small lyre.
- A rare and beautiful disc with fine carving, made of solid gold! This is actually a gold coin filched off of one of the oscaray when they first came to Malatra. The picture inscribed on it is that of a rather gaunt tam'hi (it's actually an elf). It has a hole drilled in it with a leather strip to make it wearable as a necklace.
- A set of ritual body paints in red, yellow, and white.
- A large and noticeably flawed emerald set in a copper setting. The wire of the necklace is also fine copper wire. It has long since turned green in the jungle.
- A vial of strong vanilla perfume. It can also be used to throw off anyone who tracks by scent.
- An engraved drinking horn from a wildebeest. He'll throw in a full wineskin of Koshiva date wine and a pouch of macadamia nuts to go with it.
- A leather backpack specially cut to fit katanga. It can be rigged as to fit their katanga form, but with a simple release it turns into a backpack suitable for wearing in human or biped form.

Where are the Boos?

Of course the heroes are really here to find out where to find Boo Dos. Abu is sure he knows, but he really only

likes to gossip with customers. As long as they have traded for even one item, he will share his speculations.

- Abu suggests traveling downriver to the lacerial village of Lilac. From there, the snake men are several hundred miles to the east. He has spoken only two moons ago with Boo Too, a monkey katanga of the tribe. She traded for some barbed blowgun darts, getting a very good deal. She also said that since the yuan-ti are friends now, it should be nice country to see. He doubts that they will make it that far; the snake people are pretty scary face-to-face. But they may very well have gone that way. More likely, they are in the vicinity of the Tenanga tribe, along the River of Laughing Idols.

Actually, the yuan-ti have a limited truce with the nubari, to last until after tiger is defeated. Abu does not mention this, but it is something known to any hero of 5th level or higher, 16 intelligence or higher, or possessing the *jungle lore* proficiency.

Other guesses.

He is sure they are not in the vicinity of the Simbuki. That tribe is led by a former member who went brave, and they don't really want him around. The Rudra, Huroola, and Zantira tribes have already asked them to move when they were in their areas. If they are not near the village of the Tenanga, over near snake country, the heroes might try the lacerial village of Lilac or even the Rayanna Savannah, near the Wise Ones and the oscaray tribe of Bentfang.

When trading and talking is concluded, Abu wishes them luck and hopes that they'll be back soon. Continue with encounter three.

Encounter Three: Snake Country.

The heroes' best bet is to head for the Tenanga tribe, east of Fire Mountain. If the Boo are in the area, the Tenanga will probably know.

If they choose to go someplace else, have them meet a traveler in the jungle, Rasfis the forest tam'hi. She tells them that she last heard of the Boo southeast of Tenanga country. They were asked to leave in no uncertain terms. They headed east, so she headed south.

Travel to the east has been surprisingly uneventful. The weather has been hot and steamy, and the hunting has not been good. You have been on the move for 2 weeks now and have seen few garuda or other prey.

You pass through the foothills to the east of Fire Mountain, and still the hunting is poor. Your supplies are being used up much too quickly when, finally, you hear supper coming your way. It sounds like a large and clumsy garuda, maybe a finback or other plant eater, maybe just a big hungry nubari-eater. A small clearing ahead of you is cut by a trickle of a stream. The trees near you are now forest giants, rising only 20 to 30 feet in the air.

Pause for the heroes' reactions. They have two rounds before the encounter really begins. Those who wish can find trees to climb. They can climb about 20 feet up before having to stop. Smaller heroes can climb 10 feet higher, monkey katanga and shu, for example.

There are also ample trees to hide behind. For those who can breathe water, the stream is not big enough to provide this kind of cover.

Your first sight of supper is a disappointment. It is not supper at all; it is just a monkey katanga in biped form, fleeing as though her life depends on it. She leaves the trees and hits the ground running, headed right towards you. As she reaches the stream, you see what she's fleeing from.

A pair of the biggest spiders you have ever seen clamber down from the trees and come after her. Judging from their relative speeds, it seems as though the little monkey will reach the trees before they catch her. Unfortunately, the spiders are coming directly your way as well. Two more enter the clearing behind the first two.

The heroes have one free round of missile/spell attacks before the spiders can close. They do not have the best distance vision; anyone who wants to fade into the jungle can make a successful *hiding* proficiency, *hide in shadows*, or *hide in natural surroundings* roll to succeed. Otherwise, the spiders spot them and go after prey that isn't running so fast.

The katanga is indeed one of the Boo, Boo Two by name. Unless the heroes try to stop her, she just goes right on past them. If they engage the spiders, she stops at a safe distance. She will not participate in the fight, but if a hero is in trouble, she might just throw a coconut or two, when no one is watching.

Boo Two hf T3: AL N; AC 4; MV 12/12 climb 15; hp 13; THAC0 19 (16 w/missiles); #AT 1; Dmg 1-3 (coconut); SA nil; SD nil; Str 8, Dex 19, Con 9, Int 11, Wis 11, Cha 10; MR nil; SZ S; ML 4.

If the party is mostly low-level:

Huge Spiders (4): Int Animal; AL N; AC 6; MV 18; HD 2+2; hp 15; THAC0 19; #AT 1; Dmg 1d6+poison

(onset time 15 t, dmg 15/0, ST at +1); SA nil; SD nil; MR nil; SZ M; ML 8.

If the party is mostly mid-level:

Giant Spiders (4): Int Low; AL CE; AC 4; MV 18; HD 4+4; hp 28; THAC0 15; #AT 1; Dmg 1d8+poison (save vs. poison or die); SA nil; SD nil; MR nil; SZ L; ML 13.

The spiders do not fight to the death. They retreat if seriously wounded or if several are killed.

Should any heroes drop due to poison, anyone with *herbalism*, *jungle survival*, or *jungle lore* proficiency can easily (+4 to skill) find some tiki roots. These can be used to brew a concoction that offsets the effects of the poison. The afflicted hero does require a full day of complete rest to recover.

If the heroes stop the katanga, Boo Two does not resist. If they do not, she hangs around, watching from the trees. Her *hide in shadows* chance is 55%, so eventually the heroes do notice her. They have to approach her, as she does not initiate contact.

When they do, Boo Two immediately surrenders to them. If they say they don't want a prisoner, she insists. They captured her fair and square; she won't hear of anything else.

Boo Two the prisoner

As prisoners go, Boo Two should be a real pain in the lizardman's tail. She is not afraid of work, but she doesn't like combat, which to her mind includes hunting. She expects the heroes to take care of her and protect her. If put on watch, she huddles in the trees and eventually falls asleep. She likes tricks but seldom considers the consequences of her actions. For instance, she'll throw a coconut at a garuda, just for fun. Then she'll run screaming when it charges her, expecting the heroes to protect her.

Boo Two's story

Boo Two was separated from her tribe a few days ago. She was scavenging for fruits and berries when the spiders found her. She fled and has been fleeing for several days. She is exhausted and quite hungry.

Boo Two does know where the Boo tribe was going, east to Snake country. Any ranger or forest tam'hi hero, as well as anyone with *tracking* or *jungle lore*, knows that they are already near the land of the Yuan-Ti. If told that, Boo Two starts to flee, then huddles behind the biggest of the heroes. She is certain that the yuan-ti will be here any second. When this does not happen, she quickly relaxes.

Boo Two also proceeds to eat as much fruit as the heroes can provide.

After the heroes get Boo Two's story and let her eat some, they can continue.

As far as food, the spiders are edible, but they taste like... (you know what). Vegetarians find a small beechi nut tree, with enough food for one saru or two smaller creatures for one day.

Encounter Four: The Pleasure of Boo Two's company.

Spend a little while acquainting them with Boo Two. She should be willing to work, cheerful, and a real pain. Make sure she eats more than her share, falls asleep on watch, and contributes nothing to the party survival. On the first day of travel with the party, she wanders off and pitches a coconut at a deinonychus. When it responds aggressively, she comes shrieking back to the heroes, expecting their protection.

Leaper (Deinonychus): Int Animal; AL N; AC 4; MV 21; HD 4+1; hp 23; THAC0 17; #AT 3; Dmg 1-3/1-3/2-8; SA leap up to 30' with a +2 to hit and an additional raking attack from 2d6 points of damage; SD nil; MR nil; SZ L (12' long); ML 11.

The leaper attacks until wounded to 10 hit points, then it flees into the jungle. Boo Two does not see that she did anything wrong; the leaper just had no sense of humor. Of course she is not defiant. If the party yells at her, she is quite contrite. She just doesn't understand that she did anything wrong.

If you are running her correctly, the heroes should soon get tired of Boo Two and ask her to leave. She does get a bit stubborn about this, but if the heroes insist, she'll move off into the jungle, weeping at her now-certain doom. She lets the party get no more than a hundred yards ahead of her before she turns and follows them. The next morning they'll find her sleeping in a tree in or near their camp.

Encounter Five: Yuan-ti meeting.

Two days travel has brought you to a decision point. On the one hand, you have finally found the trail of the Boo--a large group moved through here less than

three days ago. On the other hand, you are clearly at the border of yuan-ti country. A truce currently exists between the yuan-ti and the other tribes of the jungle, but you aren't certain how well that will hold up if you trespass on their territory.

The heroes must decide if they will proceed. They really have little choice. If the Boo are asked to leave, they could bypass the heroes and never be found again.

If the heroes decide to scout a line along yuan-ti territory, have the snake-men meet them.

If they proceed, continue. If they wait, modify the script accordingly. The yuan-ti will be less aggressive if they wait.

As you move through snake country, you have the everpresent feeling of being watched. The territory is becoming swampy, your feet squelch through the wet grass and mud. The trees have closed in, and the jungle just seems... darker.

The trail of the Boo has remained clear, and you are gaining fast. But someone is out there, you can feel it. The trail continues southeast, but you spot a flash of movement to the east.

The heroes may continue, or they may check it out. If they continue, the yuan-ti follow, but the heroes do bypass the quicksand trap.

If they move to the east, they come to the tree where they saw the movement. It is directly behind a large shallow pool. The pool does cover quicksand, which the heroes can detect in a number of ways (*survival proficiency, or just poking into the pool with a spear.*) The heroes can go around the pool to continue.

Both ways around the pool have been trapped. Small spikes from the stikricki bush have been coated with poison. Unless a hero specifically circles around more than 15 feet away from the pool, he does step on a stikricki root, taking one point of damage. A saving throw is allowed for the poison, which is debilitating. One turn after the poison is induced, a hero loses 1d4 points of strength and dexterity, as his body is racked with pain. The poison last for 4 hours.

Heroes following the first to cross the caltrops area may be allowed a surprise roll to avoid stepping on the stikricki caltrops. Heroes who do step on them must make a save versus paralyzation or take an additional point of damage and another saving throw. The effects of the poison are not cumulative.

After dealing with the trap, the yuan-ti wait a turn, long enough for the poison to take effect, before showing themselves.

Allow the heroes a normal surprise roll. The yuan-ti are extremely good at hiding in the swamp, but the trap should have put the heroes on their guard.

With an almost silent rustle, they appear, as you have expected. Three, no four, snake men appear in a loose semicircle ahead of you. Three of them are true snake men, possessing only human arms. The fourth could pass for a nubari, if one didn't look too closely. He has fangs, and his eyes are slits, but otherwise he is normal. He smiles at you in the manner of a predator to his prey and stands watching. The others just stand, or slither, at ready, spears poised. You don't know what that is smeared on the tips of the spears, but it is safe to say it's not put there for your health.

Let the heroes make the first move. By order of the Snake Mother, there is a truce, so Illissek will not order the abominations to attack unless severely provoked. This is not intended to be a combat encounter. If the heroes insist on attacking, remind them that there is a truce.

Once the heroes have spoken, Illissek wants a very good reason for them to be trespassing in yuan-ti territory. If they come right out and tell the truth, his attitude improves immediately. If they say that they only want Boo Dos and not the whole Boo tribe, he becomes depressed.

You have come to take the Boos away? We will be pleased. We captured them. Captured, what a foolish word. They wandered into our village and began sssurrendering to everyone in sssight. You vermin are bad enough, but thessse.. thessse.. Boo are not even worth eating. If you will take them away, we will guide you. That is, with the undersstanding that you leave and don't come back.

Yuan-ti Abominations (3): Int Genius; AL CE; AC 4 MV 12/9 slither; HD 6; hp 34; THACO 15; #AT 2; Dmg 1-6 (spear), 1-4 (constriction); SA nil; SD nil; MR 20%; SZ L (10' long); ML 14.

These abominations all have human arms. They are otherwise completely snakes. They serve Illissek, as well as the Snake Mother. They do not attack unless ordered by Illissek or to defend themselves.

Illissek, yuan-ti purebred: Int Genius; AL CE; AC 4; MV 12; HD 8; hp 40; THACO 13; #AT 2; Dmg 1-6/1-6 (spear); SA poisoned spear (death/1d12), spells; SD nil; MR 20%; SZ M; ML 14.

Once per day, Illissek can cast: *cause fear, darkness 15' radius, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other.*

Illissek is intelligent and arrogant. Only if there is a lacerial, snake katanga, or lizardman in the party does he treat them as a secondary person. He treats no one who is not yuan-ti as an equal. All others are treated as vermin. The single exception is a hero who has suffered the curse of the Snake Mother. That hero(es) will be recognized and treated as an almost person, about on the same level as a lacerial, snake katanga, or lizardman. If the person with the curse is one of those three races, Illissek is almost, but not quite, cordial.

The heroes should certainly take him up on his offer. If they press for combat, he reminds them of the truce. If they continue attacking, he orders his abominations to attack and begins casting spells. At least one abomination is in position to cut off charging heroes.

If just one or two heroes attack while the rest hold back, he orders the abominations to capture them (via constriction) and hold them. They parry attacks with their spears, and attack with their tails.

Once the party gets underway, Illissek does not open up to them. He and his abominations remain aloof from the party, allowing only an almost person to even walk near them. Otherwise, they are expected to follow behind quietly and not speak unless spoken to.

This may not sit well with the heroes, and that is fine. A hostile attitude wins more secret respect than a submissive one.

Boo Two

Boo Two immediately surrenders to the Illissek and is, for the most part, ignored. She'll hide behind the biggest hero as much as she can, fleeing if combat begins. Later on she may crack some snake jokes but is still studiously ignored by the yuan-ti. They make it very clear that Boo Two belongs to the heroes, and they won't take her for any reason.

Spend a little time putting down the heroes: nubari are too slow, aarakocra taste gamy, shu are too little to be of much consequence, korobokuru are not only liars, they are bad liars, and so on. Don't provoke the heroes to combat, but some verbal sparring would be in order. When this gets boring, move to the yuan-ti village.

Yuan-ti village

The village is not detailed, because the heroes are not permitted entry. Instead, the leader of the village, Korress, meets them in a small clearing outside the village. The heroes can see some sort of huts in the distance, although they blend well into the swamp.

You have reached the Yuan-ti village, or at least the outskirts of it. A large group of snake men await you.

Their leader is another of the purebred, introduced to you as Korress. He and Illissek hiss among themselves for some time, apparently arguing. Finally Korress comes forward, stopping about 10 yards away. "The Boo are gone. We told them that if they did not leave, we would feed them to the garuda, if we could find any who would eat them.

"Illissek had no right to bring you to our village, for this he will be punished. But you know the location of our village. Only death should be your reward, so it was of old. Yet the Snake Mother has decreed a truce. Can you give us a reason why we should not kill you?"

The heroes are outnumbered at least 10 to 1—this is not a battle they should start. Instead, they need to come up with something to justify their leaving.

Possible reasons to live:

- A blood oath by one of the almost persons (snake katanga, lizardman, lacerial, or someone with the Curse of the Snake Mother). If said dramatically and heroically, this is enough. If they just propose an oath, Korress insists on a blood oath. He will not mingle blood with them; they must cut their hand and allow blood to drip upon the ground, representing the boundary. They may not cross this boundary either physically or in knowledge. In other words, they must never speak of it.

- A suitable heroic speech should work for anyone. If it sounds good, let it work. If the hero speaking mentions that they must work together to defeat Tiger, some of the yaun-ti look frightened while others have a tinge of respect on their face. Korress still wants the blood oath. It is a way to get in a dig at a non-person. "The word of a (fill in) is worth nothing. I will have your blood oath, or it ends now."

- An offer of service is well accepted. Likewise, the question, "What would you consider sufficient to allow us to go on our way" is looked upon favorably. In Korress' eyes, the heroes are deferring to his obviously superior judgement. He would prefer a hostage but not Boo Two. Should the heroes refuse, he'll settle for the blood oath.

- An offer of gifts or trinkets. Pretty trinkets are pleasing to him. They don't really help the heroes' position any—he is not about to barter the location of his village for toys. He'll still take them but insists on the blood oath as well.

- Blaming Illissek. While true, it does not change the fact that the heroes know something that they shouldn't. He reassures the heroes that if the yuan-ti are forced to

slaughter them all, Illissek's hide will be sent to Bengoukee as recompense for breaking the truce. This should not be exactly what the heroes want to hear. Have them keep trying.

Reward player ingenuity here. You really shouldn't just slaughter them out of hand. As long as they make a good argument, ask for the blood oath and continue.

The Blood Oath

This is not as simple as the heroes may think. All the heroes may take it, or the leader of the party may. If an almost person is in the party, he is expected to take the oath. For example, if the party leader is a nubari, and she takes the oath, while a lizardman in the party does not, that is prima facie evidence that it is a false oath.

While they speak the oath, several priests begin chanting. A green glow rises when the first drop of blood hits the ground, and moves up into the heroes hand. It disappears with no ill effects. Saru heroes need to make a fear check, but the power of the blood oath is enough to keep them paralyzed with fear. The hero should note on her character sheet that she has a blood oath not to reveal the location of the yuan-ti village of Korress to anyone, ever. If she breaks this word, she will be cursed to a fate worse than death. She will become an abomination, forever.

It can be treated as a form of *geas* but only in the hero's mind. Korress has little respect for the intelligence of the heroes, and a *geas* that one believes is just as effective as one that is real. If not all the heroes took the oath, then remind those who did that they are responsible for all the other heroes as well.

Once the oath is taken, Korress has the heroes guided to the trail of the Boo and escorted out of Snake Country. They are now only a day behind and should catch the Boo soon.

Encounter Six: At last, the Boo.

Since leaving Snake Country, you have gained rapidly. According to the signs, you are only an hour or two behind the Boo. In fact, you have caught some of them--a pair of shu and a monkey katanga are picking papayas as you come upon them. They take one look at you, and the monkey flees while the shu throw up their hands and surrender immediately. Little Boo Two is overjoyed, hugging the shu and proclaiming what grand captors you are.

The two shu are Boo Deux and Boo Tres. They are both 1st level fighters with average statistics. They each

carry a blowgun and a dagger. Neither dagger is very sharp. The Boo make no moves towards any weapons. They quickly answer questions, as long as they are properly captured. Have Boo Two keep up a running commentary about what good hunters the heroes are, how they faced down the snake people, how nice they are, and on and on.

Deux and Tres know that the Boo are traveling to the southeast, intending on trying the country near the Lacerial village. They are probably scattered through the jungle in a haphazard pattern for a couple of miles.

The heroes can ignore the Boo, or they can take them along. If they ignore the new Boo, the Deux and Tres follow along anyway. The heroes have to actually threaten the Boo with harm before they leave. If so, the Boo circle around to join up with other members of their tribe.

A short time later, the heroes come upon the main group of the Boo.

Finally, as you round a giant cypress, you spot the main group of the Boo. They are almost finished stripping a mango tree of its fruit. Another monkey katanga is high up in the tree, and he spots you. He lets out a shriek and flees through the trees. Those of the Boo closest to you, two korobokuru, three nubari, a saru, and two real butu turn and immediately surrender. Those on the other side of the tree flee into the woods. One nubari does wear a parrot feather headdress.

The heroes probably take off after Boo Dos. They should be impeded along the way by surrendering Boo. Make a point to have every hero accosted by a Boo who wants them to accept his or her surrender. Play it for comic relief: have the saru surrender to a shu or butu. The two butu are convinced that a saru or tam'hi (one of the vegetarian races) are going to eat them. Bother everyone at least once or twice, then let them set after Boo Dos.

Boo Dos has used this time to good effect. The heroes have to chase him for the rest of the day. While he is fast and a potent mage, his woodcraft is nothing special. Tracking rolls are at a -2 bonus to the roll. It takes three successful tracking rolls to 'tree' him.

Flying heroes

Aarakocra and flying mages are of little help in running down Boo Dos. He is well aware of any aarakocra in the party, and he recognizes any other mage powerful enough to cast the *fly* spell. He'll stay under tree cover, so that aarakocra cannot fly low enough to spot him. A

flying mage must still be low enough to track, meaning she can't make any better time than the rest of the party.

Finally, you have run Boo Dos to ground. He stands at the edge of a small cliff overlooking one of the most violent stretches of the River of Laughing Idols. As you emerge from the trees, he is standing about 40 yards from you, on the edge of the rock cliff. He is a small nubari with an elaborate parrot feather headdress. His right hand is a blackened claw which he holds near him protectively. He turns to you and shouts, "Don't come any closer, or I'll jump." The look of pure fear on his face makes you pause for a moment.

If he truly does jump, the heroes will not be able to stop him from a fall into the river. And they are only a few miles from the entrance to the Valley of Spirits. Boo Dos could be lost to them forever.

As long as they stop, Boo Dos wants to know why they are chasing him. Play Boo Dos as an abject coward with a lot of paranoia. He isn't normally this out of control, but the *Necromancer's Stone* had a pronounced effect on him. Let the heroes try to talk to him for just a few minutes, then have him jump. Pick any good excuse. For instance, if the heroes even hint that he was brave, he shouts, "That nasty garuda incident was all a lie!" and jumps off the cliff.

When the heroes rush to try to save him they do not see his body being tossed along the rapids. Instead, they see Boo Dos floating in the air about 50' below them, courtesy of his *fly* spell. He looks up and says, "Sorry, I don't like adventures, and if people started thinking I was brave, what could happen to me?" About that time, a net curls out of an unseen cave on the cliff face and wraps around Boo Dos, dragging him into the cave. Continue with the next encounter.

Heroes may have many plans to stop Boo Dos, including spells. If he is held, for instance, he still topples off the cliff, the heroes can just see his body being dragged into the cave.

Boo Dos hm W7: AL N; AC 6; MV 13; hp 23; THAC0 18; #AT spells only; Dmg nil; SA spells; SD spells; Str 8, Dex 18, Con 10, Int 15, Wis 11, Cha 14; MR nil; SZ M; ML 2.

Spells - 1st level: *magic missile*, *spook*, *wall of fog* x2; 2nd level: *levitate* x2, *strength*; 3rd level: *fly* (already cast), *slow*; 4th level: *Evard's black tentacles*..

Boo Dos does not really want to hurt anyone. He doesn't use any of his offensive spells on them, he'd

rather just flee. He doesn't want to fly away, he is uncomfortable with heights. But he will if he has to.

Encounter Seven: After Boo Dos.

The heroes must climb down 50 feet to the cave in the cliff face. Ropes, or vines harvested from the nearby jungle can make the climb a simple one. If the heroes use such methods, do not require any rolls. If they do elect to climb down, they may. The rock face is rough, making climbing easy. All climbing rolls receive a +2/+10% bonus for the ease of the climb. Should anyone fall, they slide down 20' to a ledge, taking 1d2 points of abrasion damage.

Once they reach the spot where Boo Dos disappeared, things get tougher. A pair of troglodytes have been left on guard. They throw javelins at the first hero(es) to appear.

Troglodytes (2): Int Low; AL CE; AC 5; MV 12; HD 2; hp 12; THAC0 19; #AT 3 or 1; Dmg 1-2/1-2/2-5 or 2-8 (javelin); SA smell; SD chameleon power; MR nil; SZ M; ML 11.

Out in the air, the troglodytes smell cannot affect the heroes, although as soon as someone enters the cave he must save vs. poison or suffer a loss of 1d6 strength points for 10 rounds.

Each trog has four javelins. They cast them all until they run out or until a hero enters the cave. They flee as soon as they are outnumbered in the cave.

The troglodyte lair

The cave mouth is only about five feet across by six feet high. The cave is about 10 feet by 30 feet with a ceiling of only six feet. At the back of the cave, a tunnel opening leads down into the earth.

As soon as the party enters the cave in force, the trogs flee. If they are cut down before they can flee, have one of the heroes catch a glimpse of a trog fleeing down the tunnel. He rounds a bend and disappears from sight before the heroes can react. They can, of course, chase him. Remember that the tunnel ceiling never rises higher than about six feet; tall heroes are forced to stoop to run, slowing them down just a bit.

When the heroes have all gotten to the cave and followed the trogs, they come to the lair of the troglodytes. Korobokuru can detect that the heroes are now at least 100 feet underground.

You emerge into a large cavern. Across the cavern is a small fire. In front of the fire range a large number of the demons of the deep, also known as troglodytes. Some of you have fought these creatures before (in Revenge of the Exile) and know them to be fierce foes. Even from here, their stench is almost overpowering.

Behind the line of troglodytes stand several larger trogs, as well as the object of your quest, Boo Dos. He is still wrapped up in a net, but the net has been fastened to a large stone. Many tunnel openings lead from this cavern. Smaller trogs peep out from these openings.

Boo Dos lies upon the stone, but you cannot tell if he is alive or dead, conscious or not. The flickering firelight casts many shadows and spoils infravision for those who can see in the dark. You can see one thing clearly: the largest of the troglodytes holds a big knife that glistens blackly in the firelight. He stands near Boo Dos, ready to take revenge for the defeat his tribe suffered at the village of the Ratikaya. As you enter, he pauses and turns toward you.

"Flee now, and you may live," he calls in barely understandable nubari. "This one is ours."

Time for the heroes' decision. There are several things they should/may know.

- According to the songs, Boo Dos led a troop of adventurers down to a troglodyte lair, skillfully leading them into an ambush. They were soundly defeated by the heroes and the villagers of the Ratakaya. This occurred in *Revenge of the Exile*. Anyone who played that adventure is aware of this legend. If no one has, allow a *jungle lore* roll to see if the hero has heard this story. Some of the heroes have heard that Boo Dos did nothing but flee at the first sign of the demons of the deep; the ambush was just fortuitous.
- The troglodytes don't like face-to-face combat as much as they do raiding and ambushes. If the heroes do leave, the trogs are almost certain to follow them and attack at night. Anyone who makes a *jungle lore* roll knows this, as well as any rangers or forest tam'hi in the party.
- The trogs value only food and weapons. Again, rangers, forest tam'hi, or those who make a *jungle lore* roll know this. It is possible that a really nice weapon or two may be enough to trade for Boo Dos.

The party may immediately attack, or they may try to barter for Boo Dos. Either way, they will end up in a battle, but if they barter, they may have Boo Dos on their side when they do.

If someone steps forward and makes a bold speech, the trogs listen. They want revenge on Boo Dos, but they don't really want to face a party of tough adventurers in

their lair if they don't have to. They'd much rather talk now and ambush the party later.

The troglodytes will accept one or two certified weapons for Boo Dos. If the weapon is particularly nice (has extra pluses to hit or damage), then one is enough. Otherwise, they want two. If, and only if, the party has no certified weapons, they accept weapons taken as starting items. Do **not** tear up these weapons. The party may well get them back later.

Keep this encounter tense. There are trogs on one side of the cavern, heroes on the other, all with weapons pointed at each other. If they do get Boo Dos, they must back out slowly and carefully, eyes open all the time. This should never be a simple bartering session, rather a tense meeting between two groups that would just as soon kill each other as not.

The trog leader, Scar, has only one eye. He lost the other to a tiger katanga, so he is wary of heroes. He is smart for his species and recognizes any of the more famous heroes of the jungle (anyone of 5th level or higher). It might disconcert them when he calls them by name, so he makes a point of it.

If a battle breaks out, the trogs each throw one javelin and then close for melee with claws and teeth. Heroes that Scar has named should draw the bulk of the javelins, as well as the bulk of the trogs. Fame has a price.

Troglodytes (10 if the party is low level, 20 if mid level): Int Low; AL CE; AC 5; MV 12; HD 2; hp 12; THAC0 19 (16 w/javelin); #AT 3 or 1; Dmg 1-2/1-2/2-5 or 2-8 (javelin); SA smell, save vs poison or lose 1d6 strength for 1 turn; SD chameleon power; MR nil; SZ M; ML 14 (in lair, 11 outside).

Each troglodyte carries one javelin.

Troglodyte leaders (2 if the party is low level, 4 if mid level): Int Low; AL CE; AC 5; MV 12; HD 4; hp 23; THAC0 17 (14 w/javelin); #AT 3 or 1; Dmg 1-2/1-2/2-5 or 2-8 (javelin); SA smell, save vs poison or lose 1d6 strength for 1 turn; SD chameleon power; MR nil; SZ M; ML 14 (in lair, 11 outside).

Each leader carries two javelins.

Scar, troglodyte chief: Int Average; AL CE; AC 5; MV 12; HD 6; hp 40; THAC0 15; #AT 3 or 1; Dmg 1-2/1-2/2-5 or 1d4+4 (obsidian knife+strength); SA smell, save vs poison or lose 1d6 strength for 1 turn; SD chameleon power; MR nil; SZ M; ML 16 (in lair, 13 outside).

A combat in the cave could be deadly for the heroes; there are females hiding in side caves who also fight to the death in defense of the lair. If anyone heads for a

side tunnel, she finds it guarded by two females. These have identical stats to the males, but have only 8 hit points apiece.

Combat in the cave

If combat breaks out, Scar of course tries to kill Boo Dos immediately. Boo Dos responds by *levitating* himself and the rock (about 600 pounds. total) 20 feet into the air. This occupies Scar and several of the leaders as they try unsuccessfully to bring him down. The leaders throw their javelins at him, but the rock shields him.

The rest of the troglodytes throw their javelins and close for melee. The heroes should try to get to Boo Dos or at least try to deal with Scar. If the party is almost all first level, they could go down quickly. In this event, have Boo Dos cast a *wall of fog* directly in front of the largest group of troglodytes. This allows the heroes to circle around and close with Scar. If they can defeat Scar before the bulk of the trogs get out of the fog, they can escape with Boo Dos. If they are particularly having trouble with him, Boo Dos (apparently) drops the stone right on him, causing 30 points of damage to Scar (and 10 to Boo Dos).

In general, use Boo Dos to help even things out. If the heroes are having an easy time, he does nothing but try to save himself. If they are being slaughtered, he may even use *Evard's black tentacles* spell to aid them. He has managed to work one arm free and has had to learn to cast spells with one hand anyway. In spite of all his talk of cowardice, he will not sit by and watch a hero killed if he can help.

As soon as both the sub-chiefs or the chief goes down, the rest must make a morale check or flee with their families. Likewise, if half the regular trogs go down, the rest think about retreat. Let the heroes cut Boo Dos free; this takes only one round. They can flee before the rest of the trogs come back.

If the heroes trade for Boo Dos

They are ambushed that night by the trogs. If one of them doesn't know this, Boo Dos certainly does. They may turn the ambush the other way. Let them pick a suitable spot, either for defense or for an ambush. Don't let them have a lot of time. The party emerges from the cave only 2 hours before sunset.

The trogs consist of the entire force from the cave. They have not left their families defenseless; others have been called in for defense, but the party should be prepared.

The trogs come about 3 hours after dark. Half of the regular trogs are in the lead, while the rest surround Scar and his sub-chiefs. The trogs blend well with the night. Even prepared, the heroes must make a normal surprise roll or the trogs walk right into them. The troglodytes do not have any special defense against

being surprised. Any special preparations the heroes have made should be taken into account.

In the event of an ambush, Boo Dos doesn't want to take part. He might go so far as to cast his *strength* spell on a fighter, but more than likely he'll hide in the shadows. If he is sure no one is looking, he'll cast *levitate* on a trog, letting it float away in the winds to fall later, when the spell wears off.

If the heroes have chosen to hide in trees, the troglodytes try to come after them. It takes a trog two rounds to climb up and close with a larger hero. Monkey and snake katanga, as well as shu, can climb high enough that the trogs cannot get to them.

If ambushed, the trogs are not nearly as eager for a fight as if they were in a cave. When a quarter of the trogs or at least one of the leaders go down, begin making morale checks. Continue making checks each time another trog goes down. When they fail, first the regular trogs flee, followed by the remaining leaders the next round. If Scar gets away, then you can tear up the certified weapons they paid for Boo Dos. They may also recover his obsidian knife (cert included) if Scar is defeated.

When the battle ends, continue with Encounter Eight.

Encounter Eight

With Boo Dos rescued from the demons of the deep, you explain your quest. He listens with suspicion, only to faint dead away when you tell him Bengoukee wants his hand.

Note: If the PCs blindside Boo Dos and chop off his hand without explaining the quest, then they get no experience for this encounter for a most unheroic act.

When he awakens, let the heroes decide what to do. It's really not very heroic to chop off his hand, even if it is withered and useless. Have the heroes talk to him for a minute. They'll probably mention that Bengoukee will accept a feather from his headdress, which has six yellow parrot feathers on it. To their surprise, they find that he is more attached to the headdress than to his hand. He is afraid that if the headdress is damaged, he won't be chief any more.

Boo Dos talks fast, and is always afraid of giving offense. He even offers the chieftainship to a hero. They'll have to take his knife, as well as promise never to do anything brave. Booda did something brave once, and when he woke up the entire tribe was gone. He later became chief of the Simbuki (in *If the Shu Fits*), so Boo Dos is certain their decision to leave was the right one. If a hero takes Boo Dos' knife, it is gone at the end of the adventure, somehow returned to Boo Dos.

If presented with these choices, Boo Dos says they can have his hand under the following conditions:

1. They have to provide him with plenty of wine. He doesn't want to feel this. He does mention that he cannot feel anything in his claw, it is completely dead.
2. Someone else has to do it. He can't watch.
3. They have to make Bengoukee promise to grow him a new hand or something.
4. They have to make Bengoukee promise that Boo Dos doesn't have to do any more of this heroic stuff. Look what it's already done to him!

If the heroes agree to these conditions, he takes a huge gulp of some wine (if the heroes provide it, of course), closes his eyes, and sticks his hand out.

The selected hero should make it a clean blow. Don't dwell on the more gruesome aspects of this. Make it more about the need of Bengoukee for this symbol and Boo Dos' courage, so to speak. When the claw is sliced off, it is a clean cut, which doesn't bleed. The end of his wrist is a grown-over stump.

Epilogue

If the heroes decide to cut off Boo Dos' hand, read the following:

With the symbol you need in your possession, you return to Bengoukee. Boo Dos reluctantly accompanies you. Bengoukee promises to research a spell to grow Boo Dos a new hand, but as far as you know, he never does. Boo Dos becomes known as "The hero with one hand," a title he hates. As far as the pledge to keep him from adventuring, Bengoukee will only say that time will tell.

You are congratulated for your part in this mission. If not for you, Boo Dos would be demon food right now, and Malatra would be without the aid of whatever fell magic Bengoukee is working now. He thanks you and offers each of you a small wooden necklace carved with the symbol of the lion on it, as your part in seeking out the courage of a coward.

If the heroes instead decide to take a feather from Boo Dos (by whatever means necessary), read the following:

With the symbol you need in your possession, you return to Bengoukee. Boo Dos reluctantly accompanies you. He laments the ruin of his parrot feather headdress the entire trip. Bengoukee assures him that the loss of just one feather will not threaten his position as chief of the Boo Toos. He still insists on a promise that he will not be called to do any more adventuring, something that Bengoukee responds to

in an ambiguous way. "Time will tell," is all he has to say.

You are congratulated for your part in this mission. If not for you, Boo Dos would be demon food right now, and Malatra would be without the aid of whatever fell magic Bengoukee is working now. He thanks you and offers each of you a small wooden necklace carved with the symbol of the lion on it, as your part in seeking out the courage of a coward.

Here ends *Courage of a Coward*.

Experience Points

Encounter One:

Show patience by waiting for Bengoukee 150 pts

Encounter Two:

Spirited trading with Abu, getting pertinent info. 250 pts

Encounter Three:

Defeat spiders 300 pts

Encounter Four:

Defeat leaper 200 pts
Put up with Boo Two with good grace 100 pts

Encounter Five:

Roleplay with the yuan-ti, securing passage to the village 250 pts
Avoid traps 100 pts
Only one person damaged by trap 50 pts
No combat with yuan-ti 200 pts
Come up with a good reason to live 250 pts

Encounter Six:

Treat the Boo with courtesy while running down Boo Dos 150 pts

Encounter Seven:

Trade for Boo Dos 200 pts
Defeat the troglodytes; In the cave 500 pts
In an outside ambush 700 pts

Encounter Eight:

Convince Boo Dos to help Bengoukee 100 pts

Total: 2,950

Treasure:

Encounter Two

From trading with Abu:

- A *suggestion* spell fetish: This small lyre does not make music. Instead, when you meditate upon it, you can memorize the 3rd level spell *suggestion*. You obtained this from Abu the Lackey in a fierce trading session. Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

- Gold Disc Necklace: This item is very rare and wondrous. It came from the stars, so you were told by Abu, that most honest of traders. It is a small golden disk, carved with a picture of a rather gaunt tam'hi. A small leather strap runs through a hole in the disk, so that all may see your treasure. Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

- A set of ritual body paints: This set of three small gourds contains inks suitable for marking face or body. It can be used just on the face, as for war, or to draw ritual designs before a ceremony. The gourds contain red, yellow, and white paints. It does not wash off in water but does wear off over the course of a week or so. The inks are concentrated. There is enough in the three gourds for six uses.

[[[Red

[[[Yellow

[[[White

Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

- A large and noticeably flawed emerald set in a copper setting. A large and noticeably flawed emerald set in a copper setting. The wire of the necklace is also fine copper wire. It has long since turned green in the jungle. Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

- A vial of strong vanilla perfume: This small container holds a potent smelling liquid. It is vanilla and is enjoyed by many in the jungle for its sweet scent. It is quite potent. In addition to a perfume, it can also be used to confuse those who track by scent. Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

- An engraved drinking horn: This fine drinking horn was made from the horn of a wildebeest. It has several carvings of nubari and shu hunting antelope and garuda. It looks like it is old, perhaps as old as your grandfather. You traded several prized possessions to get it from Abu the Lackey. You did get him to throw in a skin of Koshiva date wine and a pouch of macadamia nuts. Mark off the food items when used.

Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

- A leather backpack: This useful device is a fine leather backpack. It is fitted with special straps that allow a katanga to wear it in his animal form. A simple catch allows it to be used as a regular backpack for his biped form. You traded several fine items to get it from Abu the Lackey. Obtained in trade with Abu the Lackey, in *Courage of a Coward*.

Encounter Seven:

Obsidian knife: This fine obsidian knife was recovered from the body of Scar, a chieftain of the demons of the deep, the troglodytes. It is very sharp, causing +2 on damage. Obtained in *Courage of a Coward*.

Epilogue:

(one for each hero)

Lion necklace: Bengoukee presented you this wooden carving of a lion's head. You aided in recovering Boo Dos, the jungle's most prominent coward. It is a symbol of your courage. Mages Only: This carving can also be used as a spell fetish for the 2nd level spell *taunt*. Obtained in *Courage of a Coward*.