

Legacy of the Headshrinker

Part Two of Nature's Crisis

A One Round AD&D Living Jungle Tournament for all Heroes

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

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. 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.

HERO POINTS

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

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

- Heroic actions are not hesitant or calculated. A warrior whose companions must persuade him to fight a local champion to save an NPC from death is not heroic. A wizard who pauses to consider whether his spells will be more effective than weapons against the champion before agreeing to

fight him is clever and perhaps even brave, but he is not heroic. Heroism is impulsive, not scheming.

- Heroic actions are not performed for personal gain. if two PCs elbow each other out of the way to be the one to earn a Hero Point, then neither receive one: "I will fight the champion." "No, the honor will be mine!" Further, when a PC performs an act, which has an obvious reward (fighting the champion to gain his magical spear) no Hero Point is awarded. If the PC expects a reward for his action, then it is not heroic. Heroism is selfless, not selfish.
- Heroic actions are not safe and easy. A PC must face and realize he or she faces a serious threat for an action to be heroic. Thus, a warrior who leaps into a pit of vipers to save a fallen comrade is acting heroically unless they think they are immune to the poison or that the vipers are no threat. A rogue who rushes across a vine bridge to save a young boy from an imminent landslide is heroic only if he has a real chance to fall or be caught in the landslide and knows it. Heroic actions are dangerous and difficult.
- Heroic actions are not mechanical and bland. if a player simply declares, "Oh, I guess Kalida will face the champion," then the judge shouldn't award a Hero Point. On the other hand, a player who accepts a challenge with real panache is acting heroically: "I, Kalida, son of Harusa the Wise Women, accept your boastful challenge in defense of all the Nubari tribes!" Heroism is grand and dramatic.

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

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

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

Spending Hero Points

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

- Before a die is thrown, a PC may spend a Hero Point to gain a +2/d20 (or +10%/d100) bonus for combat rolls, saving throws, Ability checks, system shock, resurrection survival, or virtually any other d20 or d100 roll during the game. A Nubari PC may spend up to two Hero Points at a time in this manner, gaining a maximum bonus of +4/d20 (+20%/d100) on a roll before the die is thrown.
- • After a die is thrown, a PC may spend a Hero Point to gain a +1/d20 (or +5%/d100) bonus on those same sorts of rolls. Again, a Nubari PC may spend up to two Hero Points at a time in this manner, gaining a maximum bonus of +2/d20 (+10%/d100) on a roll after the die is thrown.

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

Whenever a PC spends a Hero Point, the judge must collect the player's Hero Point certificate and tear it in half. PCs may use Hero Points to benefit the rolls of other good-aligned characters.

Using a Hero Point in this manner is generous, but it is not in itself a heroic action (so the PC doesn't earn another Hero Point for using their own Hero Points to benefit another character).

Hero Points and Judge Rolls

Occasionally, judges may and should roll dice secretly to determine the result of an action. For instance, an NPC wizard cast a charm person spell upon a PC, but the DM makes the saving throw secretly so that the player's aren't sure of the spell's effects. Any time the judge makes a secret roll based on a PC's actions, the PC may elect to spend a Hero Point to affect that roll, but the judge still rolls the dice secretly.

DM Introduction

In this tournament the heroes will be contacted by Bengoukee for a very dangerous mission. He has spoken with the nature spirits and they have troubles in a distant area of the world. The nature spirit has asked

Bengoukee for heroes from his lands to assist nature in the correction of the problem. This is the first part of the Nature's Crisis, the second part is played with Living City characters.

Players' Introduction: Bengoukee is troubled. He has spent the last moon in seclusion meeting with a spirit of nature. He has thus gathered the heroes of Malatra to the tribal village of Big Chief Bagoomba. He will explain to the heroes that there is a crisis in the world. One that does not yet trouble the tribes of Malatra but one that will soon. It is a very scary task, one that will possibly put the heroes into the clutches of a headshrinker. It also means that the heroes will have to go into the taboo lands. There is another nature spirit that can tell them more once they get to the taboo lands.

Encounter One: Travel in Malatra: This is a small encounter during which the first of the Headshrinker's zombies will make their way up out of the brush and attack the heroes.

Encounter Two: The Portal: Mali leads them to a still grove of trees past the ancient posts and well into the taboo lands. There a strange spirit awaits them. The spirit appears to be a Nubari with strange stone headpiece. He tells the heroes a tale. In the tale, he speaks of a lair that only those in-tune with nature may enter freely. Bengoukee has sent them to travel to the tomb and to retrieve an obsidian ball. This ball once belonged to a headshrinker and was used to destroy him many many moons ago. It will be required again. He tells them to head towards the sun for one day's walk to find the lair. It will be under two very tall trees in the middle of the plain.

Encounter Three: Meeting the natives: Perhaps the most frightening encounter, the heroes will meet a group of bards! These entertainers are traveling the road towards a place called Lion's Crossing.

Encounter Four: Inside the Lair: Getting into the lair is very simple. Inside there are four tests awaiting the heroes of Malatra:

Test of Greed – this is a trap which may get the curious as well as the greedy

Test of Strength – there is a group of undead again in this area. More zombies that will be attacking the heroes.

Test of Wisdom – This room holds an undead headshrinker trapped behind a wall of bluish flames that prevent him from escaping. Past the wizard outside the bluish flame is another exit and this one leads to the final room.

Encounter Five: Final Room: In this room is a guardian elemental of fire. The elemental will question the heroes on their knowledge of the jungle and of nature. If they succeed in this test they will be able to obtain the obsidian orb.

Conclusion: Bengoukee and the nature spirit will be happy with the outcome (hopefully) and be able to reward the heroes for a job well done. There is also a special conclusion at the premiere in which the heroes and the PCs from the second module get to briefly meet leaving both with a dreamlike memory of other cultures and races that exist in the vast world of Aber-Toril.

Players' Introduction

Malatra, the Living Jungle, a wild and savage land where untamed creatures roam free and humans and demi-humans come together in tribes for protection, mutual survival, and a sense of family. An untold number of tribes cover the lands of the Living Jungle, each located across the known world of the Nubari - the dominant race of humans that populate the land. Some tribes and races live together in harmony, while others have been bitter enemies for generations. This is the world of the Living Jungle.

Each of you is a hero of Malatra, associated formally or loosely with one or more of the tribes of the Living Jungle. Your tribal chief comes to you one evening after the sunset and meal, "Young one, a messenger has come into the village this evening. The great Bengoukee summons all heroes to village of Big Chief Bagoomba, messenger tell of a great danger to Malatra and Bengoukee need heroes for all heroes. So gather your tools, the village will prepare food for journey."

You have made the journey to the village of the Saiyama tribe. There are many heroes of Malatra in the village this day and you are able to notice a number of them being told that Bengoukee will be speaking to them shortly. A nubari also informs you that Bengoukee has selected you to speak with him soon.

Allow the heroes to introduce and describe each other at this point. There is plenty of food and allow the players to begin to role-play a bit before continuing.

The light has fallen from the sky and the tribe has begun a large feast. You and the other tribal heroes are gathered around one small fire as Bengoukee comes into the circle. He is a wizzened old Nubari. Easily the oldest you have ever seen. His left eye droops a little as

he sneers at the heroes sitting next to you. "You enjoy food, good! There is teeeerrible danger soon to be in jungle. Heroes must stop danger now. It will be (pause) very scary. Very old nature spirit speak to Bengoukee tell him to gather the heroes that the taboo lands must be entered. Within distance lands great obsidian orb stored, safe long distance away from Headshrinkers. This orb, once used to destroy what thought last of the headshrinkers. Not so, another very powerful headshrinker now in the jungle. Many heroes ready to go destroy powerful headshrinker, but nature spirit requires orb before headshrinker be destroyed. I will send you with Mali, tribal warrior to taboo lands. Mali knows where the nature spirit is waiting and he leads you there. You go yes??"

As long as the heroes agree, Bengoukee will start the ceremony to protect the heroes from the taboo of crossing the taboo lands.

Bengoukee accepts your assistance and begins a ceremony dancing in a clumsy pattern around the small fire. He swings a long cord with a gourd at the end around and through the fire a number of times before smashing the gourd open and using the contents to paint a design on the forehead of each of you. He places two designs on the head of Mali.

If any asks him why he has placed two on the head of Mali, he will tell them it is because Mali will not be accompanying you further with the nature spirit but will have to wait for you in the taboo lands without the protection of the nature spirit. Thus the extra protection versus the taboo is placed on his head. (In truth, Mali asked for two because he is very superstitious)

When the heroes are ready to go continue with Encounter One.

Encounter One: Travel in Malatra

Mali leads your group of heroes through the dangerous lands of Malatra. The wild birds cry in the forests and jungle and many strange creatures walk the plains and hills of the land. No creature is stranger than perhaps the group that rambles towards you on your fourth day of travel. So far, Mali has been easily able to provide enough food for the group, however even he seems uneasy as the creatures get closer. As you watch in morbid fascination unable to stop watching the creatures come within striking range, they resemble normal tribesman of Malatra,

however they have small heads and terrible wounds about their body.

These are enchanted zombies and there is one per hero. The zombie that the hero is going to battle is of the same race as they are. Their power is also equal to the hero's level. No not a "mirror" type of duplicate but hit points and THAC0 by the level of the hero. There is a table below with the statistics for the zombies. The reason the heroes could not take an action was a devious spell of fascination that the zombies were created with.

Hero's Level	Hit Points	THAC0	Damage
1	8	19	1d6
2	10	18	1d6
3	12	17	1d8
4	16	16	1d8
5	24	15	1d10
6	36	14	2d6
7+	48	13	2d8

Malatra Zombies (variable number): Int non; AL N; AC 6; MV 9; HD 4; hp see above; THAC0 see above; #AT 1; Dmg see above; SA nil; SD see below; MR see below; SZ as per hero's size; ML 20

The zombies are immune to *sleep, charm, hold, death magic, poisons* and cold-based spells.

For combat purposes in this encounter here are the statistics for Mali:

Mali, Terrible Death of War – Tiger Katanga R7: Int Low; AL LG; AC 3; MV 21; hp 87; THAC0 10; #AT 2; Dmg 1d8+7 (spear); SA nil; SD nil; MR nil; SZ M; ML 20

When the battle is over the heroes may wish to examine the bodies. They are very decomposed and they are decomposing even faster now. In five rounds the bodies will be gone. Each of the bodies came from a group of heroes that had gone missing over the last couple of moons. No other information can be gleaned and Mali will urge the heroes to continue.

Mali leads your group further across the plains and past a number of very tall white "trees" although the trees are unlike any you has ever seen before. "These mark begin of taboo land", says Mali, "nature spirit one more day deep in taboo."

That night as you camp, the jungle, Mali and even the air around the camp seems very tense, and although nothing disturbs the camp that evening it is obvious that no one had a peaceful rest. In the morning Mali leads

you further into the taboo lands past a large structure of the ancients. The structure seems to be made of the same white wood as the trees on the border of the taboo lands. "We almost there", says Mali as he leads you into a large clearing.

The players are free to role-play during any portion of this. Since it involves so much, you should try NOT to use the box text above, trust us, as the authors we do not mind you not reading our text. The taboo lands are a place where the elders of the tribes demand that the tribal members do NOT EVER enter. The white trees are actually ceramic posts that were placed in the ground by the Ancients, the ones that were here before the Nubari.

Once they are ready to follow Mali into the clearing continue with Encounter Two.

Encounter Two: The Portal

The clearing is peaceful, there is the abundant sounds of wildlife and creatures of all types. Sleeping on a log in the middle of the clearing appears to be a nubari with a strange shiny head. Mali clears his throat and the nubari awakens, his eyes focusing on your group quickly as his hand comes up with a long wooden staff.

"I see Bengoukee has kept his word. That's good. That's good." The nubari speaks although he seems to be speaking in all of your native languages. "Do not worry, I mean you no harm. It is I that Bengoukee has sent you, I mean me. Sometimes it is so confusing. Your jungle has a problem, one that you will not be able to correct. I have found some that can correct the situation, however, they too will need more than they currently have. A sacred cave holds an orb of black obsidian, that orb must be retrieve it must. You will be able to see the cave and enter it. Look for it on the plain beneath trees so tall you can not see their tops. But beware!"

"You will be tested. Only those that nature will trust will ever be allowed to leave the cave ALIVE!"

"The cave is one days walk towards the sun. Be very careful, there are creatures about that you will not understand their ways. They will not understand your ways, however they are not an enemy, and you will be able to understand their speech."

The nature spirit has placed an enchantment upon all the heroes that has given them the *tongues* spell. The duration of this particular spell is 48 hours. The heroes can ask any questions that they want of the nature spirit he will tell them any of the following pieces of information:

- He can not reveal which tests are within, however many have tried before to recover the orb, none have.
- Only those in tune with nature can even see the trees or the cave. He is afraid that some of the Headshrinker's children (undead) may also be able to sense the cave.
- The land they will be in is called Faerun, and they will be on a large plateau.

When ready go to Encounter Three.

Encounter Three: Meeting the Natives

With your last question, the nature spirit disappears and looking about, the clearing too has disappeared. The sun is new in the sky and although you have not rested you seem refreshed. The disappearance of the clearing has left you on a strange stone pathway across the high plain. The stone path leads towards the rising sun.

Here again the heroes will be able to role-play among themselves. There is much that they could do and some Saru and Tamhi may feel very out of place. The heroes can see off in the eastern horizon the tips of two huge trees. As they move to the east (hopefully they do) continue with the following:

As you continue towards the now visible trees, a strange group of Nubari approach leading some type of garuda and a colorful hut on what appears to be round legs. They seem very uneasy at your approach, but neither the Nubari nor the garuda seems to be threatening you.

This is a traveling group of bards. Remember the heroes have a *tongues* spell active upon them. The bards will be able to understand the heroes and vice versa. Just remember that a lot of the terms that the bard's will use will be translated and vice versa. Some example are listed here:

City Terms

Necromancer
Horse
Lycanthrope
Wagon
Money/Gold
Human
Bard
Sword

Jungle Terms

Headshrinker
Garuda
Katanga
NONE
NONE
Nubari
StoryTeller
Stick

As you can see, even with the *tongues* spell active you are going to have to be careful with your communications. The *tongues* spell will not allow the jungle characters to understand concepts that they do not already know.

The bard's are named: Frenchy, Absolute, Scar and Morton. They are all 4th level and do understand magic.

Bards hm B4: Int Above Average; AL NG; AC 8; MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d6/1d8 (short swords); SA spells; SD nil; MR nil; SZ M; ML 11.

Spells Remaining: *color spray, audible glammar, charm person, magic missile, burning hands and invisibility.*

The bards can tell the heroes the following pieces of information:

- They are traveling to a village called Lion's Crossing to perform at a festival in the morning.
- They do not understand what the heroes are, however they are most worried about the katanga (do they bite)
- They do have some items they can trade if the heroes suggest it. (Note, they will only trade for LJ items that have LC types of values ie jewelry)
 - A Lute
 - An iron skillet pan – will rust in the jungle
 - A spare set of leather armor
 - 50 ft of silk rope

They do not recall seeing any large trees in the direction that the heroes are heading, but hopefully the heroes realize that these bards can not be attuned with nature, or they would see the trees.

The bards can not stay long since they need to travel the full day to get to Lion's Crossing.

Encounter Four: Inside the Lair

As long as the heroes continue to the east, they will find the base of the two huge trees in the middle of the plateau and the hillside cave behind the trees. When they are here continue with the following text:

The cave is exactly at the base of the trees where the nature spirit said it would be. The cave mouth is dark and forbidding. However the light in the late day's sky shines within giving the cave a warmer impression.

We are not going to force the heroes to enter. They might want to strategize a little, but when they are ready continue with the following rooms. Each cave room is approximately 30 x 30 with a 15 foot ceiling. In each case there is another passage leading out the rear of the cave room. The occupants or items can be found to the right and left side of the cave room as detailed in the description of the room.

Cave Room #1:

The room is almost square with another rough-hewn passage out the back of the cavern. Amazingly, torches light the room, but give off no smoke, or even heat. (continual light) In the center of the room is a large stone pedestal with a number of pretty rocks upon it, as left as a sacrifice to the guardians of the cave.

There is indeed 12 gems upon the table of all colors and sizes. This is the test of greed. Obviously, most "civilized" people would show greed and attempt to take the gems, while a true follower of nature would not have any need of the monetary items. Curiosity however may win out and one or more of the heroes may take a gem. Just keep track of how many gems each hero has and if any heroes actually made a sacrifice and left something.

Cave Room #2:

Almost an exact duplicate of the previous room, including the amazing torches, however more creatures of the headshrinker's creation awoken from the floor on either side of the entrance and make their way towards your group.

The zombies have been here for a long time with the standing order "ALLOW NO ONE TO FOLLOW ME" from the necromancer that attempted to retrieve the orb. They are still performing the function, however, luckily no one has come into the cave in over 100 years.

To determine how many zombies are here add up the total levels of the heroes at the table and use the following chart:

Total Levels of the Heroes	# of Zombies
4-7	3
8-14	6
15-21	9
22-30	12
31+	15

Zombies (variable number): Int non; AL N; AC 6; MV 9; HD 4; hp 16; THAC0 19; #AT 1; Dmg 1d8; SA nil; SD see below; MR see below; SZ M; ML 20

The zombies are immune to *sleep, charm, hold, death magic, poisons* and cold-based spells. REMEMBER: Zombies do not get an initiative roll, they always go last in the round.

Cave Room #3:

Again the room is identical to the previous two rooms, this time the only difference is a curtain of blue flame that appears to imprison a headshrinker against the right wall.

This is the test of wisdom. The necromancer is trapped and is unable to move. He is in a type of status until a "natural" person releases him. The flames will scare the Saru in the party and probably the Jungle Tam'hi. It will not however "hurt" anyone who touches it or attempts to attack/free/touch the headshrinker within. However as soon as they do, they will actually free the necromancer within. If they just continue go to the next encounter, otherwise continue with the fight against the necromancer.

Necromancer hm W9: Int Very; AL NE; AC 10; MV 12; HD 9; hp 28; #AT 1; Dmg 1d4+1 (*dagger +1*); SA spells; SD *Stoneskin* (4 remaining); MR nil; SZ nil; ML 14.

Spells Remaining: *chill touch, magic missile, shocking grasp, spectral hand, ray of enfeeblement, dispel magic, protection from good 10' radius, enervation, and feblemind*

Encounter Five: Final Room

When the heroes defeat or pass by the necromancer in cave room #3 continues with this encounter.

This room does not seem to have any exits. Against the far wall of the room is another stone pedestal upon,

which rests a strange hide pillow supporting a deep black obsidian orb. There is no sign of a guardian or any type of defenses.

If any of the heroes move across the room (30 feet remember) continue with the following. There are no “traps” or anything similar.

Suddenly around the pedestal a large pillar of bright scarlet flame erupts, a booming voice echos about the chamber, “WHO AWAKENS THE GUARDIAN OF THE ORB!”

As a note, there is no exit to the room at this point, any hero that attempts to escape will find that their does not appear to be any escape from the room.

The fire elemental is the guardian of the orb. It does require a +2 weapon to hit so the heroes will probably not be able to hurt the elemental, they will have to answer its questions.

Questions:

1. Who awakens the guardian of the orb? – *the elemental does not care what they answer it just wants to have names and where they are from.*
2. Who has sent thee here to retrieve the orb? – *either Bengoukee or a nature spirit will be accepted*
3. Why do you require the orb? – *the headshrinker or evil or undead any of the following terms are acceptable.*

The elemental moves slightly around the orb. “YOUR ANSWERS ARE CORRECT, HOWEVER, I MUST BE CERTAIN THAT YOU ARE WHO YOU REPRESENT AND THAT NATURE IS STRONG WITHIN EACH OF YOU.”

It is going to ask the heroes a number of additional questions regarding the jungle.

1. How many races currently walk the lands of Malatra? - *the answer it is looking for is 10. If the heroes do not get it correct it will ask them to name the races, it is looking for: aarakocra, butu, katanga, korobokuru, lizardmen, nubari, plantmen, saru, shu and Tamhi.*
2. How does a witch doctor learn their powers - *this is a little vague however it will prompt them towards the casting or memorization of spells. The key word that it is looking for is Fetish.*

3. Name three tribes of Malatra? – *there are many more tribes in Malatra than three but it is only looking for three tribes – here are some of the tribes: Saiyama, Huroola, The Koshiva, The Rudra, Simbara, The Wise Ones, Katimaya, Cantambi (Lost Tribe of Fire Mountain), Yilgoma, and Zantira*
4. When you first became a hero of your tribe the tribe gave you gifts, which of the following are not gifts that your tribe may have given you? *A Clay Pot, A Reed Flute, A Battle Axe, A Javelin, a Long bow, Bone Armor, Snakeskin Cap, and turtle shell shield. – the correct answers are the long bow and the shell shield.*

If the heroes answer at least three of the questions correctly they will be able to take the orb without a problem.

Conclusion

With the orb in hand, you find yourselves transported quickly to the hut of Bengoukee, Mali is there as well as Bengoukee and the strange nature spirit. “You have done well all of you”, the spirit says, “the orb will soon do its task as well and the threat to Malatra will be past. Do not concern yourselves with what you saw in that far off land, remember only that you went into the taboo lands with Mali and returned quickly from one of their towers with the obsidian orb.”

It is not surprising that that is all that you do remember.

Anyone who took one of the gems will lose a point of wisdom or intelligence (random) per gem that was taken. The gems disappear at the end of the tournament.

This Ends

Legacy of the Headshrinker

Experience Point Summary

Defeating the enchanted zombies (per character level)	50 xp
Max 350 xp	
Defeating the necromancer’s zombies (per zombie):	20 xp
Max 300 xp	
Defeating the necromancer:	300 xp

Answering the questions correctly (per question):	100 xp
Max 400 xp	
Successfully returning the Orb:	500 xp
Discretionary Roleplaying Award	0-500 xp
Award for consistent character portrayal	
Maximum Experience Awarded:	2,350 xp

Treasure Summary

Bengoukee will reward the heroes with their choice of the following items:

- Spirit Tattoo: Bengoukee places a tattoo upon the hero, raising their Charisma by 2 points (18 max) but taking three permanent hit points. *This item was given to you by Bengoukee for helping the jungle spirits.*
- Hanna Pollen (5 doses). This pollen acts as a *cure light wounds* spell when mixed in a drink and consumed. *This item was given to you by Bengoukee for helping the jungle spirits.*
- Turtle Shell Shield: This shield provides +2 non-magical bonus to AC (including the bonus for the shield itself). *This item was given to you by Bengoukee for helping the jungle spirits.*
- Koruna Shell Rattle: A rattle made up of fine shells from a strange and distant sea. *This item was given to you by Bengoukee for helping the jungle spirits.*
- Hero's Headdress: A full plume-feathered headdress which must be worn by a warrior. The headdress grants the warrior 1 *cure light wounds* spell per day which must be used on the warrior. Their wounds are not "as bad as they look," increasing their reputation as a warrior. *This item was given to you by Bengoukee for helping the jungle spirits.*
- Shrunken Head: A powerful fetish from Bengoukee, this small carved head will help the hero against the foul magic of the headshrinkers. It provides a +1 to all saves versus death magic. *This item was given to you by Bengoukee for helping the jungle spirits.*

Items that the heroes traded for with the bards:

- A Lute
- An Iron Skillet Pan
- A Set of Leather Armor
- 50 ft of Silk Rope