

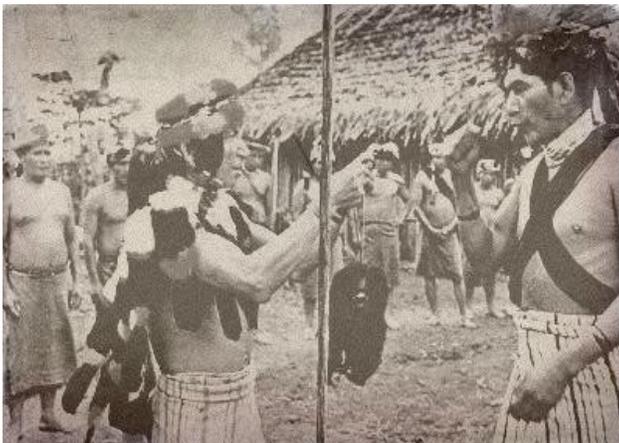
HOLLOW EARTH EXPEDITION EXTREME ENCOUNTERS

THE HEAD HUNTERS

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Extreme Encounters are one shot encounters you can drop into any existing game. They are meant to be fun and challenging. Enjoy!

THE HEAD HUNTERS



The natives known as the Jivaro live deep in the Amazon. They are a very primitive group and very rarely seen. That could be due to what the tribe is also known for...Head Hunting. The Jivaro are a very fierce, warlike people, who believe in taking the heads of their enemies to trap their souls and taking their power. The reputation for fierce fighting along with the head hunting discourages outsiders from knowingly entering their territory.

THE PURPOSE OF HEAD SHRINKING

The Jivaro are very superstitious. They believe the shrunken heads hold magical powers, and by taking the heads of their enemies they can gain personal power, good fortune and please their ancestors. They perform the head shrinking to trap the soul of their enemy so the spirit cannot escape. The head is taken right after the battle is over. In fact the Jivaro believe that the victory is incomplete without taking the heads.

ENCOUNTERING THE HEAD HUNTERS

The Jivaro tribe can easily exist inside The Hollow Earth or in the Amazon. Players that encounter them are in for a tough fight. They like to fight in superior numbers. As stated above they do not like outsiders and will fight until every last enemy is dead. The Jivaro are likely to set an ambush for the players. If the players stumble into the Jivaro Lands they will most likely be walking to their doom. Players can easily notice tribal markings **Perception 2**, but need a **Academics History 4** to know exactly what they mean. The Jivaro are very superstitious and this could be used to the players' advantage. Any show of magic or anything that appears to be magic treat as an **Intimidation** vs. **Willpower**. If the Jivaro fails its check it will run away. Note: Only one such check is required per item used.



THE ART OF SHRINKING HEADS

Jivaro Native

Ally 1

Archetype: Native **Motivation:** Survival

Style: 0 **Health:** 4

Primary Abilities:

Body: 2 **Charisma:** 2

Dexterity: 2 **Intelligence:** 2

Strength: 3 **Willpower:** 2

Secondary Abilities

Size: 0 **Initiative:** 4

Move: 5 **Defense:** 4

Perception: 4 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
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Athletics	3	2	5	2+
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Brawl	3	1	4	2
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Melee	3	1	4	2
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Spears			5	2+
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Stealth	2	2	4	2
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Survival	2	3	5	2+
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Hunting			6	
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Alchemy	2	3	5	2+
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shrunk Head			6	3
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Talents

Strong (+1 Strength Rating)

Transmutation (Create arcane artifacts with Alchemy)

Resources

May have a random shrunk head artifact.

Flaw

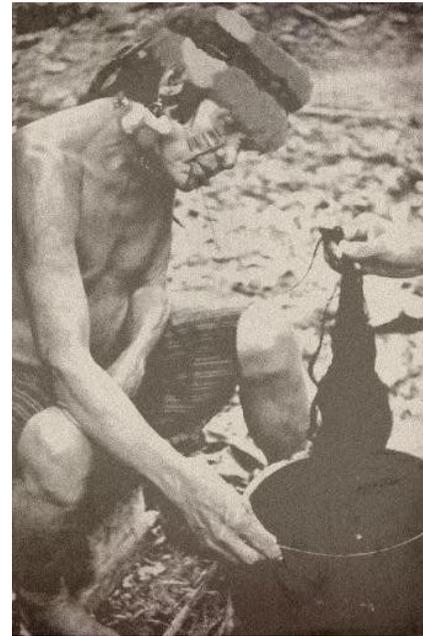
Primitive (-2 penalty on technology related rolls)

Weapons	Rating	Size	Attack	Average
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Spear	3L	0	8L	4L
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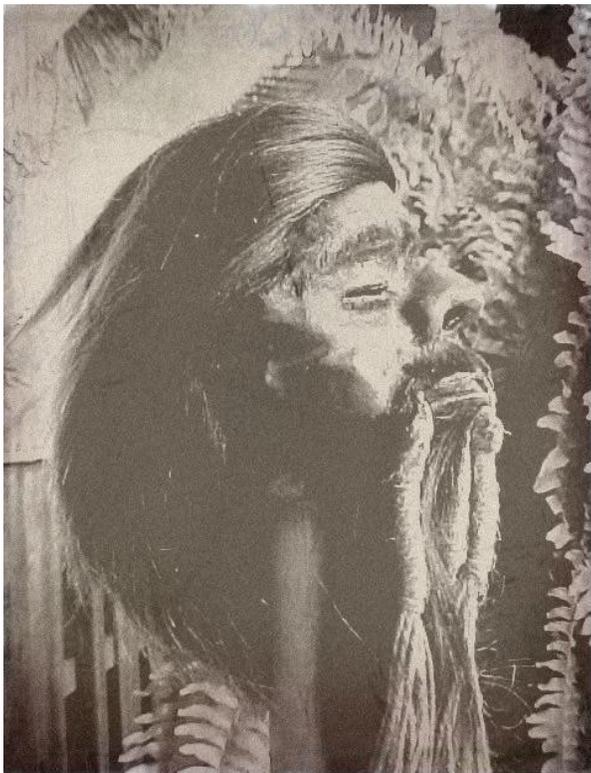
Spear (Thrown)	3L	0	8L	4L
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Punch	0 N	0	4N	2N
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The process for shrinking heads takes about a week. After the battle they will take the heads of their enemies. Sometimes while the victim is still alive. They will then retreat to a known location to begin the process of shrinking the head. This is done so their enemies can not counter attack them. First they slit the back of the neck and head to take out the skull. They then sew the eyes shut. They close the lips and hold them shut with wooden pegs. The head is then boiled. They next turn the head inside out and scrape the flesh off the skin, and then turned right side out and sewn closed. Next stones are heated and rolled around inside the head to cure the head and help provide its shape. When the head is too small for the stones sand is heated and placed inside the head. After the sand is packed in the surplus hair is singed off and the head is hung over a fire to harden and blacken. A heated knife is then taken to the lips to dry them, and the wooden pegs are then taken and the lips are lashed together. The warriors will then put a hole in the top of the head and string a cord through it so they can wear them around their necks. After the initial stage of removing the skull the warrior will work on the head on his way back to his village.

SHRUNKEN HEADS IN THE GAME



Shrinking heads in the game requires the use of the Transmutation Talent **MotHE p. 24**, and a new Alchemy skill specialization called Shrinking Heads **MotHE p. 55**. Player characters not native to the Amazon region or the Hollow Earth should not be allowed to take this skill unless it is taught to them. The heads can have any type of enchantment. If the player fails his attempt at making the head he cannot try again with the same head. Consequently if he fails the spirit of the head could be released and harm the player attempting to make the head. It is up to the game master to determine any ill effects suffered in this way.

EXAMPLE SHRUNKEN HEADS

Shrunken Head of Strength

Artifact: 0

This shrunken heads grants a +1 Strength bonus when worn.

Enchantments: Increased Attribute (+2 Enchantments)

Drawbacks: None

Shrunken Head of Berserker Fury

Artifact: 2

Your character can enter a state of reckless battle frenzy, increasing his power and aggression at a cost of his own health. As a free action your character can exert (take 2 points of nonlethal damage) to gain +4 bonus to all strength based skill and attribute rolls until end of the turn.

Enchantments: Talent Berserker Fury x2 (+4 Enchantments)

Drawbacks: Limited Charges 5 (-2 Enchantments)

Shrunken Head of Spirit Guide

Artifact: 1

This shrunken head puts the wearer in communication with a knowledgeable and helpful spirit. The user may add +2 to any skill roll until end of combat or the end of the scene.

Enchantments: Ritual x2 (+2 Enchantments)

Drawbacks: None

