

HOPABOUT JUSTICE

Written by: Redtail

Hopabout Justice (by Redtail) is meant to serve as a supplement to the areas and events laid out in *The Wild Beyond the Witchlight's* Soggy Court. This guide can be used in conjunction with other supplements, such as *Intrigue in the Soggy Court*, or on its own, all or in part.

The Premise. The Soggy Court's King has been murdered and the PCs are on the case! In this supplement, players and PCs are tasked with discovering who murdered the king. PCs must interrogate suspects, collect evidence, and then present their case in a Soggy Courtroom trial.

The Way This Works. Before we jump into things, some general information on running this supplement:

- This supplement is meant to present players with the illusion of choice. That is to say: players make decisions on where to go, who to talk to, what questions to ask etc. but assuming players don't have the PCs do anything rash (like kill a suspect) things should always end with the PCs solving the murder.
- Finding evidence will not rely on DCs. The reason this supplement works is because your PCs should be able to collect all the evidence and use it to point out every contradiction in statements made during the investigation and courtroom trial (exactly how things would play out in an *Ace Attorney* game).

- This is not to say you shouldn't have investigation checks and the like, but instead of using these checks to determine whether evidence is found you can use it to give more or less information about that evidence. Use your best judgment on how much to reveal.
- This supplement is organized in order of location on the Downfall map but players may visit suspects in an unexpected order. Oftentimes this is okay, but, also, remember: you are the DM. If a suspect isn't home or a hut is locked etc. that's your prerogative; you can always make changes on the fly to help move things along in the way you'd like without sacrificing all your players agency.

GAINING THE COURT'S FAVOR (OPTIONAL)

The idea for this optional starting event comes from *Intrigue in the Soggy Court* and is meant to help give King Gullop and his court reason to request the party act as detectives later in the supplement.

Meeting the King. When the party meets King Gullop XIX in area D6 for the first time, there is an assassination attempt! A bullywug in the crowd puts a finger to their lips while sneaking up behind the king, and pulls a dagger from beneath their robes! What do the PCs do? In my game, my Warlock cast *Calm Emotions*, dulling the

HOPABOUT JUSTICE

Written by: Redtail

assassin's thirst for blood and giving the king's guards time to apprehend the assailant.

If the PCs save the king's life, he is grateful and names the PCs honorary members of the Soggy Court. And, of course, as honorary members, they must dress the part! The king sends the party to the court tailor to get fitted in appropriate courtly clothes.

If the assassination attempt is a success, the assassin (name them whatever you like!) becomes the new king and will take the place of King Gullop XIX throughout the rest of the supplement. The new king can also send the party to the tailor, requesting they change clothes to fit the court's aesthetic.

At the Tailor's. In this scene, party members meet the **Tailor** and are outfitted in soggy and muddy royal garb, from giant neck ruffles to dresses made entirely of mismatched pockets and more! You can run the tailor scene as written in *Intrigue in the Soggy court* or as otherwise fits your game. If you want to make sure your party heads straight to the tailor's, you could have members of the court (possibly guards) escort them. (Also, do not worry if your party decides to take a detour, there is no reason you can't run a few other areas in *Downfall* in the meantime, but just know your party may need to revisit these areas for their investigation, so you may encourage them in and/or out of game to head straight to the tailor's so there's less backtracking). As the tailor scene wraps up, a scream breaks the air, followed by a shout, "The

kings been murdered!" If the PCs don't immediately decide to investigate, King Gullop XIX's husband, **Figgins Thane of Croakdaw**, sends guards to fetch the PCs, requesting their presence at the gazebo.

THE PARTY TAKES THE CASE

When the party returns to area D6, they are greeted by Figgins. He explains that his husband, King Gullop XIX, has been murdered (in fact, his husband's body is lying face down in the mud not far from the throne!) and that he wants the PCs to take the case, as they showed they are trustworthy and loyal to the king by stopping the earlier assassination attempt. (If the party didn't stop the earlier assassination attempt, you can have Figgins argue that the party are newcomers, making them ideal neutral, third-party investigators.)

The other important thing to note to the party is that the king's son, **Gullop XX** is nearby crying over the death of his father. Figgins is concerned for Gullop XX's safety since he is, by default, the new king. Figgins fears Gullop XX will be murdered next!

The party will eventually discover that Gullop XX killed his own father to take the throne for himself (he was tired of waiting and had hoped to get the throne for his birthday, which was the day before, but his father didn't give it to him!). He thinks his murder plan is foolproof and that he can easily pin the murder on someone else, making him appear a powerful ruler who can protect his people by successfully apprehending criminals.

HOPABOUT JUSTICE

Written by: Redtail

And while he could have committed the murder out in the open, he doesn't trust Figgins to let him keep the throne if he knew Gullop had taken it by force.

It has been mentioned that if the assassination is successful then Gullop XX's motive is less sound. Perhaps instead of Gullop XX, the murderer is the assassin's son! Maybe he knew his parent was planning to take the throne and has decided he wants it for himself. Alternatively, maybe the assassin did something to upset Gullop XX during his birthday party—maybe he was the one to suggest to Gullop XIX that Gullop XX was unworthy of the throne—and now Gullop XX wants revenge! And what about Figgins? Perhaps it's the assassin's husband who is just a big worrywart and the fact that the murderer didn't come forward to take the throne is alarming! He demands the PCs investigate.

Figgins knows that the late King Gullop XIX kept a journal and wrote down the names of members of the court he suspected were plotting his murder. Figgins can share that list with the party. The suspects include: **The Tailor, Balloon Factory Foreman, The Knight, The Mistress of the Toad, and Illig.**

For this supplement I will be using honorifics for the suspects, aside from Illig, but feel free to give them any names you like!

THE INVESTIGATION BEGINS - THE CRIME SCENE

Figgins suggests that the party begin their investigation by questioning any members of the court who are around and inspecting the body and rest of the crime scene, before heading off to interrogate suspects.

However, he will also give them an **investigator's badge** to flash around at the different suspects if they so choose (to showcase their right to interrogate suspects). I imagine the badge looks something like the one from the *Ace Attorney* games, but a frog on one side of the scale weighing it down.

What Figgins Knows. If the party chooses to start their investigation off by talking to Figgins, they can learn what he knows. Figgins suspects the **Balloon Factory Foreman** of the crime. The overseer has never seemed to like his job very much. Perhaps he killed the king due to his malcontent and to get a new gig.

Figgins can also show the players the scene of the crime, described below.

Evidence. Pieces of evidence at the crime scene:

- **Dagger**
- **Footprints**
- **Glitter**

The Crime Scene. Before the players lies the late King Gullop XIX's body, face down in the mud. A **dagger** sticks out of his back. This is the murder weapon. There are also **footprints** in the mud leading to and from the body. In addition, there's some weird **glitter** in the mud nearby.

HOPABOUT JUSTICE

Written by: Redtail

If players choose to further investigate the crime scene, depending on their rolls, they can learn some or all of the following:

- The **dagger** is inlaid with rubies (upon closer inspection one can deduce that it has some dry brown stuff on it and it smells sugary and sweet). (Later PCs will identify this as dried frosting, which will change the tide of the trial later on!)
- The **footprints** are definitely webbed and there is a black powdery substance in the indentations (this is soot).
- There is some type of **glitter** alongside the footprints. It looks like glitter. (Later PCs will identify this as unicorn horn dust. This is a pivotal piece of evidence that will change the tide of the trial later on!)

Interrogation. Figgins and other members of the court nearby can tell the party the following about the things found at the crime scene:

- The **dagger** is not something that most bullywugs recognize – if someone does claim to recognize it they can tell the party they saw it at that store that just showed up the other day (at Trinket, Bauble, and Charm's). No one knows why it might smell sweet.
- If the PCs identify the black stuff in the **footprints** as soot, court members may suggest there is soot around the coals that were set loose in the balloon factory.

- If PCs are smart they may ask to inspect the feet of the bullywugs—many of which are wearing shoes! But many who are not!
- No one has any idea what the sparkly dust/glitter might be.

Witnesses. Surprisingly, there were no witnesses! Gullop XIX was murdered during the changing of the guard, when court members and guards leaving their shift were headed to lunch. The murder happened before the guards on the next shift arrived. The time for the changing of the guard was widely known, and not kept a secret.

Other members of the court who are around will say how much of a thrill it is to have a murder like this! It has been nearly a week since the last murder and this one is so much more exciting than the others! Various members of the court may also have their own opinions about who committed the crime, naming names from Gullop XIX's list.

Gullop XX. The once prince, now new king, is distraught over his father's death. If anyone in the party rolls insight, they will sense that Gullop is genuinely upset but perhaps putting on some theatrics.

If the party attempts to talk to Gullop XX about the murder he will be resitant. Claiming he is too distraught to talk to them—there were no witnesses anyway! What does he know? He's just a child! (He's not, actually lol)

HOPABOUT JUSTICE

Written by: Redtail

D4. BURNED-OUT BALLOON FACTORY

The **Balloon Factory Foreman** is either trying to put out the last of the animated coals (if the PCs have yet to deal with them) OR cleaning up in the aftermath of the factory accident.

The Foreman. The **Foreman** will grumpily talk to the PCs about the animated coals and how they were part of what helped Sir Talavar and Wigglewog escape. He will also complain that it's a shame Mogwort was wrapped up in all this as she's the only real competent pilot left.

The **Foreman** feels King Gullop XIX is incompetent. He's definitely seen better rulers—the guy couldn't even keep the balloon factory safe AND he let prisoners escape!

Evidence. Pieces of evidence in the factory:

- **Blue bucket** - There is a blue bucket off to one side of the factory; it is surrounded by and coated on the inside with coal dust/soot.
- **Pile of rocks** - A rather sizable pile of rocks sits on the other side of the factory.

Interrogation. The **Foreman** has the following to say about the evidence:

- The **blue bucket** showed up when the coals showed up. Not sure where it came from.
- If asked about the **pile of rocks**, he gets noticeably uncomfortable. The party will need to get him to come clean with persuasion or intimidation

or whatever other clever ploy they can devise.

If they are able to get the **Foreman** to talk, he lets them know his plan was to kill the king by dropping rocks from a balloon in the sky. So yeah, sure, he *wanted* to kill the king, but he didn't! His plan didn't include daggers at all!

If asked about crime scene evidence, he has this to say:

- He saw the **dagger** at that weird new shop that just showed up the other day.
- So what if there was soot in the **footprints**, that could have come from anyone who went through the factory! (In fact, maybe the PCs have soot on the bottom of their shoes right now!)
- The **glitter**? He doesn't have a clue.

D10. TRINKET, BAUBLE, AND CHARM'S

You can run the shop as written or otherwise, but we also need to add additional items to the shop's list of items for sale:

- **Knife of sabotage** (don't get stabbed in the back). Notably, this item is missing from the available wares on the counter.
- There is also a space for the **unicorn horn**, but in its place there is just a pile of familiar sparkly dust/**glitter**.

HOPABOUT JUSTICE

Written by: Redtail

Trinket and Bauble. Feel free to run these two however you want; maybe they have opinions about Soggy Court politics or (more likely) maybe they couldn't care less.

Evidence. Pieces of evidence at the shop:

- **White black polka dot neck collar**
- **The color blue**
- **Glitter**
- **A sole**

Unlike at the balloon factory, many of these pieces of evidence are intangible. But they still provide important pieces of information the PCs can glean by interrogating Trinket and Bauble.

Interrogation. Trinket and Bauble have the following to say about the evidence:

- The **dagger** (or knife of sabotage) was bought from here just yesterday. They can't be too sure who purchased it because the person was wearing a hooded cloak. But they did notice that a **white and black polka dot neck collar** was sticking out from under the hood. But then again, anyone can rent clothes from the **Tailor**.
- They sold the **dagger** to this person for **the color blue**. If PCs press further about this, they can learn that the purchaser can no longer perceive the color blue. (Trinket or Bauble was perhaps blue/green colorblind and now, after the exchange, they no longer are!)
- They sold the **unicorn horn** (that left the pile of **glitter**) to someone, they can't recall who, for their **sole** (specifically the soles of the buyer's

shoes, NOT their inner soul. But Trinket and Bauble don't have to reveal this: "It's rude to discuss someone's sole, you know." Later it will be revealed that this also explains the webbed sooty **footprints** at the crime scene).

- They have very little or nothing to say about the other pieces of evidence since they're only here very temporarily

*If the party figures out that the **unicorn horn** was purchased for the price of the **sole** of a shoe, they may try and check the foot of NPCs. This won't be a problem for any of the NPCs because they all have the soles of their shoes (if they have shoes at all)! And if they try to hunt Gullop XX down before the trial, he's nowhere to be found! Only when the PCs ask Gullop XX to reveal the bottom of his feet during the courtroom trial will they find someone who is soleless! (Get it soleless? Cause he's also a murderer!)*

D11. SINKING PALACE

Run the **Tailor** as presented in *Intrigue in the Soggy Court* or otherwise.

The Tailor. Completely innocent in all this, the **Tailor** is new to the court and just wants to dress people in nice clothes. (Besides, if you run the optional starting event, he was literally dressing the PCs when the murder took place, so has an alibi!)

Evidence. Pieces of evidence at the tailor:

HOPABOUT JUSTICE

Written by: Redtail

- **White and black polka dot neck collar** - One of the pieces of clothing available to rent
- **Rental sheet** - A list of who rented out certain pieces of clothing and when

Interrogation. The **Tailor** has the following to say about the evidence:

- If tested for his ability to see **the color blue** (perhaps they present him with the **blue bucket** as a test), he passes with flying colors!
- If asked whether he has rented out a **white and black polka dot neck collar** to anyone recently he can direct them to his **rental sheet**. It looks like the **Knight** was the last person to rent out the neck collar.

D15. BULLYWUG HUT

We're going to liven this hut up a bit. This hut has been made up to house the **Knight**. Instead of random items, this hut includes a bed, table and chair, a shining suit of bullywug armor, and, of course, a wall display of weapons.

The Knight. Loves fighting! When the King was murdered, he claims to have been on his lunch break, just before the switching of the guard. Seems unconcerned with the murder, happens every day! Isn't sure why everyone is making such a big fuss about things.

Evidence. Pieces of evidence at the hut:

- **Empty weapon holder** - There is a spot on the wall where two empty rungs are situated. The space looks

big enough to hold a dagger, but it is empty.

- **Wood shavings** - On the floor below the weapon wall, there is a small pile of wood shavings.

Interrogation. The **Knight** has the following to say about the evidence:

- If accused of purchasing the murder weapon, the **dagger**, the **Knight** demands proof!
- To prove he made the purchase the party will have to do two things:
 - Test him for his ability to see **the color blue** (perhaps they present him with the **blue bucket** as a test). If they do, he sweats! He appears to be blue-green colorblind!
 - Prove he was the last one to rent the **white and black polka dot neck collar** from the **Tailor** using the **rental sheet**.
- After these two pieces of evidence are presented, the **Knight** cracks under the pressure and admits that he purchased the **dagger**. But he just wanted it to complete his weapon wall!
- And it was stolen from him right after he bought it! He directs the party to the **empty weapon holder** on the wall. This is where he was keeping the dagger before it was stolen.
- He can share that whoever stole the **dagger** from him left **wood shavings** on the ground at the scene of the crime.

HOPABOUT JUSTICE

Written by: Redtail

D16. KINGS MOUNT

I put Illig in D17 instead in order to make the flow of the investigation better if the party moves counterclockwise through the areas from the crime scene

You can run this in part as the book suggests you run area D17 or as *Intrigue in the Soggy Court* suggests you run D17, or some combination or variation thereof.

Mistress of the Toad. This lady is in charge of the giant toad mounts kept by the court. Loves her toads more than anything else in the world. Has it out for the king's head, just like any other court noble. Perhaps she wants to use the toads to take him out? Maybe crush him with one?

Evidence. Pieces of evidence at the hut:

- **Wooden toads** - There are little toad sculptures made of whittled wood on each mount's hitching post. They seem to have been carved into each toad's likeness.
- **Gem studded tack**- The tack (reins, saddles, etc.) of the giant toads are studded with different gems. One of the reins is missing some gemstones.

Interrogation. The **Mistress** has the following to say about the evidence:

- If accused of stealing the murder weapon, the **dagger**, the **Mistress** demands proof!
- To prove she committed the theft the party will have to do two things:
 - Point out that **wood shavings** were found at the scene of the theft! And

clearly she has a ton of whittled toads, she must be a whittler and drop **wood shavings** from time to time.

- Bring up the **gem studded tack**. She obviously has a thing for bedazzling the riding gear and one set of reins is missing some gems. She must have stolen the **dagger** because it was inlaid with rubies and she needed to fix the reins.
- After these two pieces of evidence are presented, the **Mistress** cracks under the pressure and admits that she stole the **dagger**.
- However, it was stolen from her last night! Unfortunately, she doesn't remember when the last time she saw it was! (It turns out the theft occurred during Gullop XX's birthday party).

D17. BULLYWUG HUT

You can run this area basically exactly as D16 is written—with special emphasis on the proudly presented murder plan drawings.

Illig. As written, and for this supplement, Illig is intent on assassinating the king with his well-thought-out stabbing plan!

Evidence. Pieces of evidence at the hut:

- **Murder plans** - Drawings of a king assassination attempt (that includes the use of a dagger!)

HOPABOUT JUSTICE

Written by: Redtail

Interrogation. *Illig* has the following to say about the evidence:

- *Illig* isn't shy about sharing his plans to murder the king. His **murder plans** sure do make it look like he was the one that committed the crime!
- If the PCs accuse *Illig* of stealing the **dagger** from the *Mistress*, he says he's innocent and shows the PCs the dagger he is planning to use to kill the king. Why would he need such a fancy one to do the deed?
 - However, he has seen that **dagger** before! In fact, he saw it last night at Gullop XX's birthday party. Anyone who attended the party could have had it with them. But the guest list was huge so who knows who has it now!
- He suggests the party investigate Bavlorna's cauldron since that's where the party took place.

D18. BAVLORNA'S CAULDRON

This area is clearly the scene of a wild party from the night before. Discarded **fly pizza and cups of bog water** are scattered around and near the cauldron. There is also a familiar **blue bucket** filled with coals by the cauldron, and a **spatula** on the ground.

Evidence. Pieces of evidence at the cauldron:

- **Blue bucket** - There is a blue bucket near the cauldron; there are coals inside it and it is coated in coal dust/soot. (Perhaps this is where

that other bucket came from with all the soot?)

- **Fly pizza & cups of bog water** - Pieces of half-eaten **fly pizza** and **cups of bog water** have been discarded in the mud. Must have been a wild party!
- **Spatula** - The spatula is an interesting contraption; it appears to have a rubber spatula on one end, but it is long enough to be a quarterstaff. Is it a spatula staff? A weapon? (It has that dried brown stuff on the end of it. That stuff that will come up later!)

SOGGY COURTROOM TRIAL

Once the party has explored all relevant areas, it is time for them to get called back to area D6 to participate in the trial! Perhaps the new king sends guards or the party makes their way back naturally.

At the leaning gazebo, they see that pillows have been placed in rows, much like pews, to face a pedestal in the center of the small island. A number of bullwugs are seated on the pillows and looking at the PCs expectantly.

"All rise for the honorable judge!" At the beginning of the trial, the judge will have the coroner take the stand. The coroner, a bullywug with a huge magnifying glass monocle, will share information about the scene of the crime: namely that the murder weapon was a ruby studded **dagger** and the **footprints** leaving the scene were

HOPABOUT JUSTICE

Written by: Redtail

covered in soot. There was also some **glitter** scattered about.

Court Proceedings. The following is the general trajectory I see for the case, but know that it could always get derailed—and that's okay! The evidence still speaks to who committed the crime, so you and the players will find your way to cracking the case regardless.

Before the coroner can finish or answer any questions, the **Mistress** accuses the **Foreman** of the murder! There is soot everywhere in the balloon factory, so the murderer must be him!

- The party can refute this by presenting the **blue bucket**. This shows that soot isn't only present in the factory but also at Bavlorna's cauldron. Besides, anyone who walked by any of those places could have soot on their feet!

At being accused, the **Foreman** asks about the **dagger**. He remembers seeing it at that weird shop that showed up the other day.

Did the party learn who bought the **dagger**?

- Why yes, of course it was the **Knight!** But the party will need to prove their claims—the **Knight** doesn't want to be convicted of a crime he didn't commit after all!
- The party can present a number of pieces of evidence, including the: **white and black polka dot neck collar**, **the color blue**, and **the rental sheet**. All of these can prove that the **Knight** made the purchase.

Fine! The **Knight** admits he bought the **dagger**, but only for his collection! It was stolen! He pleads with the party to prove his case in this.

- The party can prove that the **Mistress** stole the dagger by presenting: **wood shavings** and/or **gem studded tack**. This evidence proves that the **Mistress** stole the **dagger**.

Fine! The **Mistress** admits she stole the **dagger** but then someone stole it from me!

- The party can present Illig's **murder plans** to accuse him of the crime, but he will refute this, claiming that given the soot and the large turn out at the birthday party last night at Bavlorna's cauldron that anyone could have ended up with the dagger!

The Truth. Now it's time for the PCs to learn the truth and reveal the murderer!

There is murmuring in the crowd about how anyone at the birthday party last night could be the murderer!

There is a shy looking bullywug in the crowd who the party can notice through a keen perception or investigation check. It looks like he has something to say (but perhaps he is afraid Gullop XX will punish him)! The party can call the bullywug to the stand. By pressing them through intimidation or persuasion or another means, they can get them to admit they witnessed something at the party last night! They are a **witness** and this is what they have to say:

HOPABOUT JUSTICE

Written by: Redtail

- Everyone was drunk on **fly pizza and cups of bog water** last night. There was a cake too, but Gullop XX was the only one allowed to eat it—how annoying!
- But, more importantly, they saw it as plain as day! During the party they witnessed Gullop XX take the **dagger** out of the **Mistress'** bag!

Naturally, Gullop XX is outraged at this accusation and demands proof! The party must use their brains to combine a few pieces of evidence and prove Gullop was the last one to hold the **dagger**. (Feel free to help the party along with hints based on rolls or otherwise.)

The party can eventually deduce the following:

- All of the party members were eating **fly pizza** and drinking cups of **bog water**.
- Only Gullop XX was allowed to eat any cake—eureka! What about the sweet smelling brown stuff on the **dagger**? It's **chocolate frosting**! Do the PCs figure this out on their own? Or maybe the **royal chef** in the crowd can help identify it for them! (Maybe they can use the **spatula**, with the frosting on it, to help prove the point).

When the PCs accuse Gullop of being the last one to have the dagger because of the **chocolate frosting**, he protests! How do they know someone else wasn't eating his cake? Just because no one else was allowed to eat it doesn't mean they didn't steal some!

With a keen perception or investigation check the party can notice a bullywug in the crowd wearing a chef's hat. They look nervous, like they want to say something, (but maybe they're afraid Gullop XX will punish them)! By pressing them through intimidation or persuasion or another means (perhaps presenting the **spatula** weapon to call him to the stand), they can get them to admit they know something! They are a witness and this is what they have to say:

- During and after last night's party, the **royal chef** was put in charge of guarding the cake. No one else ever got near the cake.
- In fact, Gollup XX had just grabbed some cake for lunch before the switching of the guard occurred!

Fine! He stole the **dagger** because it was pretty and he had some cake the night before! But who's to say something didn't then steal the **dagger** from him?

It's time for the party to bring up the **glitter** found at the crime scene. The party can eventually deduce the following:

- The **glitter** came from the **unicorn horn** bought from Trinket and Bauble. So, whoever bought the unicorn horn was at the scene of the crime! And committed the murder with the frosting-covered **dagger**!
- The one who bought the **unicorn horn** got it for the price of their **sole**.
- With some quick thinking or with outside help, the PCs can deduce that this was the sole of one's shoe—not an internal soul!

HOPABOUT JUSTICE

Written by: Redtail

- So, a bullywug wearing shoes without a sole would have left sooty **footprints** at the scene of the crime!
- The party demands to see Gullop XX's feet!

Gullop XX is beside himself! How dare they! Accused of murder, he roars and turns on the party, accusing them of being the murderers themselves! But, of course, whatever claims he tries to make, the party is able to refute with evidence or simple logic!

When the party finally gets him to crack, Gullop XX draws a weapon, "Get away from me! All of you! All of you disgust me! You're swine—can't call yourselves bullywugs! I knew someone would kill my father and take the throne from me so I had to take matters into my own hands and do it myself! You won't take me alive!"

This could make for a fun mini boss if you party is into combat or you can simply have him get restrained by some guards.

Once Gullop XX is contained, **Figgins** rejoices and thanks the party for their service and pledges to get tighter security for himself and kings moving forward.

Some courtly titles may serve as reward for the party's hard efforts, or you could reward them with something more tangible, maybe a frog themed magic item! Perhaps the **dagger**/knife of sabotage is a +1 dagger or something similar. And/or if you used the unicorn horn in the supplement, perhaps that is part of their reward as well—it's not like anyone else has any need for it.