

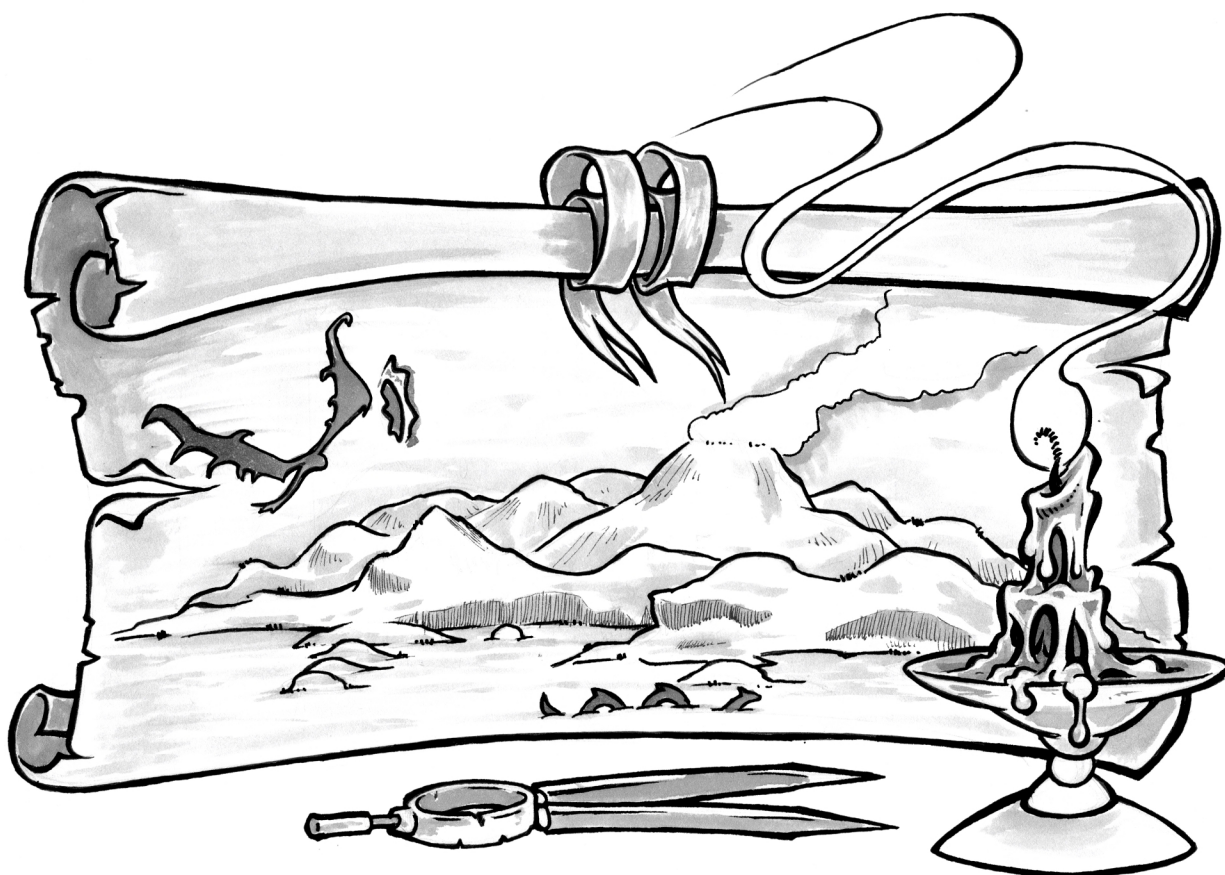
Monkey Isle

A Basic Fantasy Role-Playing Game Adventure
For Characters of Levels 4 to 6

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2nd Edition (Release 21)



Rising out of the vast emptiness of the blue ocean is a lush green island filled with ancient beasts and scattered strange ruins waiting to be explored.

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Introduction

If you are not a Game Master, do not read this! Doing so will only lessen the excitement of not knowing what is going on.

Monkey Isle is a "lost world" setting – an island inhabited by prehistoric beasts and other strange creatures. It includes background material for the GM (Game Master) and several ready-made adventures. The intent is to give the GM an island to use for their own adventures. It is a place the gamers can visit and revisit as they desire.

This adventure was designed for use with the **Basic Fantasy Role-Playing Game**, available for free from www.basicfantasy.org, but can in fact be used with a variety of "old school" fantasy RPG systems. If you plan to use it with a different game, it might still be a good idea to download a copy of the Basic Fantasy RPG Core Rules for reference.

Some of the creatures used are found in **The Basic Fantasy Field Guide Volume 1**, which is also available for free from www.basicfantasy.org.

Setting

The islands included in this adventure are out of the shipping lanes, rarely visited, and little known. The goal is to surprise the players with something new; there are no rumors to warn them of what is going on. A "shipwreck" scenario might work, but the basic idea is that the player characters are well-prepared and will have a ship they can use to circle and explore the islands.

The Pirates

One possible lead-in is to have the player characters encounter a band of pirates and take their small ship (if they need it). The pirates were blown far off course by a storm and discovered an unknown island. They were focused on loot and pillaging, not writing journals, so the information they can divulge is scant.

In the south, the pirates met some friendly human natives who seemed to have met outsiders before. They spoke a strange, almost foreign dialect of the Common language.

The pirates attempted a bit of pillaging, but were driven off with casualties. While sailing around, they met some "...maniacs all covered in bright paint..." who attempted to give them a taste of piracy in turn. The pirates fled them, suffering more casualties. Their major score was a lost temple along the shore, where they looted much of the treasure they had when the PCs met them.

They know little more about the area. It appeared to be a normal tropical island, with alligators,

monkeys, exotic birds, and other jungle life. The temple they looted looked ancient. They saw another on a high mountain side but did not want to go ashore. There was one great smoking volcano far in the distance. They saw what looked like dragons flying in the distance, although they were too bat-like to be dragons. The roar of titanic creatures was heard in some places.

Part of the treasure the pirates had with them was a collection of gold and silver coins with odd seals stamped on the faces (a bust of a male human and a sheaf of wheat over a curiously-shaped balance scale). Even if the players take them to sages or coin collectors, no one will recognize them. The experts suggest that (given the condition of the coins and seals) they belong to some ancient, lost civilization.

Elven Trading Ship

The crew of the Elven trading ship Silverlake has heard of both the island and the player characters. If the player characters are evil, they will avoid contact. If they are good, they will keep a watch out and will join them as they approach the islands, offering to convoy with them until they discover the natives in the southern areas. They prefer trade over adventuring, and while a few of the crew may join the adventurers, most will avoid danger.

This is a handy way to provide replacements for slain PCs. As such, most of the crew are not detailed; the GM can give them classes and levels as fits their needs.

The Islands

There are several islands in this locale, but the largest one is the actual "Monkey Isle." These are tropical islands covered by lush jungle, tall mountains, streams, and rivers. Birds and monkeys are quite common. Lizards and insects are everywhere. Around the human settlements in the south, most creatures will be normal, but going northward prehistoric beasts of all nature are encountered.

Fresh water is never a problem. Game animals and edible plants are common. Thorns and spiny plants can cause problems. General herbal plants include: antiseptic, anti-inflammatory, burn soothing, and nerve calming.

One region of Monkey Isle is a desert. If the PCs ask around, the locals will tell them stories of a great battle waged by wizards that destroyed much of the vegetation in that area. Said battle took place hundreds of years ago: different people will give different quoted time frames.

Only major features are shown. Numerous mountains, rivers, and such would exist but are not on the map. Glaciers are not explicitly defined on the map, but they exist on high mountain ranges. They would be the haunt of sabre-tooth cats, cave bears, mammoths, woolly rhinos, etc. Perhaps some frost giants or white dragons would be met there.

Remember that ships would have to skirt the coast at close range to see details on land. During the day they could probably avoid underwater obstacles like rocks and sand bars. At night they will not be able to see details on land nor obstacles in the water, and would have a high chance of crashing into something in the water.

Given the scale of the map, most of the coast is either a beach or a stretch of beach, easy to find. Landings there are usually safe in calm weather, but dangerous in rough weather. Ships are not protected and a storm can damage them (a hurricane would wreck them instantly).

Zooming in closer would reveal stretches of cliffs and rough, dangerous areas with a lot of sharp rocks. Trying to land there would have a high chance of boats swamping, people being smashed on rocks, and victims drowning in the rough surf.

Any deeply-inset area with 3 or so hexes of land around it should be considered a harbor. The GM might go through and mark the regions they consider a harbor before play (placing an "H" on the map in that place). Harbors are protected from the weather and are safe to land at in almost any weather. They also protect ships: normal storms have little chance of damage and hurricanes should only have a slight chance if the crew takes precautions (perhaps a 1 in 6 chance over the entire duration of the hurricane). Small boats would generally have to be pulled onto high land or they will be swamped by constant waves during storms.

The GM might consider allowing intrepid characters to sail cross the island's body in certain places by following a large river or two. A river might emerge from a lake or mountain range and split, going in two or more directions, for example. The GM might mark their own rivers on the map for this.

Ocean reefs usually offer enough space for a ship to pass through, but at reduced speed for safety (2/3 or so). Offshore reefs represent hazards that prevent safe approach of a ship near the shore. Being driven onto a reef by a storm will almost certainly sink a ship.

Tides are primarily a concern for shallow areas where a large ship may be stranded by the lowering water table caused by common tides. Many ancient ships were small enough to be moved onto a fairly solid beach during high tide, propped up and unloaded after the tide retreated. Then they would set sail again when the tide came back in.

Random Encounter Tables

Following are tables for random encounters. "‡" after the name indicates it is detailed in the **New Monsters** section of this module; "*" indicates a creature detailed in **The Basic Fantasy Field Guide Volume 1**. If the GM is overwhelmed by the variety offered, the lists can be simplified. For example, the GM might use a Tyrannosaurus Rex instead of the various bigger carnivores shown.

Check for random encounters three times per day (morning, noon, evening) and three times at night – once every 4 hours (or as the GM desires). A roll of a 1 on 1d6 indicates an encounter. Each entry is followed by a suggested number encountered in parenthesis. Some entries have a hit die number to help differentiate those that can be variable.

The map is split into North and South zones, each with its own encounter table. Other encounter tables do not vary by zone. The FLYING ENCOUNTER table is used for flying characters or as desired. OCEAN ENCOUNTERS are designed for encounters UNDER or ATOP the water surface.

d100 NORTH ZONE LAND ENCOUNTER TABLE

1-5	FANTASY CREATURES TABLE
6-10	FLYING ENCOUNTER TABLE
11-15	UNUSUAL LAND EVENTS SUB-TABLE
16-40	SOUTH ZONE TABLE
41-45	Allosaur‡ 12 HD (1d2)
46-50	Ankylosaur/Nodosaur‡ (1d2)
51-55	Baryonyx‡, Carnotaurus‡, or Megalosaurus‡ 9 HD (1d2)
56-57	Centrosaurus‡ (1d3)
58-59	Chasmosaurus‡ (1d4)
60-62	Dimetrodon‡ (1d4)
63	Giganotosaurus‡ 24 HD (1)
64-66	Hadrosaur‡ (1d2)
67-68	Iguanodon‡ (1d2)
69-71	Man-Sized Carnivorous Dinosaur‡ (3d6)
72-74	Pachycephalosaurs, Medium‡ (1d6)
75-76	Sauropod, Large‡ (1)
77-78	Sauropod, Medium‡ (1d2)
79-80	Sauropod, Small‡ (1d3)
81-83	Small Carnivorous Dinosaur‡ (1d6)
84-86	Spinosaurus‡ 21 HD (1)
87-89	Stegosaurus (1d2)
90-91	Styracosaurus‡ (1d3)
92-93	Suchomimus‡ 18 HD (1)
94-96	Triceratops or Pentaceratops‡ (1d2)
97-100	Tyrannosaurs Rex 18 HD (1)

d100 SOUTH ZONE LAND ENCOUNTER TABLE

1-10	FANTASY CREATURES TABLE
11-20	FLYING ENCOUNTER TABLE
21-25	UNUSUAL LAND EVENTS SUB-TABLE
26-27	Ant, Giant (1d6)
28	Antelope (3d6)
29	Bear, Grizzly (1d4)
30-31	Bees, Giant (3d6)
32	Carnivorous Ape (1d6)
33	Cave Bear (1d3)
34-38	Cavemen (1d10)
39-41	Centipede, Giant (3d6)
42	Crocodiles, Large (1d3)
43	Crocodiles, Normal (1d10)
44-46	Dimetrodon‡ (1d4)
47-49	Dire Wolf (1d6)
50	Elephant (1d2)
51	Elephant, Shovel Tusk‡ (1d2)
52-53	Frog, Giant (1d10)
54	Giant Beetle, Bombardier (1d6)
55	Giant Beetle, Fire (2d8)
56	Giant Beetle, Tiger (1d6)
57	Giant Lizard, Draco (1d4)
58	Giant Lizard, Gecko (1d6)
59	Giant Lizard, Horned Chameleon (1d4)
60	Giant Lizard, Tuatara (1d3)
61	Giant Spider, Crab (1d6)
62	Giant Spider, Tarantula (1d2)
63	Giant Spider, Wolf‡ (1d6)
64	Glyptodon‡ (1d6)
65	Hippopotamus (1d3)
66-67	Hyena, Prehistoric* (1d6)
68-72	Hyena* (1d10)
73	Leopard [Mountain Lion] (1d6)
74-78	Lion (1d4)
79	Mammoth (1d2)
80	Mastodon (1)
81-85	Natives (3d6)
86	Rhinoceros (1d2)
87	Rock Baboon (1d10)
88-89	Saber-Tooth Cat (1d2)
90	Scorpion, Giant (1d2)
91-92	Snake, Python (1d2)
93	Terror Bird‡ (1d6)
94	Tiger (1d3)
95	Titanotheres (1d2)
96	Toad, Giant (1d10)
97	Wasp, Giant Gravedigger‡ (1d2)
98	Wasp, Giant Parasitic‡ (1d3)
99	Wolf (1d10)
100	Woolly Rhinoceros (1d2)

d100 FANTASY CREATURES ENCOUNTER TABLE

1-3	Black Pudding (1)
4-6	Blink Dog (1d6)
7-8	Bugbear (1d6)
9-11	Centaur (1d6)
12-13	Displacer (1d3)
14-15	Dryad (1d10)
16-20	Ferret, Giant (1d4)
21	Gargoyle (1d2)
22	Ghoul (1d10)
23-27	Gnoll (1d10)
28-29	Goblin (1d20)
30-32	Grey Ooze (1d3)
33	Hellhound (1d6)
34-36	Hill Giant (1d2)
37-39	Hobgoblin (2d8)
40-41	Living Statue, Crystal (1d3)
42-43	Living Statue, Iron (1d2)
44	Living Statue, Stone (1d2)
45-50	Lizardman (1d10)
51	Medusa (1d2)
52-54	Minotaur (1d3)
55-57	Ochre Jelly (1)
58-62	Ogre (1d4)
63-65	Orc (3d6)
66-68	Owlbear (1d4)
69	Pixie (1d10)
70-71	Rust Monster (1d4)
72-74	Shrew, Giant (3d6)
75-77	Shrieker (1d6)
78	Skeleton (3d6)
79	Sprite (1d10)
80-81	Tentacle Worm (1d6)
82-84	Treant (1d2)
85-89	Troglodyte (1d10)
90-92	Troll (1d3)
93-96	Weasel, Giant (1d4)
97	Werewolf (1d2)
98	Wight (1d3)
99	Wraith (1d2)
100	Zombie (1d10)

d100 FLYING ENCOUNTER TABLE

1-5	Foggy Ground
6-10	Lightning Storm
11-15	Overcast
16-20	Wind Storm
21-30	Bat, Giant (1d10)
31-40	Bee, Giant (3d6)
41-45	Chimera (1d2)
46	Dragon, Black 7 HD (1)

d100 FLYING ENCOUNTER TABLE

47	Dragon, White 6 HD (1d2)
48-50	Gargoyle (1d6)
51-55	Griffon (1d3)
56-60	Harpy (1d10)
61-65	Hawk, Giant (1d6)
66-70	Hippogriff (1d6)
71-74	Insect Swarm 3 HD (1d6)
75-76	Manticore (1d3)
77-81	Pteranodon (1d4)
82-88	Pterodactyl (3d6)
89-93	Roc, Normal (1d3)
94	Sprite (1d10)
95-99	Stirge (3d6)
100	Wyvern (1)

UNDER WATER
d100 OCEAN ENCOUNTER TABLE

1-15	FLYING ENCOUNTER TABLE
1-5	16-20 Snakebite or Poison Sting – see Unusual Events descriptions
21-30	Pirates – shipload
31-35	Pirates – monstrous humanoids
36-44	Sociable Traders – shipload
45-49	Becalmed for 1d6 days
50-54	Storm
6-7	Common Eel* (3d6)
8-10	Crocodile (1d10)
11	55-56 Crocodile, Giant (1)
12-13	Crocodile, Large (1d3)
14	Giant Cone Snail* (1d3)
15-17	Giant Crab (1d6)
18-19	Giant Diving Bell Spider† (1d2)
20-25	Giant Eel 4 HD* (1d6)
26-27	Giant Frog (1d10)
28-29	Giant Jellyfish‡ (1)
30-36	57-61 Giant Octopus (1)
37-39	Giant Piranha (1d6)
40-44	62-64 Giant Squid (1d2)
45-47	Giant Water Bug‡ (1d2)
48	65-69 Giant Water Termite (1d6)
49-51	Huge Barracuda (1d4)
52	70-74 Hydra, Ocean 5 HD (1d2)
53-55	Ichthyosaur, Small‡ (3d6)
56-57	Ichthyosaur, Medium‡ (1d3)
58	Ichthyosaur, Large‡ (1)
59	75-76 Ichthyosaur, Massive‡ (1)
60	Killer Whale (1d3)
61-63	77-81 Lizard man (1d10)
64	82 Mermaids (3d6)

UNDER WATER	ATOP WATER	OCEAN ENCOUNTER TABLE
d100	d100	
65-67		Mosasaur, Small‡ (3d6)
68-69		Mosasaur, Medium‡ (1d3)
70		Mosasaur, Large‡ (1d2)
71	83-84	Mosasaur, Massive‡ (1)
72	85	Nixie (1d10)
73-75		Plesiosaur, Small‡ (3d6)
76-77		Plesiosaur, Medium‡ (1d3)
78		Plesiosaur, Large‡ (1d3)
79	86-88	Plesiosaur, Massive‡ (1d2)
80-82		Pliosaur, Small‡ (3d6)
83-84		Pliosaur, Medium‡ (1d4)
85		Pliosaur, Large‡ (1d2)
86	89-90	Pliosaur, Massive‡ (1)
87	91-95	Sea Dragon 8 HD (1)
88	96-100	Sea Serpent (1d2)
89-91		Sea Snake (1d3)
92		Sea Turtle, Large‡ (1d6)
93-96		Shark, Bull (1d10)
97-98		Shark, Great white (1d2)
99-100		Shark, Mako (1d3)

d10	UNUSUAL LAND EVENTS SUB-TABLE
1	Dead Fall
2-3	Disease
4	Earth Tremors
5	Extreme stormy weather
6	Fire
7	Flash Flood
8	Mud bog
9	Lost
10	Snakebite or Poison Sting

Explanations for Unusual Events

Adventures can be fraught with various interesting perils and events. Just a few are suggested here.

DEAD FALL: This will only occur in jungles or forests. A dead tree weakened by a storm crashes down onto the party. Each party member suffers damage as if attacked by a 1 HD monster (optionally use a save versus death ray modified by dexterity) and anyone stricken takes 1d10 points of damage.

DISEASES: All party members must save vs. Poison or be inflicted with a nasty jungle disease. The GM can make one up or use a simple system: the disease lasts 4d6 days unless a **cure disease** spell (or similar powerful magic) is cast on the victim.

They are allowed another save once per week to try to shake off the disease early. While ill, they suffer a -2 penalty to die rolls they make using d20s (-10% for rolls made with d100). They must save vs. Poison every day or suffer 1d4 points of damage (**cure light wounds** spells or similar magic can heal this damage but will not stop the disease).

EARTH TREMORS: The ground shakes violently all around the adventurers. There is a 2 in 6 chance of a random encounter with a panicked animal (or group of animals) fleeing blindly about and a 1 in 6 chance of a DEAD FALL event (as explained previously).

EXTREMELY STORMY WEATHER: For 1d6 days a strong tropical storm pelts the islands with blasting winds and torrents of rain. Anyone moving about outside has a high chance of becoming lost (visibility is very low). Anyone who does not have good shelter will be attacked every day as if by a 6 HD monster and take 1d10 hit points of damage from flying debris, slipping, or other dangers.

FIRE: A forest or grass fire blazes to life. The GM can roll 1d6 for each plan of action to see if it has effect: finding water to shelter in, fleeing ahead of it, or waiting it out. Everyone caught in the blaze takes 3d8 points of damage; a save vs. Dragon Breath reduces this to half.

FLASH FLOOD: Torrential rains (locally or in higher areas elsewhere) cause a sudden deluge of water that drenches the surroundings. Anyone without a boat must seek high shelter and wait it out, unable to move for 1d2 days. There is a 1 in 6 chance (per party member) of them being caught in the flood and having to swim out per whatever swimming rules the GM uses.

LOST: The adventure party becomes lost, wandering in circles for 1d6 days and winding up in the same spot. If the players try to "sit it out", each day the characters do nothing merely adds to the time they are lost.

MUD BOG: Each party member must make a save vs. Wands or they will fall into a mud bog, concealed by dirt and leaves. The GM can use custom mechanics, or have those who do fall in make another save every round to avoid sinking 1' deeper. Once they are in over their head, they drown (in about 3 minutes) unless a valiant rescue can be performed. Use the average height for a race if one has not been chosen for a character. Rescue attempts with ropes and sticks will probably

prevent someone from slipping under if they make a saving throw vs. Wands with a bonus; a mechanic similar to forcing a door open by strength might be used to pull someone free.

SKY PIRATES: If the GM allows/uses magical flying ships, the adventurers encounter a shipload of aerial pirates (which the GM must make up).

SNAKEBITE OR POISON STING: Poisonous creatures such as snakes, rock fish, and scorpions are everywhere. They form a minefield where someone might disturb the wrong creature in the wrong way and get bit or stung. The venom involved is usually attuned to killing small prey (for defense) and humans have a decent chance of survival.

Make an attack roll as if by a 1 HD creature against a random party member to see if they are stricken. A stricken victim must save vs. Poison or be afflicted; if they are poisoned they take 1d4 damage, and the poison takes 1d6 hours for effect, after which they must save vs. Poison at +2 or die.

Weather (for aerial events):

Foggy Ground: Fliers are unable to see the ground due to fog. They are unable to tell if they are over ground or water until they get within 1d6+6'. They will be lost for the day.

Lightning Storm: Each person/creature is attacked 1d6 times by lightning, striking as a 3 HD monster and doing 1d6 points of damage with a hit. Metal-armored characters take 1d6+1 strikes, each with a +1 to the attack roll. See also "Wind Storm" below for more ideas.

Overcast: Clear from the ground up to 1d6x100', after which clouds dominate the sky. Anyone flying in the clouds will be unable to travel any distance with any accuracy unless they have magic or superb technology. Lasts a day at least.

Wind Storm: Fliers must land (there is a chance of crashing when doing so) or be blown uncontrollably for 1d6x1d6 hours in a random direction.

Human Inhabitants

Several human villages are on the southern end of the islands. The natives are friendly if treated with respect, though of course there may be a few bad apples among them. They dress lightly for comfort in the tropical heat and humidity. They fish, hunt, and grow simple crops like potatoes and bread fruit. They have a few blacksmiths, but lack a plentiful supply of iron ore and a method for smelting it in large quantities.

They possess some gold, silver, gems, and pearls, gained by mining or looting old ruins. They welcome trade in almost anything except food, wood, plants, and agriculture animals, all of which they have a plentiful supply of (except cattle and horses). Sturdy metal tools and fine, colorful cloth especially interests them.

They usually live further back in the trees near a river or stream in high-stilted houses of bamboo and grass, or substantial long houses that can hold hundreds of people. Villages have wooden stockades for defense against man and beast.

Each village has around 1,000 people, with 300 being competent warriors. They are strong warriors, although limited somewhat by their bone- and flint-tipped spears, knives, axes, and clubs. Some have bows and others use slings or blow guns. Their best armor is usually a shield. An example of a general warrior population:

250 Human Fighters: AC 12, F1, #At 1 weapon, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 7
HP 4 □□□□

40 Human Fighters: AC 12, F2, #At 1 weapon, Dam 1d6 or by weapon, Mv 40', Sv F2, MI 7
HP 8 □□□□□□□□

10 Human Fighters: AC 12, F3, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F3, MI 7
HP 12 □□□□□□□□□□□□

Human Fighter: AC 13 (leather hides and shield), F4, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F4, MI 7
HP 16 □□□□□□□□□□□□□□

Several major villages are briefly described below (each is marked by a "V" and number on the main map).

V1. TRADING VILLAGE. This village is a well-known and well-established trading village. Locals from all over gather here to trade with sea-faring traders or with each other. The population is usually a mix of local peoples.

V2. VILLAGES OF TAYTAY (North), and INOTOKA (South). A stretch of water between Monkey Isle and the southern island separates these sister villages. The occupants shave their heads (men and women alike). Their dark brown skin is often decorated by tattoos, some in garish bright colors, but most in black or blue. While many of the tattoos are geometric designs, some are illustrations of great lizards and crude gorillas. Coverage is very individualistic; many people have none, and only a few have full-body coverage.

V3. VILLAGES OF YONDARA and OTODARA. These two villages are near each other on the same river. The natives wear their hair in various styles, often long and plaited. They are fond of bright feathers and during celebrations they wear bird costumes.

V4. VILLAGE OF ENEWEETOK. This tribe consists of tall, strong people. They have massive frizzy hair, wear ear rings, arm bands, and other jewelry, and laugh a lot. They are born adventurers. If the player characters make landfall (and are friendly) any number will petition them to go on adventures. Honest PCs can pick up several competent, hard-working warriors here, provided they offer decent wages and shares. They dwell in a large fortification built from massive tree trunks, which may sag and bend, but is still a sturdy defense.

V5. VILLAGE OF TALASEA. As players approach they see smoke. Much of the village is burned down, bodies scattered about. Survivors have fled towards Eneweetok in canoes or by foot. A raiding band from the village of Skulls (below) struck and retreated to their home village.

V6. VILLAGE OF SKULLS. This village is much larger than the others on the island. Three Clerics of an evil sect (each perhaps 5th or 6th level) are attempting to conquer the islands and convert the natives to pure evil. They have gathered three villages here to form an army of conquest, albeit their violent nature means they have fewer citizens than that would seem to indicate. The villagers are divided into sects according to the nature of the



Cleric they swear obedience to. They paint their bodies in a dark but vivid green (Hate), yellow (Avarice), or red (Pain). They file their teeth, chew plants to stain their teeth black, and wear huge wood or ivory plugs in their earlobes, nose, and lips. They are savage cannibals and torturers.

V7. VILLAGE OF WEETOCK. These people make a living fishing and collecting occasional pearls for trading. They are the most northerly human tribe, living in a straggling set of huts and houses along the river leading from the inland freshwater lake to the ocean. They know little of the reed marsh temple, avoiding the beasts that lurk in the deep waters of the lake. The people are not very flashy and at most indulge in a little jewelry.

Intelligence Enhanced Simians

These odd creatures live in several villages. An average group might include 200 gorillas, 200 chimpanzees, 100 baboons, 50 monkeys, and 50 orangutans. Two villages are shown on the island map.

V8. GOOD SIMIANS. These will negotiate and trade with strangers as best they can.

V9. EVIL SIMIANS. These simians are up to no good. They routinely harass the others and attack anyone they encounter.

Few ready-made adventures are provided for them, but the player characters might interact with them in many ways. Some simians will be willing to

join the PCs while they explore the islands for a regular NPC share of loot. There could be special quests that the simians involve the players in.

Examples:

Gorilla: A gorilla with her own chain mail and sword. She explores on her own when no comrades are willing to join her.

Gorilla Fighter: AC 18 (chain mail), HD 4, #At 2 claws or 1 claw/1 weapon, Dam 1d4/1d4 or 1d4/1d8+3 (sword), Mv 20', Sv F4, MI 7, XP 240

HP 17 □□□□□ □□□□□ □□□□□ □□

Chimpanzee Brothers: They carry a mix of weapons to use against different targets: a hand axe (or war hammer) for 1d6+1 damage, a sword (or mace) for 1d8+1 damage, or a spear (or war hammer) for 1d6+1 damage.

3 Chimpanzee Fighters: AC 16 (leather), HD 3, #At 2 claws or 1 claw/1 weapon, Dam 1d2/1d2 or 1d2/weapon + 1, Mv 30', Sv F3, MI 7, XP 145 ea.

HP 18 □□□□□ □□□□□ □□□□□ □□□
14 □□□□□ □□□□□ □□□□
16 □□□□□ □□□□□ □□□□□ □

Chimpanzee Magic-User: This intelligent, curious creature is versed in spells and has some knowledge of potions and magic items.

Chimpanzee Magic-User: AC 14, HD 4, #At 2 claws or 1 claw/1 weapon, Dam 1d3/1d3 or 1d3/1d4+1 (dagger plus strength bonus), Mv 40', Sv M4, MI 7, XP 240

HP 8 □□□□□ □□□□

Spells: 1st level (2) - **floating disc, magic missile**
2nd level (2) - **ESP, invisibility**

Baboons: At least three baboons with short bows and hand axes are willing to join a party.

3 Baboons: AC 14, HD 3, #At 1 bite or by weapon, Dam 1d4 or by weapon (1d6), Mv 40', Sv F3, MI 7, XP 145 ea.

HP 18 □□□□□ □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□□
9 □□□□□ □□□□□

Orangutan Cleric: This pious creature is always looking to spread the faith and prevent evil from gaining a hold on the area.

Orangutan Cleric: AC 18 (chain mail), HD 4, #At 2 claws or 1 claw/1 weapon, Dam 1d3/1d3 or 1d3/1d6+2 (war hammer), Mv 20', Sv C4, MI 7, XP 240

HP 14 □□□□□ □□□□□ □□□□□

Spells: 1st level – **cure light wounds, light**
2nd level – **spiritual hammer**

Common Monkeys: While small, they serve wonderfully as Thieves or scouts, and are ideally suited for dealing with traps and obstacles due to their small size.

3 Common Monkeys: AC 13, HD 1d4 HP, #At 1 bite or 1 small weapon, Dam 1d2 or 1d4 with hatchet, Mv 40', Sv F1, MI 7, XP 10 ea.

HP 4 □□□□□ 3 □□□□□
2 □□□□□

THEIR ORIGINS: Several wizards took over the island and attempted to create an army by raising the intelligence of the simian inhabitants through magic, organizing and training them to be human. Not all simians were changed: normal, wild specimens still roam the islands. This was a hundred years or more in the past (different sources will quote different time frames).



The current whereabouts of the wizards is not known. They were operating in secret and very little is known about them.

The most successful enhanced simians are the gorillas, chimpanzees, orangutans, and baboons. They may have a class and level like humans, but classed types are uncommon and rarely advance far. The below notes are only general; a member of any species may be any class.

Gorillas are large and muscular, and often serve as "tanks" and brute fighters. They are not savage; in fact they show a great deal of care and craft when it comes to fighting, avoiding battle if possible. Chimpanzees can be Fighters, and others have developed enough intelligence and training to become Magic-Users or Clerics. Orangutans often specialize as Clerics. Baboons are second-rate citizens, known mainly for their numbers and mobility. They often serve as skirmishers, cannon fodder, and shock troops.

The number of intelligent common monkeys is actually fewer than their bigger brethren. Their makers did not see much use in them. They are often used for skirmishing and as nimble scouts. Few ever gain classes, though some become Thieves.

INTERACTION WITH HUMANS: While these creatures have human intellect, they are still apes and monkeys. They may have alien ways of thinking. They do not have thousands of years of culture to work with; rather, they must work life out as they go. They are very self aware and consider their own existence to be odd. They will understand the curiosity of others regarding their existence.

They are avoiding major contact with the outside world, although they are aware of it. The effects of magic that changed them also prevent them from mating with normal non-enhanced members of their species (not that they would) and their own fertility is not high. There is not a lot of them, so they avoid danger as a general principal.

Communication isn't hard. They were taught the common language of the area by their masters. They have had occasional contact with the local humans as well as traders from distant lands.

Evil simians are always looking for loot and power, and their scouts might find the party first. If they do, they will attack and try to overwhelm them. If they discern that the adventurers are too powerful, they

will keep an eye out and try to gain power over them in some way; or, if all else fails, avoid them.

Good simians will not attack first. They will approach any adventuring party that seems friendly and attempt to open up communications with them. They aren't beyond offering help to needy people. If the adventuring party is evil, they will defend themselves and others. If attacked, they attempt to overwhelm and imprison enemies.

FIRST ENCOUNTER WITH THE SIMIANS: The adventuring party has set ashore at a harbor (or otherwise entered the general area) when they first encounter intelligent simians. The jungle grows lush and green on the shore. Suddenly the racket of monkeys chattering and screaming erupts. Amid the sounds the clang of metal on metal and the general sounds of a fight can be heard. A common long-tailed monkey scampers out of the trees, running wildly. It sees the adventurers and stops immediately. It is wearing a grotesque mask and has a small hatchet strapped across its back. Doing a flip, it turns and scampers back into the trees, at an angle away from the place it came out of, as if fleeing danger. After a few moments there is relative silence in the trees.

If the players wait, eventually a gorilla wearing chain mail and carrying a sword comes ambling out of the trees, eyeing them and following the tracks of the monkey. If the players attack, it calls for the rest of the band and flees, yelling in a common language, "Intruders! Dangerous!" If they entreat with it, it asks a few questions. If satisfied that they are not dangerous, it leads them back to the rest.

A dozen or more apes of various types lie on the ground, dead or severely wounded, most wearing garish masks like the monkey. Two baboons and a gorilla with masks are slumped to one side, tied soundly with rope. A dozen or more gorillas, baboons, and a few small monkeys are cleaning the area up, alert and careful. They aren't dressed in anything more than leather or chain mail and their own fur. Their captives are being well-treated: a bright orange orangutan is looking them over, applying salve to cuts.

The day before, a band of evil monkeys attacked several traders, leaving two dead and one badly injured. This band of six gorillas, twelve baboons, and four small monkeys (serving as scouts) tracked them down to bring them to justice.

If the player characters are agreeable, the simians will likely let them join the band. They will take them to the nearby simian village, where their captives will be judged and probably jailed.

Special Land Encounters

These encounters help break up the monotony of random encounters. Most represent something a little more than just meeting monsters. Each occurs if the adventurers move within one hex of the given encounter marker in appropriate terrain (i.e. ocean encounters usually won't occur on land). If encounters are occurring too often, the GM can roll 1d6 and allow one to occur only if it results in a 4, 5, or 6 (or just a 6).

Locations of ruins are marked "R" and ocean encounters are labeled with an "O".

1. SABERS IN THE GRASS: While moving through grassy terrain, the party is stalked and attacked by a saber-toothed cat, followed closely by 8 wild elves who use it to hunt victims. The elves are evil and will kill anyone they can. The saber-tooth has a gold-buckled leather collar worth 300 gp. The elves have a total of 40 silver and 40 golden studs on their accoutrement (each is the size and value of 1 coin), as well as sixteen gem stones worth 10 gp each.

Sabre-Tooth Cat: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875

HP 32 □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□

8 Elves: AC 14 (leather armor and shield), HD 1, #At 1 scimitar or spear, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 6	□□□□ □	4	□□□□
5	□□□□	4	□□□□
4	□□□□	3	□□□
4	□□□□	3	□□□

2. ANT MOUND: Rising out of the grass is a huge ant mound. The ants will appear 1d6 at a time if it is disturbed. Inside the mound are 1,500 gp in nuggets. Each nugget has been molded into the rough shape of a humanoid insect.

12 Giant Ants: AC 17, HD 4, #At 1, Dam 2d6, Mv 60' (10'), Sv F4, MI 7 (on first sighting, 12 after engaged), XP 240 ea.

HP 25 □□□□ □□□□ □□□□ □□□□
□□□□

19 □□□□ □□□□ □□□□ □□□□

22 □□□□ □□□□ □□□□ □□□□
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18 □□□□ □□□□ □□□□ □□□□

11 □□□□ □□□□ □

14 □□□□ □□□□ □□□□

10 □□□□ □□□□

22 □□□□ □□□□ □□□□ □□□□
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18 □□□□ □□□□ □□□□ □□□□

19 □□□□ □□□□ □□□□ □□□□

13 □□□□ □□□□ □□□□

14 □□□□ □□□□ □□□□

3. PEGASUS AND NATIVES: An injured pegasus flaps helplessly on the ends of the ropes of a band of Avarice cultists from Skull village. They intend to sacrifice it to their goddess. It can be nursed to health and trained (it has taken 13 out of 20 points of damage, and one wing is sprained but will heal in a month). Each native has 10 gp; the 2 HD one has 50 gp and the 3 HD one 100 gp. Their canoes are nearby on the river bank.

Human Fighter: AC 14, HD 3, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F3, MI 7, XP 145

HP 18 □□□□ □□□□ □□□□ □□□□

Human Fighter: AC 14, HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 7, XP 75

HP 13 □□□□ □□□□ □□□□

10 Human Fighters: AC 13, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 7, XP 25 ea.

HP 8	□□□□ □□□	4	□□□□
7	□□□□ □□	4	□□□□
5	□□□□	3	□□□
5	□□□□	3	□□□
4	□□□□	2	□□□

Pegasus: AC 15, HD 4, #At 2 hooves, Dam 1d6/1d6, Mv 80' (10') Fly 160' (10'), Sv F2, MI 8, XP 240

HP 7/20 □□□□ □□[□□□ □□□□ □□□□]

4. CARNIVOROUS APE CLAN: Carnivorous apes attack from out of the jungle. They are being controlled by an evil native Magic-User wearing a feathered headdress. The Magic-User has a necklace with gems worth 500 gp, and three Magic-User scrolls (**magic mouth**, **knock**, and **haste**).

Human Magic-User: AC 14, HD 5, #At 1 weapon, Dam 1d4 or by weapon, Mv 40', Sv M 5, MI 7, XP 360

HP 14 □□□□□ □□□□□ □□□□□

Spells: 1st level (2) - **shield**, **magic missile**
2nd level(2) - **mirror image**, **web**
3rd level(1) - **dispel magic**

4 Carnivorous Apes: AC 14, HD 4, #At 2 claws, Dam 1d4/1d4, Mv 40', Sv F4, MI 7, XP 240 ea.

HP 25 □□□□□ □□□□□ □□□□□ □□□□□
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18 □□□□□ □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□
13 □□□□□ □□□□□ □□□

5. HARPIES: These bird women have set up a lair on the cliffs, swooping out to sea or inland to find prey to fill their cauldrons. One has three silver-headed javelins (spears) it will throw or use in close fighting, each worth 50 gp or so. If they can capture multiple victims, they keep them in stout wooden cages (made by slaves or taken from ships) until they are ready to eat them.

7 Harpies: AC 13, HD 2*, #At 2 claws/1 weapon + special, Dam 1d4/1d4/1d6 or by weapon + special, Mv 20' Fly 50' (10'), Sv F2, MI 7, XP 75 ea.

HP 12 □□□□□ □□□□□ □□
10 □□□□□ □□□□□
9 □□□□□ □□□□
9 □□□□□ □□□□
8 □□□□□ □□□
8 □□□□□ □□□
6 □□□□□ □

6. SQUAWKING TERROR: A small party of friendly natives is cowering in a circle, beset by 6 terror birds. If they are saved, the humans will gladly reward the party with a **Potion of Healing**, 300 gp from an ancient cache, and three pearls worth 100 gp each.

6 Terror Birds: AC 12, HD 3, #At 1 bite, Dam 1d8, Mv 60', Sv F3, MI 8, XP 145 ea.

HP 18 □□□□□ □□□□□ □□□□□ □□□
15 □□□□□ □□□□□ □□□□□
12 □□□□□ □□□□□ □□
11 □□□□□ □□□□□ □
10 □□□□□ □□□□□
9 □□□□□ □□□□

5 Beset Natives: AC 12 (shield), HD 1d6, #At 1 spear, Dam 1d6, Mv 40', Sv NM, MI 7, XP 20 ea.

HP 6 □□□□□ □ 6 □□□□□ □
5 □□□□□ 4 □□□□
3 □□□

7. FLOCK OF GIANT BATS: Giant bats swoop down from several large caves weathered into the cliff faces. The caves can be reached by climbing some 100' up. They are cluttered with ancient pottery and rotten wooden furnishings. Hanging on a bamboo rack is a shiny golden **Medallion of ESP**.

7 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 12 □□□□□ □□□□□ □□
12 □□□□□ □□□□□ □□
10 □□□□□ □□□□□
10 □□□□□ □□□□□
9 □□□□□ □□□□
9 □□□□□ □□□□
6 □□□□□ □

8. PYGMY CEREMONY: Three score of small, brown, savage-looking humans dressed in hides and feathers are dancing, chanting, and cavorting around a wooden totem pole, beating drums and playing reed or bone fifes. Most of these pygmies are no more than 3' (1m) tall. They react with distrust and hostility towards strangers, but can be befriended. The pygmies are restricted to using weapons that do at most 1d4 damage (their small bows do 1d4 damage and have a range of 40/80/120).

60 Pygmies: AC 11, HD 1d4 HP, hp 2 each, #At 1 unarmed or weapon, Dam 1 point unarmed or 1d4 by weapon, Mv 30', Sv F1, MI 6, XP 10 ea.

HP	4	□□□□	3	□□□□	2	□□	2	□□
	2	□□	2	□□	2	□□	1	□
	3	□□□	3	□□□	2	□□	2	□□
	2	□□	2	□□	3	□□□	3	□□□
	2	□□	1	□	3	□□□	1	□
	4	□□□□	2	□□	2	□□	2	□□
	2	□□	2	□□	4	□□□□	2	□□
	3	□□□	1	□	2	□□	1	□
	2	□□	2	□□	2	□□	2	□□
	2	□□	3	□□□	2	□□	2	□□
	1	□	2	□□	1	□	3	□□□
	2	□□	2	□□	3	□□□	2	□□
	3	□□□	3	□□□	2	□□	3	□□□
	4	□□□□	2	□□	2	□□	2	□□
	2	□□	2	□□	2	□□	4	□□□□

They are dancing to beg aide from their god. Their favored totem animal was recently captured by "the evil ones". They are considering a direct attack to recover it, but asking for aide first.

They are able to provide food, fresh water, and the equivalent of a **Healing Potion**. They have some 900 sp they can trade for goods, as well as ivory worth another 500 gp. If the player characters help free their totem animals, they will also be given a reward of six silver-tipped arrows, three **+1 Arrows**, and three conch shells worth 100 gp each (in addition to the funds they have for trading).

The "evil ones" are six gnolls and eight hobgoblins who arrived on a small longship weeks ago. The pygmies burned their ship to keep them from leaving. They are living in a nearby camp of hides surrounded by thorns, and have collected several specimens of local wildlife for sport. These include a cave gorilla (which is the totem animal), a glyptodon, a leopard, and several common

monkeys. They are keeping them captive inside heavy wooden cages. A bag holds their funds: 300 gp, 1,200 sp, and 450 cp.

6 Gnolls: AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F2, MI 8, XP 75 ea.

HP	12	□□□□□	□□□□□	□□
	10	□□□□□	□□□□□	
	8	□□□□□	□□□	
	8	□□□□□	□□□	
	6	□□□□□	□	
	6	□□□□□	□	

8 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8, XP 25 ea.

HP	9	□□□□□	□□□□□	7	□□□□□	□□
	5	□□□□□		5	□□□□□	
	4	□□□□		4	□□□□	
	4	□□□□		3	□□□	

9. ILLUSORY MASS BATTLE: The thumping of thousands of feet and the thunder of drums erupt. Two massive human armies wearing ancient armor and carrying colorful banners march out onto a flat area and stop, facing each other. Horns blare and they charge, screaming at each other.

And then they disappear; silence falls. Twenty natives decked out in feathers and gaudy body-paint stand facing the party (they were hidden by the illusion and trying to sneak up on the party). They charge, screaming. Most wear shrunken heads, skulls, or other body parts from victims. They hail from a village of 300 or so cannibals some 3 miles away.

Each one has about 20 gp in gems or coins on his or her person. The coins are worn as jewelry on thongs (each minted with a hole in the center for this purpose).

20 Native Cannibals: AC 12 (shield), HD 1, #At 1 spear, Dam 1d6, Mv 40', Sv F1, MI 7, XP 25 ea.

HP	7	□□□□□	□□	6	□□□□□	□
	5	□□□□□		5	□□□□□	
	5	□□□□□		4	□□□□	
	4	□□□□		4	□□□□	
	4	□□□□		4	□□□□	
	4	□□□□		4	□□□□	
	3	□□□		3	□□□	
	3	□□□		3	□□□	
	3	□□□		3	□□□	
	3	□□□		3	□□□	

10. CAVEMAN ATTACK: A tribe of cavemen attempt to kill or capture the party and drag them back to their caves in the woods. They worship a moon idol made of electrum worth 550 gp and have 2,300 cp in old coins. Captured victims will be sacrificed (if alive) or eaten (if dead) at a full moon ceremony.

12 Cavemen: AC 12, HD 2, #At 1 weapon, Dam 1d8 or weapon + 1, Mv 40', Sv F2, MI 7, XP 75 ea.

HP 12 □□□□ □□□□ □□
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 6 □□□□ □

11. GARGOYLES: These creatures inhabit the rocky ruins of a tumbled-down villa.

2 Gargoyles*: AC 15 ‡, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320 ea.

HP 15 □□□□ □□□□ □□□□
 16 □□□□ □□□□ □□□□ □

Their simple stone lair contains 2,000 cp and a crown worth 2,000 gp. After defeating them, the PCs find an odd rock with runes on it saying, "Crush this holy object for strength." Whoever smashes the rock (using a hammer or such) releases its magic, which will permanently increase their Strength score by 1 point. If they already have the maximum score (usually 18) the rock will fail to break unless they strike it six times in a row; then it will shatter and all of its magic is wasted.

12. ALLOSAURS: A distant hillside glints in the sun, as if covered by shards of glass. A shattered stretch of the hill is covered by chunks of shining basalt and marble: mixed in are 200 pieces of quartz worth 5 gp each, 2,000 gp worth of gold nuggets, and 10 gems worth 100 gp each. The hillside is the haunt of two small allosaurs. Usually one is met by itself, and the other will arrive 2d6 rounds later, attracted by the calls of the first.

2 Allosaurs: AC 20, HD 9, #At 1 bite, Dam 3d6, Mv 40' (10'), Sv F5, MI 9, XP 1,075 ea.

HP 50 □□□□ □□□□ □□□□ □□□□
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 40 □□□□ □□□□ □□□□ □□□□
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13. EVIL MONKEYS: A band of intelligent, evil simians attacks the party, attempting to rob them. They have 2,700 cp, and 1,200 sp in coins, and the leader wears a jeweled necklace worth 500 gp.

2 Gorillas: AC 18 (chain mail), HD 4, #At 2 claws or 1 claw/1 weapon + 3, Dam 1d4/1d4 or 1d4/1d8+3 (sword), Mv 20', Sv F4, MI 7, XP 240 ea.

HP 20 □□□□ □□□□ □□□□ □□□□
 15 □□□□ □□□□ □□□□

3 Chimpanzees: AC 14, HD 2, #At 2 claws or 1 claw/1 weapon + 1, Dam 1d3/1d3 or 1d3/1d6+1 (spear), Mv 40', Sv F2, MI 7, XP 75 ea.

HP 13 □□□□ □□□□ □□
 9 □□□□ □□□
 8 □□□□ □□□

4 Baboons: AC 14, HD 1, #At 1 bite or by weapon, Dam 1d4 or by spear (1d6), Mv 40', Sv F1, MI 7, XP 25 ea.

HP 5 □□□□ □ 6 □□□□ □
 3 □□□ □ 1 □

3 Common Monkeys: AC 13, HD 1d4 HP, #At 1 bite or 1 small weapon, Dam 1d2 or 1d4 with hatchet, Mv 40', Sv F1, MI 7, XP 10 ea.

HP 2 □□ 2 □□
 3 □□□

14. BONEHEAD MATING SEASON: The PCs enter an area inhabited by many different dinosaur species: sauropods, iguanodons, etc. The party will suffer 1d4 attacks per round (a total of 12 maximum) from male Pachycephalosaurs caught up in a mindless mating frenzy. They do not fight; they make one charge to head-butt a random target (usually the closest) and then try to leave so they can butt heads with others of their kind. These dinosaurs engage in a ritual pawing of their hind feet before charging; an alert party would rarely lose initiative to them.

12 Small Pachycephalosaurs: AC 13, HD 1, #At 1 bite or butt, Dam 1d2 or 1d4, Mv 40', Sv F1, MI 7, XP 25 ea.

HP 3	□□□	5	□□□□□
4	□□□□	3	□□□
6	□□□□□ □	2	□□
5	□□□□□	2	□□
3	□□□	5	□□□□□
4	□□□□	5	□□□□□

15. MISPLACED ORCS: The player character's eyes are attracted to a few pterodactyls circling and diving on small figures on the rocky shoreline. The flying dinosaurs leave before the PCs get close. Their victims are orcs, huddled in a relatively safe place at the base of the cliffs (which is where the pterodactyls are nesting).

In their midst is a mermaid they have captured and tied up with ropes. If rescued, she gives the PCs a plain comb of decorative seashell which, when dipped in ocean water and blown like a whistle, will **summon a sea creature to their aid** (the GM must choose what sort). She was able to use it twice before the orcs took it away from her (the last time, the summoned creature wrecked their small boat) and it has only one use left. The orcs have bags with 2,000 sp and 500 gp with them.

Orc leader: AC 11, HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 75

HP 10 □□□□□ □□□□□

12 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 8	□□□□□ □□□	5	□□□□□
8	□□□□□ □□□	4	□□□□
8	□□□□□ □□□	4	□□□□
7	□□□□□ □□	3	□□□□
7	□□□□□ □□	1	□
6	□□□□□ □	1	□

16. LARGE LOG CABIN: A hill giant lives in a crude log cabin here, roaming the region hunting people and animals. Inside the cabin is a large hide bag holding 3,600 sp and 800 gp. Tacked to the wall is a **Scroll of Protection from Lycanthropes** and leaning under it is a **Staff of Commanding** (19 charges).

Hill Giant: AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8, XP 875

HP 44 □□□□□ □□□□□ □□□□□ □□□□□
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17. CLOAKED HORROR: Traveling along a path is what appears to be a group of cloaked pilgrims. If they get close, these ghouls attack with savage glee. They have silver necklaces worth 180 gp, a 50 gp gem, and a **+2 Maul**.

8 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all + paralysis, Mv 30', Sv F2, MI 9, XP 100 ea.

HP 11 □□□□□ □□□□□ □
 8 □□□□□ □□□
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 5 □□□□□

18. BULL-HEADED MEN: Two minotaurs lurk in the ruins of a town of stone buildings overgrown by jungle. They will wage hit-and-run attacks against the characters while they explore it.

2 Minotaurs: AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11, XP 500 ea.

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
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 20 □□□□□ □□□□□ □□□□□ □□□□□

They have a hide bag containing 1,300 sp and 500 ep. Between them they are carrying a suit of **Plate Mail +2** (which they use for stew pots and such, enjoying the way the armor never burns or corrodes, and how little cleaning it needs).

19. HOOK-CLAWED VERMIN: The PCs are spotted, tracked, and attacked by hobgoblins riding small carnivorous dinosaurs. The hobgoblins have spears (3), short bows (2), or a light crossbow (1). They have bags with 2,100 sp and 900 gp.

6 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□ 5 □□□□□
5 □□□□□ 4 □□□□
4 □□□□ 4 □□□□

6 Small Carnivorous Dinosaurs: AC 15, HD 3, #At 1 bite, Dam 1d8, Mv 50', Sv F2, MI 8, XP 145 ea.

HP 16 □□□□□ □□□□□ □□□□□ □
12 □□□□□ □□□□□ □□
10 □□□□□ □□□□□
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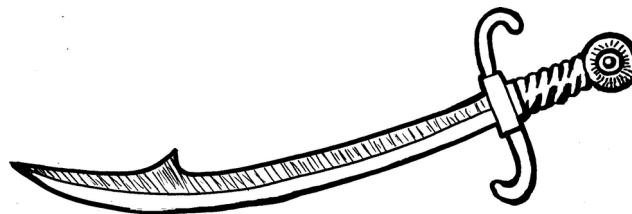
20. FLYING LIZARDS: These cliffs swarm with pterosaurs: every time the player characters pass by, they will be attacked. Roll 1d6: on 1-4 a flock of pterodactyls spots the party and swoops down. On 5-6 a group of pteranodons come gliding in.

12 Pterodactyls: AC 12, HD 1, #At 1, Dam 1d4, Mv Fly 60' (10'), Sv F1, MI 7, XP 25 ea.

HP 6 □□□□□ □ 4 □□□□
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4 □□□□ 3 □□□
4 □□□□ 2 □□
4 □□□□ 1 □

3 Pteranodons: AC 13, HD 5, #At 1, Dam 2d6, Mv Fly 60' (15'), Sv F3, MI 8, XP 360 ea.

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
18 □□□□□ □□□□□ □□□□□ □□□
17 □□□□□ □□□□□ □□□□□ □□



Special Ocean Encounters

O1. CANOES AND SAILING SHIPS from the headhunter tribe at Skull village attack anyone rounding this point. They rely on two small sailing boats with 18 crew each, and six even smaller canoes with sails with 10 crew each. They have to spread out ahead and behind a victim to try to prevent them from escaping; not all the vessels can attack at one time (usually only 1d3 are close enough). They can oar fast, but a crafty crew in a fast sailing vessel will get free of them by using aggressive tactics. Spoils in the form of ornamental pearls and jewelry consist of 2,000 gp, 2,500 sp, and 3,000 cp.

88 Human Fighters: AC 13, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 7, XP 25 ea.

HP 4 □□□□

6 Human Fighters: AC 14, HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 7, XP 75 ea.

HP 8 □□□□□ □□□

2 Human Fighters: AC 14, HD 3, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F3, MI 7, XP 145 ea.

HP 12 □□□□□ □□□□□ □□

O2. GIANT WATER TERMITES infest this otherwise perfect harbor area. Some 1d6 will find the ship and attempt to feed off it.

1d6 Giant Water Termites: AC 13, HD 4, #At 1 spray, Dam Stun, Mv Swim 30', Sv F4, MI 10, XP 240 ea.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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18 □□□□□ □□□□□ □□□□□ □□□
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14 □□□□□ □□□□□ □□□□
17 □□□□□ □□□□□ □□□□□ □□

03. PIRATES: A pall of smoke rises above two ships locked together by grapnels. One is a merchant vessel from foreign lands and the other (attacking it) is full of human pirates. The merchant crew is small (12 or so in number) and consists mainly of normal men. They are desperately in need of help.

If the merchants are rescued, they reward the party with 500 gp in coins and about 500 gp worth of goods that can be used in trading with the local natives. The pirates have 500 gp in loot aboard their ship.

Human Fighter as a Pirate: AC 12, HD 2,
#At 1 weapon, Dam 1d8 or by weapon, Mv 30',
Sv F2, MI 8, XP 75
HP 12 □□□□ □□□□ □□

8 Human Fighters as Pirates: AC 12, HD 1,
#At 1 weapon, Dam 1d8 or by weapon, Mv 30',
Sv F1, MI 8, XP 25 ea.
HP 8 □□□□ □□□ 4 □□□□
6 □□□□ □ 4 □□□□
6 □□□□ □ 4 □□□□
4 □□□□ 1 □

16 Normal Men as Pirates: AC 11, HD 1d4 HP,
#At 1 weapon, Dam by weapon 1d6, Mv 40',
Sv NM, MI 7, XP 10 ea.
HP 4 □□□□ 3 □□□
4 □□□□ 3 □□□
4 □□□□ 3 □□□
4 □□□□ 3 □□□
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3 □□□ 2 □□
3 □□□ 2 □□
3 □□□ 1 □

04. SHIP WRECKS: A smallish cargo ship is smashed against rugged rocks along the shore, its sailing masts bare. A mile or two away is a second ship, its half-broken sails flapping like flags in the breeze. Both of the vessels are pretty simple: the top deck has the captain and officer's quarters. The next deck has a hole to access the cargo space, and around it a simple crew quarters. There are two large open spaces for common crew and a make-shift kitchen. The bottom deck is another cargo hold. These vessels are long past use.

The only thing of value in one is a rotten chest containing a tiara worth 300 gp, 500 gp, 2,000 sp, and 3,000 cp. It is home to a giant squid.

Giant Squid: AC 17, HD 6, #At 8 tentacles/1 bite,
Dam 8x1d4/1d10, Mv Swim 40', Sv F6, MI 8, XP 500
HP 28 □□□□ □□□□ □□□□ □□□□
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The other is home to a giant octopus. It contains a chest with 1,800 ep and 50 pp, and a small casket with a necklace with gems worth 200 gp, and two earrings worth 100 gp each.

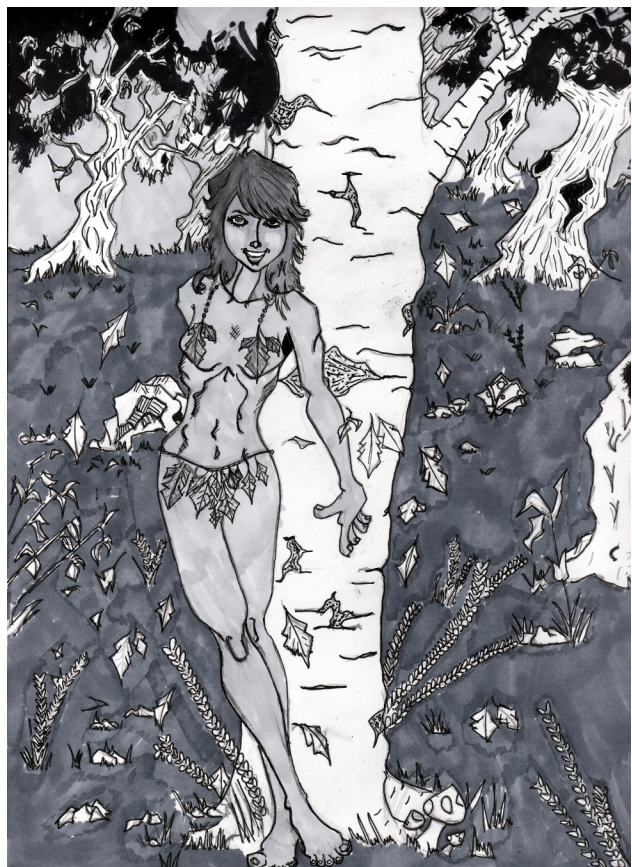
Giant Octopus: AC 19, HD 8, #At 8 tentacles/1 bite,
Dam 8x1d4/1d6, Mv Swim 30', Sv F8, MI 7, XP 875
HP 49 □□□□ □□□□ □□□□ □□□□
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05. CANNIBALS IN THE FOG: A strange sight appears on the ocean: a woman sitting on a huge tree (an oak) floating in the waves. Her weeping can be heard from a distance. If the PCs investigate they will find that she is a dryad. Her tree was blown into the ocean by a heavy storm and she has been floating with it for days. It is slowly dying.

If the PCs offer aide (they can haul the tree onto their ship and bring it to shore to replant it), she reaches inside it to bring out a potion in gratitude (randomly choose one as needed by the party). She also pulls out a wooden staff with many small silver bells on it. If the party aides her in planting the tree she will (when done) give them the staff and tell them the command word (in Common). It is a **Staff of Clear Vision** and allows the user to see through fog, darkness, leaves, or other such obscuring conditions up to three times per day; each use lasts 1d6 rounds.

Dryad: AC 15, HD 2*, #At special, Dam 0, Mv 40',
Sv M 4, MI 6, XP 100
HP 8 □□□□ □□□

Regardless of how the party handles the situation, thick fog rolls in over the ocean all around them. The wind falls dead-still and will remain so for 2d6 hours. From out of the fog comes the thumping of a drum. As it gets closer the rhythmic creaking of oars is heard along with human yells exhorting the crew to keep up the pace. If the dryad is with the party she shakes the staff to ring the bells (uttering a word in dryad as she does) while looking in the direction of the sound and tells them, "Humans who eat humans are coming in a ship."



Head-hunting cannibals (from an unknown tribe up the coast) are in a galley and will attempt to close with and capture the PCs' ship. The dryad can help the party escape (by charming leaders, etc.). If the PCs capture the cannibal's ship they will find 1,400 cp, 1,900 sp, and 2,800 gp.

70 Human Fighters: AC 13, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 7, XP 25 ea.

HP 4 □□□□

6 Human Fighters: AC 14, HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F2, MI 7, XP 75 ea.

HP 8 □□□□□□□□

2 Human Fighters: AC 14, HD 3, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F3, MI 7, XP 145 ea.

HP 12 □□□□□□□□□□□□

06. LOG MASS: A mass of floating logs capped by green plants appears on the ocean surface at a distance. They circumnavigate the islands, seeming to drift with no purpose. Actually they are

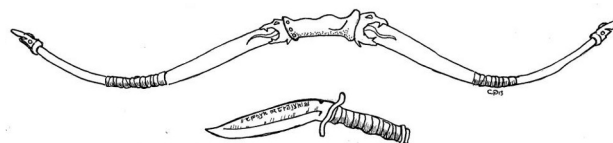
home to a small tribe of lizard men who use two captive killer whales to move them around (the whales will simply flee if released). They will try to drift close to a ship, and then suddenly assail it with ropes and wood (or bone) grappling hooks. They try to climb aboard, kill the crew, and carry their bodies off to feast. Twelve of their number use slings for missile fire. Each has a small gem on a thong around its neck worth 25 gp. In the lair is 1,100 gp in various bags and sacks. Remember: not all of them will be in a position to attack at once.

18 Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 30' Swim 40' (not in armor), Sv F2, MI 11, XP 75 ea.

HP 11 □□□□□□□□□□□
 11 □□□□□□□□□□□
 7 □□□□□□□□ 7 □□□□□□□□
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07. CASTAWAY: A pillar of smoke from a signal fire will attract attention here. A bedraggled man will run around on the beach waving his arms and legs, jumping, etc. This is a sailor castaway by a ship wreck that killed the rest of the crew – those not eaten by the beasts further inland. He's quite sane and ordinary, and can tell exciting stories about his adventures. He's even more excited about being rescued. He speaks in a thickly-accented version of the common language (he is a foreigner from distant lands). He has a map which he does not understand: with the PCs' help, it can be decoded and lead them to the coast up north where the PCs can find the cove for the R5: UNDERWATER EXPLORATIONS scenario detailed later.

Castaway: AC 11, HD 1d4 HP, #At 1 weapon, Dam by weapon 1d6, Mv 40', Sv NM, MI 7, XP 10
 HP 3 □□□



08. LIZARD MEN PIRATES: Lizard men riding two sea serpents attack passing ships, throwing spears and grapnels. There are 6 on each sea serpent. Each lizardman wears 100 gp in jewelry.

12 Lizard Men: AC 12, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 30' Swim 40' (not in armor), Sv F2, MI 11, XP 75 ea.

HP 11 □□□□□ □□□□□ □
 7 □□□□□ □□ 10 □□□□□ □□□□□
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 6 □□□□□ □

2 Sea Serpents: AC 17, HD 6, #At 1 bite, Dam 2d6, Mv Swim 50' (10'), Sv F6, MI 8, XP 500 ea.

HP 34 □□□□□ □□□□□ □□□□□ □□□□□
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R1: HUMAN SACRIFICE

Cannibals from the cult of Pain from Skull village have captured some of the villagers from Yondara to use in ritual sacrifices to appease their evil deity. This adventure does not contain any gruesome gore – the GM must add it if they need it. How the player characters learn of this is up to the GM. A frantic native of Yondara may come to them, pleading for help.

This temple is set against low sea-side cliffs that are 60' high. At the entrance to the temple, the cliff wraps around and rises another 40'. The temple is carved from soft stone. Unless noted, there is no lighting beyond the natural light around the entrance or other openings. The floors are coated with dust and grime.

1. ENTRANCE: The entrance is fairly clear of trees; patches of grass are scattered over the sparsely-watered rocky ground. The two statues shown on the map are very ancient, about 6' tall and 1' around, worn badly by hundreds of years of wind and rain. They are dedications to the ancient guardian of a religion that has long since disappeared. The entranceway is 40' wide and 20' high. It leads down a long stairway into the inner sanctum (a drop of 50').

Sixteen spear-and-shield carrying men in bright red paint stand guard here. They will fight to the death to keep out intruders. Each has 10 gp in coins worn as jewelry (160 in total).

16 Human Fighters: AC 12, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 8 □□□□□ □□□ 4 □□□□□
 6 □□□□□ □ 4 □□□□□
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 4 □□□□□ 2 □□□□
 4 □□□□□ 2 □□□□
 4 □□□□□ 1 □□□□

2. INNER CHAMBERS: The ceiling is 30' high and well-supported by arched beams. Two sets of statues flank the last set of steps. These are images of old gods: one has a sword and spear, another scales of justice, the third a sickle and sheaf of grain, and the last a scalpel and censor. There is nothing special about them.

The floor is covered by dust. Footprints make trails across the floor; most lead to the northeast door ("c") but some do lead to the southeast door ("d").

This was the general service area; it would have been setup as needed for special purposes. A few old, rotten benches have been pushed into a small pile to the southwest corner. Several old, rusted tripods (which once held great fires to help with illumination) are mixed in.

(a). The floor here is cracked and decayed. Anyone walking across it has a chance of falling through. Underneath is a featureless muck pit, about 6' deep. Getting out can be annoying, but it is not a trap.

(b). A heavy stone slab about 10' tall has been placed against this wall. It is carved with a relief displaying religious tales. Most are common themes seen almost anywhere, even if the actors are different.

(c). and (d). Each set of doors is 20' high and 18' wide, and made of thick wood with iron banding for strength. The south pair is shut but the north pair is partially open. Anyone listening at the north set can hear what seems to be distant surf, over which rolls a louder sound: drums and ceremonial chanting.

(e). Normally concealed by a tapestry (which is long gone), the secret door in the south wall is opened by pushing on the east end; it will swing open at a push. It isn't obvious: anyone looking the area over but not pushing on the wall has to find it via a standard secret door roll.

3. TRAP: Some 10' down from the secret door is a well-hidden loose stone: it is near the bottom on the east wall. Pressing it sets a safety that prevents the trap to the south from firing. Near the top of the wall is another stone; pressing it releases the safety.

Anyone with a weight greater than 50 pounds stepping on the marked square at the corner triggers the trap. Spears propelled by strong fiber ropes shoot out from the south wall. They attack as a 3 HD monster and do 1d6 points of damage. They are spaced out high and low every 3' or so.

4. MAINTENANCE ROOM: The secret door that allows access to this corridor opens at a push from either side; it is not easily seen. This corridor allows access to the spears and machinery that form the trap at #3 above.

5. ARMORY AND STORAGE: Intended for times of strife. Only some random garbage has been left by looters.

6. TO 8. APARTMENTS: Apartments for guests. These are mostly barren; if anything they contain trash. Standing in the hallway are six savage-looking men and four ugly women dressed in bright red paint, with spears and shields at hand. They attack intruders on sight and fight to the death. Each is wearing 10 gp in coins as jewelry.

10 Human Fighters: AC 12, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 12, XP 25 ea.

HP	8	□□□□□ □□□	5	□□□□□
	7	□□□□□ □□	4	□□□□
	6	□□□□□ □	4	□□□□
	5	□□□□□	3	□□□
	5	□□□□□	3	□□□

The door to room #8 is jammed shut by a wooden pole propped up against it (it opens outward). Inside are five bewildered and downtrodden people (three women and two children) from Yondara. They are lashed up tight with vines. If rescued, they tell their rescuers in desperate voices

that two older members of the tribe who had been captured with them were taken away to be sacrificed elsewhere in the temple.

9. OFFICE AND LIVING QUARTERS: This room was the main office for the head priest, and opens into his/her quarters. It is now empty of anything but some old, rotten straw mats.

10. LIVING QUARTERS: These quarters provide various personal luxuries – or used to. It is now fairly disorganized. Simple wooden partitions broke it up; they could be moved around as desired, but most have collapsed. Pipes dot the ceiling; they are 1' in diameter and provide ventilation from the surface above.

11. PIG STY: Three common pigs are in this room, feet tied fast, ready to be slaughtered for a feast.

12. LOCKED ROOM: The door to this room is strong, thick, and locked. Even if picked, it will still be stuck, swollen tightly into its frame; the hinges are also rusted and useless. It can be forced open, but will make a lot of loud noise.

This was once a storage room for artifacts and vestments. Not much seems to be here except rubbish scattered about. In the southeast corner the rubbish is several feet thick. It covers a locked wooden chest. Disturbing the rubbish will send ordinary rats skittering about. They are nesting here in the garbage, and have a small hole chewed under one edge of the door.

The chest contains a **Potion of Healing** and 3,000 sp.

13. TRACKS AT AN INTERSECTION: The sound of the ceremony being held is loud. Characters will hear the rumble of drums and drone of loud chanting over the crash of waves on rocks. They will likely see some of the participants.

Footprints in the dust on the floor form a trail that leads north; none go left down the hall to the west. The hallway to the west has collapsed in the two rough areas shown. Climbing and wiggling through them would be slow.

14. CEREMONY ROOM: A ceremonial sacrifice is being held here. On an altar against the east wall lie two people bound side by side, while a high priest in robes and wearing a horrific demon mask looms over them, a stone mace raised. A great horrific demon statue squats behind the altar, its brightly painted red tongue jutting out from its motionless mouth. A dozen warriors stand in the southern end of the room near the entrance. Three brutish looking men pound wildly on hide drums.

The northwestern corner has crumbled and spilled into the ocean as shown, opening up to a pile of rubble on which waves break rhythmically. Unless the PCs stop the ceremony immediately, a giant octopus will appear within 1d6 rounds, slumping its way through the opening and headed for the people tied to the altar.

Human Cleric: AC 14, HD 3, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv C3, MI 8, XP 145
HP 14 □□□□□ □□□□□ □□□□

Spells: 1st level (2) - **protection from good, cure light wounds**

3 Human Fighters (on drums): AC 12, HD 2, #At 1 weapon, Dam 1d8 or by weapon +2 for strength, Mv 40', Sv F2, MI 12, XP 75 ea.

HP 13 □□□□□ □□□□□ □□□
11 □□□□□ □□□□□ □
10 □□□□□ □□□□□

12 Human Fighters: AC 12, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 6	□□□□□ □	4	□□□□
5	□□□□□	4	□□□□
5	□□□□□	4	□□□□
4	□□□□	3	□□□
4	□□□□	3	□□□
4	□□□□	2	□□

Giant Octopus: AC 19, HD 8, #At 8 tentacles/1 bite, Dam 8x1d4/1d6, Mv Swim 30', Sv F8, MI 7, XP 875

HP 37 □□□□□ □□□□□ □□□□□ □□□□□
□□□□□ □□□□□ □□□□□ □□

The Cleric's mace is actually made out of silver and only looks like stone. Once polished up, it is easily valued at 100 gp due to its beauty. The Cleric also wears large gems in his ear-lobes worth 250 gp each. Each drummer has a string of 20 pp on a

necklace. Each of the twelve warriors has (as a sign of their initiation into an inner circle) a carved ivory nose plug worth 25 gp.

15. SCENIC OUTLOOK: The 6' high, 5' wide openings on each external wall look out over the crashing, rolling waves of the ocean.

16. SCENIC OUTLOOK: Per #15 for the most part. The drone of wings comes from this room. A huge paper nest in the southeast corner is occupied by parasitic giant wasps (see the **New Monsters** in the back of this book). When first met, 1d4 will be attending the nest; the rest of the hive (there are a total of 8) come and go 1d3 at a time, always leaving one on guard. There is a brood of 6 larvae in the nest.

The framework of the nest is a golden candle stand about 6' tall, weighing 50 pounds, and worth 1,000 gp to a collector (only 500 gp for the gold itself; 500 for collector's value). A dead native on the floor is wearing a necklace of 20 gold coins with a 500 gp gem in the center.

8 Giant Parasitic Wasps: AC 14, HD 3*, #At 1 sting, D 1d6 + paralysis + parasitic infestation, Mv 30' Fly 60', Sv F2, MI 9, XP 175 ea.

HP 10	□□□□□ □□□□□	8	□□□□□ □□□
10	□□□□□ □□□□□	7	□□□□□ □□
9	□□□□□ □□□□	7	□□□□□ □□
9	□□□□□ □□□□	6	□□□□□ □

17. SCENIC OUTLOOK: Per #15.

18. LIBRARY/CEREMONY ROOM: Intended for special ceremonies, this room features many tall wooden torch holders on tripods, old broken benches, and some rotten tables. Several old scrolls lie around on one table; they are old religious scrolls of minor value (50 gp each, 3 total). One details rumors of a powerful stone gate created by some ancient cyclops race: it is full of wild speculations about the location and nature of the gate.

In the center of the west wall about 5' up is a hidden hatch about 2' square. Opening it releases a cloud of poisonous gas that engulfs a 10' diameter area (save vs. Poison or take 2d6 points of damage). Inside is a thick, time-worn tome written in an ancient language very close to Common. The title reads, "The Astral Tome of The Intellect: Diverse Magic to Improve One's Mind." Reading the book thoroughly (which takes 2 hours) results in it falling apart and releasing its magic,

which permanently increases the reader's Intelligence score by 1 point. If a reader's score is already the maximum (usually 18) the tome has no effect. Attempting to copy it destroys it and results in the loss of all of its magic.

R2: REED MARSH TEMPLE

This ancient temple was raised among the tall reeds and sparse islands of the marsh on the south end of the great lizard lake. It can only be reached by boat or flying. Luckily the tribe of Weetok is positioned in the north outlet of the main river that forms the lake.

A number of prehistoric creatures reside in the lake including plesiosaurs and ichthyosaurs. Travel anywhere but in the shallow reeds along the edges is dangerous. If the player's have their characters scoot across the center of the lake, they will be attacked instantly by a monster from the table below for each hex they pass through. If they skirt the edges there is only a 1 in 6 chance of them encountering any monsters during the entire trip (roll below if they do).

Reed Marsh Lake Random Encounters

1d8	Result
1	1d2 Large Crocodiles: AC 17, HD 6, #At 1, Dam 2d8, Mv 30' (10') Swim 30' (10'), Sv F6, MI 8, XP 500 ea.
2	1d6 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.
3	1d4 Giant Crabs: AC 18, HD 3, #At 2 pincers, Dam 2d6/2d6, Mv 20' Swim 20', Sv F3, MI 7, XP 145 ea.
4	1 Giant Octopus: AC 19, HD 8, #At 8 tentacles/1 bite, Dam 8x 1d4/1d6, Mv Swim 30', Sv F8, MI 7, XP 875
5	1d2 Ichthyosaurs, Medium: AC 17, HD 7, #At 1 bite, Dam 2d8, Mv Swim 60', Sv F7, MI 8, XP 670 ea.
6	1 Mosasaur, Large: AC 16, HD 12, #At 1 bite, Dam 3d8, Mv 40', Sv F12, MI 9, XP 1,875
7-8	1d2 Plesiosaurs, Large: AC 17, HD 7, #At 1 bite, Dam 3d6, Mv 40', Sv F7, MI 8, XP 670

The temple is surrounded by thick reeds, although there is a clear path to the entrance (#1 below). Moving through them by boat is possible but slow.

The smell of the marsh is a strong, wet, rotten stink on top of the alkali of the lake. Small crocodiles swim around, although most are harmless. Birds can be seen around the fringes, fish are in the water, and frogs croak now and then.

The temple is built from red, hard stone that yellows in the sun. The roof is about 50' over the water level; it has a steep angle intended to shed torrents of water during the monsoon.

1. ENTRANCE: The bottom stone steps are usually 10' or so under water, while the top steps leading up to the first floor are 10' over the water. The main structure is two stories. See room #2 for descriptions of the main doors. Windows in the second story (see #11 and #12) peer down over the doors.

2. MAIN HALL: The north and south walls are pierced by a set of large double doors. These are banded and faced in brass. They are never locked and will open easily, but swing shut unless wedged open.

This is a simple entrance hall. Beside each of the four pillars is a brazier for offerings and incense; inside each is a melted lump of gold and silver worth 100 gp (weight 20 pounds), some of which is still visible as coins. The high ceiling (20' tall) and lack of any windows means the interior is always dark, except where light flows in from either entrance. The sound of skittering claws on stone comes from the west. The place stinks of the marsh, mud, and slime.

3. KOMODO DRAGONS: From out of the darkness looms four hulking lizards – komodo dragons – and further back in the darkness are another four (eight total). They nest here during the heat and exit through the doors to swim through the reeds and hunt along the small islands nearby.

The stone steps in the south west go up to the second floor room #9.

8 Komodo Dragons: AC 14, HD 2*, #At 1 bite, Dam 1d6 + disease, Mv 30' (10'), Sv F2, MI 8, XP 100 ea.

HP 10 □□□□ □□□□
 9 □□□□ □□□□
 8 □□□□ □□□□
 8 □□□□ □□□□
 8 □□□□ □□□□
 8 □□□□ □□□□
 7 □□□□ □□□□
 6 □□□□ □□□□

4. EMPTY ROOM: The stone steps in the northeast go up to the second floor to room #13.

5. CAUSEWAY: There is a sharp dip down some 8' to the top of this flat stone causeway between the buildings. The surface is no more than 2' over the level of the goopy mess around it and is dirty with dried mud.

6. MUD BOG OF THE DEAD: On each side of the causeway is what appears to be a mud bog strewn with human bones, armor, rusted weapons, wheels from chariots, and other rubbish. Nothing of value can be seen in it; the debris was thrown in by someone smart.

Anyone disturbing the sacred place in the temple (fighting in room #8) releases a curse: for 6 rounds 1d8 skeletons will animate each round and begin to rise up from the muck. They will slog out of it (taking 1 round before the first wave gets onto the causeway) and attack the trespassers. Once disturbed, they stand guard for four weeks before returning to the muck.

Attempting to destroy all the bones in the muck is a massive undertaking that would require months of work; the limits of the number of undead are due to limited magic, not bone supply.

Up to 48 Skeletons: AC 13, HD 1, #At 1 weapon, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4	□□□□	4	□□□□	4	□□□□
5	□□□□□	5	□□□□□	3	□□□
4	□□□□	4	□□□□	4	□□□□
4	□□□□	6	□□□□□ □	5	□□□□□
3	□□□	4	□□□□	4	□□□□
5	□□□□□	4	□□□□	4	□□□□
4	□□□□	4	□□□□	5	□□□□□
4	□□□□	5	□□□□□	4	□□□□
5	□□□□□	4	□□□□	2	□□
4	□□□□	3	□□□	2	□□
3	□□□	2	□□	4	□□□□
4	□□□□	4	□□□□	6	□□□□□ □
2	□□	1	□	4	□□□□
4	□□□□	4	□□□□	4	□□□□
4	□□□□	3	□□□	3	□□□
1	□	4	□□□□	1	□

7. MAIN SANCTUARY: This sits on a stone platform equal in height to that at #2. Stone columns support a stone roof that starts some 15' over the deck, inside the shade of which is a square building constructed from heavy stone. There are no windows, only the doors in front.

The massive double doors here are solid bronze and will not budge. Given an army and a huge ram, they might be knocked down. Each door is locked in place by ten heavy bronze bolts (five on top; five on bottom) that slide inside the frame. They are set and withdrawn via the cranking gear upstairs in room #12.

8. TEMPLE OF HORROR: A massive statue broods on a dais. While it once may have been nothing but a common idol of some vain deity, something has corrupted it with grotesque evil. The room stinks of death and decaying flesh.

Five 5-HD necrotic oozes (found in the **Basic Fantasy Field Guide Volume 1**) inhabit the room: one over the door, two on the statue, and two in the darkness behind it. They come sliding down to attack when victims get within 20' or so of where they lurk.

5 Necrotic Oozes: AC 15, HD 5, #At 1, Dam 1d8 + rotting disease, Mv 10', Sv F5, MI 11, XP 360 ea.

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □
 20 □□□□□ □□□□□ □□□□□ □□□□□
 20 □□□□□ □□□□□ □□□□□ □□□□□
 18 □□□□□ □□□□□ □□□□□ □□□□
 15 □□□□□ □□□□□ □□□□□

Behind the statue is a pile of shining treasure consisting of 3,000 gp, 14,000 sp, 500 ep, and 3,000 cp.

The statue has been corrupted by evil. It emanates evil so strongly it can be detected not only by magic, but also by standing nearby and becoming very calm. Destroying it should net the player at least 2,500 XP alone.

9. UPSTAIRS: Nothing here. The stairs go down to room #3.

10. WATCH ROOM: This door opens into an empty room with table, cot, chairs, etc. All of the furniture is made of bamboo and so old and soft that it will collapse if sat upon.

11. BATS!: Twelve giant bats are hanging from the ceiling, roosting during the day and leaving to feed at night. A large, open window is in the center of the south wall, some 4' high and around 20' wide. Heavy wooden pegs rim the window's edge where tarps might have been tied in place or wooden shutters lashed down during monsoons. On the floor in a heap of dung including some undigested bones is a slightly-mangled gold necklace with 5 gems (total value 600 gp: 100 gp each gem, 10 gp gold, and 90 gp workmanship).

12 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 10	□□□□□ □□□□□	7	□□□□□ □□
10	□□□□□ □□□□□	7	□□□□□ □□
9	□□□□□ □□□□	6	□□□□□ □
9	□□□□□ □□□□	5	□□□□□
8	□□□□□ □□□	5	□□□□□
8	□□□□□ □□□	4	□□□□□

12. GEAR ROOM: The heavy bronze double doors to this room are squeaky and jammed shut from the outside by spikes hammered into the edges. A large bronze hoop in each door is set in a position that makes them perfect for a heavy padlock, but none can be found.

A large open window facing north looks out over the walkway at #5. The window is some 4' high and 20' long and has heavy wooden pegs along the rim for tarps or wooden shutters.

A huge wheel is on the east end of the room, attached to a crank system. The wheel can be turned by one to three people: the fewer the people the slower it works (3 people = 5 minutes, 2 = 10 minutes, 1 = 20 minutes). Turning it east-to-

west for the duration causes a loud clanking to come from the temple doors at #7 as the bars inside are drawn to unlock the doors. The doors are currently locked. If the main temple doors are unlocked, anyone looking out the window will note a shudder pass through the mucky debris at #6, even though there is no wind at the moment.

Once the doors are unlocked, turning the crank west-to-east forces the bars back into the holes in them.

13. STAIRWELL: The stairs go down to room #4 on the main floor.

14. WATCH POST: An empty room with cots, chairs, tables, and other items, most of them of old, soft bamboo that will collapse if sat upon.

R3: LAKE SIDE TEMPLE

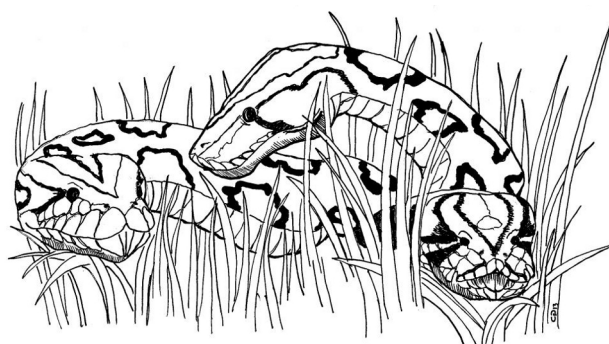
This is a quick jaunt through a lake-side temple. The stone cliff that it is built into is some 100' high. If the player characters climb on top, they find a rough, rocky area with grass. They will be able to go down into the area with the scorpions (room #2) and either might meet the ogres or at least find the hole they made in the hallway ceiling at #8.

1. LAND SIDE ENTRANCE: The area around the entrance is swampy and mucky, overgrown with grass and wet with standing water. Hidden in the grass here are the guardians of the entranceway: three giant constrictor snakes (pythons).

A passage lined with heavy stone blocks leads into the cliff side; on the north end are steps that go up 30' and open onto the garden area at #2. The passage ceiling is 10' high.

3 Pythons: AC 14, HD 5*, #At 1 bite/1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 8, XP 405 ea.

HP 20	□□□□□ □□□□□ □□□□□ □□□□□
18	□□□□□ □□□□□ □□□□□ □□□
17	□□□□□ □□□□□ □□□□□ □□



2. GARDEN: A grassy area with some wiry weeds, small fruit trees, and shrubs. Amid the weeds are giant scorpions, hungry for prey. Each of the set of stone steps that lead out of the garden descend 30'.

4 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

HP 20 □□□□ □□□□ □□□□ □□□□
 18 □□□□ □□□□ □□□□ □□
 14 □□□□ □□□□ □□□□
 13 □□□□ □□□□ □□□□

3. BRONZE DOOR: The thin bronze door to this chamber is latched but not locked (lifting the latch opens it). The hinges are very squeaky; oil would be handy. The room itself has assorted furniture (desks, tables, beds), all fairly rotten and useless. Two 5' wide passages lead to a room in back with a library of old and worthless scrolls stuffed into wooden shelves. The secret door in the south wall is made to foil visual searches but swings in or out at a push; it is 3' high and 6' wide.

4. SECRET LIBRARY: The corridor that leads into this room is protected by six spear traps set into the ceiling, with trigger plates set in the floor below them. There is a 2 in 6 chance (1-2 on 1d6) that each person passing through will trigger one and will be attacked as if by a 3 HD creature, suffering 1d6 points of damage if they are hit. Once triggered, a trap must be reset manually; they hang down until reset.

This secret room is a repository of secret teachings of the divine faith. It contains old wooden shelves with small pigeonhole locations for scrolls (most of the scrolls are long gone). One remains: it provides sketchy details about a temple hidden in a lake that can only be found once a month when the lake drains. Where said lake exists is not known.

5. MAIN HALL: Stone steps lead down from the garden at #2 to the main chamber. The main entrance (the south one) is open year round (there are no doors). The double doors in the east wall are made from thick wood and have racks for bars, but are not currently barred.

The floor is covered by 1' or so of dirty water, under which is 1' of syrupy silt. Opening the double doors east does not let the water out; the hallway it opens into is humped in the middle and slopes gently down to this room.

Columns support the 20' high ceiling (unless stated, all other ceilings in the complex are 10' high). The walls are decorated with colorful if ragged frescoes and tapestries. In front of three false walls to the north (each marked "F" on the map) is a bowl on a tall pedestal intended to receive offerings; the wall itself is a highly-stylized frieze with the image of a deity.

Pressure plates are set in the floor in front of the main entrance and eastern doors. Detecting them under the mucky water would be hard at best. Stepping on either one causes the three false walls to the north to rise up, releasing the zombies and skeletons in room #6.

6. GUARDIANS: Zombies and skeletons wait here to attack any intruders.

12 Skeletons: AC 13, HD 1, #At 1 weapon, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP	8	□□□□ □□□	4	□□□□
	8	□□□□ □□□	3	□□□
	7	□□□□ □□	3	□□□
	6	□□□□ □	2	□□
	5	□□□□	2	□□
	4	□□□□	1	□

6 Zombies: AC 12, HD 2, #At 1 weapon, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP	10	□□□□ □□□□	8	□□□□ □□□
	10	□□□□ □□□□	7	□□□□ □□
	8	□□□□ □□□	5	□□□□

Each zombie has a necklace with 10 gp on it and each skeleton has a necklace with 5 gp on it. The coins are very ceremonial, cast with a triangular hole.

7. BREAK ROOM: A small room with a table, cot and chairs.

8. HALLWAY: This hallway humps in the middle a few feet, sloping gently down to the east and west.

Ogres! Four ogres have discovered a small vein of gold on the surface. Mining it out from the top, they have dug down into the hall at this location (where the number is on the map). They now have gold nuggets in a leather bag (1,800 gp worth). Be sure to read the details for room #10 below as well.

4 Ogres: AC 12, HD 4+1, #At 1 weapon, Dam 2d6, Mv Unarmored 40', Sv F4, MI 10, XP 240 ea.

HP 19 □□□□□ □□□□□ □□□□□ □□□□
 18 □□□□□ □□□□□ □□□□□ □□□
 16 □□□□□ □□□□□ □□□□□ □
 14 □□□□□ □□□□□ □□□□

9. MASTER'S QUARTERS: Empty except for some rotting wooden furniture. Evidence shows that whoever lived here was in charge.

10. EVIL SECT: If the player characters encounter and fight the ogres in #8, the noise might result in this encounter, otherwise random luck determines. As the player characters get close, the secret door in the north end of this room opens and out steps a native covered in vivid green paint, wearing a fancy feathered head dress and bone necklace. This is an evil witchdoctor from the sect of Hate from Skull village. Depending on the conditions of the encounter that results, he might scream and flee, or act jovial and try to talk the characters into the room, where he calls for his followers to attack.

This secret room with a 20' tall ceiling is devoted to evil and features three 15' tall statues of demons devoted to torture, murder, and mutilation. Each statue has 50 gp gems for fingernails (30 gems x 50 gp = 1,500 gp value).

Scattered inside are twelve natives in green paint. Their traveling gear (woven baskets, hide sacks, flint-tipped battle axes, spears, shields, fruit, meat, etc.) is stacked around a **Broom of Flying** that has a **continual light** spell cast on it. Three large leather sacks contain 1,200 sp and 500 cp, as well as a pit viper snake in each to guard it.

Evil Sect Witch Doctor: AC 12, HD 4, #At 1 weapon, Dam 1d8+2 for strength, Mv 40', Sv C4, MI 8, XP 240
 HP 9 □□□□□ □□□□

Spells: 1st level (2) - **cure light wounds**, **light**
 2nd level (1) - **resist fire**

2 Natives: AC 12, HD 2, #At 1 weapon, Dam 1d6 or 1d8, Mv 40', Sv F2, MI 8, XP 75 ea.

HP 18 □□□□□ □□□□□ □□□□□ □□□
 16 □□□□□ □□□□□ □□□□□ □

10 Natives: AC 12, HD 1, #At 1 weapon, Dam 1d6 or 1d8, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 10 □□□□□ □□□□□ 8 □□□□□ □□□
 10 □□□□□ □□□□□ 8 □□□□□ □□□
 9 □□□□□ □□□□ 7 □□□□□ □□
 8 □□□□□ □□□ 6 □□□□□ □
 8 □□□□□ □□□ 5 □□□□□

3 Pit Vipers in sack: AC 14, HD 1*, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F1, MI 7, XP 37 ea.

HP 5 □□□□□ 3 □□□
 4 □□□□

11. GALLERY OF DIVINATIONS: This area eroded away centuries ago; the hallway is an easy route around it. The eroded region slopes down to the north and is full of crickets and chirping insects. It funnels the sound of the surf pounding on the shore (see room #13). The natives believe this area is an oracle; if a sanctified priest chants a reasonable question, the answer (it is said) will appear in a whispering combination of surf and insect chirping.

12. HALLWAY: Each set of steps goes down 10' in elevation.

13. GALLERY: This gallery overlooks the lake, with high cliffs all around and crushing breakers below. Most of the north wall is open (with arches every ten feet). There is an open arch on the west end which allows access to steps going 10' down to the platform below.

14. SMALL BOAT DOCKS: This exit/entrance opens onto a platform of cement and stone. The cliff face it was built against is some 70' high. Crumbled rocks form a barrier against the erosive effects of the blue-green breakers (waves) that wash constantly against the cliff base. This gravel slopes down from the cliff to the ocean.

Two cement piers stretch out into the ocean. The end of each is 10' above the waves. The old, rotten frames of portable ladders/stairs lie at the end of each pier. Two canoes lie upside down on the piers (each has a capacity of about eight people plus some cargo).

There is a tangle of roots at the location marked "crabs" from gnarly shrubs scattered along the cliff. Among the roots are over a dozen brown shapes, covered by sea weed and barnacles, making them difficult to spot until they move. They will come scuttling across the rocks towards any prey

that appears on the platform. These are five giant crabs and their smaller offspring. The locals know they are there and usually avoid them.

5 Giant Crabs: AC 18, HD 3, #At 2 pincers, Dam 2d6/2d6, Mv 20' swim 20', Sv F3, MI 7, XP 145 ea.

HP 18 □□□□□ □□□□□ □□□□□ □□□
 17 □□□□□ □□□□□ □□□□□ □□
 16 □□□□□ □□□□□ □□□□□ □
 13 □□□□□ □□□□□ □□□
 10 □□□□□ □□□□□

8 Giant Crab Offspring: AC 16, HD 1, #At 2 pincers, Dam 1d4/1d4, Mv 20' swim 20', Sv F1, MI 6, XP 25 ea.

HP 8 □□□□□ □□□ 3 □□□
 6 □□□□□ □ 3 □□□
 5 □□□□□ 2 □□
 5 □□□□□ 2 □□

The crabs cannot attack the PCs all at once. The GM should figure how many can based on the situation, rolling 1d6 to see how many giant crabs attack at a time and 1d8 for the number of offspring (for example).

Among the roots that the crabs infest are rag-draped human bones. A torn leather sack nearby spills out 100 pp, and there are an additional 500 gp, 300 sp, and 400 cp scattered about.

R4: TEMPLE COMPLEX WITH SIMIANS

A group of evil simians have dug up an old scroll containing a map leading to the location of a lost relic. (The one used in the adventure is generic; the GM might want to replace it with something more suitable for their own campaign).

The good simians have informants who tell them of the location; or the players can chase the evil ones down through an adventure the GM creates.

Eventually the PCs arrive at a set of temples hidden away in caves, where the evil simians are hunting for the artifact. The evil simians have brought torches and oil to burn in bowls for illumination. They have placed some torches in torch holders on the walls of the halls to illuminate them (about one every 30') and carry others with them. The ceilings are all 15' high unless otherwise noted.

1. ENTRANCE: Three baboons hunker in the center of this intersection and will attack intruders on sight, screeching loudly (which calls forth six more from room #2; all nine are detailed below). Each wears leather armor and carries a spear. They have a total of 30 gp and 150 cp on them.

9 Baboons: AC 16 (leather), HD 1, #At 1 bite or by weapon, Dam 1d4 or by spear (1d6), Mv 30', Sv F1, MI 7, XP 25 ea.

HP 8 □□□□□ □□□ 5 □□□□□
 8 □□□□□ □□□ 4 □□□□
 7 □□□□□ □□ 2 □□
 6 □□□□□ □ 1 □
 6 □□□□□ □

2. MAIN GREETING ROOM: Piles of packs and other traveling gear are stashed here, guarded by six baboons (they usually exit to help the three at #1 and hence are detailed as part of that room). Piles of fruit, some dead animals, a fire, and a piglet tied to a large, heavy rock are here. Two large stone bowls have been filled with ordinary water carried in by a crude wooden bucket. Three simple wooden bowls have been set up with string as a wick to serve as crude oil lamps. There are three water/wine skins with oil among the belongings.

3. TEMPLE ROOM SOUTH: This temple has three statues. One is the spouse of the head of the temple, whose statue is in room #5. It is flanked by statues of their children. The ceiling of the room is some 30' high, supported by the columns shown and arches along the walls. The ceiling features a faded fresco in colorful pastels of a religious theme: the god/goddess gracing a city beneath a smoking volcano with the gift of grape vines and sheep.

Three evil enhanced gorillas are here, along with a chimpanzee and two baboons. The gorillas wield pole arms and wear chain mail. The gorillas have pouches with a total of 230 gp and 340 sp in them; the chimpanzee has a cloth sack with 40 platinum coins and 50 ep. Each baboon has about 10 gp.

3 Gorillas: AC 18 (chain mail), HD 4, #At 2 claws or 1 claw/1 weapon, Dam 1d4/1d4 or 1d4/1d10+3 (pole arm), Mv 20', Sv F4, MI 7, XP 240 ea.

HP 27 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□
 18 □□□□□ □□□□□ □□□□□ □□□
 17 □□□□□ □□□□□ □□□□□ □□

Chimpanzee: AC 16 (leather), HD 2, #At 2 claws or 1 claw/1 weapon, Dam 1d3/1d3 or 1d2/1d6+1 (short sword), Mv 30', Sv F2, MI 7, XP 75
HP 8 □□□□□ □□□

2 Baboons: AC 16 (leather), HD 1, #At 1 bite or by weapon, Dam 1d4 or by spear (1d6), Mv 30', Sv F1, MI 7, XP 25 ea.
HP 5 □□□□□ 3 □□□

4. MAIN PASSAGE: This area is a natural crevice that leads up to the sky. It does not have a ceiling; sunlight, moonlight, rain, and weather will pour down from overhead. There usually isn't enough sunlight to support vegetation, although vines and creepers might snake down from the rain forest above. The walls are steep, rough, and slimy with moss and slowly leaking water runnels. They are climbable if patience and gear are used. The surface of the ground above is some 100' overhead. The steps to each temple hallway come out and go down about 10' to the rough floor.

The northern end (#4a) is home to two giant bola spiders, who lurk in the vines trying to catch prey.

2 Giant Bola Spiders: AC 15, HD 4*, #At 1 bite, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 280 ea.
HP 17 □□□□□ □□□□□ □□□□□ □□
13 □□□□□ □□□□□ □□□

5. EAST TEMPLE: There is only one large statue here (20' high), representing the head of the pantheon. The entranceway leads to steps which go up 5' to the chamber the statue is in. The ceiling is some 30' high, supported by columns and arches along the walls. The ceiling features a faded fresco in colorful pastels of a religious theme: the head of the pantheon and family overlooking the island region with benevolence.

Two gorillas are here along with three hyenas on long leather leashes. They are searching the place for secret doors. Each gorilla has a battle axe (1d8+3 damage) and wears chain mail (AC + 4). They have 340 gp in coins on them in total.

2 Gorillas: AC 18 (chain mail), HD 4, #At 2 claws or 1 claw/1 weapon, Dam 1d4/1d4 or 1d4/1d8+3 (battle axe), Mv 20', Sv F4, MI 7, XP 240 ea.
HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □
17 □□□□□ □□□□□ □□□□□ □□

3 Hyenas: AC 13, HD 2+1, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8, XP 75 ea.

HP 14 □□□□□ □□□□□ □□□□□
11 □□□□□ □□□□□ □
9 □□□□□ □□□□□

6. SOUTH PASSAGE: This is a continuation of entry #4 above. The floors of room #7 and the halls it leads to are level with the bottom of this passage.

7. SOUTH EAST TEMPLE VESTIBULE: This is an enclosed room carved into the mountain. The ceiling is some 15' high.

Seven baboons in masks and carrying spears stand guard here and will attack interlopers. They are relaxing around the ornate marble benches which line the south and west walls. Some are drinking from a goat-shaped fountain spilling into a marble lined pool, about 10' in diameter, situated in the center of the room. The baboons are guarding three large sections of bamboo a foot-round each: one contains 300 gp, one 400 sp, and the third 50 pp and 250 ep.

7 Baboons: AC 16, HD 1, #At 1 bite or by weapon, Dam 1d4 or by spear (1d6), Mv 30', Sv F1, MI 7, XP 25 ea.

HP 7 □□□□□ □□ 3 □□□
6 □□□□□ □ 1 □
6 □□□□□ □ 1 □
4 □□□□□

8. NORTHEAST HALL: A continuation of #7 with the same general characteristics, except it is empty. The two sets of steps to the northeast go up some 10' to the next room (#9).

9. SOUTHEAST TEMPLE PROPER: This chamber has three statues, each representing a lieutenant of the pantheon: one is a goddess of the ocean, one a goddess of the moon, and one a god of goats and wine. The walls are covered with murals depicting life on the island, with the gods/goddesses featured as participants in major events: recovering from wreckage after a typhoon, celebrating a rich harvest, and so on.

Three evil orangutans and two gorillas are directing two baboons in a search for the relic. The baboons have climbed to the top of the northeastern statue. The relic is hidden in the statues' neck, although they have not found it yet; the head can be swung aside on a well-hidden steel hinge to reveal the hollow neck. Inside are a **Mace +2** and

a gaudy holy symbol made of gold and silver, covered in gems and inscribed with the runes "Wisdom Before Greed."

The holy symbol will be appraised at 250 gp in value. It radiates magic. Crushing or breaking the holy symbol causes it to fade to dust; the Wisdom score of the person holding it will be permanently increased by 1 point (if he or she has the maximum score (usually 18) they cannot crush it, or optionally it will break and all magic will be lost).

In total, the gorillas carry 300 gp, the orangutans 450 gp, and the baboons 30 gp.

2 Gorillas: AC 18 (chain mail), HD 4, #At 2 claws or 1 claw/1 weapon, Dam 1d4/1d4 or 1d4/1d8+3 (sword), Mv 20', Sv F4, MI 7, XP 240 ea.

HP 22 ☐☐☐☐☐☐☐☐☐☐☐☐
15 ☐☐☐☐☐☐☐☐☐☐☐☐

Orangutan Cleric: AC 18 (chain mail), C3, #At 2 claws or 1 claw/1 weapon, Dam 1d3/1d3 or 1d3/1d8+2 (mace), Mv 20', Sv C3, MI 7, XP 145

HP 9 ☐☐☐☐☐☐☐☐☐☐☐☐

Spells: 1st level – **cure light wounds, light**

2 Orangutans: AC 16 (leather), HD 3, #At 2 claws or 1 claw/1 weapon, Dam 1d3/1d3 or 1d3/1d6+2 (short sword), Mv 30', Sv F3, MI 7, XP 145 ea.

HP 22 ☐☐☐☐☐☐☐☐☐☐☐☐
18 ☐☐☐☐☐☐☐☐☐☐☐☐

2 Baboons: AC 14, HD 1, #At 1 bite or by weapon, Dam 1d4 or by spear (1d6), Mv 40', Sv F1, MI 7, XP 25 ea.

HP 5 ☐☐☐☐☐☐☐☐☐☐☐☐
3 ☐☐☐☐☐☐☐☐☐☐☐☐

R5: UNDERWATER EXPLORATION

This adventure features a clear glass globe about 4" in diameter that appears empty but maintains neutral buoyancy (neither rising nor descending when in water at any depth). When gripped, the gripper gets the sense that shattering it will permanently increase their Constitution by 1 point. Someone with a maximum score (usually 18) cannot smash it; if they insist in trying it might shatter but not benefit them or anyone else. Roll 1d6: on 1-3 it is in the seaweed patch at #3, and on 4-6 it is in the seaweed patch at #4, moving slowly about in a current of water so as to attract attention.

There are numerous ocean coves in this area; this one can only be found with the aid of the map possessed by the shipwrecked castaway found at the preset ocean encounter O7. The cove is about 30' deep, but slopes down around the entryway at #6 to reach 60' or so. The jagged cliffs around the cove rise at least 100' high and are populated by sea birds and pterodactyls.

The ocean around the beach is clear enough to allow sunlight to penetrate down deep and provide decent vision, although the refraction and rippling of the water causes distortions. Clear vision is perhaps to 120' or so (if desired, cut a circle out of a piece of paper to measure it). That is for large moving objects; smaller objects can only be seen at 30' or so.

The floor of the cove is a mixture of sand and silt in some places, with coral or seaweed elsewhere. Fish thrive here, as do normal crabs and other common, inoffensive sea life.

Hunting fish in the cove is a large sea turtle. It will not attack the PCs (it flees if attacked). It might be charmed, tricked, or otherwise used by clever PCs to help them.

Sea Turtle, Large: AC 18, HD 4, #At 1 bite, Dam 1d8, Mv 10' Swim 60', Sv F4, MI 8, XP 240

HP 15 ☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐

1. UNDERWATER RUINS: This is a collection of crumbled columns. The ocean floor here is covered by flagstones, with a scattering of seaweed and coral growing about them. Four nixies float amid the weeds, shackled to chains attached solidly to the bottom of a column. They were stolen from their inland lake by a sea witch (which they have not seen for days). Consider rewarding the PCs 100 XP (25 each nixie) for rescuing them. These nixies may aid them in the local adventures (especially with their water-breathing spells), but they are desperate to return to their lake.

4 Nixies: AC 16, HD 1*, #At 1 dagger, Dam 1d4, Mv 40' Swim 40', Sv F2, MI 6, XP 37 ea.

HP 7 ☐☐☐☐☐☐☐☐☐☐☐☐
6 ☐☐☐☐☐☐☐☐☐☐☐☐
6 ☐☐☐☐☐☐☐☐☐☐☐☐
5 ☐☐☐☐☐☐☐☐☐☐☐☐

2. CORAL RIDGE: This ridge of coral rises some 10' up. Sea life thrives here, including scores of clams, which have not been harvested in centuries. If the PCs hunt for pearls they will find 1d3 pearls/hour until 16 have been found (total value 1,600 gp: 100 gp each). There is a 1 in 6 chance per hour of a hungry mako shark appearing.

Mako Shark: AC 15, HD 4, #At 1 bite, Dam 2d6, Mv Swim 80', Sv F4, MI 7, XP 240

HP 17 □□□□ □□□□ □□□□ □□

3. SEAWEED PATCH: This patch of seaweed is inhabited by two giant waterbugs. The PCs can collect a gem-quality collection of coral worth 500 gp and weighing 10 pounds.

2 Giant Waterbugs: AC 18, HD 5*, #At 2 claws (or 1 sucking bite), Dam 1d6/1d6 or 2d6, Mv 30' Swim 30', Sv F5, MI 7, XP 405 ea.

HP 27 □□□□ □□□□ □□□□ □□□□
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 18 □□□□ □□□□ □□□□ □□

4. SEAWEED PATCH: This patch of seaweed is inhabited by three different giant diving bell spiders. There are also the half-buried bones of a human in tatty remnants of good clothing. Searching it reveals a silk eye patch sporting a 100 gp gem in the center and a gem-sprinkled golden dagger worth 200 gp, preserved by being buried in silt.

3 Giant Diving Bell Spiders: AC 15, HD 4*, #At 1 bite, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 280 ea.

HP 24 □□□□ □□□□ □□□□ □□□□
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 16 □□□□ □□□□ □□□□ □
 12 □□□□ □□□□ □□

5. EEL LAIR: This wide, deep tunnel is the lair of a giant eel.

Giant Eel: AC 12, HD 6, #At 1 bite, Dam 1d12, Mv 60', Sv F6, MI 8, XP 500 ea.

HP 24 □□□□ □□□□ □□□□ □□□□
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6. EXIT TO OCEAN: The sea floor slopes down to a depth of 60' here. This entrance is 30' high. The section nearest the ocean is vaguely obscured by what appears to be seaweed. These are the tentacles of a giant jellyfish that has parked itself here to snatch passing fish.

Giant Jellyfish: AC 15, HD 8*, #At 1d8 tentacles, Dam 1d4 + poison each, Mv 20', Sv F8, MI 8, XP 945
 HP 38 □□□□ □□□□ □□□□ □□□□
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7. HALLWAY: There is no light here. This stretch of natural tunnel slopes upward, rising some 30' total as it moves from south to north. About 10' from where it opens into the chamber to the north the water ends and air takes over. A constant shower of clean, fresh water sprinkles down there. Stepping through it grants humans and humanoids the ability to move and breathe in water as if it is air (they can swim) for 1d6+6 turns. The shower system itself grants this; the water is fresh and drinkable but has no effect if removed.

8. CAVERN: The walls and ceiling of this dark chamber are natural, rough, and uneven. The floor has been paved by stone blocks. In the back of the cave is what appears to be a pile of coins; it is a pile of colorful, shiny rocks of little value. A giant 2-headed snake rests atop it. The "secret doors" between this room and #9 are sections of wall carefully hinged to be pushed out (to the east) but not in (to the west). Tiny cracks allow a person to look through it.

Giant Two-headed Snake: AC 14, HD 5*, #At 2 bites, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 405
 HP 24 □□□□ □□□□ □□□□ □□□□
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9. GUARDS: If the PCs do not detect the secret doors between this room and #8, the troglodytes behind them will come out and attack from behind when they leave the chamber. The trogs do not have light and even if the PCs try to look through cracks in the doors, they will see little.

6 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea.
 HP 13 □□□□ □□□□ □□□
 11 □□□□ □□□□ □
 11 □□□□ □□□□ □
 10 □□□□ □□□□
 10 □□□□ □□□□
 9 □□□□ □□□□

10. MUCKY HALLWAY: The floor of this hallway looks normal, appearing solid to casual inspections, but as characters move across it the crust will break and they will begin to slowly sink. It is covered by gooey muck about 2' deep that reduces movement to 1/10th the normal rate. Troglodyte guards keep watch through a peephole in the door at the east end; they will come out and attack slowed PCs with crossbows.

6 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 13 □□□□ □□□□ □□□
 11 □□□□ □□□□ □
 11 □□□□ □□□□ □
 10 □□□□ □□□□
 10 □□□□ □□□□
 9 □□□□ □□□□

11. EMPTY CRYSTAL ROOM. This empty room has crystal walls that reflect light in a kaleidoscope effect.

12. COMMON ROOM. Three troglodytes inhabit each of the three chambers (the one with the number and the two to the south). Any noise or bright light will cause them all to converge on the source. The chambers are furnished with simple wares like clay jars and rattan chairs and cots. A stew of fish and clams is cooking in a pot over a small fire in the main chamber.

9 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 13 □□□□ □□□□ □□□
 11 □□□□ □□□□ □
 11 □□□□ □□□□ □
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 9 □□□□ □□□□
 9 □□□□ □□□□

13. TROGLODYTE CHIEF QUARTERS: The head troglodyte is here, along with three others.

Troglodyte Chief: AC 17, HD 6, #At 2 claws/1 bite, Dam 1d4+2/1d4+2/1d4+2, Mv 40', Sv F2, MI 9, XP 500

HP 25 □□□□ □□□□ □□□□ □□□□
 □□□□

3 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 13 □□□□ □□□□ □□□
 12 □□□□ □□□□ □□
 11 □□□□ □□□□ □

In the far western alcove is a pile of coins (2,000 sp), gems (5 gems worth 100 gp and 2 worth 500 gp), and a locked treasure chest (the lock is trapped with a needle; save vs. Poison or die) with 1,100 gp.

14. TEMPLE: The troglodyte temple is here, guarded by a head priest and two others. Skeletons hang on wooden cross-poles, decked out in gaudy feathers and leather clothing. Bones are arranged in various symbols along the wall. A great hulking skeletal figure reclines on a bone throne. It has been assembled from dinosaur bones. The priest is not a Cleric *per se*, but is a devoted follower and worshiper of a troglodyte deity.

Troglodyte Priest: AC 17, HD 4, #At 2 claws/1 bite, Dam 1d4+1/1d4+1/1d4+1, Mv 40', Sv F2, MI 9, XP 240

HP 25 □□□□ □□□□ □□□□ □□□□
 □□□□

2 Troglodytes: AC 15, HD 2, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, Mv 40', Sv F2, MI 9, XP 75 ea.

HP 10 □□□□ □□□□
 8 □□□□ □□□

15. STORE ROOM. This chamber contains woven baskets full of dried meats, vegetables and fruit. There is about 4d6x100 pounds of food here.

R6: DRAGON HARBOR

This scenario assumes the characters are traveling about and having other encounters. If plucked from the module, the GM might have to adjust it.

Place this wherever you want it. If the elven trading ship SILVERLAKE is convoying with the player characters, it might be attacked by the dragon; otherwise the dragon might attack the characters' ship. The dragon will usually be driven off, and fires extinguished. The local natives know of the dragon and can point to the ancient harbor city it has taken residence in. Most of the buildings of the city have been knocked down by earth quakes, or fallen down from neglect.

Random Encounters

- 1-2 **2d6 cavemen:** AC 12, HD 2, #At 1 weapon, Dam 1d8 or weapon + 1, Mv 40', Sv F2, MI 7, XP 75 ea.

HP 8	□□□□□ □□□	6	□□□□□ □
7	□□□□□ □□	5	□□□□□
6	□□□□□ □	6	□□□□□ □
9	□□□□□ □□□□	6	□□□□□ □
12	□□□□□ □□□□□ □□	3	□□□
9	□□□□□ □□□□	3	□□□

- 3 **1d6 Small Carnivorous Dinosaurs:** AC 15, HD 3, #At 1 bite, Dam 1d8, Mv 50', Sv F5, MI 8, XP 145 ea.

HP 10	□□□□□ □□□□□
11	□□□□□ □□□□□ □
14	□□□□□ □□□□□ □□□□
7	□□□□□ □□
16	□□□□□ □□□□□ □□□□□ □
16	□□□□□ □□□□□ □□□□□ □

- 4 **1d6 Terror Birds:** AC 12, HD 3, #At 1 bite, Dam 1d8, Mv 60', Sv F3, MI 8, XP 145 ea.

HP 10	□□□□□ □□□□□
17	□□□□□ □□□□□ □□□□□ □□
8	□□□□□ □□□
15	□□□□□ □□□□□ □□□□□
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13	□□□□□ □□□□□ □□□

- 5 **1d4 Lions:** AC 14, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 50', Sv F5, MI 9, XP 360 ea.

HP 27	□□□□□ □□□□□ □□□□□ □□□□□
	□□□□□ □□
20	□□□□□ □□□□□ □□□□□ □□□□□
17	□□□□□ □□□□□ □□□□□ □□
14	□□□□□ □□□□□ □□□□□

- 6 **2d6 Giant Rats:** AC 13, HD 1d4 HP, #At 1 bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP 3	□□□	2	□□	2	□□	1	□
2	□□	3	□□□	4	□□□□	3	□□□
1	□	2	□□	2	□□	4	□□□□

1. HARBOR ISLAND: A small fort lies atop a natural island in the harbor. Long man-made stone causeways connect the island to the mainland on the dotted line shown; they are perforated by wide channels for ship's passage.

2. DOCKS: These docks are constructed from strong hardwood and stone and are still in decent shape. Nearby are the remnants of large warehouses and harbor-related buildings, many broken down by the ravages of time. Ragged bits of a stone-paved road lead northward. Along the road are remnants of houses, all now rubble.

This area is the abode of a hermit witch doctor who has three main helpers and thugs. If the adventurers need allies, he will offer to join them for a share of loot; if they need a challenge he attempts to extort a "tax" as if he owns the place.

Human Magic-User: AC 11, HD 3, #At 1 weapon, Dam 1d4, Mv 40', Sv M3, MI 7, XP 145

Spells: 1st level (2) - **magic missile, shield**
2nd level (1) - **phantasmal force**

HP 7 □□□□□ □□

3 Human Fighters: AC 16, HD 3, #At 1 weapon, Dam 1d8 or by weapon, Mv 20', Sv F3, MI 7, XP 145 ea.

HP 16	□□□□□ □□□□□ □□□□□ □
13	□□□□□ □□□□□ □□□
12	□□□□□ □□□□□ □□

3. GRAVEYARD: The shell of an old church looms over a large old graveyard. Nothing of value is here. If the PCs hesitate here for too long, a pack of giant wolf spiders will come scampering from the trees and gravestones to attack.

8 Giant Wolf Spiders: AC 12, HD 1*, #At 1 bite, Dam 1d4 + poison, Mv 60', Sv F1, MI 8, XP 37 ea.

HP 6 □□□□□ □ 5 □□□□□
 4 □□□□ 4 □□□□
 4 □□□□ 4 □□□□
 3 □□□ 3 □□□

4. PARK: Although grown up, this is obviously a well-planned park, with paved pathways crisscrossing it, flowering shrubs and fruit trees, and a central shrine with a fountain that still flows. Hidden here in a burrow that is very difficult to detect is a giant trapdoor spider. It will leap out and attack the first PC to travel through this region, surprising on 1-6 on 1d6 (so that, in effect, it surprises anyone not having a bonus vs. surprise, and even most who do have one).

Giant Trapdoor Spider: AC 15, HD 4*, #At 1 bite, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 280

HP 19 □□□□□ □□□□□ □□□□□ □□□□

This region is also the hunting grounds of a jaguar that feeds off deer and antelope coming to browse or drink.

Jaguar: AC 16, HD 4, #At 2 claws/1 bite, Dam 1d4/1d4/2d4, Mv 70' Swim 30', Sv F4, MI 8, XP 240

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□

5. COLOSSEUM: This is a large colosseum with a race track, stalls for vendors, and plenty of seating. Rotten support beams make walking here hazardous. There is a chance (1 on 1d6) of rocks falling on a passerby. They attack as if a monster at AB +3 (+5 vs. characters not wearing helmets), and do 2d6 points of damage with a hit.

6a, 6b, 6c, 6d. FORTS: These are fairly simple stone forts with a tower on each corner, barracks, warehouses, and administration quarters.

7. CRUMBLD BRIDGE: A long bridge once crossed the river here; it has collapsed. The area teems with crocodiles. They can be dealt with in many ways, including avoiding them or roping them and

dragging them out. They aren't malicious except they will hunt anything that gets near the water's edge.

1d8 Crocodiles: AC 15, HD 2, #At 1, Dam 1d8, Mv 30' (10') Swim 30' (10'), Sv F2, MI 7, XP 75 ea.

HP 12 □□□□□ □□□□□ □□
 15 □□□□□ □□□□□ □□□□□
 10 □□□□□ □□□□□
 12 □□□□□ □□□□□ □□
 9 □□□□□ □□□□
 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 7 □□□□□ □□

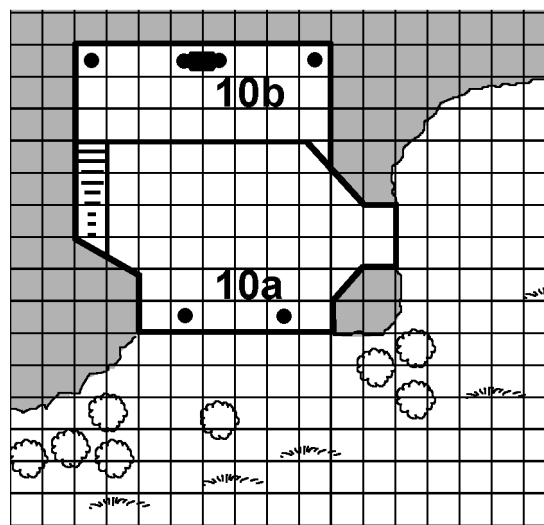
8a. and 8B. APARTMENTS: These are particularly dense concentrations of apartment complexes, featuring two- or three-story housing.

9. OLD GARDEN: Fruits and vegetables grow here; roughly 1d6 week's rations of foodstuffs can be collected. There are also some anti-septic and anti-inflammatory herbs. One herb is known to help with most snake bites when carefully brewed into a gummy poultice (local natives can explain how), slowing the poisons' process; there is enough for 1 dose. These replenish in about a month or two. The megatherium (giant ground sloth) that lives here will try to drive off interlopers.

Megatherium: AC 13, HD 9, #At 2 claws, Dam 1d10/1d10, MV 40', Sv F 5, MI 8, XP 1,075

HP 35 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□□□□

Dragon Lair 1 square = 10'



10. MAIN TEMPLE: Home of the dragon, built into a cliff face. The ornately-decorated entrances are 30' high and the ceiling inside is 40' high. The main area (#10a) features a set of stairs on the west side which lead 15' up to the main platform where the main statue is featured (#10b) and where the dragon usually curls around its treasure. The GM might give the dragon fewer hit die and hit points (as provided in the **Basic Fantasy RPG Core Rules**) for a weaker and less clever party of adventurers, reducing the treasure as well.

Red Dragon: AC 21, HD 10** (+9), #At 2 claws/1 bite or breath/1 tail, Dam 1d8/1d8/4d8 or breath/1d8, Mv 30' Fly 80' (20'), Sv F10, MI 8, XP 1,480

HP 45 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□ □□□□□ □□□□□ □□□□□
 □□□□□

Dragon's Treasure: 4,100 cp, 39,000 sp, 10,000 gp, 15 gems (10x100 gp, 3x500 gp, 2x1,000 gp), 2 pieces of jewelry (bracelet worth 1,900 gp and knife worth 1,800 gp), **Short Bow +1**, and **Dagger +1**.

A pair of gaudy silver-wrapped platinum bracers is also in the treasure (they will radiate magic if **detect magic** is used). If worn, they increase the wearer's Dexterity score by 1 point, unless the wearer has already reached his or her maximum (usually 18).

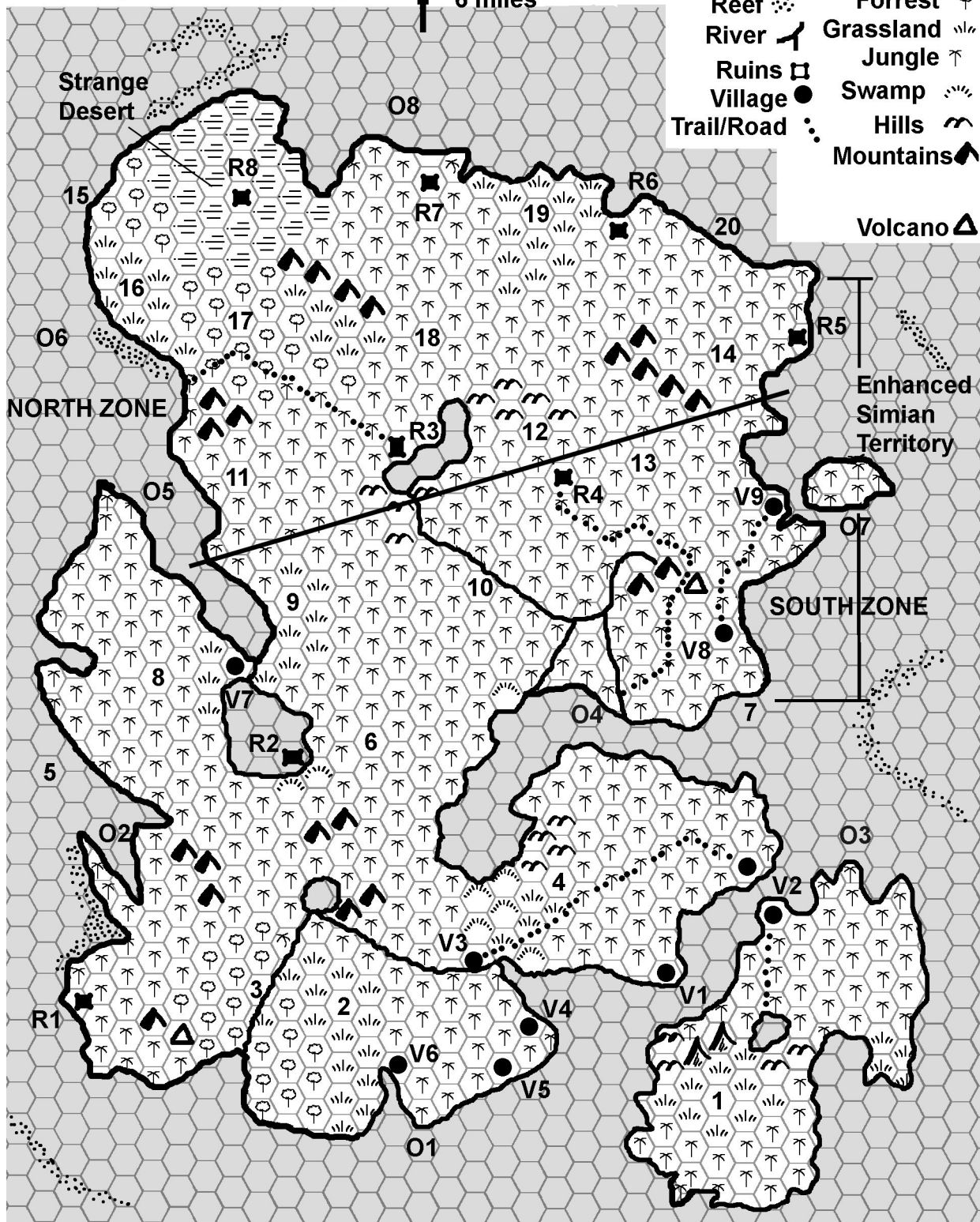
11. FARM LAND: Large swaths of land were devoted to farming. Crops included rice and wheat.

12. SWAMP: An insect-riddled swamp of grasses and mud pools.

R7 and R8: UNDEFINED

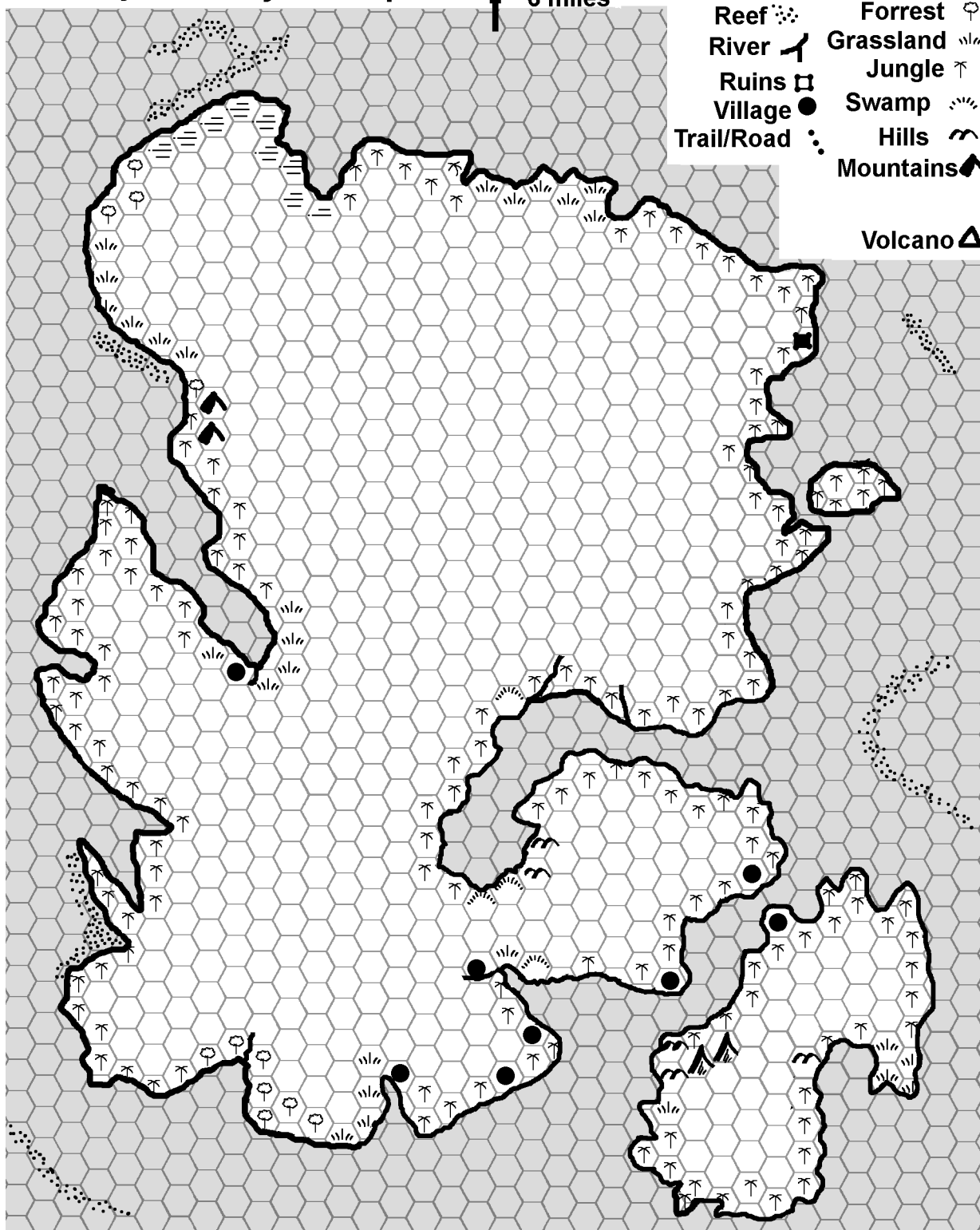
Ruins R7 and R8 are placed on the map for the Game Master's use. They are not defined but rather left for the GM to describe. They might be anything from the ruined fortress of some ancient warlord to the towers of the wizards who turned the area around R8 into a wasteland.

Maps Monkey Isle Main Map



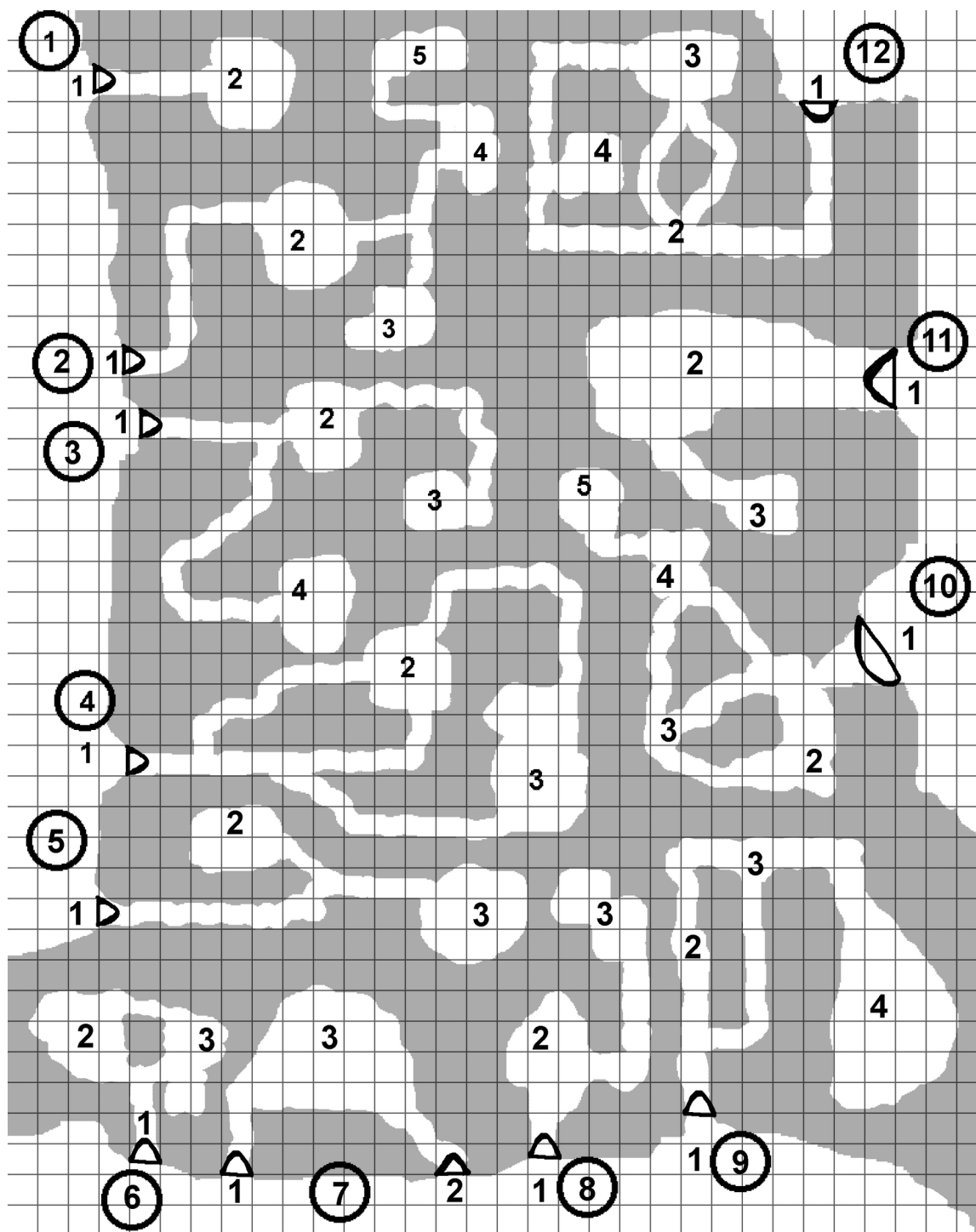
Monkey Isle Players Map

N 1 hex = 6 miles

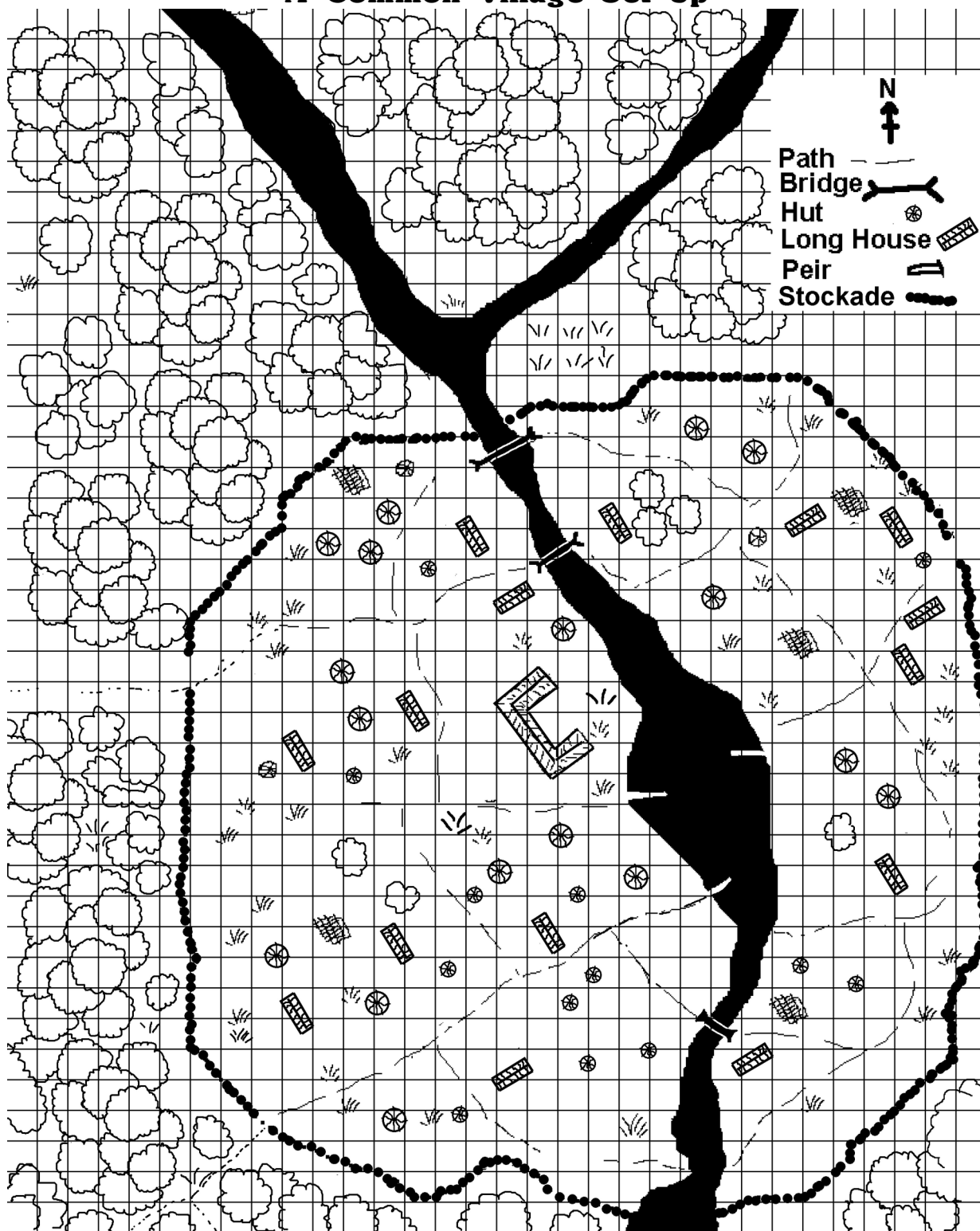


Random Lairs: For Assorted Encounters

The GM can use these for such things as random encounters with cavemen or orcs.



A Common Village Set Up

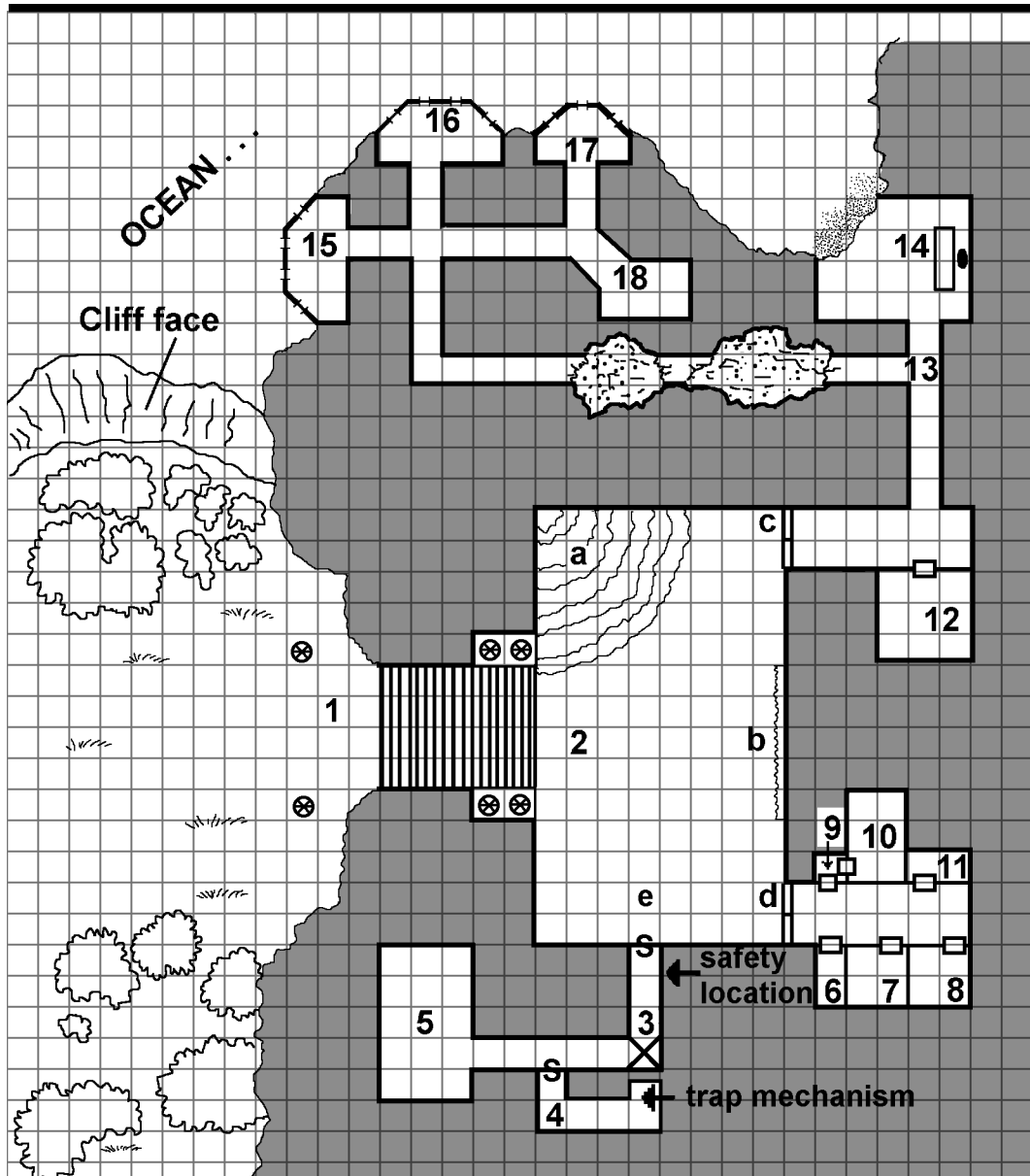


Map for R1: HUMAN SACRIFICE

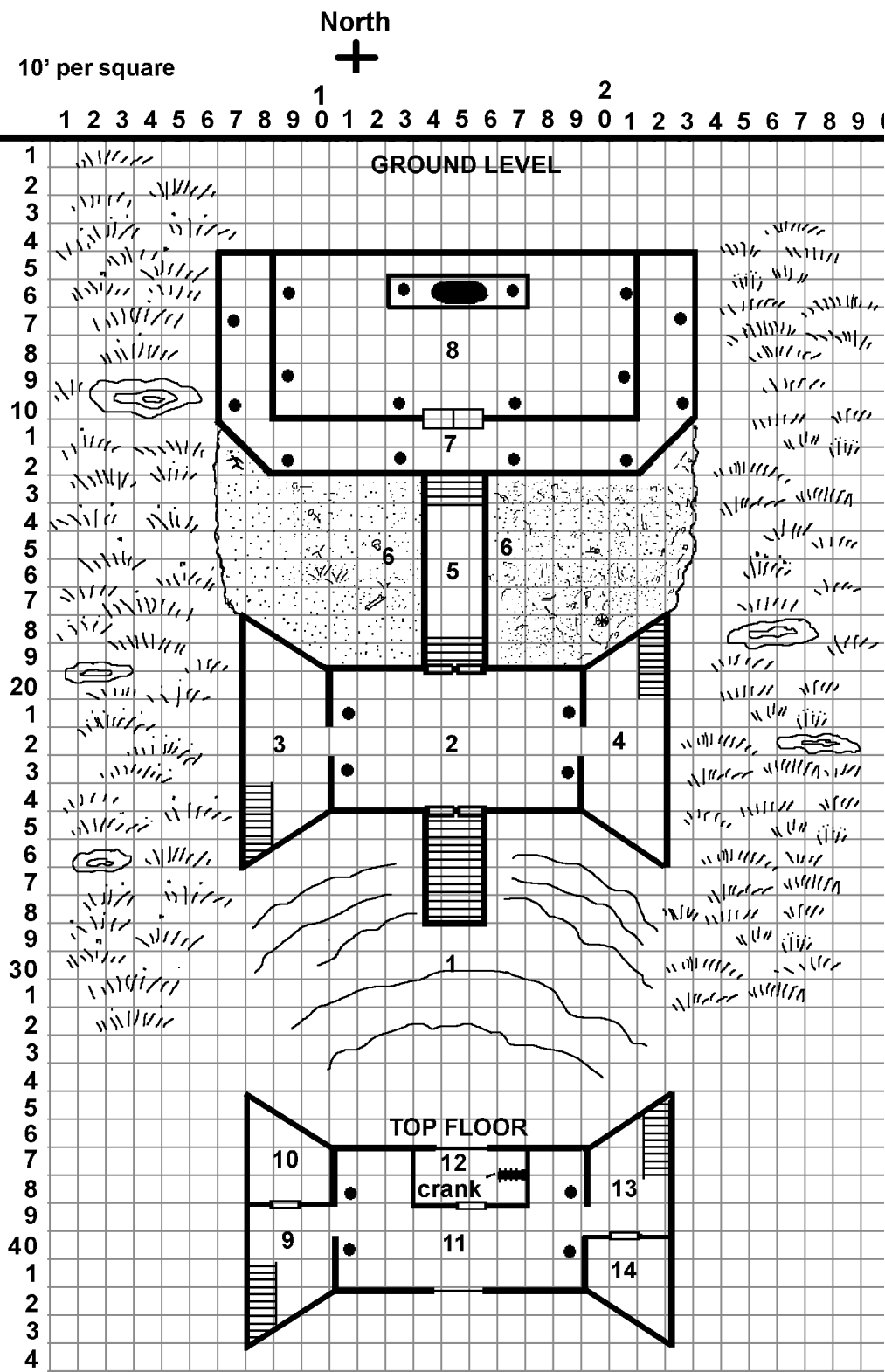
1 square =
10 feet

N
W ↑ E
S

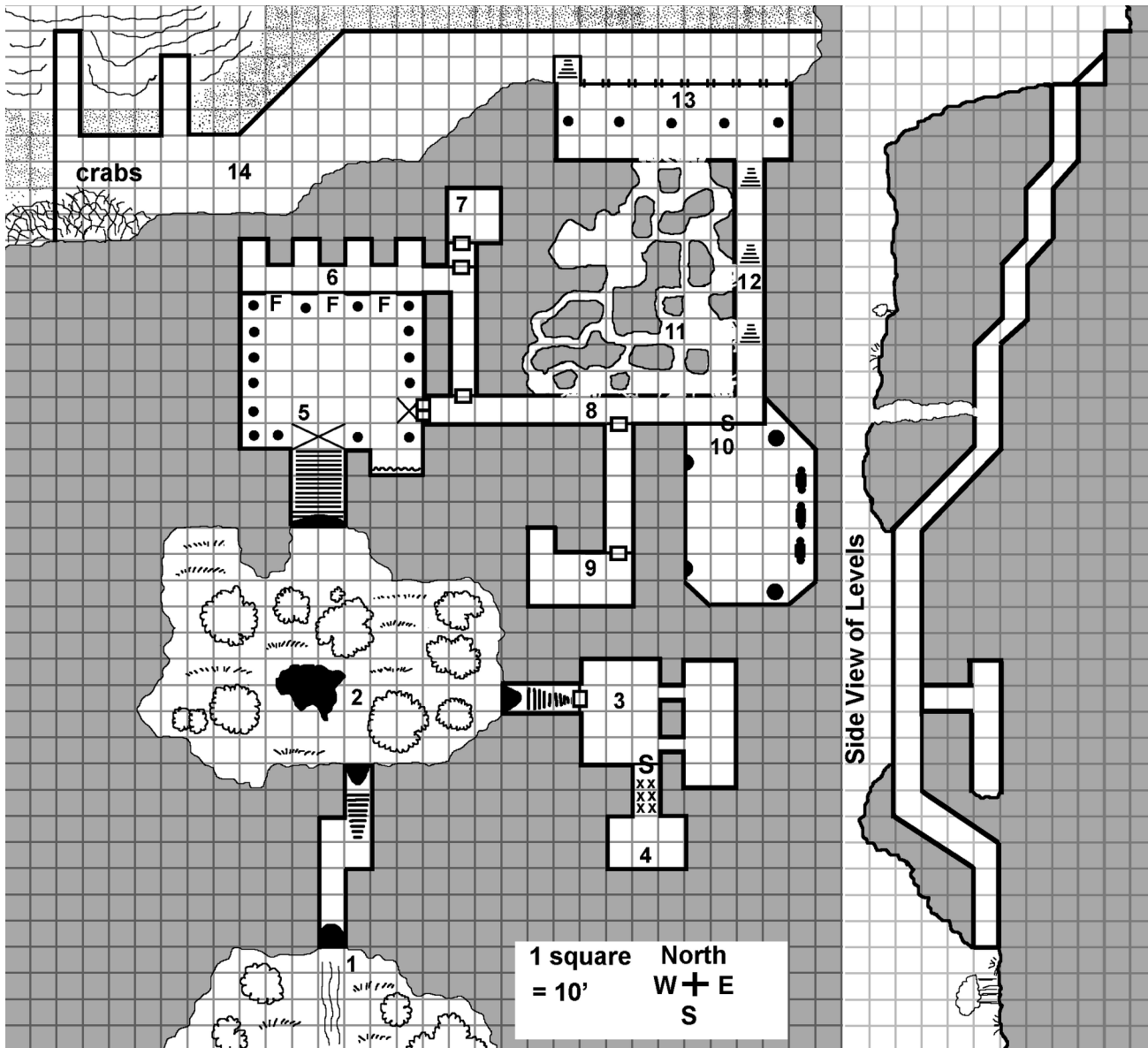
Door □ Secret Door ⊕
Statue ⊗



Map for R2: REED MARSH TEMPLE



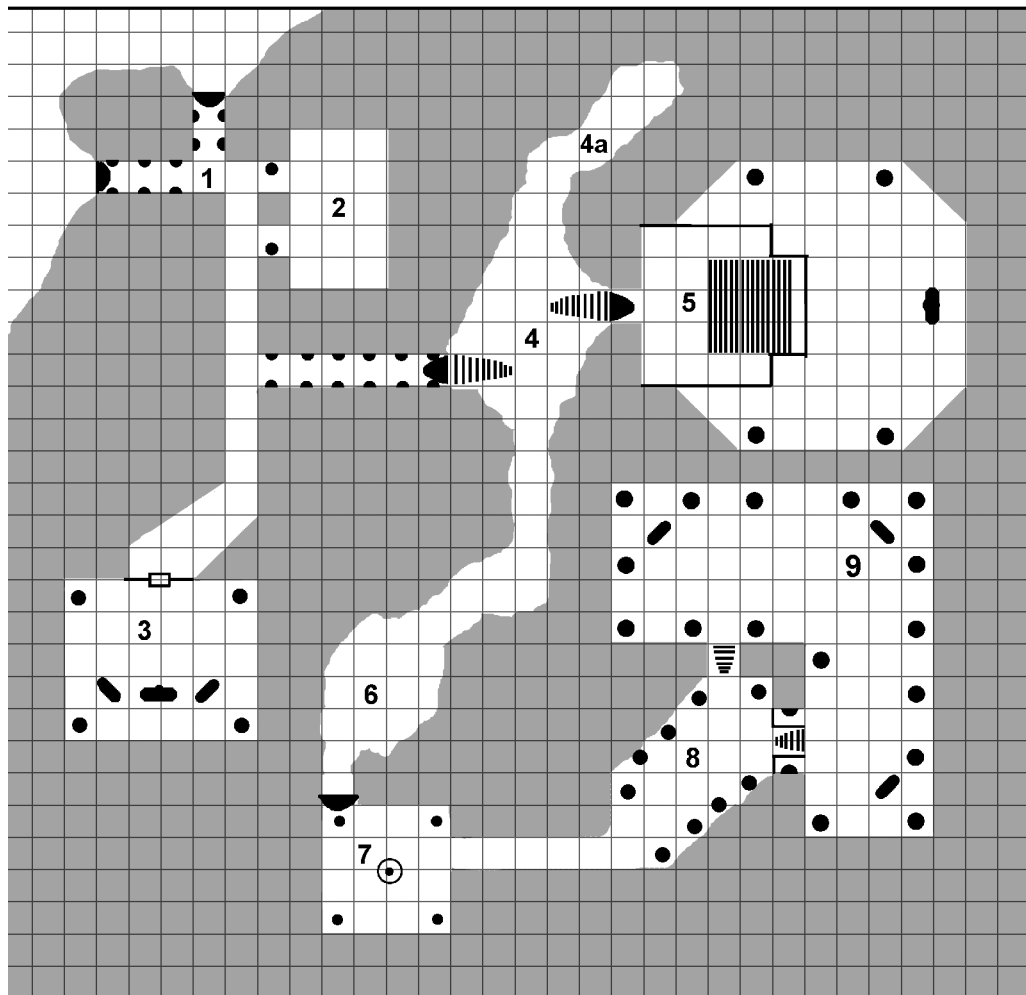
Map for R3: LAKESIDE TEMPLE



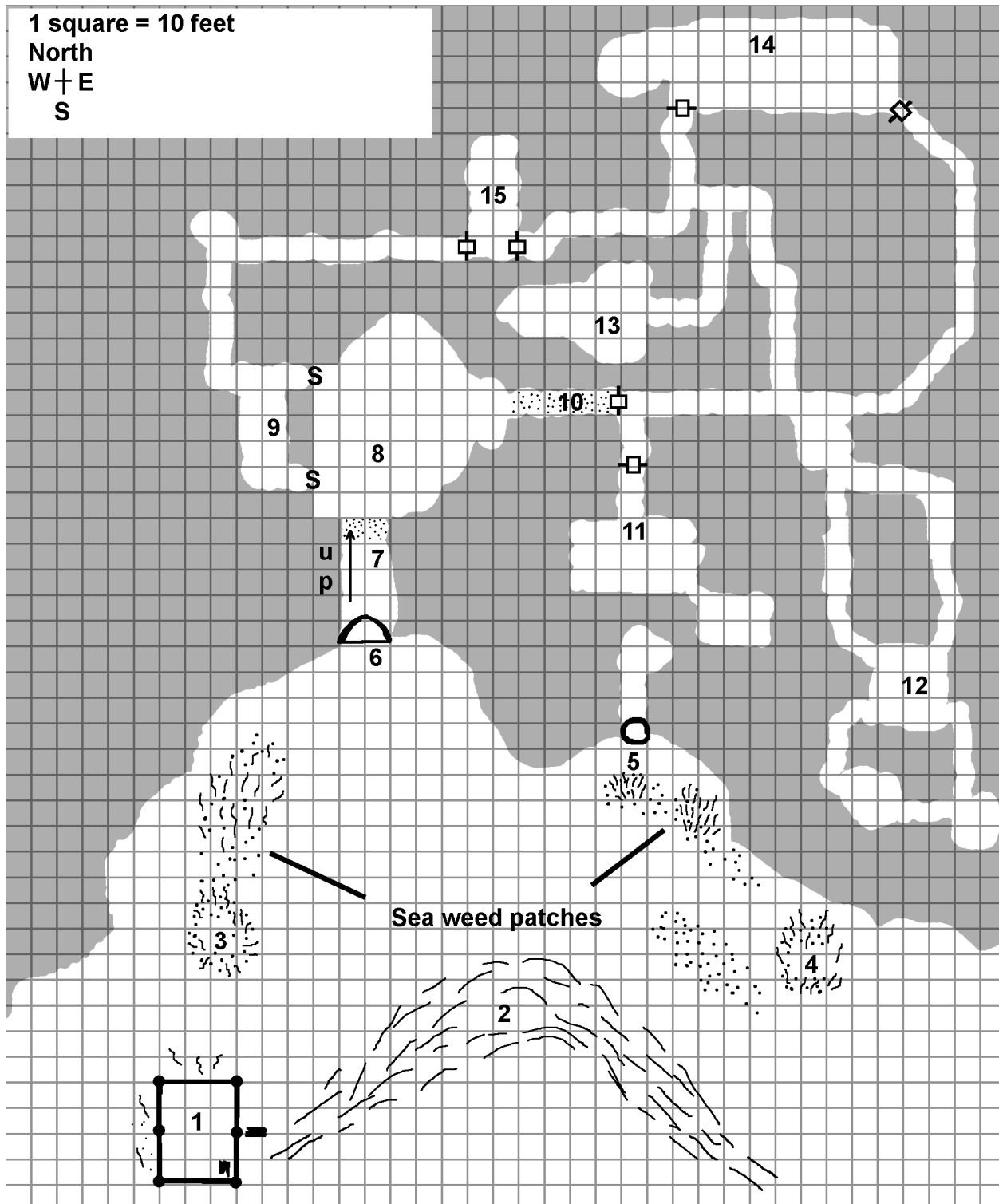
Map for R4: TEMPLE COMPLEX WITH SIMIANS

1 square 10'
North
↑

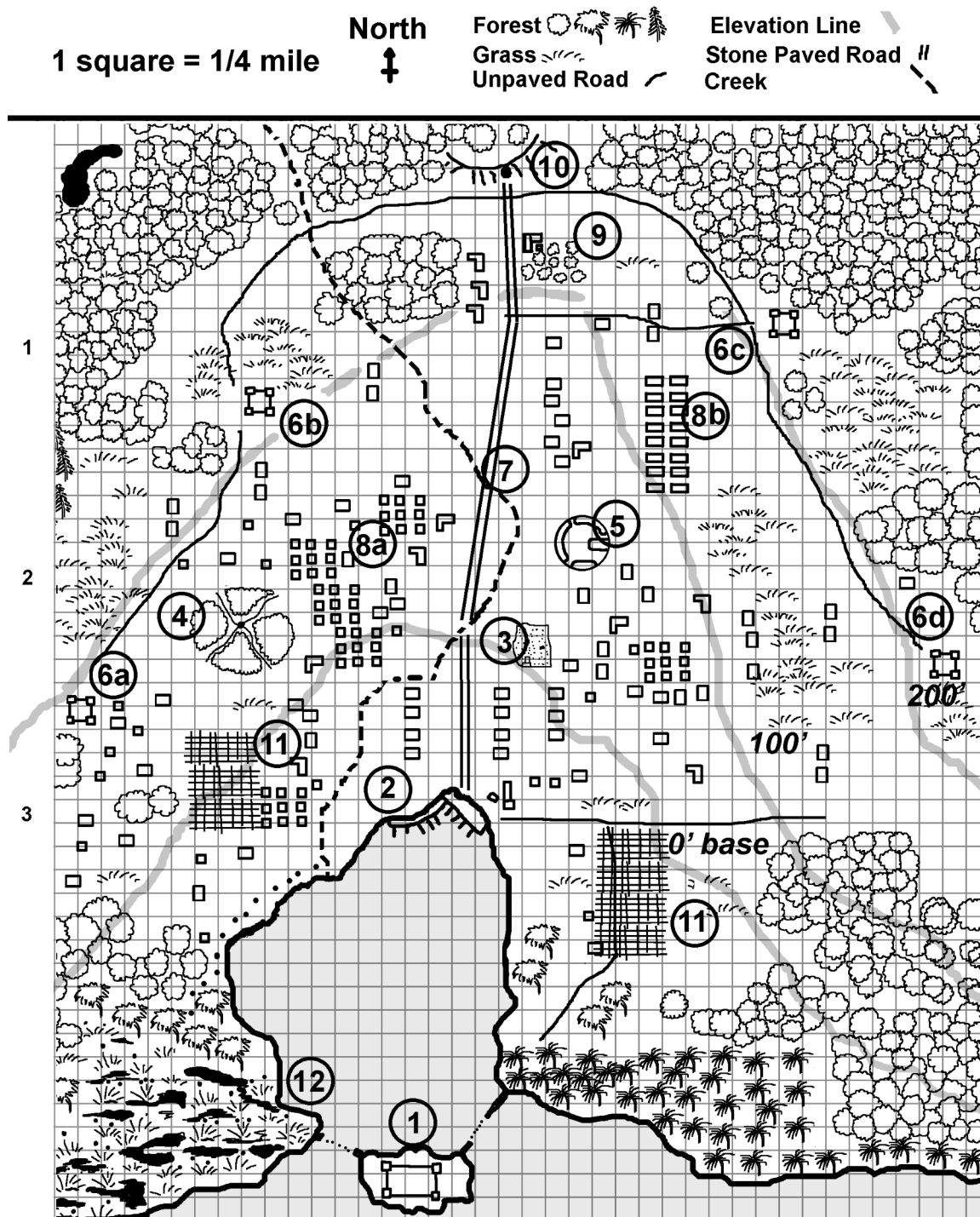
Column ● Half Column ▲ Statue
Stairs ≡ Fountain ⊙ Tunnel/Cave Opening ◐



Map For R5: UNDERWATER EXPLORATIONS



Map for R6: Dragon Harbor



New Monsters

This details unusual creatures as they are encountered on Monkey Isle. If they are detailed elsewhere, pick the statistics desired.

Apes and Monkeys

Name	AC	HD	#At	Dam	Mv	# App	Sv	MI
Ape, Carnivorous*	14	4	2 claws	1d4/1d4	40'	1d6 Wild/Lair 2d4	F4	7
Rock Baboon*	14	2	1 club/1 bite	1d6/1d4	40'	2d6 Wild 2d6 Lair 5d6	F2	8
Baboon	14	1	1 bite or weapon	1d4	40'	2d6 Wild only	F1	7
Chimpanzee	14	2	2 claws	1d3/1d3	40'	2d6 Wild only	F2	7
Orangutan	14	3	2 claws	1d3/1d3	40'	2d6 Wild only	F3	7
Gorilla	14	4	2 claws	1d4/1d4	40'	2d6 Wild only	F4	7
Gorilla, cave	14	5	2 claws	1d6/1d6	40'	1d4 Wild only	F5	7
Monkey, Common	13	1d4	1 bite	1d2	40'	6d6 Wild only	F1	7

* These details are from the current version of the **Basic Fantasy RPG Core Rules** and are provided for reference. The gorilla is pretty much just a copy of statistics and the others are extrapolated simplistically to reduce needlessly arbitrary definitions.

NOTE: All have a treasure type of NONE.

The **Basic Fantasy RPG Core Rules** already define carnivorous apes (far more carnivorous than normal gorillas) and rock baboons. Monkey Isle is populated by other, more normal ape types. They usually do not represent a threat to adventurers unless met under special circumstances; enhanced versions may willfully attack PCs if they are evil or in self defense. Intelligent versions wearing body armor are treated as humans (leather increases their AC to 16 and reduces movement rate to 30'; chain mail becomes AC 18 and movement is 20'). Most already have the rough equivalent of leather armor due to their hide and fur, and hence wearing anything beyond chain mail would be uncomfortable to say the least.

Common **baboons** only weigh 60 to 90 pounds (many are smaller). They live in packs and sometimes hunt other, smaller creatures. They might face down predators; it helps that many predators do not like being challenged. They are much smaller than the rock baboons in the rule book (which weigh 200 to 250 pounds). Intelligent ones use weapons, while non-intelligent baboons rely on intimidation, family groups, and alertness to avoid danger.

Chimpanzees weigh as much as an average human, but are stronger. They will hunt and eat other monkey types. Intelligent chimpanzees using

melee weapons gain a +1 bonus to their damage and hit rolls for strength.

Common **gorillas** are generally herbivores, and are usually only aggressive in defense of their family group. Otherwise they avoid intruders. They can weigh 800 pounds, though many weigh far less. Intelligent gorillas using melee weapons get a +3 bonus to their damage and hit rolls for strength.

Cave gorillas (AKA Gigantopithecus) are estimated to be up to a thousand pounds in weight (perhaps less but usually larger than a common gorilla), these ancient beasts dwell in lost worlds. They might behave like modern gorillas, or they might be fearsome carnivorous beasts. Enhanced versions may exist on Monkey Isle, but are not known. When using melee weapons they would get a +3 bonus to their damage and hit rolls for strength.

Common monkeys rarely weigh more than 40 pounds or so (often far less). They aren't very special, but can be numerous. Intelligent monkeys often use weapons, but are restricted in size to those generally doing 1d4 damage or less.

Orangutans are often heavier than humans (averaging up to 225 to 250 pounds or so) and stronger. The above statistics are for larger ones. Females might have the statistics of a chimpanzee. Intelligent orangutans using melee weapons get a +2 bonus to damage and hit rolls for strength (+1 if chimpanzee sized). On earth they occupy only an isolated, small area of the world.

Dimetrodon

Armor Class:	18
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	2d6
Movement:	30' (10')
No. Appearing:	1d3, Wild 1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	360

Dimetrodon are reptilian predators that predate dinosaurs. They have a high, long fin ("sail") of skin on their back. They were slow movers due to their awkwardly splayed legs. Their prey may have included Edaphosaurus (ground lizard), a herbivorous sail-backed creature. Rather than try to create a unique and arbitrary definition with random differences, the statistics used here are a copy of one of the basic lizards in the **Basic Fantasy RPG Core Rules** with only a change to the movement rate.

Dinosaurs, Land Carnivores

Creature	AC	HD	No. Attacks	Damage	Move	# Appear	Save	MI	XP
Less than man-size	11	1d4 hp	1 bite	1d2	70'	Wild 1d12	NM	7	10
Man-sized	13	1	1 bite	1d4	60'	Wild 1d12	F1	7	25
Small	15	3	1 bite	1d8	50'	Wild 1d8	F2	8	145
Dilophosaurus	18	6	1 bite	d6+d8	40' (10')	Wild 1d6	F3	9	500
Baryonyx	20	9 (+8)	1 bite	3d6	40' (10')	Wild 1d4	F5	10	1,075
Carnotaurus	20	9 (+8)	1 bite	3d6	40' (10')	Wild 1d4	F5	10	1,075
Megalosaurus	20	9 (+8)	1 bite	3d6	40' (10')	Wild 1d4	F5	10	1,075
Allosaur, small	20	9 (+8)	1 bite	3d6	40' (10')	Wild 1d4	F5	10	1,075
Allosaur	21	12 (+10)	1 bite	4d6	40' (10')	Wild 1d4	F6	10	1,875
Allosaur, Large	22	15 (+11)	1 bite	5d6	40' (10')	Wild 1d4	F6	10	2,850
Suchomimus	23	18 (+12)	1 bite	6d6	40' (10')	Wild 1d4	F9	11	4,000
Spinosaurus	24	21 (+13)	1 bite	4d10	40' (10')	Wild 1d4	F9	11	6,000
Giganotosaurus	25	24 (+14)	1 bite	4d12	40' (10')	Wild 1d4	F9	11	8,250

Carnivorous land dinosaurs came in many different sizes, although they are uniformly bipedal. A few basic size categories can be matched to names (based on the general size of the family) to add easy variety. Even the largest was born small and had to grow up; categories for smaller animals help handle immature members of a type.

There were a number of less well-known meat or insect-eating dinosaurs of the 1 to 3 hit die type, including the Compsognathus (pretty jaw), Gallimimus (chicken mimic), Ornitholestes (bird robber), Ornithomimus (bird mimic), Oviraptor (egg thief), Struthiomimus (ostrich mimic), and Troodon (wounding tooth). These dinosaurs were opportunistic feeders as opposed to true predators.

Small predators include the famous hook-clawed, stiff-tailed members of the dromaeosaur family such as Deinonychus (terrible claw), Dromaeosaurus (running lizard), and Velociraptor (fast thief). These reached 1 to 3 hit die. Some were 1/2 hit die (1d4 hit point) creatures. The largest member of the family by some estimates may have been the Utahraptor (Utah's predator), reaching the lower end of medium size (6 hit dice). Dilophosaurus is another example of the type.

The Allosaur (different lizard) is a lighter Jurassic period predator that usually reached the medium category (9 or 12 hit die) and occasionally maybe 15. The Baryonyx (heavy claw), Carnotaurus (meat eating bull), and Megalosaurus (great lizard) were relative lightweights (usually only 9 hit die).

The Tyrannosaurus Rex is defined in the Core Rules as an 18 hit die creature, although some may have reached 21 hit dice. A number of members of the Tyrannosaur family were smaller (9 to 15 hit die); examples include Albertosaurus, Daspletosaurus, Gorgosaurus, and Tarbosaurus (terrifying lizard).

Giganotosaurus (giant southern lizard) is perhaps the largest known carnivorous dinosaur, reaching 21 to 24 hit die (super-predator sizes).

Several of the large types had long alligator-like snouts and may have preyed on fish. This includes Spinosaurus (spine lizard) with a spine stiffened sail along its back which may have vied for size with the Giganotosaurus at 21 hit die or so. Suchomimus (crocodile mimic) had short spines and reached about T-rex size (18 hit die).

Dinosaurs, Land Vegetarians

Creature	AC	HD	# Attacks	Damage	Move	# Appear	Save	MI	XP
Ankylosaur	18	8	1 tail/1 bite or trample	2d6/1d8 or 2d6	20' (20')	Wild 1d6	F 6	7	875
Nodosaur	18	8	1 tail/1 bite or trample	1d8/1d8 or 2d6	20' (20')	Wild 1d6	F 6	7	875
Ceratopsians:									
Centrosaurus	17	7	1 gore or trample	1d10 or 1d10	30' (15')	Wild 1d6	F 4	8	670
Chasmosaurus	15	5	"	1d8 or 1d8	30' (15')	Wild 1d6	F 3	8	360
Pentaceratops	19	11 (+9)	"	3d6 or 3d6	30' (15')	Wild 1d4	F 7	8	1,575
Protoceratops	14	2	1 bite	1d4	30' (15')	Wild 1d8	F 1	8	75
Styracosaurus	16	6	1 gore or trample	1d10 or 1d10	30' (15')	Wild 1d4	F 4	8	500
Triceratops	19	11 (+9)	"	3d6 or 3d6	30' (15')	Wild 1d4	F 7	8	1,575
Note: Triceratops is from the Basic Fantasy RPG Core Rules and is provided here for reference only									
Hadrosaurs:									
Hadrosaur	18	10 (+9)	1 tail/1 bite or trample	1d6/1d6 or 1d10	40'	Wild 1d6	F 10	8	1,300
Iguanodons:									
Iguanodon	18	9 (+8)	"	1d6/1d6 or 1d10	40'	Wild 1d6	F 9	8	1,075
Pachycephalosaurs:									
Small	13	1	1 bite or butt	1d2 or 1d4	40'	Wild 1d12	F 1	7	25
Medium	14	3	1 bite or butt	1d6 or 1d8	40'	Wild 1d8	F 3	7	145
Large	15	6	1 bite or butt	1d8 or 1d10	40'	Wild 1d6	F 6	7	500
Sauropods:									
Small	13	6	1 tail/1 bite or trample	1d4/1d4 or 1d6	20' (10')	Wild 1d12	F 6	7	500
Medium	15	12 (+10)	"	1d6/1d6 or 2d6	30' (15')	Wild 1d10	F 9	8	1,875
Large	17	18 (+12)	"	1d10/1d10 or 3d6	30' (15')	Wild 1d8	F 13	9	4,000
Massive	19	24 (+14)	"	2d6/2d6 or 4d6	20' (20')	Wild 1d6	F 18	10	8,250
Super-massive	21	30 (+15)	"	2d8/2d8 or 5d6	20' (20')	Wild 1d6	F 23	10	12,750
Titanic	23	36 (+16)	"	3d6/3d6 or 6d6	20' (20')	Wild 1d6	F 27	10	17,250

Note: All of the above have a Treasure Type of None.

Vegetarian dinosaurs came in both bipedal and quadrupedal types. Some were huge, yet most began life rather small.

Ankylosaurs: Ankylosaurs are four-legged herbivorous dinosaurs that are low-built and covered by fused bony plates, nodules, and spikes. Some had a clubbed tail (Ankylosaurs, damage 2d6 with tail).

Nodosaurus (a sub-family of Ankylosaurs with much the same characteristics) often do not have a clubbed tale (damage 1d8 with a tail swing).

Ceratopsian: This entry is for anyone who wants more four-legged horned-faced critters besides the Triceratops. Lighter animals included the Centrosaurus, which had one single horn; and Chasmosaurus, which had hollow frills. Pentaceratops had five "horns" but only three true horns. Styracosaurus had many horns radiating off its frill, but only one facing forward. The smallest, earliest ceratopsian was the Protoceratops; it did not have any horns.

Hadrosaurs: These bipedal herbivorous dinosaurs are commonly referred to as "duck-billed" dinosaurs due to the shape of their mouth. Crested specimens include Corythosaurus (Corinthian helmet lizard), Lambeosaurus (Lambes lizard), Saurolophus (lizard crest), and Parasaurolophus (beside Saurolophus or near crested lizard). Non-crested specimens include Anatosaurus (which may very well actually be the Edmontosaurus), Bactrosaurus (Bactrian lizard), Edmontosaurus (Edmonton lizard), Hadrosaurus (sturdy lizard, namesake of the bunch), Kritosaurus (separated lizard), Maiasauru (good earth mother lizard), Trachodon (varying tooth), and Tsingtaosaurus (Tsingtao Crested Lizard, originally believed to have a crest but it was found to be a misplaced bone, not crest).

Iguanodon: These bipedal herbivorous dinosaurs were well-known for the spikes replacing the thumbs on their forelimbs. Specimens include Iguanodon (Iguana tooth) and Ouranosaurus (brave lizard).

Pachycephalosaurs: These bipedal herbivorous dinosaurs sported thick skulls often surrounded by spikes at the base, often resembling bald men with short hair on the fringes. They come in many sizes, from human on up. Specimens include Pachycephalosaurus (thickheaded lizard, perhaps 6 hit dice), and Stegoceras (roof horn, 1 hit dice).

Sauropods: These massive herbivorous dinosaurs walked on four limbs and sported small (for their body weight) heads on long necks and long tails. They came in many different types and weights. They could easily be 18 to 36 hit die, or much smaller at 1 to 12 hit die. They relied on size and herd tactics to avoid predation.

Some specific common names and approximate hit dice are:

Argentinosaurus (Argentine lizard): up to 36 hit dice
 Apatosaurus (deceptive lizard): 24 hit dice
 Barapasaurus (big legged lizard): 18 hit dice
 Barosaurus (heavy lizard): 18 hit dice
 Brachiosaurus (arm lizard): 24 to 30 hit dice
 Brontosaurus: see Apatosaurus
 Camarasaurus (chambered lizard): 18 hit dice
 Cetiosaurus (whale lizard): 12 hit dice
 Diplodocus (double beam): 12 hit dice
 Mamenchisaurus (Mamenxi lizard): 18 hit dice
 Saltasaurus (Reptile from Salta Province): 18 hit dice
 Seismosaurus (earth shaking dinosaur): up to 36 hit dice
 Shunosaurus (Shuno lizard): 12 hit dice
 Titanosaurus (Titan lizard): 12 to 18 hit dice
 Vulcanodon (Volcano tooth): 6 to 12 hit dice

Dinosaurs, Marine

Creature	AC	HD	# Attacks	Damage	Move	# Appear	Save	MI	XP
ICHTHYOSAURS									
Ichthyosaur, small	15	1	1 bite	1d4	60'	2d6	F1	7	25
Ichthyosaur, medium	17	7	1 bite	2d8	60'	1d8	F7	8	670
Ichthyosaur, large	19	14 (+11)	1 bite	3d10	60'	1d6	F14	9	2,500
Ichthyosaur, massive	21	22 (+13)	1 bite	4d12	60'	1d4	F22	10	6,750
MOSASAURS									
Mosasaur, small	12	1	1 bite	1d6	40'	2d6	F1	7	25
Mosasaur, medium	14	6	1 bite	2d8	40'	1d8	F6	8	500
Mosasaur, large	16	12 (+10)	1 bite	3d8	40'	1d6	F12	9	1,875
Mosasaur, massive	18	24 (+14)	1 bite	3d10	40'	1d4	F24	10	8,250
PLESIOSAURS									
Plesiosaur, small	13	1	1 bite	1d6	40'	2d6	F1	7	25
Plesiosaur, medium	15	3	1 bite	2d6	40'	1d10	F3	7	145
Plesiosaur, large	17	7	1 bite	3d6	40'	1d8	F7	8	670
Plesiosaur, massive	19	11 (+9)	1 bite	4d6	40'	1d6	F7	9	1,575
PLIOSAURS									
Pliosaur, small	11	1	1 bite	1d4	40'	2d6	F1	7	25
Pliosaur, medium	14	5	1 bite	1d10	40'	1d8	F5	8	360
Pliosaur, large	16	10 (+9)	1 bite	2d10	40'	1d6	F10	9	1,300
Pliosaur, massive	21	20 (+13)	1 bite	4d10	40'	1d4	F20	10	5,250

Ichthyosaurs: These air-breathing, fish-like prehistoric aquatic creatures come in many sizes, from no bigger than a human to monsters that rival whales in weight. Examples: Ichthyosaurus (fish lizard, 1 hit dice), Opthalmosaurus (eye lizard, 7 hit die), Shonisaurus (Shosone Mountain Reptile, 14 to 22 hit die), and Temnodontosaurus (14 hit die).

Mosasaur: These short-necked, large-headed marine reptiles have four flippers and a medium-length lobed tail. They are one of the few "dinosaurs" that are actually true lizards. Examples: Mosasaurus (Meuse River lizard, HD 24), Pliosaurs (floating lizard, HD 12), and Tylosaurus (knob lizard, HD 12).

Plesiosaurs: These monsters have a very long neck and small head. Their bite is not necessarily scaled to their body mass, and they normally hunt fish and various life forms smaller than they are. Some are small (the weight of a human), but others could weigh tons. They aren't necessarily fast but they are very maneuverable and their long neck is built to sweep through fish schools at a distance.

Specimens include Cryptoclidus (hidden clavicles, up to 11 hit die), Elasmosaurus (ribbon lizard or thin plate, 7 hit die), and the rather small Pleisiosaurus (near lizard, 1 hit dice).

Pliosaurs: These short-necked marine reptiles look much like mosasaurs with minor differences (on Earth they appeared much earlier). Kronosaurus is a pliosaur that reached large categories (10 hit die), while Liopleurodon could be massive.

Elephant, Shovel Tusk

Armor Class:	20
Hit Dice:	10 (+9)
No. of Attacks:	1 bite or trample
Damage:	1d10 or 4d10
Movement:	40'
No. Appearing:	Wild 1d12
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

Shovel-tuskers predated modern elephants. Their bottom jaw extends in a shovel-like plate which may have been used for various purposes. Sizes vary; the above statistics are for the larger types.

Glyptodon

Armor Class:	18
Hit Dice:	4
No. of Attacks:	1 tail or 1 trample
Damage:	1d8 or 1d8
Movement:	20' (15')
No. Appearing:	Wild 1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

A huge prehistoric armadillo-like creature the size of some compact cars, covered by thick bony scutes. Herbivorous, they likely were only dangerous to perceived predators.

Jellyfish, Giant

Armor Class:	15
Hit Dice:	8*
No. of Attacks:	1d8 tentacles
Damage:	1d4 + poison each
Movement:	20' Swim
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	945

These beasts drift or propel themselves sluggishly through the oceans in search of prey of any sort. The Portuguese man o' war floats on the surface, blown by a small "sail". They possess an array of sensory tentacles which make it difficult for any creature to pass underneath them unnoticed. Upon the slightest touch of any sensory tentacle, at least one main tentacle will wrap around prey stinging it for damage and injecting poison (save versus poison or die). It is possible that more than one will attack a single victim (1d4 or as appropriate). If a victim is slain, they drag it into the simple stomach in the center of their mass where it is digested. They are often used as guardians of various portals by underwater creatures who utilize specific training techniques to cause them to draw aside at a signal.

Komodo Dragon

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d6 + disease
Movement:	30' (10')
No. Appearing:	1d6 Wild only
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

These great lizards are up to twice as heavy as a human (150 to 300 pounds). They are aggressive carnivores who hunt by ambush, and have a very toxic bite that can kill a victim in a matter of hours.

Victims must save versus poison or take 1d8 damage per hour for 8 hours. They have a good sense of smell and can track down dead or dying prey.

Megatherium

Armor Class:	13
Hit Dice:	9
No. of Attacks:	2 claws
Damage:	1d10/1d10
Move:	40'
No. Appearing:	Wild 1d4 only
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	1,075

This is an elephant-sized prehistoric ground sloth. While sloths are usually vegetarians, these may have been omnivorous, scavenging kills from other creatures or preying on glyptodons by flipping them over.

Snake, Giant Two-Headed

Armor Class:	14
Hit Dice:	5*
No. of Attacks:	2 bites
Damage:	1d8 + poison
Movement:	30'
No. Appearing:	1d4 Wild only
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	405

These beasts have two heads and are rarely surprised, as one is usually alert. Each head can attack an individual target, though the targets have to be very close to each other.

Spider, Giant, Variant

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d8 + poison
Movement:	50'
No. Appearing:	1d3, Wild 1d3, Lair 1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

These are additional types of giant spider.

Giant Bola Spider: These throw a web attached to a long thread of silk at victims. If they succeed with a hit, they drag the victim in, biting them until they can be fed upon.

Giant Trapdoor Spider: These dig deep burrows and cover the entrance with a hinged door made from silk covered by dirt and debris. The door is so well-made it takes the equivalent of a find secret doors check to detect. They lay down a network of well-camouflaged web lines about them and (based on the signals received through these triplines) either let prey pass by or lunge out to attack. A giant trapdoor spider surprises its prey 1-6 on 1d6; in essence, this means that all creatures not having a bonus vs. surprise are automatically surprised.

Giant Diving Bell Spider: These catch a bubble of air in the hairs on their body and swim underwater, where they use silk and a natural framework such as seaweed or tree roots to form a bell of air.

Spider, Giant Wolf

Armor Class:	12
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d4 + poison
Movement:	60'
No. Appearing:	1d12, Wild 1d12, Lair 1d12
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	37

These smaller members of the giant spider family exhibit the behavior of common wolves, attacking victims in packs. They are faster than most other spiders.

Terror Bird

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d8
Movement:	60'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

These flightless prehistoric birds could weigh up to 800 pounds. Their massive beaks gained them the nick name "axe beak." They will be found in lost world settings, hunting smaller game in packs of 1d6 or more and guarding their nests.

Turtle, Sea

	Small	Medium	Large
Armor Class:	14	16	18
Hit Dice:	1	2	4
No. of Attacks:	1 bite		
Damage:	1d4	1d6	1d8
Movement:	10' Swim 60'		
No. Appearing:	1d6		
Save As:	Fighter: 1	Fighter: 2	Fighter: 4
Morale:	8	8	8
Treasure Type:	None		
XP:	25	75	240

Sea turtles are armored, but not as heavily as land tortoises. They make up for it with a hydrodynamic shape and flippers that make them fast in the water, although slow on land. Archelon (ruling turtle) was one of the largest.

Wasp, Giant

	Gravedigger	Parasitic
Armor Class:	15	14
Hit Dice:	4*	3*
Attacks:	1 sting	1 sting
Damage:	1d8 + paralysis	1d6 + paralysis & egg
Movement:	60' flying 30'	60' flying 30'
No. Appearing:	1d6 anywhere	1d6 anywhere
Save As:	Fighter: 2	Fighter: 2
Morale:	9	9
Treasure Type:	None	None
XP:	280	175

These predatory insects can sting victims multiple times, limited only by poison supply. Some are loners, but others form paper nests and are social. A meaner, larger, more aggressive wasp is usually called a hornet.

Anyone stung by a gravedigger wasp must save vs. Poison or be paralyzed for 2d6 days. This duration is reduced significantly by stimulants and first aid. The wasp will try to drag or fly off with suitable victims (about man-sized or smaller) to find soft soil. If it can, it will then dig a burrow, lay an egg, and cover the burrow entrance back up. The victim will be consumed if not rescued before the egg hatches in 1d6 days or so.

Someone stung by a parasitic wasp must save vs. Poison or be paralyzed for 1d6 turns (10 – 60 minutes). The sting also injects an egg into their

body. For 1d6 days there will be no evidence of the egg. Then the victim will begin suffering pain and start taking damage (1d2 points the first day, 1d4 the next, 1d6 the third, 1d8 the fourth and so on) until the victim dies, or surgery is used to remove the egg, or they receive a **cure disease** spell or similar powerful magic. If they die, the new wasp emerges as a 1 HD version and tries to fly off after spending 1d6 rounds to dry its wings. Some also form paper nests and raise their young in broods.

Waterbug, Giant

Armor Class:	18
Hit Dice:	5*
No. of Attacks:	2 claws (1 bite if both claws hit)
Damage:	1d6/1d6 or 2d6
Movement:	30' Swim 30'
No. Appearing:	1d6 Wild only
Save As:	Fighter: 5
Morale:	7
Treasure Type:	None
XP:	405

These beetle-like insects live in the water. They have a snorkel-like breathing tube they can extend from their aft section that allows them to remain submerged as long as they wish (to depths of up to 50'). They attack with two long, scythe-hooked claws. If both hit, they grasp their prey and bite; from then on they automatically "hit" their victim each round with the bite, siphoning out the insides of the victim for 1d12 damage per round. The GM might allow a mechanic for breaking free: if badly damaged the bug might let go and flee, for example.



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