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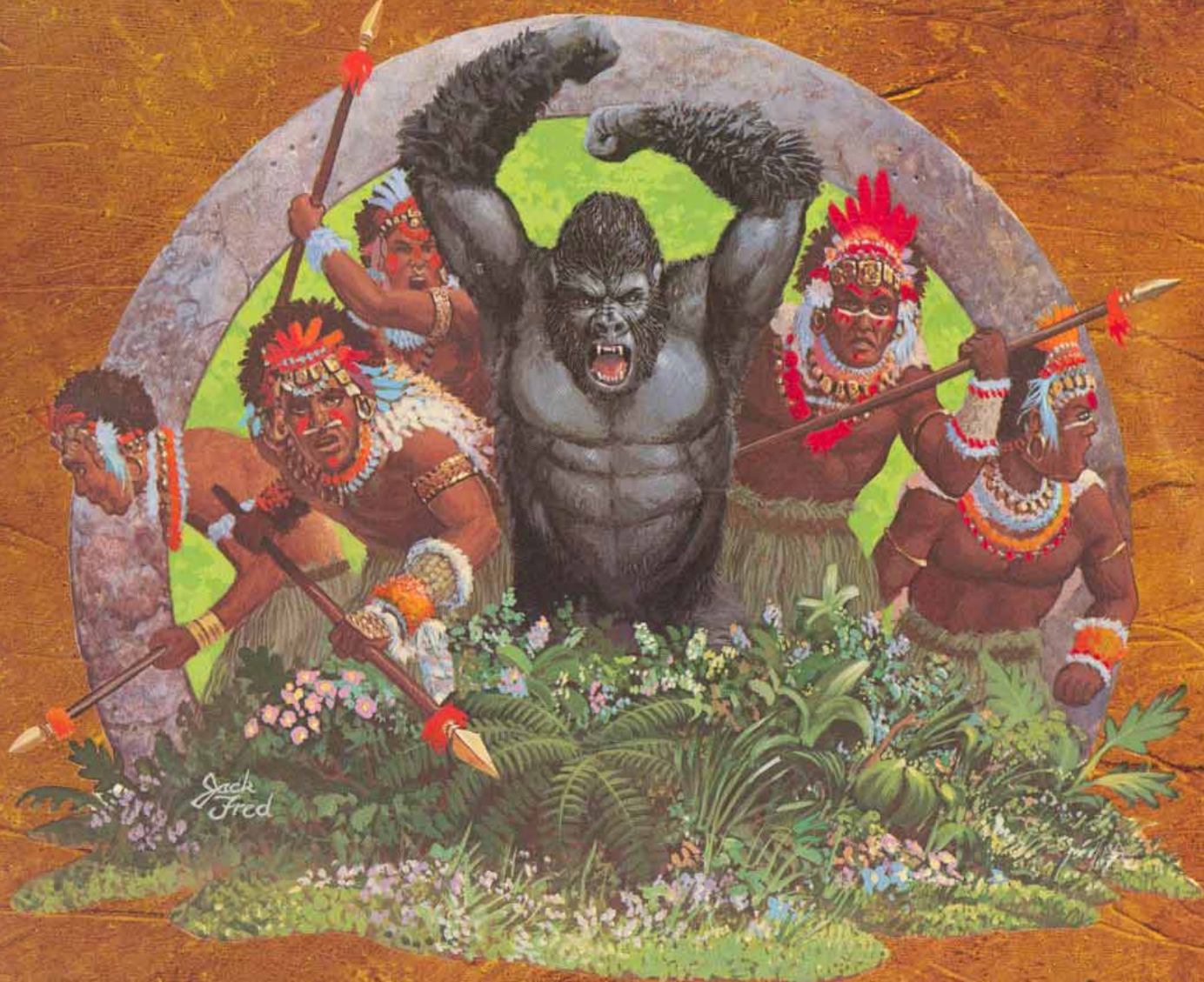
Advanced Dungeons & Dragons®

WORLD OF GREYHAWK™

Fantasy World Adventure

Isle of the Ape

by Gary Gygax



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Advanced Dungeons & Dragons®

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Fantasy World Adventure

Isle of the Ape by Gary Gygax

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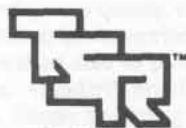
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FOREWORD

This module is based on an actual portion of the Greyhawk Castle campaign initiated by the author in 1972. It contains complete information for the adventure, including outdoor maps, maps of subterranean-type areas, an expanded Monsters Attack Matrix (page 47), a Player Character's daily Journal, and finally, the monster statistics and pre-generated characters for those players who do not have sufficiently advanced characters of their own to undertake this quest.

The participants of the original adventures that took place on the Isle of the Ape include the following: Don Arndt, Ernie Gygax, Don Kaye, Rob Kuntz, Terry Kuntz, and Mike Mornard. It is worth noting that none of these Bold Adventurers ever completed the quest, opting to risk other fell places rather than continuing to face the perils of the island.



INTRODUCTION

The place you are about to send your Player Characters is a very deadly one indeed. Well, players have been asking for high-level adventures, and you are about to give them what they've been asking for (in spades). Before they begin, and before you prepare to run, remember this: if you DM this module according to the rules of the game, and its spirit, the best of players are going to be in real trouble before very long. There are not many tricks, traps, or clever devices here. This is an adventure of attrition. The place is literally infested with horrible monsters, and the sheer numbers of huge, man-eating creatures will soon take toll of the PCs. Unless they are clever about conserving their resources, the adventurers will find that they have exhausted far too much of their power and not explored half of the island. Magic-users will be particularly vulnerable to this. The point of all this preamble is to exhort you to be tough. That's right, don't allow any sympathy to interfere with the game as it is designed. Too many players are marching around claiming that they have characters able to handle anything. Now is the time to let them demonstrate the mettle of these invincible characters they have.

One further note: this module has been designed for use with **Unearthed Arcana**. Many of the magical items, new rules, and character classes mentioned come from this unearthly tome.

Classes & Levels:

Barbarian	12th level and up
Cleric	15th level and up
Druid	12th level and up
Fighter	15th level and up
Magic-user	14th level and up
Paladin	15th level and up
Ranger	15th level and up
Thief, Acrobat	15th level and up

Not Recommended: assassins, bards, cavaliers, illusionists, and monks.

You may easily allow groups of more than six or characters of greater than 18th level of experience to adventure on the island. To handle larger or stronger groups, simply increase the number of monsters encountered slightly. Don't overdo it! Remember that a larger group will have greater difficulty avoiding monsters, so the object is simply to allow the planned attrition to operate naturally.



BACKGROUND FOR the DUNGEON MASTER

The Laws of the Isle of the Ape

Spells that do not function on this demi-plane

Alter Reality
Animal Summoning
Astral spell
Augury
Cacodemon
Chariot of Sustarre
Commune
Commune with Nature
Contact Higher Plane
Dimension Door
Divination
Drawnij's Instant Summons
Find the Path
Gate
Invisibility to Animals
Legend Lore
Limited Wish
Locate Object
Monster Summoning
Plant Door
Teleport
Teleport without Error
Transport
Wish
Word of Recall

All similar psionic powers are likewise useless, including psionic invisibility.

Illusions applied to reptiles are virtually useless, as the brains of these monsters are too dull to notice anything of such subtlety. Thus, when such spells are used against these monsters, they always save.

Invisibility-type magic of any sort is also virtually useless, for these monsters use heat, odor, and sound to locate prey, not just vision. Characters moving very quietly, camouflaged, and being careful to be downwind of a predatory creature will be able to pass unnoticed, but otherwise, standard avoidance action must be taken. Simply becoming invisible will not cause a carnivore to turn away and look elsewhere for prey.

Spell books, spells therein, and spell components must be kept track of. Unless they are on hand, or can be located on the island, the spell caster concerned will not be able to

cast the spell or spells requiring the components which are not available.

Divine intervention will not happen, regardless of any claims to the contrary. Only one deity is aware of what goes on on the demi-plane that contains the Isle of the Ape, and that is Zagyg. He is totally indifferent to what fate befalls adventurers there—it is strictly up to them to survive or become fertilizer. Clerics praying for their spells may do so without being affected as described above.

Magical Items

The players can bring along a vast array of magical items, providing that they have the means to cart them along. Remember what will function and what will not. Also be sure that you keep track of where all items are stored. If, for instance, they pack a magical bag or hole full of goodies, require them to go through the whole thing in order to retrieve something. This will take lots of game time. To illustrate this point to them, gather up some smallish, disparate items, and put them into a pillow case or similar container. Then, indicate a singular item (say a pen representing a wand) as one that is to be drawn out. Count. If the contents are dumped out, the item can be obtained with fair rapidity. If an arm is thrown into the container, it will take a long time to find, for you will have placed other objects of similar size and shape therein to simulate the difficulty of retrieving items from such a bag. A portable hole will absolutely require emptying—or crawling into—for retrieval of items. Meanwhile, adversaries will be attacking.

Artifacts and relics, as well as special magical items with powers granted from some great being or deity, do not work at all on this island. The demi-plane is such that their functioning is totally impaired. In other words, the characters must use standard equipment, normal magic, and their own abilities in order to survive. Any good adventure is a test of the abilities of the players to utilize their characters, and they must not be allowed to rely on items.

Describing the Island

From a distance, the Isle of the Ape appears to be a pile of jagged mountains sprinkled with smoking volcanoes. At night these cones give the place a dim, hellish glow. Of course, fog and clouds enshroud the place most of the

time, so only portions of the island can usually be seen, and then only from relatively close proximity.

The whole land mass is well above the water, except for the bit of beach near the southwestern tip of the island. The rest of the place is sheer-sided cliffs, steep mountainsides, and broken rocks that prevent approach to the land. There are plateaus in the southwest, the northwest, and the eastern ends of the isle. The central mass is a gradually sloping basin, a saucer, if you will, where the daily downpouring of rain collects to form a large lake and surrounding swamp. This slowly drains because the water has managed to cut a bed that leads underground and empties via a 200-foot-long waterfall on the west coast of the island. The whole place is very warm, and it is muggy and steaming hot in the central morass of swamp and jungle.

The plateau areas are only slightly less overgrown than the rest of the place. The whole island is a riot of vegetation.

If you have any colored illustrations of the Jurassic, Triassic, or similar period, be sure to get them ready for perusal by your players during the course of the adventure. Once they are in a position to see the island, having such illustrations open to their view at all times will assist them in setting the mood for the game.

Terrain Types

Plain areas are covered with tall grasses (3 to 6 feet or higher), scrub growth, ferns, and scattered trees. There will be occasional outcroppings of rock, small pools, ant nests, termite mounds, thickets, and so forth. Where herds of herbivores graze, the rich soil and volcanic ash fertilizer allow growth at an amazing rate. Small reptiles and even mammals scurry everywhere, while the huge dinosaurs roam freely.

Hills are simple rolling areas of plain, with cuts from water erosion and more frequent rock outcroppings. In the folds between high ground areas there will be thickets and higher growth.

Foothills and mountains will be heavily vegetated wherever soil will allow growth. However, the mountains are so sheer that there are few such places. Winged reptiles will be observable flapping ponderously to and from their nests on rocky ledges on mountainsides and foothill mesa tops. Watercourses, slide areas, and like places permit some

growth and provide habitat for some species, and cavemen and carnivorous apes dwell in the many caves and caverns which honeycomb these areas.

Swamp areas are very wet and heavily vegetated also. While grasses, ferns, and reeds make up the majority of swamp growth, there will be mangrove and cypress-like trees and cycadeoids. Low mounds allow great trees to grow, trees resembling baobabs, banyans, and great redwoods. Occasionally the shallow water will deepen into pools of fair depth, some no more than a few yards across, others as large as 100 yards in diameter. Countless insects, from tiny gnats to monstrous dragonflies, swarm above the surface of this mire, while hosts of aquatic insects, leeches, batrachians, and weird fish fill the lower surface.

Jungle is a combination of rainforest, with attendant huge trees, and true jungle. The entire place is a riot of huge mosses and great ferns, with every imaginable sort of palm and cycadeoid, vine and liana filling the spaces between the larger growths. Where water fills low spots mighty rushes and towering reeds spring up. Far overhead are many small lizards, snakes, and toothed birds—as well as pterodactyls of all sizes. Lower down are somewhat larger reptiles and all sorts of flying and crawling insects. At ground level the same is true. Everywhere there are all forms of living things—insects, invertebrates, reptiles, and the ponderous herbivorous dinosaurs hunted by the swift carnivorous ones.

Lake is just that, a prehistoric lake. Its swampy verge is home to the great saurians who use its buoyancy to support their massive bodies while long necks feed from swamp or aquatic growth. The waters are alive with amphibians and lung fish, true fish, and smaller reptiles. Of course there are forms of algae and aquatic plants, and amongst them are crustaceans, worms, leeches, insect larvae, and who knows what else. Vicious carnivorous dinosaurs swim here and there looking for an incautious victim, while in deeper waters they must contend with the terrible fish that lurk for prey. From its shallow edges, the water shoals to some 20 or so feet in depth, save where the bottom falls in the north central portion. There, the water is from 50 to 200 feet deep.

Small lakes (those of about one square

mile) have only the dinosaurs and smaller life, not the great fish (dinichtysys).

Reefs are razor sharp rocky shards underwater or pointing out of the sea. They are impassable to any kind of vessel or small boat. Swimmers receive 1d6 points of damage per turn spent in that vicinity.

Island Conditions

The heat, dampness, and daily downpours make life very difficult on the island. In the western plateau areas, as well as the higher hill areas elsewhere, humans can survive these conditions. In the swamps and jungle, even on the savannahs, the elements combine to cause severe difficulties. You must keep the following in mind with regard to player characters (and their equipment) while adventuring on the island.

Attrition: Scrolls and standard spell books are affected only if they remain unprotected. Traveling spell books and *Boccob Blessed Books* are not affected by the attrition conditions of the isle unless abandoned open. The leather of traveling spell books is resistant to humidity and for gaming purposes should not be affected by the rotting factor for the duration of the adventure.

Use the following guidelines for the chances and duration of equipment attrition:

Material	Attrition Chance*	Time**
Food, drinks	100%	1 day
Paper, parchment	5%	1 day
Cloth	25%	5 days
Rope	5%	10 days
Leather	10%	7 days
Wood, hard vegetal	2%	10 days
Metal***	20%	2 weeks
Mineral, ivory	not affected	
Artifacts	not affected	

***Attrition Chance** determines the cumulative percentage chance any material starts rotting, molding, or rusting. Check when the item is first exposed to the island's conditions and thereafter once per full day of exposure. Reduce chances by 1/2 (rounded up) for magical items and those that are protected.

If materials are protected by storage, oil, and like precautions against destruction, then count only actual exposure time.

****Time** indicates how long it will take for the affected material to rot, rust, or mold beyond use. Multiply that duration by 10 for magical items.

***Some metals, such as gold, silver, platinum, copper, brass, adamantite, mithral, and nickel, do not rust. Bronze covers itself with a thin layer of oxidized metal giving its characteristic green tint, but then becomes impervious to further rust. Thus bronze armors are not affected, however, bronze weapons should then do only 1/2 damage because of the loss of sharpness. Silver-plated items should not be affected either, unless damaged so that some of the silver coating is gone.

Disease: fungi will attack humans within a day, so that on the second and following days each character has a 25% chance of a disease—fungoid, amoebic, bacterial, or viral, no matter.

Disease will cause general debilitation within 24 hours, and this will be reflected by the loss of 1 point from each characteristic per day. When all stats are at 0, the character is dead. Cure disease will relieve all sickness, but lost points will take 1 day each to be restored. (Begin at the bottom and work up, i.e., Comeliness, Charisma, Constitution, Dexterity, Wisdom, Intelligence, and finally Strength.) What is lost in a single day of illness takes seven full days to recover!

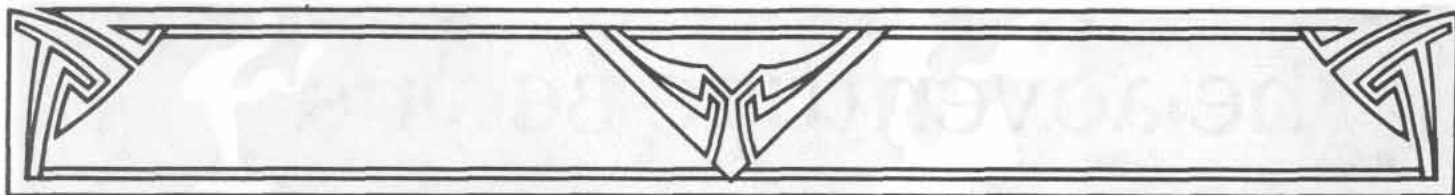
Statistics with extra percentages are also affected at the rate of one percentage category per loss. Example: a character with 18.80 points of Strength would be reduced to 18.75 after the first loss, etc.

Characters immune to disease will still have a 5% chance per day of becoming ill. They, along with those suffering the 25% chance, will be considered to have total natural immunity if four successive days pass wherein they are not affected by disease.

Illness will be noted immediately, as a feeling of weakness, dizziness, inability to think, stiffness, etc. will be evident. If, at these first signs, a curative is used, then no loss of factors will occur.

Food: eating the natural fare of the island doubles chances for disease. *Purify Food & Drink* spells are sufficient to ensure that spoiled food is safely edible (no chances for contracting disease).

An airtight or magical container may preserve food for a normal period of time, as long as the food is not exposed to the isle's conditions. Once the spell is cast, or once the con-



tainer is opened, the food must be eaten immediately to avoid spoilage and diseases. Items or food in magical containers using extra-dimensional storage space should be affected by random monsters from those outer planes. As soon as an airtight container starts rusting or rotting, it is no longer capable of protecting food or drinks.

Of course, those with natural immunity can freely partake of foodstuffs from the isle without fear.

Movement Rates

The party may advance through the isle at the following speeds, according to the type of terrain they attempt to cross:

HILLS	2 hexes/hour
FOOTHILLS/BLUFFS	1 hex/hour
MOUNTAINS	1 hex/2 hours
GRASSLANDS	5 hexes/2 hours
JUNGLE	1 hex/2 hours
SWAMP	1 hex/2 hours
RIVER	1 hour to cross
LAKE (raft)	1 hex/2 hours
LAKE (boat)	1 hex/hour

Time Factor: Each period of daylight will be 12 hours long, but two hours each day must be spent resting, so the party effectively has 10 hours of movement time each day, with each hexagon on Map 1 representing one square mile.

Trails: If there is a trail to follow, the speed will increase by a rate of 1 hex/hour of travel, so the party should certainly seek out trails whenever they desire to cover distance!

Arboreal Movement: Climbing into trees for safety does not preclude encounters. If an encounter is indicated when the party is aloft, it will be with either flying creatures or snakes of some sort.

Flying: This will certainly bring attention to the party, and encounters will increase from 25% to 50%. Of course, all such encounters will be with flying monsters.

Levitating: Each time levitation takes place, a normal check for random encounters must be made. If an encounter is indicated, it will be with snakes (if near trees) or else with flying reptiles.

In short, there is no safe place on the Isle of the Ape.

Monster Statistics and Encounters

Monster Charts: All the gaming details concerning the monsters appear on the inside of this module's cover, along with all the necessary Random Encounter Tables. Some extra information regarding random encounters may appear at the beginning of each section of the text.

Encounter Distances: In swamp or jungle, encounters occur at 20-80 yards (2d4x10) from the party. The distance is usually the same as on a plain, but double the distance if the creature is erect or very large.

Reactions: A carnivore will automatically turn and attack; a herbivore will move in a random direction, checked on 1d6 (i.e., a 1 in 6 is at you!). If the party is noisy, any dinosaur will automatically face the party before taking other actions.

Other DM Notes

The following are miscellaneous notes that may come handy in the course of the adventure.

If a player rolls a (modified) negative to hit score, and still hits the target, the damage is reduced by that (negative) score.

Example: a 17th-level fighter rolls a modified score of -4 and hits an AC 8 creature with a long sword. The damage is 1d8-4 (with a minimum of 1 point of damage).

Apes are not humanoids for any spell purposes, nor do rangers gain damage bonuses against them.

Missiles from a **Necklace of Missiles** can be hurled from a sling. To hit bonuses will apply.

With respect to a **Cube of Force**, monsters with 12 or more Hit Dice will strike as if they were a *catapult missile*, and the following points accrue to the strength of the device's protective maximum:

12-15 HD	= 1 point vs. cube
16-19 HD	= 2 points vs. cube
20-23 HD	= 3 points vs. cube
24 & up	= 4 points vs. cube



he ADVENTURE BEGINS

Meeting with Tenser

You stand before a great throne of lapis lazuli. The massive chamber in which it rests is also blue. Even the air has an indigo quality—perhaps from the weirdly convoluted coils of smoke rising from braziers of azure metal. The youngish figure encompassed by the great chair is a personage, a man whose presence inspires awe, Tenser the Arch-Mage. A glance at your companions reassures you, for they too demonstrate attitudes of humility and respect. This is a momentous meeting, and none take it lightly.

High above the Free City of Greyhawk, somewhere upon the lonely south coast of the Nyr Dyv, you and your associates trekked to answer a summons that could not be taken lightly. Adventurers of your exalted status know much that lesser individuals do not. The call issued by most secret and occult channels. It was for only the best and most powerful of Those Who Serve. It came from a Fellow of the Circle of Eight, but which of that August Body, none of you knew until just a moment ago. In answer, each of you set out from his or her home to the teeming warrens of Greyhawk City. In a secret rendezvous you met your fellows for the first time, and as a group you made the journey north and came to the hidden fortress of Unknown Depths. Now each of you is aware that the Summoner was the renowned Tenser, boon companion of many of the most redoubtable adventurers in the Flanaess and one who is privy to the Council of the shadowy figures who are the determiners of the course the world will take.

Tenser nods welcome, and with a casual gesture causes comfortable seats to appear for each of you. When you are all at rest, the Arch-Mage begins to relate a strange tale.

"Most of you are familiar with the name Robilar, and perhaps a few have knowledge of his brother, Terik. It was in this company, and with Merlynd as well, that I first ventured to the Isle of the Ape..."

Here the Arch-Mage pauses to adjust his flowing robes of midnight blue. A tiny gesture follows, and goblets of pure turquoise appear, each filled to the rim with a heady, effervescent brew of violet color. Tenser reaches forth and plucks one of the floating vessels from midair: "Please, please, do help yourselves, Good Folk!

This is rather rare Celenese nectawine, made from moonberries picked only when both moons are blue!" All quaff, and you find it excellent indeed. Tenser continues:

"It was years past—more than a decade now—that our quartet was delving deep beneath that grim pile of ruins known as Greyhawk Castle. We had plumbed the very depths of the central shaft, and far beneath we discovered a vast, multi-leveled array of natural caverns and passages infested by every sort of hideous monster one could imagine. As meat and drink, so were those adventures to us, but we risked too much one day, and ill came of it."

As Tenser pauses to sip his drink, you look at your companions. Each seems engrossed in the talk. You turn your attention to the Arch-Mage as he begins again:

"In a great tunnel, oddly convoluted and filled with unknown glyphs, we chanced upon a warning, but heeded it not, foolishly desiring to gain still more before returning to the fair surface, sunlight and clean air. The dweomer was most powerful and strange there, but ahead we forged, and in a gut-wrenching instant the four of us stood on the shore of a grim island, a hot, steaming, volcanic morass. We set forth bravely enough, and in a fair battle bested the ebon savages standing between us and what we thought of as our route of escape. Wrong, how wrong! Beyond the portal was only a stinking jungle, swamps, and huge monsters of all sorts. Our trek about the place isn't meaningful to this story, however, so I'll say naught of what transpired, save the final portion. It was in desperation that we turned to what we believed our only means of egress from the hellish place. Amongst the considerable store of treasure we had with us when we were transported to the place was an amulet of Zagyg... think you that that one and Zagig yragerne are one and the same? I am sure of it! No matter, no matter.

"Such magicks are rare and risky, but we knew naught else, so we invoked its power. Take us away it did, just as was hoped, but at a cost—a dear payment. The dweomer of the amulet carried us, but naught of our belongings. Back into the depths of the dungeon, stark naked. With skill and much luck we managed to win escape, and thereafter our group sought information, council with great sages, and every other means of finding how to go back to the place and return safely. We learned much.

"The place is known only as the Isle of the Ape. From what we saw there it is safe to assume that there is a monstrous ape there alright—one larger than any giant. It is in another place, a demi-plane perhaps, so there is no hope of escape by magical means other than those provided by the one who seems to sustain it, Zagyg, or should I say Zagig. Yet, for all his drollery, never was he one to provide no escape from any trap he set for those full of hubris."

Filled with great curiosity now, you wait expectantly for the conclusion of the tale. "Robilar's feet are now on a path unspeakable. Terik? Who knows. Dead, probably. Merlynd too is now elsewhere, and of the four only I remain to speak of the misadventure. Finding no method of expeditious return from the island, we shunned the place, choosing to lose the great wealth rather than risk untimely demise in the filthy muck of that isle. Now, however, a need has arisen for something inadvertently brought to that island and left there. This, Brave Souls, is where you enter the tale.

"As my power grew, so did my determination to aid those seeking to maintain equilibrium. In due course I sought the Circle of Eight, and in time I was accepted in their ranks. Now I sit as one of the Eight Magi and am charged with overseeing the whole of the territory roundabout. As great is the need for my presence on the Isle, greater still is the demand for me to remain here, for great trouble brews even as I speak.

"Amidst the gems and magicks we bore out from the depths of Castle Greyhawk's dungeon, was a small mace, a mere toy, it seemed, albeit one fashioned of iron and silver and encrusted with carven gemstones. No geegaw, that. It is a most charmed implement of clerical power, the Crook of Rao. If that One is most peaceful and serene, nonetheless his word is not to be lightly passed off. Long and long Rao has refrained from any meddling here, but he left with us a token of his power. Devils and demons of the Lower Planes shudder at the mere mention of the object. Daemonkind flee in terror at sight of it, and we need it now!

"Know you of Iggwilv? Dead, you thought? Long dead... No, not so! She stirs and is much wroth, for her beloved daughter was laid low. If left to work her will, all of those who seek weal and good will soon be slain or enslaved by her hordes. Demons will stalk Oerth, and blood will drip from black altars. Even with



the artifact, the coming confrontation will be no certain thing, but at least Iggwilv will have no demon hordes to serve her. Now listen and attend me most carefully.

"You are the chosen agents of the Circle of Eight. It is your charge to overcome all of the perils of the Isle of the Ape, find The Crook of Rao, and with it win to the exit and return here."

Startled murmurs arise from your associates. This is no small charge! Questions bubble forth, and after listening to the confused queries for several minutes, Tenser raises his hand for silence.

"This, and this only, do I know: There is a way to leave the island. A teleportation device set to the mind of the user is hidden somewhere there. Once seen it will be recognized.

"The natives of the island are worthy foes, though evil. One or more of their religious leaders might know where the artifact rests. Zagyg conceived of the island as a testing place for those who sought to ascend beyond the realm of mundane adventuring, and its perils are deadly, but its rewards great.

"The Crook of Rao is on the island, and there are the following lesser magical items which we lost that are also there:

+ 3 plate mail and + 3 magical shield
+ 5 defender (longsword)
+ 3 dagger of throwing
Boots of levitation
Ring of fire resistance
Ring of protection + 3
Bracers of defense (AC 2)
Cloak of protection + 2 resistance
Ring of protection + 3
Bracers of defense (AC 2)
Cloak of protection + 2
Shoes of Fharlanghn*
Staff of power
Girdle of many pouches*
Ring of spell storing (6 spells: 2 1st, 2 2nd, 1 3rd)
+ 2 plate mail and + 5 magical shield
+ 3 frost brand (bastard sword)
+ 3 battle axe
Girdle of frost giant strength
Bag of holding (1,000 lb. limit)
Ring of spell turning
Cloak of the bat*
Cloak of displacement
Wand of conjuration (70 charges)
Ring of protection (+ 4 on AC, + 2 on saving throws)

Ring of djinni summoning
Ring of feather falling
Boots of striding & springing
Necklace of adaptation
Gem of seeing
Periap of wound closure
Rope of climbing (100 foot coil)
2 Boccob Blessed Books (49 spell levels each)*
Heward's handy haversack*

"There were some other odds and ends which were used up or else have undoubtedly been destroyed by time and the foul conditions on the island, but there you have the gist of what treasure we lost. The artifact must be given to me, but the rest is yours—we have long written it off—along with whatever else you should happen to gather up there!"

The chamber glows azure, and as Tenser gazes intently at your party, long, thin arcs of blue-violet electricity sizzle down from the domed vault above and play about his throne. He asks: "Do you each solemnly accept this perilous charge?"

His words echo from the walls, and reverberate in your head. Of course, adventurers of your level and status can not refuse such a challenge! As one, you give assent, and your quest is on!

* DM Note: If the players ask, Tenser will reply that these special items will be explained to them when they return to his fortress with the artifact.

Strange, golem-like figures of silver with eyes that shine with a lambent blue radiance seem to appear from nowhere. The Arch-Mage informs you that your party will have a day to rest and prepare yourselves for the adventure ahead. During this time, he will ready his means of transporting you to the Isle of the Ape, for no one must be alerted to your venture, and to use the entrance in the dungeons of Greyhawk Castle would surely cause the enemy to take countermeasures.

Your party is escorted by the silvery creatures to spacious and comfortable quarters in an isolated tower of the stronghold. Your needs are tended to, and the time is spent readying spells and breakfasting at dawn.

Be certain to allow the participants to prepare their characters for the adventure. If

they ask, Tenser will comment on illusions, invisibility, and summoning spells not functioning well on the island.

Then Tenser personally accompanies you to the shore of the Nyr Dyv where a strange ship of bronze-colored metal awaits. All of you clamber aboard, and the crew of a score of tough-looking men hoists a single great sail of blue and silver. It fills with air immediately, and the vessel soon carries you far out upon the surface of the water. As you travel, you note that a haze seems to surround the ship, and the farther you go the thicker it becomes, until soon you are within a bank of dense, rolling fog. The light grows dim, then is gone altogether, but a glow springs forth from the very fabric of the vessel itself, and by this sapphire radiance you observe that the water has become turbulent. It smells odd, and the spray from the great rolling waves tastes salty. Time seems meaningless, yet you feel that somehow days, not hours have passed, when suddenly the pitching of the ship lessens. The craft is rolling in a gentle swell. Tenser has left the helm and stands before your group.

"No further can we go, else we too will be required to spend ourselves gaining the secret of the island's egress—would that we could aid—but the honor and glory is yours! May Boccob speed you to success!"

At this, several of the crew begin unfolding a device. You recognize it as a folding boat. One of the sailors tells you that the command words are "Jolly," "Dragonship," and "Batten" to cause the magical box to become a boat, ship, or box again. You realize that you must remember these command words if you are to use the craft.

Note to the DM: Do not allow any notation of these words. Memorization is required.

"Hurry now!" Tenser commands, "You have only a minute or two before the opening I have forced into this demi-plane heals itself! Head straight, and you will encounter the shore of the island. The vessel will see you safely ashore, but you must bend your backs to the oars. Go!"

With that, you clamber aboard the vessel, and an instant later the blue light dies and is replaced by the dull illumination of the sun through heavy fog and cloud. You hear the roar of breakers upon the shore, and all know that you have come to the Isle of the Ape.



Encounter Setting

As players with high-level characters, the participants should show no hesitation about accepting the challenge of the undertaking which is herein proposed. If they do, you should suggest that they are not properly role-playing their characters. Use coercion, flattery, humiliation, or whatever else is necessary to bring them around. For example, if the characters involved are above 18th level, have Tenser accept them as peers, call them "Noble Lords" (and "Ladies," if applicable), relate the ceremony with which they are received, the luxury and stateliness of their quarters, and so on. As usual, your personalization of this module, and your personal knowledge of the participants, will make it become a living, exciting part of the campaign, and the quest will become one that honor and status make mandatory.

The folding boat will be small if there are four or fewer characters. It will be large if there are five or more of them. The craft will carry them directly to the sandy beach of the island—Area 1 on your map. There the adventure begins. Wise players will have their characters retain the boat, as a box, for further use. This might well save them from death later.

Have at them!

Random Encounters

Check for encounters once per day and once per night. Encounters occur with a roll of 10-12 on a d12. Use column #1 on the Random Encounters Table (see cover).

General encounters in this area are principally related to the tribe of savage Kawibusas (see below), who control the peninsula west of the colossal wall. The apes are from their stock, as are the boars, although the latter are escaped and truly wild. The giant lizards are from the meat herd of the Kawibusas, while the podokesaurs are the only saurians surviving on the peninsula.

Location of the Isle

If the party decides to sail away from the isle, they will discover that other islands exist in the area. However, the party will not gain any knowledge there about their quest or a way of returning home. This will seem to be a different world endlessly filled with ferocious savages, cannibals, prehistorical monsters, etc. The party may invade some primitive kingdoms and rule them; however, that will not help them to leave this world.

History of the Kawibusas

This group of savages are most warlike and cannibalistic. Although they raise both crops and domestic creatures that they slaughter for food, they are not satisfied. The Kawibusas alternately raid other nearby islands for prisoners—slaves and food—and venture across the island proper to raid the groups of cavemen dwelling in the hills. Their legends say that once they lived elsewhere, but their great-grandfathers many times removed were brought to this island—the witch doctors claiming that this was the will of Oonga! Disease, the savagery of the interior, and raiding keep their numbers in check, else the peninsula would be teeming with Kawibusas. Their enemies take a heavy toll, but when deaths amongst the warriors have risen to too high a level, they offer the enslaved natives from nearby islands the opportunity of becoming Kawibusas by blood rite, or else becoming a part of the blood rite. Ninety percent of these captives accept this new status gladly. The rest, along with whatever hapless cave dwellers are on hand, provide the wherewithal for the ghastly ceremony that follows.

These hideous savages also breed and train giant carnivorous apes. Those belonging to the tribe are given collars of gold, so that their domestication can be seen at a glance. These beasts are used to hunt, guard the compound of the tribe, and to serve as hounds when the tribe sends forth a raiding party to gather captives from the cave dwellers of the island's interior. The Kawibusas so dominate their own area that 90% of all the giant carnivorous apes on the peninsula are servants of these bloodthirsty masters!

At the dark of each moon, the Kawibusas hold a feast, a cannibalistic orgy, in honor of Oonga (who is unaware of it). They prepare some special gift for their deity, be it a prisoner of either sex, a captured carnivorous ape, giant or ordinary, or some specially fattened lizard or swine. Sounding gong and drums to alert their deity, the tribesmen gather atop the wall to observe the coming of the gargantuan creature and his devouring of the sacrifice. Even if Oonga fails to show up, some lesser carnivore will eventually come to satisfy their urge to see bloodletting.

Having tracked the approach of the party of adventurers, the tribe has laid a careful ambush. Their warriors are painted in yellows and greens to blend with the vegetation. They wear headdresses of dried grass and mantles woven of the same stuff with green leaves

thrust here and there to assist their concealment. Giant apes held well to the rear so as not to give away the ambush, these savages lie in wait to take their prey by total surprise.

Description of the Kawibusas

These barbarian tribesmen are of dark ebony hue. They are tall and very muscular. Adornments include various items of raw gold fashioned into crude jewelry—armlets, anklets, necklaces, huge earrings, and pins that are inserted through the flesh of various parts of the body. More common, however, are tusk and tooth decorations for neck, ear, and nose.

Clothing is simple, a grass skirt and cape being the most common. Sandals of lizard skin are typically used to protect the feet. The bushy hairdos are decorated with gold and ivory, tooth, and bone.

Face and body painting are common. Around the village, colors are typically bright—red, yellow, blue. When raiding, the Kawibusas paint themselves yellow and green and further camouflage themselves by weaving green vegetation into clothing and head-dress.

Headdress is by unit, each being distinct from the other. The size of the band, decorations (shell, feather, bone, tooth, tusk, hide, gold, etc.) differentiate each group. Manner of striping, splotching, or stippling paint also is distinctive.

Leaders and witch doctors have distinctive painting and dress, so as to make them readily identifiable to those familiar with the tribe.

Ye Olde Parchment

The party may find this old map at any convenient moment of the adventure. Likely places would be on a dead body near the landing place, in the Big Witch Doctor's hut, near an altar, etc. It should be contained in an airtight scroll case covered with some unalterable metal (like gold). It has been lost on this world by one of the previous adventurers.

If the party uses magic to decipher the runes use the following notes:

Left: North, South, East, West

Bottom left: "Here dwell the mighty warriors"

Middle: "Here we met the Great Oonga, and lost all hope"

Upper right: "Ye Olde Parchment."

Encounter Key

1. The Landing Place

The layers of fog part, and before you is a shelving beach of sand and smooth rocks. It is about a mile wide, so there will be no difficulty in landing, but to either side of the cove the waves surge and foam against sharp rocks and great boulders, and the terrain beyond rises steeply. This is certainly where you were meant to beach your craft.

If the players decide to circumnavigate the island, they will learn its length and breadth, and that there are no other places to land.

For the sake of ease, assume that their craft will make from 21 to 40 hexes per day of sailing. Each day out, the wind will drop on a d10 result of 1 or 2, rise on a 9 or 0, assuming wind at the start is force 5. Slow movement 10% cumulative for each drop, raise it 10% cumulative for each rise, but at 8 movement must be at least 6 hexes from land, so the craft must initially stand away from the island. The vessel will be shipping water. If wind rises to force 0 (10), there is a 10% per hour chance of the craft capsizing and the adventurers will then drown—unless otherwise able to survive in water. In either a force 9 or 0 wind, the party can opt to run for the beach, but there is a 20% chance of wrecking the vessel on the rocks to port and starboard in a force 9 wind, double such chances in force 0. Visibility, normally 0 to 3 miles, will cause problems unless the players are accurate in mapping.

As your vessel nears the beach, you see that there are a dozen or more dugout canoes, some of large size, and all with outriggers, drawn up and partially hidden amongst the thin vegetation there. The gravelly bottom scrapes the hull, and you are quickly wading ashore.

The players should certainly state that they are dragging the magic boat ashore and using the command word to have it fold itself for easy carrying or concealment. If they do not, assume it is left bow fast in the sand, but as the tide rises, the vessel will go awash and soon be lost, adrift at sea. Time will be from 2-8 hours for this to occur (2d4). Say nothing as you make this determination.

The low area slopes upward steeply ahead. You see that the land nearby is about

40 feet above the level of the water, the cliffs topped by hills. The slope will take you to the level of these bluffs. As the jagged, rocky ground to either hand of the beach area likewise climbs upward, your obvious pathway—and there is a beaten trail discernable ahead—is over the easy ground.

If the party chooses to muck around in the rough terrain and hills, keep track of time and check for encounters in each hex. Such checks for encounters in each new hex are to be done throughout the course of the adventure.

2. High Vantage Point

Your travel so far gives you a good idea as to what sort of time can be made walking here. From your hilltop vantage point you can see grasslands and jungle, and from what you know you are able to estimate an approximate movement pace, according to the terrain type.

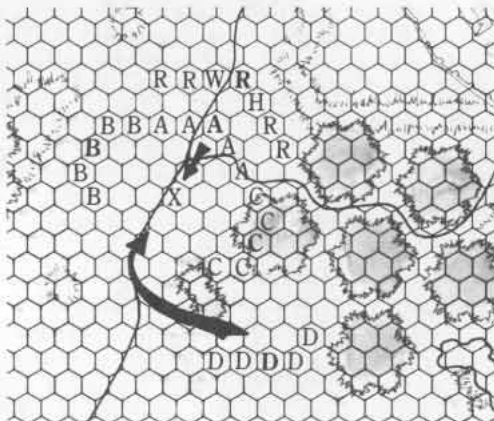
If the players ask for specifics, check in Movement Rates (page 5). If the party does not travel to Area 2, do not give them this information until they meet both these conditions:

- 1) They have seen a good three or four different terrain types on the island.
- 2) They specifically ask for movement rates.

Meanwhile, keep track of time and move the party from center to center of each hex. They will land at dawn.

3. Grassy Plains

From this place, some two miles across, you are able to observe a fair distance, for



the land is higher here—a slight swelling in the flatness of the plateau—and the fog and mist has burned away with the heat of the sun. It is hot! The land narrows to the northeast. Hills line both coasts in that direction. Between the hills you see two engrossing objects. About a mile or two distant there is a cluster of buildings and huts...the thatched native sort of construction that tells you these are the dwellings of some form of savage tribesmen. The other item is far larger and awe inspiring. About a mile beyond the native village is the largest wall you have ever seen! From this distance it is impossible to tell just how large it is, but it must be well over a bowshot in length and taller than most towers—75 feet? 100 feet? Who can say? The trail leads toward the cluster of huts and probably toward the wall beyond as well.

During the whole course of their landing and subsequent exploration—or traversal of the path—the party will have been under observation by scouts of the Kawibusas. These warriors will have reported all progress to the chief, and as the party wended its way toward the village, the native warriors will have gathered near the jungle, east or west according to the likely path of the group, and readied an ambush for the interlopers.

4. The Kawibusas' Ambush

Although it has been over ten years since strangers have visited the tribe, the Kawibusas have not forgotten. The Big Witch Doctor is, in fact, a survivor of several battles against magic-users, fighters and clerics, as is the chief, although at the time he was merely a young ambitious warrior. Therefore, the savages are prepared for such power, or at least, the leaders are and have positioned their troops accordingly, at Area A on map 2.

BATTLE DIAGRAM

Scale: 1 hex = 20 yards

A, B, C, D: Main battle units
R: Reserve battle unit
W: Big Witch Doctor
H: Tribal Chief

X: The party's position when the ambush is sprung. If the ambush occurs at another location keep the structure of the attack but change the terrain as desired.



This ambush occurs anytime the DM finds it convenient and possible. The party should not be allowed to reach the village without first running into this ambush.

The characters enter the opening of this C-

shaped formation, and when they are approximately in its center, about 50 yards from the tribesmen, the trap is sprung.

There are five main battle units—A, B, C, D, and R(reserve unit)—involved in the bat-

tle, plus two sub-units, W and H, containing the Big Witch Doctor (W), and the Tribal Chief (H). Each main battle unit covers five hexes (see Battle Diagram above). One of the hexes contains the leader of the unit (boldface letter).

Forces in Each Hex—Units A, B, C, D**, and R

Num. of Warriors	AC	Level	HP	To Hit Bonus Melee / Missiles	Damage Bonus	Saving Throws
3	5	3	20	- / +1	+1	none
3	3	5	30	+1 / +2	+2	+1
2	3	6*	40	+1 / +2	+3	+1
1	1	8*	50	+2 / +3	+4	+2
1***	1	9*	60	+2 / +3	+5	+2

* Attack twice per round on even numbered combat rounds.

** This unit also contains five giant carnivorous apes with their keepers, staying at the rear (see cover for statistics).

*** This is the units leader in the boldfaced letter hex.

Sub-Unit H, Tribal Chief and Guards—(only one hex)

Num. of Warriors	AC	Level	HP	To Hit Bonus Melee / Missiles	Damage Bonus	Saving Throws
4	3	10*	70	+2 / +2	+5	+2
2	1	11**	80	+3 / +3	+6	+2
2	1	12**	90	+3 / +3	+6	+3
Chief	0	14**	100	+4 / +5*** / +3	+7/8***	+3

* Attack twice per round on even numbered combat rounds.

** Attack twice per round.

*** This modifier includes magical sword bonus.

Sub-Unit W**, Big Witch Doctor and lesser ones (only one hex)


Witch Doc.	AC	Level	THACO	HP	Spells Memorized
4	6	2	19	16	<i>Cure Light Wounds, Fear, Light, Burning Hands.</i>
2	4	4	17	32	<i>Cure Light Wounds, Darkness, Detect Magic, Fear, Chant, Speak with Animals, Burning Hands, Serpent Missile*.</i>
1	2	6	15	48	<i>Cure Light Wounds, Darkness, Detect Magic, Fear, Light, Detect Charm, Resist Fire (x2), Speak with Animals, Tongues, Serpent Missile* (x2), Audible Glamer.</i>
Big W. Doc.	2	7	14	56	<i>Cure Light Wounds (x2), Chant, Detect Magic, Light, Detect Charm, Hold Person Serpent Missile* (x2), Shield, Invisibility, Levitate.</i>

* New spell described at the end of the module.

** Unit W also has five giant carnivorous apes and their keepers standing behind the witch doctors' position (see cover for statistics).

Units A, D, and R are armed with two spears and one club per warrior. Treat the club as a morning star for damage purposes. Each warrior in units B and C has one short bow, 12 arrows and a stone axe equal to a battle axe for damage purposes. All the warriors belong to the barbarian character class with large hide shields and the following tertiary skills: Animal Handling, Running, Sound Imitating and Snare Building.

These warriors are armed as units A, D, and R, except for the Chief who fights with a magical bastard sword +1 / +2 vs. *enchanted monsters & magic-users*. The chief wears a jack of reptile hide equal to leather armor, but no shield. If the party is heavily equipped with magical items, then the chief has a pouch of *Dust of Appearance* (12 applications).



These tribesmen are slightly different from those stated in the DMG. No major deviation has been made and personalization of shamans and witch doctors is recommended.

They have no armor of any kind and fight with their clubs if forced to do so. If the party is heavily equipped with magical items, then the Big Witch Doctor should have a *Staff of Swarming Insects* (20 charges), and each lesser witch doctor a *Mask of Enemy Detection*. The latter functions as the wand of the same name but with a double range. The gems in the eyes actually send forth a glowing green radiance to bathe the enemy in range. The gems are worth 500 gp each and the masks twice that of a wand of this ilk.

Kawibusas' Tactics

Once the party enters the trap, unit D moves in to close off the exit (see arrow #1 on Battle Diagram above). Then, the natives follow the actions described below, if possible, following the chronological numbering. Each event occurs after the preceding one has ended, which may take one or more rounds.

Action 1: First Missile Attack

Units A, B, C, and D leap to their feet and hurl either one set of spears, or two rounds of arrows, according to their respective armament. That should amount to 100 spears and 200 arrows raining down upon the party. Units R, W and H remain hidden. That action lasts one round. Keep track of remaining spears and arrows.

Action 2: First Apes' Charge

Same as above, except that unit D falls to the ground as their five giant carnivorous apes charge the party. These monsters are in blood lust and as soon as they are released, all five charge at 18" speed to attack the trespassers. The apes reach the party just after the missile attacks have ended. That action lasts one round. Keep track of remaining arrows (units A and D are out of spears).

Action 3: Subsequent Attacks

If any player character attempts to leave the circle, the archers from units B and C prevent his escape by concentrating their shots on him. That action lasts as long as there are at least two apes alive. Keep track of remaining arrows.

Action 4: First Natives' Charge

As soon as there is only one ape alive (or they are all dead), units B and C discharge

two more rounds of arrows on the party. Unit A charges the adventurers, reaching them just after the missile attacks have been performed. The reserve unit (R) moves to unit A's previous position (see arrow #2 on Battle Diagram). That action lasts one round. Keep track of remaining arrows.

Action 5: Subsequent Attacks

Same as Action 3, except that it lasts as long as there are at least five natives still fighting. Keep track of remaining arrows.

Action 6: Second Native's Charge

As soon as there are less than 5 natives still fighting the party, units B and C fire two rounds of arrows. Unit R hurls one round of spears and charges and reaches the party at the time the arrow discharge ends. Sub-units H and W move in to unit R's previous position. That action lasts one round. Keep track of remaining spears and arrows.

Action 7: Unit R Retreat and Second Apes' Charge

Once units H and W are in place, an order is shouted and remnants of unit R break off combat to return to their former position, forming a line in front of the two sub-units. To prevent the party from pursuing unit R, the witch doctors send their five apes charging into the fray. That action lasts one round.

Action 8: Witch Doctors Support

The lesser witch doctors use their spells to heal wounded warriors from unit R, while the Big Witch Doctor casts a *chant* spell. While the apes keep on fighting the party, those attempting to break out will have to deal first with unit B and C archers.

During the following rounds, the witch doctors keep on casting attack spells against the party, until there is only one surviving ape. The use of their spells is up to the DM. Keep track of remaining arrows and spells.

Action 9: Chief's Party Charge

Once the apes have been defeated, unit H charges the party. The chief and the two higher-level natives follow the four lower-level ones closely. The four lower-level guards then split to the left and right of the party to circle them. The chief and his two body guards engage the party from the front side.

Remnants of unit R and unit W stay behind to keep the trap closed. That action lasts one round.

Action 10: General Retreat

If the Chief is killed or captured, the Big Witch Doctor casts his *log to lizard* spell so the creature lumbers to confront the party. The Big Witch Doctor then turns *invisible* and uses his *levitation* spell to further his chances of escape. All remaining units run away at top speed to the village. Lesser witch doctors will use their remaining *cure light wounds* spells at first opportunity.

If the party of adventurers threatens to break out of the trap prior to Action 10, then unit R (if available) and units W and H may respond by moving to reinforce the weak spot.

In this case, the global plan cannot be executed, so proceed to Action 10. If some player characters try to escape by air, then the witch doctors cast their long range spells and all units hurl their missile weapons. If the party flies in direction of the village (either escaping from the trap or arriving to Encounter 3) play Action 10 above. Otherwise, the natives spread out to have about 10 yards between each, and attempt to stay near the flying adventurers until they are far from the village.

The plan of attack given above is a best case plan illustrative of the organizational abilities of the Kawibusas. It is unlikely that events will go exactly according to the Kawibusas' plans. What will probably happen is that after the initial confrontation, the adventurers will manage to get off some high-level spells that will tear the attacking savages apart. In such case, the retreat situation will be applicable. It must be said that although the Kawibusas are savage, evil cannibals, they are brave to a fault, and bowmen and warriors will individually sacrifice themselves to assure the escape of the others. In such case, about one in five will halt and confront the enemy, while the remainder continue to retreat.

Treasure

Each ape has a collar that is equal to 3 pounds weight and 20 gp value. Each warrior wears one piece of crude gold jewelry per level. Value is from 50-300 gp per piece. The same is true for all witch doctors, but jewelry is equal to combined cleric and magic-user levels.



Questioning a Kawibusa

Any warrior questioned, even by magic questioning after death, can answer only the following questions:

The name of the tribe. The number of warriors in the tribe: "More than many hands." They have "mighty" witch doctors. Their chief is "invincible." Their great deity, Oonga, will punish those who are enemies. Humans, apes, swine, and even fat lizards are sacrificed to Oonga. A witch doctor questioned will know the above, with the following additional information:

Materials for magic are kept in the Big Witch Doctor's palace. There are over 20 "hands" of warriors in the tribe. Headmen will know the same sort of information as regular warriors, although they will know that there "over 20 hands of fighters." The BWD and his two top assistants will know that there is "treasure for Oonga in the twin stone sacrifice posts."

All questioned must be magically forced or tricked into talking. All know that the survivors of the tribe hide somewhere to seek revenge, but the place is not set. All also know that there are another 10 giant carnivorous apes with the concealed survivors.

Notes on the Big Witch Doctor

The BWD is cunning, vicious, untrustworthy, and evil, but intelligent. He holds his power through blackmail and terror. One weakness in his setup is that the ritual enabling him to visit Oonga does not work. The tribe believes he still visits Oonga and brings back the sacred word. In fact, he knows the ritual is incomplete, therefore useless, and carries treasure to a secret compartment in the Ancient Stone Pillar (Encounter 20). If his tribe were to find out he actually couldn't contact Oonga, he would be Sunday dinner; so he will do anything to keep his cover. That includes delaying a ritual demanded by a powerful and victorious party because of the "wrong" position of moons, the season, etc... If given no other alternative, the BWD will require some "very, very, minor" scriptures from the two other tribes of the isle in order to perform the ritual—see the Ancient Stone Pillar, Encounter 20.

5. The Village Compound

This is a general encounter that does not appear on the map. For the next encounter refer to Encounter 6, Grove of Fruit-Bearing Trees. During the ambush (Encounter 4), the village is guarded by unit E. It is identical to unit B in all respects. There are also several

witch doctors (equivalent to unit W), whose highest level spell-caster would replace the Big Witch Doctor in case he is killed or captured. Similarly, there are several guards (equivalent to unit H) whose highest level character would replace the chief in case he is killed or captured.

If the party has broken through the ambush, the natives guarding the village will gather with the rest of the tribe, and hide away from the village, only leaving scouts to observe the party's acts in the village.

There are two other groups of natives, units F and G, gone away raiding some other isle. F is equivalent to unit A, and G to unit B. They will return after the party has left the peninsula, beyond the great wall.

Your party has managed to win through to this part because you are rugged and resourceful. You have a feeling that the test of your courage and ability has actually just begun as you gaze at the area before you, the natives home grounds. There is a slight rise in the ground here, and you can see a fair portion of the native village. It sprawls along the right hand side of the track—palm groves, cultivated patches surrounded by thorn hedges, and a log stockade surrounding grass huts. The place appears totally deserted. No natives are in sight, no smoke rises from the village. There are no animals to be seen.

About a mile ahead is the massive wall which, along with natural rock formations, serves to screen off this peninsula from the main portion of the island. Even at this distance you can see that the structure is pierced by a mighty gate of some sort.

6. Grove of Fruit-Bearing Trees

There are small copses of palm trees here, heavy with fruit. These are evidently maintained by the natives as a principal food source. You see bananas, mangosteens, and many sorts that you do not recognize.

7. Cultivated Areas

There are fairly large areas of cultivation surrounding the village. These plots are fenced by thorny and spiked bush around the outside perimeter—probably to keep

out marauding animals—and run along the log palisade so as to be protected on all sides. The natives seem to be growing various types of tubers, globular fruit-bearing vines, and several other sorts of vegetables.

8. Roofed Platforms

A pair of platforms, each about 15 feet wide and twice as long stand on stilts that place their surfaces over 20 feet above the ground. These roofed structures of palm logs are evidently guard posts for the village. You note crude ladders placed against these structures, and it is evident that these ladders can be drawn up so as to protect those atop the platforms. They flank an entrance to a hedged area, and there is abatis made of logs and thorn bush drawn parallel to the path that leads toward the village. This indicates that the whole section can be fenced off, but whether against raiders or predators, you don't know.

9. Meadow-Like Area

As you pass through the platform-guarded entrance, your party sees that the area beyond is a well-grazed field, much the same as the commons you are so familiar with on your own world. Several large lizards are scattered about the field, sleeping or slowly grazing.

These are basically vegetarian reptiles, and the Kawibusas raise them for meat animals. However, as with any sort of their kind, these giant lizards will eat flesh if given the opportunity. They have been left in this area to graze, and the stupid creatures are slowly making their way to the exit in order to expand their feeding. This movement might well be interpreted as an attack by the unwary adventurers. If the party simply moves along the trail, ignoring the lizards, they in turn will ignore the party. If the adventurers attack, move off the path, or simply clump together to see what happens, the lizards will attack. The first blood of any sort will bring all these creatures rushing to attack, and only when all are dead will such attacks cease. There are eight giant lizards here.

Naturally, the natives hope the interlopers allow themselves to be attacked by the lizards, for whatever weakens the strangers is good for the Kawibusas.

10. Village's Gate

There is a stout gate before you. The logs have long, sharp bones set into them, so any incautious creature thrusting against the portal will impale itself on the thickly set projections. The stockade wall continues above the door, which is about 8 feet high—one-half the height of the wall proper.

The gate opens inward, but it is barred from inside, as the natives fled their village by using ladders to climb over the walls at the eastern edge of the compound. A *knock* spell will open the way. The bones can be hacked and broken off, and then brute strength used to force the gate open. The party can take the ladders from Encounter 8 (Roofed Platforms) and climb to the top of the palisade that way. Obviously, they can utilize all sorts of magical means to otherwise gain access to the place.

Note: The area marked 10 southwest of Encounter 16 (Secondary Entrance) is exactly the same as this area.

11. Inner Perimeter of the Compound

The entire inside perimeter of the palm log wall is provided with a catwalk about 12 feet above the ground. This walkway is about 6 feet wide and formed of slender logs supported at regular intervals by log poles and braces. There are many rude ladders allowing easy access to the defensive position. This structure is completely caged by stout poles, so that the whole might possibly provide additional shelter if the grass huts and lodges were insufficient to house all of the natives. You note that there are doors standing open along this cagework, as if the inhabitants left in haste, forgetting to even shut their doors.

There are also meat animals of the Kawibusas. Eight giant boars are penned occasionally under the catwalk of the compound wall, but are always allowed to freely roam anywhere within the palisade at night—to clean up the garbage and manure and to act as guards. These brutes will attack the party immediately, as the adventurers do not smell right.

There is a total of eight groups of eight giant boars roaming throughout the compound. The party will be attacked by one such group at a time, once per turn after the round they suc-

ceed in slaying a group, while they wander around outside of Area 13. Once the adventurers enter Area 13, they will be attacked by all of the remaining giant boars, if any. The first group will be in the center part of the area, and each successive group will join the fray at intervals of five rounds.

If the party completes a circuit of the wall, they will find that there are a dozen slave pens located under the walkway. Seven of these prisons are empty, one contains three male cavemen from Area 12, while that adjacent to it holds five females and two children. The three others imprison a total of 18 native-like men, women, and children. All of these captives are fat and drugged into lethargy from feeding, the drug being from the sap of one of the palm trees. None can be conversed with unless some magical means is used. The cave dwellers will tell of their home area and lead the party there if they are asked to do so. The drug will wear off in a day, but they will not be useful fighters in any event as it will take a week or so for them to recover. The natives resembling the Kawibusas are from other nearby islands. They cannot be of assistance. The same is true of them regarding recovery from the drug and return to fitness.

12. Stilted Bamboo and Grass Long Houses

This lodge is set on poles so that it is about 15 feet above the ground. Ladders at either end permit easy access to the building above.

Mention that it could also serve as a guard tower if the lodge is one of those built against the compound wall.

The walls go only about four feet up, so it is easy to see out of the structure, and missiles could be effectively sent from this position. The place is about 60 x 30 feet, and there are grass sleeping mats, clay and shell vessels, wooden containers, and straw baskets scattered about. There appears to be nothing of value here.

There is nothing worthwhile. Warriors wear their treasure and carry their weapons. There will be some food and palmtree beer here, but little else except as noted.

13. Inner Compound

Don't forget the possibility of giant boar attack here!

This area of beaten earth is evidently where the natives of the village conducted most communal activity—cooking, handiwork, meetings, and festivities. It is surrounded by the stilted huts and lodges, but at the western edge you note several far larger structures, round, but hardly huts. These, and the huge stone in the center of the cleared area, are the only notable features.

The stone is hollowed and used for roasting "longpig," the cannibals' most prized repast.

14. Great Raised Round House

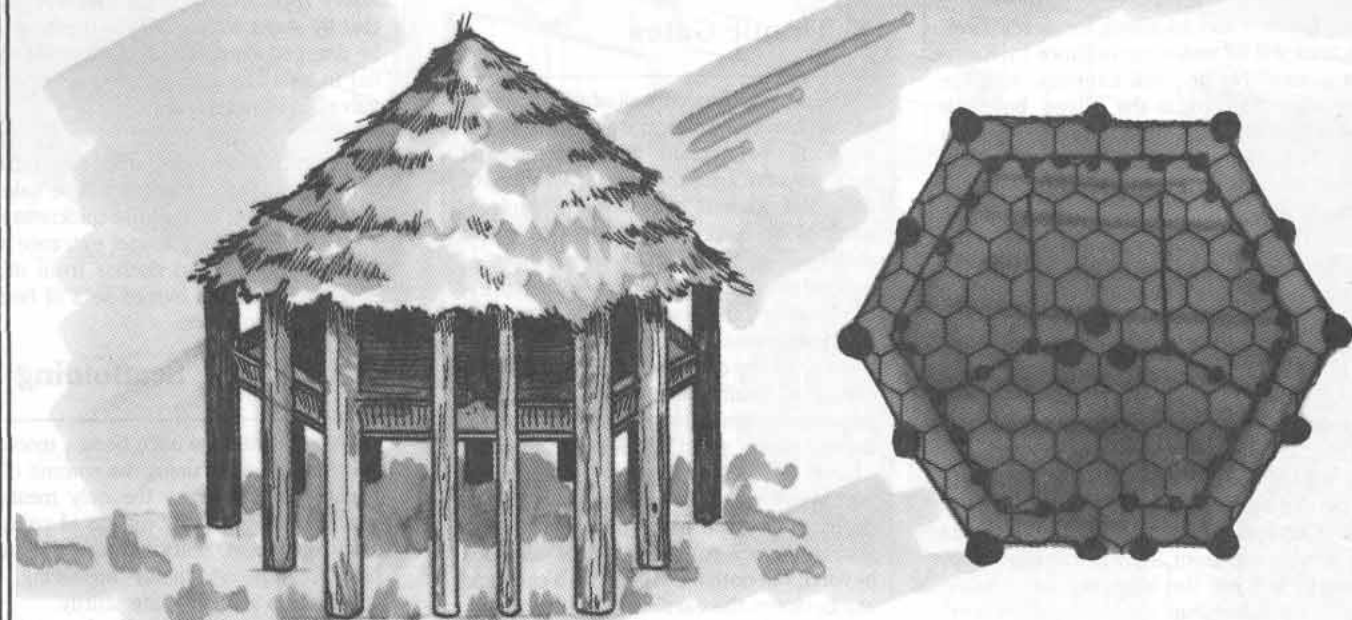
This bamboo and grass structure is fully 20 feet above ground. It is about 50 feet or so in diameter, and it has a balcony about 3 feet wide surrounding an enclosed middle portion. There is no ladder leading up to the structure, but there is a place where the 4-foot-high balcony wall is open, so it is evident that means of entrance has been removed. This is by far the largest round structure you have seen in the village, so you assume it is the residence of its headman.

Loose inside the Chief's dwelling is his giant carnivorous ape watchdog, left there to cause maximum harm to any trespassers.

This creature is monstrous in size and ferocious in the extreme. As it scents or hears the adventurers, it will crouch near the entrance in utter silence. As soon as any character steps into the building, the ape will attack. It is effectively a monster of 12 hit dice, and it will gain +2 on all of its initial attacks due to being prepared for a victim.

Contents of the Chief's Hut: There are bamboo and wooden furnishings of no particular value. Some carved wood and pottery statues and idols are valuable. There are a dozen of these objects, each of about one cubic foot volume and about five pounds weight. Value to a collector in a large city will be from 1,000 to 10,000 gp. There are also several objects of beaten, raw gold and roughly polished diamonds. The gold is about 30 gp weight and 20 gp value, the diamonds

CHIEF'S DWELLING



number 10 and are 1,000 pp each. If left in the figurines, each object has a jewelry value of base 12,000 gp, plus 10%-100% depending on the collector they are offered to. There are carved wooden clubs, stone axes, masks, and ceremonial dress which will also be of value to a collector of such materials. For game purposes, assume there are 20 of this sort of object, each of about two cubic feet volume and five pounds weight. Value of each such piece will range from 1,000 to 4,000 gp.

Otherwise the area is partitioned off into four rooms. The initial one is a large audience/daytime activity room. Directly behind it is a smaller bed chamber. To either side of this sleeping area are rooms which housed the Chief's wives and concubines. All have grass mats, clay and wood vessels, woven baskets and boxes, etc. There are heaps of fruit, palm oil beer in several pottery jars, and so on, but nothing else of value. (See Illustration 2 above.)

There are several large dwellings near that of the Chief. They are the houses of the sub-chiefs and principal warriors. Although more spacious than others in the village, they have no treasure...the Chief gets it all!

15. Second Largest Great Round Dwelling

Towering nearly 60 feet in the air, this place is clearly the second largest structure in the native village.

(Description of this place can be taken from Area 14, with the diameter just slightly smaller.)

The interior is dimly illuminated by sunlight filtering in between the bamboo of the walls. There are dozens of bone, stone, pottery, wood, and woven containers littering the main room. With them are masks, carved idols, stuffed reptiles, and all sorts of like materials which might be used by a barbaric witch doctor. That this place is the dwelling of the tribe's main cleric is undoubtable.

As the party starts to poke around, several of the stuffed reptiles will come alive, for the Big Witch Doctor has set them as guards for his lodge. Those four giant spitting snakes are quite small for their sort, but fast and

equipped with deadly venom. Each will first spit, and thereafter they will race forward to strike with fangs.

Treasure: Use the treasure listing of the Chief for this area also. There is an ape idol of weed set with two ruby eyes worth 1,000 gp base value each. As an intact object, it has two-cubic-foot volume, 10 pounds weight, and a market value of 3,000-12,000 gp, depending on the collector bidding—four maximum interested bidders is a good rule of thumb in all such instances.

Contents of the place are unremarkable, save that the smaller containers will have spell components for all witch doctor spells, plus the special unusual spells given on page 48 and the two new ones. Quantities will be from 17-24 components usages. Magic spells are written on the backs of large palm leaves. These leaves are hung on the walls, along with hundreds of others, to serve as separators between rooms. Of course, writing faces inward, not outward. These will not be located except by careful search of all walls which turns over the leaves. Do not give hints! The rest has no value for the party.

16. Secondary Entrance to the Natives' Compound

See Areas 9 and 10 above for description. This area will be under surveillance by Kawibusa scouts. No one will interfere with the party while they are in the village, but their actions and subsequent departure will be tracked. As they head toward Area 17 (Ceremonial Area), watch will be kept. If they pass through the gates or otherwise venture beyond the wall, the scouts will report to the main body of the tribe.

Assuming that the adventurers leave by the gates in the wall, then the tribe will be back in force within about one hour, close the doors, bar and brace them, and man the walls with additional sheaves of arrows and spears. All surviving warriors and witch doctors will be on hand.

Within 1-4 days the raiding party will return. This will bolster the strength of the Kawibusas by one spear unit, one bow unit, 1 subchief (12th-level barbarian), 2 witch doctors (4/2 level), and from 3-18 conscripted captives who will join the tribe, the latter being equal to the Kawibusas spear-armed 3rd-level warriors. Warriors will have 12 spears each, bowmen 48 arrows each. They will use these weapons only when the party attempts to re-enter the tribal peninsula. Showers of missiles will be used to kill or drive off the party.

The Kawibusas will not wish to re-engage the adventurers in another battle! They will again flee to hiding if the adventurers appear to be able to breach the wall. All of this must be taken care of as the action occurs, the foregoing being the DM guideline for actions.

Ten giant carnivorous apes will be held tethered by a like number of 3rd-level warrior spearmen. If the party forces the gates open, these creatures will be loosed. The apes will charge the party.

17. Ceremonial Clearing

It is most evident that this place is where the native tribe has its ceremonial activities. A series of rudely-hewn—or possibly very old and worn—steps are carved into a natural rock outcropping. The top of this stone projection has also been worked to form a round, flat surface with a central area raised to about two feet above this ledge. What festivals and sacrifices are conducted here are unknown to you.

There is no treasure here at all. This is the place where the sacrifices for Oonga are deco-

rated, chanted over, and then led away to Area 20 (Ancient Stone Pillar).

18. Titanic Gates

There is a massive wall of well-dressed stone blocks, now moss covered and showing vegetation where wind and weather have aged these massive cubes of rock and allowed growth to take place. Each block is at least six feet long and about half as high, and all seem to be set without mortar. The builders were impressively skilled in masonry and engineering both! It must be centuries old—who knows? In the center of its length are two valves of beams bound and studded by some unknown, purplish metal. Each of these gates is about 36 feet tall and some 12 feet wide. Each is pierced with a small port at eye level, the aperture being heavily barred by the same purple metal, so that an observer is able to view what lies beyond, but nothing larger than a cat could slip between the bars.

Closer observation shows that the wall itself is nearly 40 feet thick at its base and over 20 feet thick at its summit, 80 feet above. The base of the barrier is hewn from living rock, with huge stones, 12 to 18 feet long and half as broad and deep, forming the first four tiers. A mighty plinth supports the archway for the gate which leads to the isle beyond. The metal of the gate is no harder than tempered steel—magical weapons score it—but the stuff seems corrosion resistant, for it gleams as if it were new and polished yesterday, yet it is obviously very old.

The beams that compose the twin doors are more than a foot and a half thick, black with age, and of some wood you have never seen before. The stuff is dense and hard, nearly metallic. Possibly some ancient dweomer was cast upon the timber in order to assure it would last through the ages.

Huge stone blocks jut from the inner face of the wall on either side of the valves, for the gates are set flush with the inner face of the barrier, and at about 12 foot height there is a channel for the tremendous log which bars these doors against unwanted entrance. This beam of roughly squared timber is about 4 feet high and 2 feet thick. There are great rings set near its extreme end, some 40 feet from the

terminus near the gateway. Thick plaits of heavy rope loop through these rings, so that by sheer muscle power the beam can be dragged along the greased stone channel to hold fast the entrance or allow the valves to swing inward.

It is worth noting that while any intruders attempting to force entry would be safe from overhead fire because of the thickness of the wall, the 38-foot-long tunnel entrance would provide them with no shelter from missiles discharged from the barred sets of two windows cut in each door.

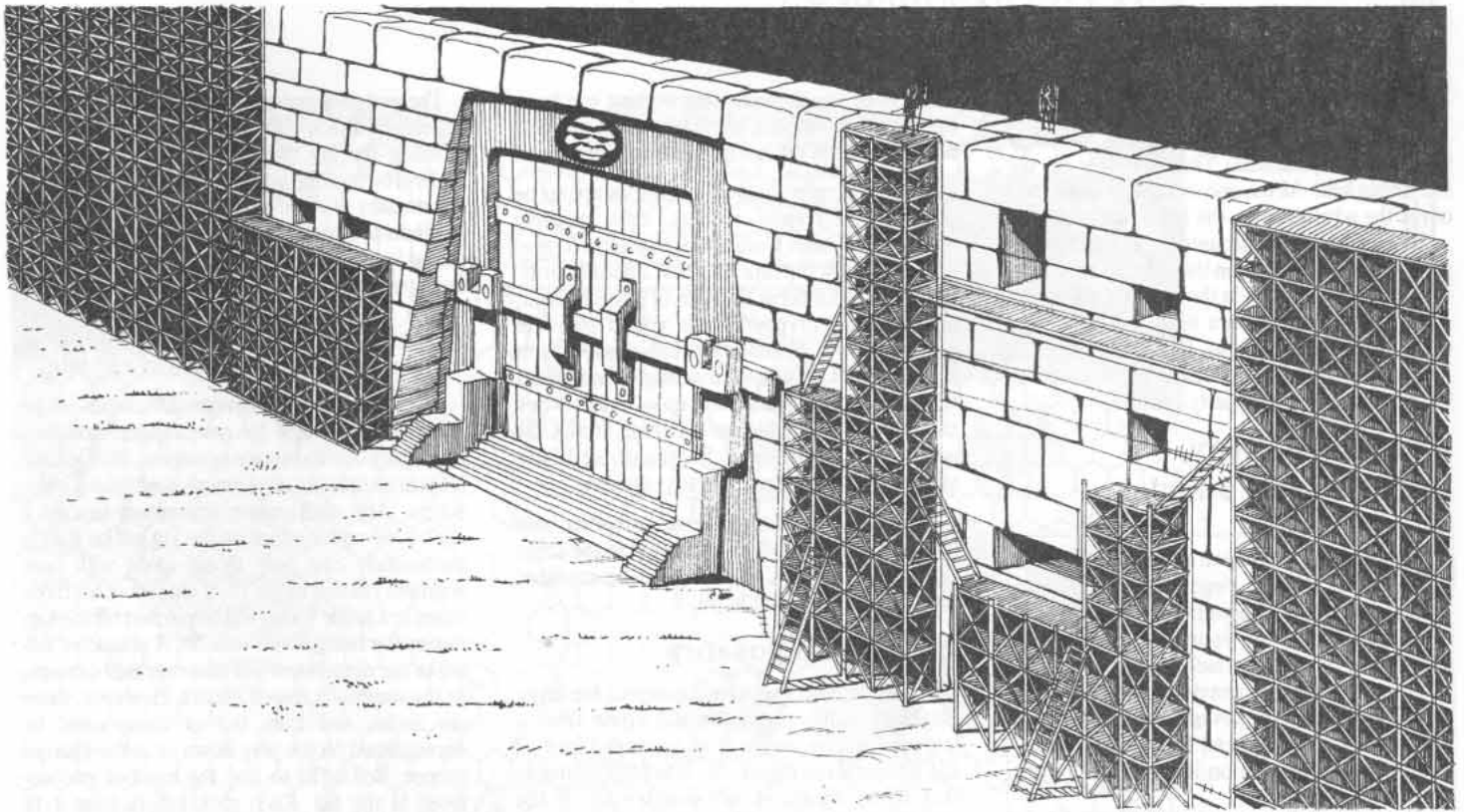
19. Primitive Scaffolding

There must have once been a more finished means of attaining the summit of the mighty wall, but now the only means of reaching its top is by means of palm log scaffolding that rests against the stone blocks. Although flimsy appearing, the structure is actually quite sturdy.

The stout trunks are set to form a means of reaching a platform about 65 feet above the ground, and from this platform several ladders provide access to the top of the barrier. There is a similar construction on the opposite side of the gate. By utilizing both, nimble tribesmen could ascend to the top in waves of ten, each wave taking about ten minutes from ground to wall summit. If a constant stream of climbers were to be supposed, 100 defenders could man this the wall within 20 minutes, perhaps less if they were very agile. The wall is surmounted by a low stone parapet that is a foot thick and three high. There is a great metal gong of cylindrical shape suspended here, and beside it are two log drums of native craftsmanship. Striker and mallets are adjacent to these devices.

20. Ancient Stone Pillar

There is a strange stone pillar, actually a base, step, and twin columns at 70 yards distance from the top of the great stone barricade that severs the peninsula from the main body of the island. From where you are, you note that there are oddly carved figures and glyphs upon it, but vines and distance make any detailed observation impossible.



If the party moves to within a few feet of the place, they will see following:

This edifice is obviously a sacrificial place, for the twin stones have manacles of the purplish metal set into them via chains. They appear long unused, however, for they are overgrown by some sort of creeper. Hanging from the same great staple, though, are crude ropes, and there are others scattered about in broken bits around the area. Possibly the savages are not able to operate the manacles, but they still offer sacrificial victims bound with rope instead of metal. Some of the decorations on the pillars show strange beasts—dragon-like figures, things with bat wings, and gorilla shapes. The glyphs are worn and totally unfamiliar, so it seems profitless to attempt to decipher them.

If the party insists and uses a spell to learn what these writings say, translate thus: *“Abandon all hope ye who are here... but fight like the blazes anyway! Zagyg!”*

If the party approaches close enough to touch these upthrust liths, then they will note

some dull glittering beneath the creepers and vines which grow upon them. The posts are decorated with uncut gems. There are a total of 20 diamonds of base 5,000 gp value, 20 rubies, 20 sapphires, and 20 oriental emeralds—the latter three gem types being of 1,000 gp base. These stones must be cut and polished to go up in value. Cutting will destroy 10% of the stones, but the rest may then be checked for normally. Otherwise they may be disposed of at normal market rates.

Careful examination of the base area will also discover an area of carving that is distinguished by a narrow crack surrounding it. This piece pulls out to reveal a compartment behind in which there are 100 base 100 gp pearls hidden here by the Big Witch Doctor.

Notes on the Ritual

Zagyg created this pillar as a magical portal for Oonga and the tribal high priest. It is totally unaffected by mortal magic. The ape can use it at will to come from its lair on the other side of the isle, directly to the Ancient Stone Pillar. The portal is specifically keyed to Oonga and no other living being can go with the monster.

The religious leader of the original tribe was

taught the ritual that would activate the portal and allow the shaman to bring tribute to the mighty Oonga. But the previous Big Witch Doctor passed on part of the ritual to each of his sons. Unfortunately, after his death the tribe split, each taking one son as their religious leader. The three sons passed their part of the ritual to their successors. Two of them believe they know the entire sacred ritual (only the Big Witch Doctor of the Kawibusas knows that two other rituals exist). All three have tried to call Oonga and enlist his aid against the other tribes, but to no avail. Each is convinced that the ritual is a hoax.

To activate the magical portal, the party must assemble the three witch doctors and at the altar convince them to pronounce their incantation parts in turn to open the path to Oonga's lair (see Encounter 26).

Beyond the wall

Encounter Settings

Once the party gets past the titanic wall, they have left the peninsula. They are now on the isle's main land. All the encounters in this section cover the adventure on the isle's main body.

Check Random Encounters each time the party enters a new hex on the map, and once per night the party spends in their encampment. An encounter will occur on a score of 10-12 on a d12. Use columns A to E on the Random Encounter Chart (see module cover), according to the terrain type the party crosses.

Encounter Key

21. The Great Jungle

From this position you are able to look at the wall of tropical vegetation which lies east of the wall. Although it appeared thick and unbroken, from your current vantage there are two trails which are apparent. A foot path leads northeast—it is certainly a track made by the savages. The other is more of a roadway, and the broken trees and crushed vegetation indicate that huge things travel along it.

The Narrow Trail: If the adventurers opt to follow the foot path, they will be less likely to encounter monsters, so make checks for random encounters only every other hex traveled. If Oonga or one of the other gargantuan apes are indicated by the dice there will be no encounter, as none of these five creatures roam this edge of the island. The track leads to Area 29 (Plateau Area). It then goes to the easiest way to ascend the plateau area, Area 30 (Very High Plateau Area), where the large tribe of cave dwellers are located.

The Wide Trail: This is the roadway of Oonga. His huge footprints will be visible after a mile or two of travel along the trail. Encounters are again half as likely, as the ape tends to discourage other creatures intruding upon his path. Of course, any encounter experienced is as noted, for Oonga, or his ilk, are possibly roaming about....

Branches of the broad trail are all alike. The places where Oonga (or "The Others") ford rivers are shallow for them—only 10-15 feet deep in the main channel. The party can cross by magical means, swimming, or log raft.

Building Log Rafts: Assuming that there are those willing to do so, a raft can be built of tree trunks lashed with vines. This will require six man-

hours time, i.e. six men each working one hour, five men each working one hour and 12 minutes, and so on. Rafts can not be used in swamp areas.

Travel by raft: Encounter checks are to be made once for each crossing. Each crossing will take one hour from shore to shore. Travel upstream is at the rate of 1 hex/2 hours. Drifting downstream is at the rate of 3 hexes/hour, and if poling or paddling is added the rate increases to 4 hexes/hour. Lake travel is at the rate of 1 hex/hour if poling or paddling. Large water creatures will upset a raft when they score 16 or higher on their attack die with any mode of attack. Scores under 16 are simply attacks against the adventurers.

Boat Travel: Double rates of travel for boat or ship movement. A boat is upset in the same manner as is a raft. The ship will be capsized only on an attack roll of 20.

22. The Stegosaurus

When the party is in the center of the large clearing, eight stegosaurus will come from a low spot and be visible at 40 yards distance. If the adventurers stand still, it is 50% probable that these creatures will wander off. If the party moves or makes loud noise, the monsters will charge, turn, and tail attack.

23. The Mosasaurs

These two mosasaurs will attack the party at about the mid-point of its passage across the narrow neck or water. There is a 50% chance that the adventurers will be surprised, but otherwise they will get first attack.

24. The Tyrannosaur

This creature will appear from the jungle when the party is about 100 yards into the plains area. Unless they are looking behind, it will close to between 50-80 yards before they hear it. The creature is closing at its maximum movement rate as it is very hungry and plans to devour the adventurers.

25. The Great Crevasse

You are confronted with a crevasse—a ravine with a river flowing at its boulder-strewn bottom some 100 feet below. It runs out of sight to left and right. There is a huge log, the trunk of some forest giant, spanning a narrow portion of the gap. This bridge is about eight feet wide at the end nearest you, five feet or so at its terminus 70 feet distant.

The party will undoubtedly fear that Oonga will appear and attack whilst they are in the process of crossing the log. Instead, hidden in the bush undergrowth of the opposite side of the crevasse, are the lairs of three large minotaur lizards.

When the party is just stepping off the end of the log bridge these creatures will dart out and attack. One will certainly go out on the log to get a party member there. Lizard movement on the log is normal, while PCs (except for rangers and thieves) move at a 3" rate.

Fighting on the Log Bridge: All attacks will be made at -4 on dice by non-ranger, non-thief characters due to balance problems. No Dexterity armor class bonuses are allowed to any characters. Any spell caster attempting to cast a spell while under attack on the log will be able to successfully cast only those spells with one-segment casting times. Any character hit three times in a single round will be pitched off the log, unless the biting score was 20. A character falling to the river below will take only 3d6 damage, as the water will absorb impact. However, there are rocks, and from 0-9 of these could be encountered on the way down or in the channel proper. Roll 1d10 to find the number encountered in the fall. Each rock inflicts from 1-10 points of additional damage.

26. Oonga's Cavern

When the party reaches this area by following the various jungle paths, all they would see is a normal track ending on the shores of a large lake, at the bottom of a high mountain. The cavern entrance and the pillar are magically concealed. Unless the party follows Oonga's foot prints to the entrance, or detects magic or illusions at that particular moment, they should not be allowed to find their way in.

If the party arrives through the magical portal (see Encounter 20, Ancient Stone Pillar), a pillar similar to the one in Encounter 20 and the cavern entrance both appear. Then read the following to the players:

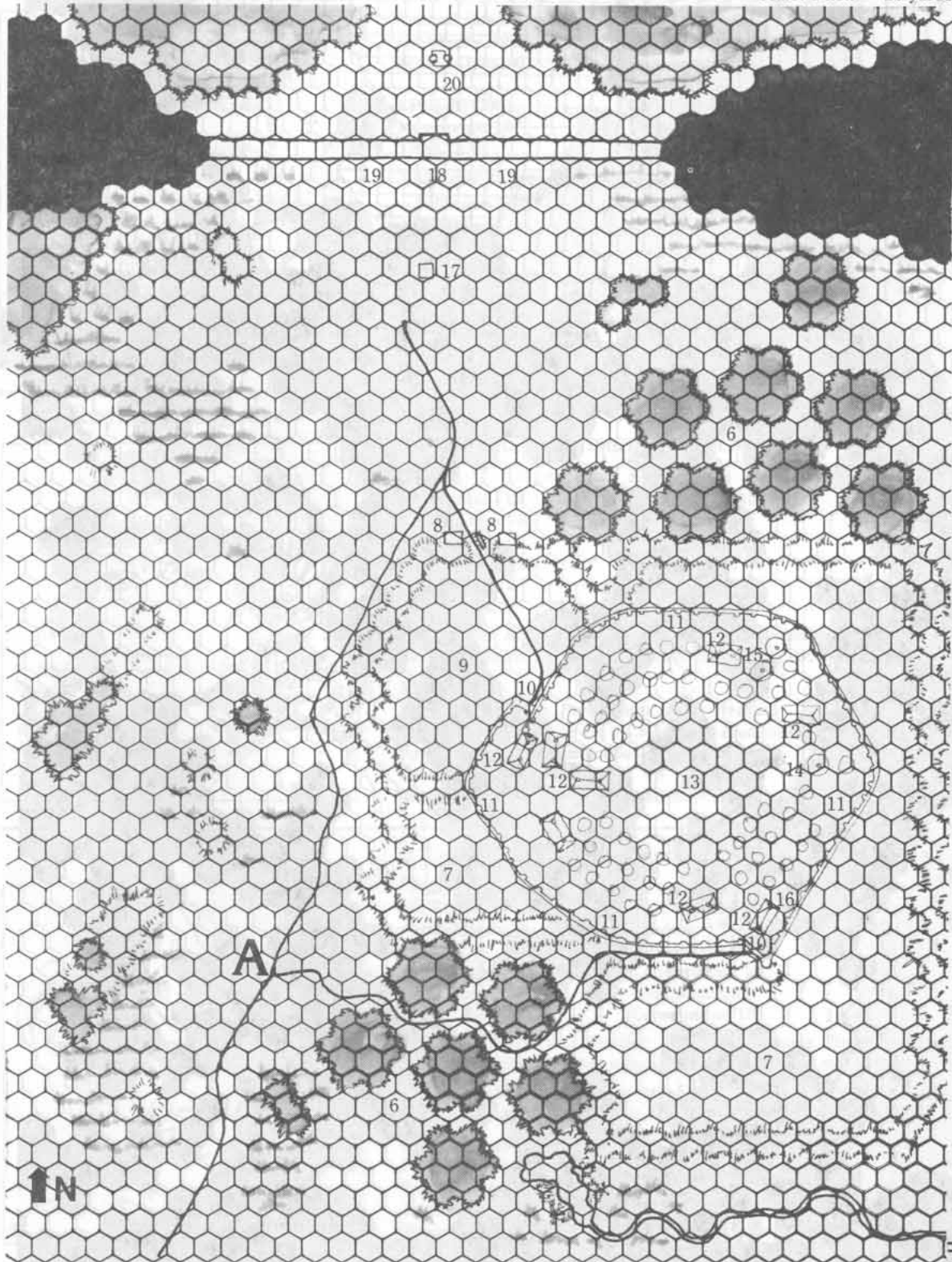
You have followed the track of the gigantic ape to a gaping hole in the face of a mountain. The entrance is 40 feet wide and somewhat higher than it is wide. The place must be the lair of the creature you seek.

If the party decides to explore the cave, go to Oonga's Lair (page 40), to continue the adventure. Otherwise, follow the party's moves on the isle's main land with the following encounters.

REGENERATED CHARACTERS

KAWIBUSAS VILLAGE (MAP 2)

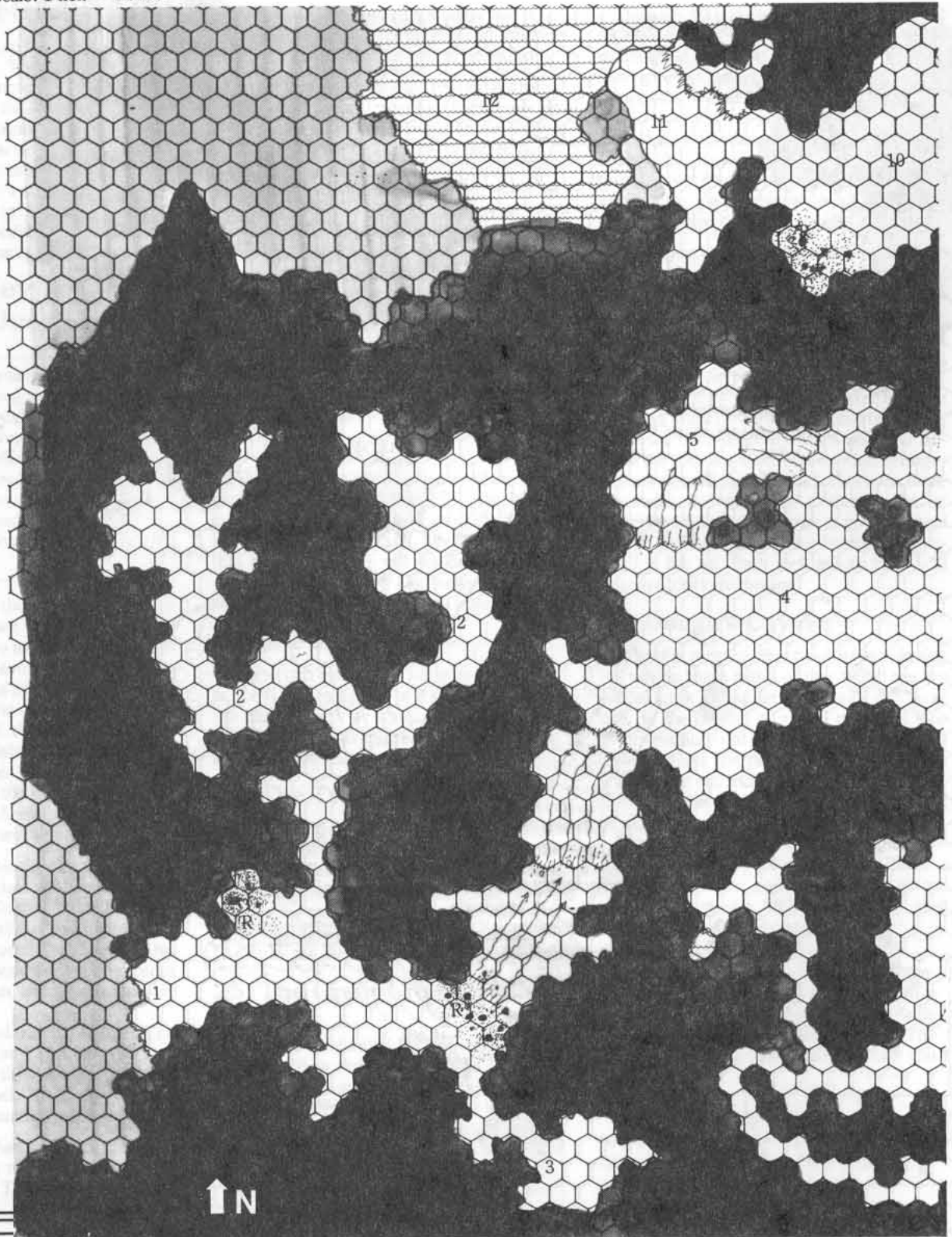
Scale: 1 hex = 20 yards



Beyond the wall

OONGA'S LAIR (MAP 4)

Scale: 1 hex = 10 feet





REGENERATED CHARACTERS

Agath of Thrunch



(Cleric, 19th level, High Priest of Celestian)

Neutral Good
Hit Points: 92
Armor Class: -6
XP: 2,701,001
Movement: 12"
THACO: 9

Strength: 16
Intelligence: 16
Wisdom: 19
Dexterity: 18
Constitution: 16
Charisma: 17
Comeliness: 15

Spell Immunities: *Cause Fear, Charm Person, Command, Friends, Hypnotism*

+ 5 Wisdom Adj. Vs.: *Beguiling, fear, illusion, magic jar, mass charm possession, rulership, suggestion, telepathic attack, etc.*

Magic Items:

Potions: *Climbing, Flying, Invisibility*

Scrolls: Four spells (levels 1,3, 5,7)

Armor: + 2 plate mail, + 2 shield

Weapons: + 5 footman's mace, + 2 hammer

Reynard Yargrove



(Reynardia)

(Keolandish Druidess, 14th level, Great Druidess of Obad-Hai)

Neutral
Hit Points: 112
Armor Class: -3

Strength: 18
Intelligence: 15
Wisdom: 18
Dexterity: 18
Constitution: 16
Charisma: 18
Comeliness: 14

X.P.: 1,600,001

Movement: 12"

THACO: 12

+ 4 Wisdom Adj. Vs.: *Beguiling, charm, fear, hypnosis, illusion, magic jar, mass charming, phantasmal force, possession, rulership, suggestion, telepathic attack, etc.*

Magic Items:

Potions: *Diminution, Plant Control, Water Breathing*

Scrolls: Seven spells (levels 4,4,5,5,6,6,7), *Protection from Elementals*

Armor: + 2 Leather cuir bouille

Protection: *Cloak of Protection* + 5

Weapons: + 4 Staff-Spear, + 3 scimitar, + 2 dagger, 10 Sling Bullets of Impact, + 2 Sling of Seeking

Franz, Lord Torkeep



(17th-level Fighter, Baron Torkeep, Knight Banners, Followers of Heironeous)

Lawful Neutral
Hit Points: 132
Armor Class: -8

Strength: 18/58
Intelligence: 15
Wisdom: 15
Dexterity: 18
Constitution: 18
Charisma: 16
Comeliness: 13

X.P. 2,501,001

Movement: 12"

THACO: 4

+ 1 Wisdom Adj. Vs.: *Beguiling, charm, fear, hypnosis, illusion, magic jar, mass charming, phantasmal force, possession, rulership, suggestion, telepathic attack, etc.*

Sword Specialization: Broadsword, 5 attacks per 2 rounds at +1/ + 2; with magic girdle and broadsword = + 9/ + 15; without magic girdle, with broadsword = + 7/ + 9.

Magic Items:

Potions: *Extra-Healing, Fire Resistance, Speed*

Scrolls: *Protection from Evil, Blindness, Holding, Petrification*

Armor: + 2 plate armor, + 3 shield

Weapons: + 4 defender broadsword (sword powers: detect enemies in 3" r., detect magic in 3" r., leaping—as boots—6 times/day; speech; Int 15, Ego 15); + 3 hand axe; + 2 dagger



Miscellaneous Possessions: *Boots of Water Walking* (as ring), *Gauntlets of Ogre Power* (+3/+6), *Girdle of Free Action* (as ring), *Mantle of Celestian*, *Ring of Fire Resistance*, *Ring of Spell Storing* (3, levels 2,4,6), *Scarab of Protection* (9 charges), *Necklace of Prayer Beads: astralness* (astral travel once/month), *blessing, curing* (x 2), *summoning*, *wind walking*.

Character's Relationship:
Knows Reynard, upstart

Background: Agath is the head of the Temple of Celestian which is located near the village of Thrutch. This village is in the foothills of the Lortmill Mountains in the Principality of Ulek. In order to answer the summons of the Circle of Eight, it was necessary to pack up and leave with expeditiousness, so all handy, powerful magic items available were taken, but you may also select any two of the following things which were also on hand:

Potion of Extra-Healing, *scroll of Protection from Undead*, *Eyes of Minute Seeing*, *Incense of Meditation*, *Quall's Feather Token* (tree), *Rope of Entanglement*.

Miscellaneous Possessions: *Amulet of Proof against Det. & Loc.*, *Bag of Tricks* (rat-lion), *Figurines of Wondrous Power Headband of Comprehending Languages*, *Necklace of Missiles* (1/10, 2/8, 2/6, 2/4), *Pouch of Carrying* (holds as much as a backpack), *Ring of Invisibility*, *Ring of the Ram*, *Slippers of Spider Climbing*, *Stone Controlling Earth Elementals*

Background: All of Keoland and the states immediately to the east (Hold of the Sea Princes, Yeomanry, Sterich, Geoff) are your purview. While often abroad in the sea, your favorite place is your grove deep within the rolling hills of the northern Dreadwood Forest. Here you were contacted by the messenger of the Circle of Eight. The demand was so urgent that you left with all due haste, taking only your more powerful magic items. You can add any one of the following to your magical gear:

+ 2 *Magical Flail*, *Broom of Flying*, *Potion of Treasure Finding*

Special Abilities: Identify animal, identify plant, identify pure water, normal movement through plant growth, no trace; assume animal form, 3/day, + 1/day small one (avian, mammal, reptile —avian or mammal), (removes 10%-60% of damage); immune to woodland creature charms; speaks: centaur, dryad, elvish, faun, gnome, green dragon, hill giant, nixie, pixie, treantish; uses clerical weapons.

Character's Relationships:
Thinks Agath is sanctimonious;
strangely attracted to Rowena.

Miscellaneous Possessions: *Cube of Force*, *Dust of Appearance* (10), *Girdle of Frost Giant Strength*, *Decanter of Endless Water*, *Periap of Wound Closure*, *Ring of Feather Falling*, *Ring of Free Action*, *Sheet of Smallness*

Character's Relationship:
Knows Rowena as "desirable but out of place."

Background: Torkeep lies north of the city of Critwall in the northeastern marches of the Shield Lands. Your stronghold, Torkeep, is on the bluffs which overlook the Ritensa River near the only ford within many leagues. It is a very active place, with raids and skirmishes going on continually. Although the place is strong and heavily manned, you fear leaving it for any reason, but a summons from the Council of Eight is not to be taken lightly, so you reluctantly agree to undertake the Nyr Dyv. In addition to those most precious items you have with you, there are other lesser magic items which are available. You decide to select four to take along:

Potion of Healing, *Potion of Red Dragon Control*, *Ring of Swimming*, *Dust of Disappearance*, *four Javelins of Piercing*, *Net of Entrapment*, *Crossbow of Distance*, *12 Crossbow Bolts* + 2, *Military Fork* + 3



Ability adjustments

Ranger

Outdoor Tracking Modifiers

- Soft enough to hold impressions (footprints, pawprints, etc.) of creature being tracked + 20%
- Allows occasional marks of obvious signs of passage (broken twigs, bent grass, etc.) + 10%
- Prevents all but the minutest traces of passage -50%

Other Modifiers

- For each creature beyond the first group being tracked -05%
- For every hour of precipitation that has fallen on the trail between tracker and quarry -25%

Indoor Tracking Modifiers

- Dirt Floor, or unused and dusty area + 20%
- Wooden floor, or area which allows some occasional indication of passage 0%
- Stone floor which prevents all but the minutest traces of passage -50%

Other Modifiers

- For each creature beyond the first in the group being tracked . + 02%
- For passing over an area where other creatures cross or overtrack trail -50%

In any case, if intelligent efforts have been made to conceal a trail where surface condition already is -50% or worse, no tracking will succeed.

Movement Rates While Tracking

- Obvious tracks, good illumination 3/4 of normal
- Obvious tracks, poor illumination 2/3 of normal
- Occasional tracks, good illumination 2/3 of normal
- Occasional tracks, poor illumination 1/2 of normal
- Faint tracks, good illumination 1/2 of normal
- Faint tracks, poor illumination 1/4 of normal

Definitions:

- Obvious: 71% or better chance to track
- Occasional: 31% or better chance to track
- Faint: 30% or less chance to track
- Poor illumination: anything less than daylight and greater than total darkness. Tracking is not possible in total darkness unless some non-visual evidence is available.

Humanoid/Giant Class Opponents

bugbear	goblin	ogre mage
cyclopskin	grimlock	ogrillon
dune stalker	hobgoblin	orc
ettin	kobold	quaggoth
flind	meazel	tasloi
giants	norker	troll
gibberling	ogre	xvart
gnoll		

Thieves' Abilities Modifiers

Effects of Armor on Thief Functions

Thief Function	Armor Worn		
	None(1)	Elfin Chain(2)	Studded or Padded(2)
Pick Pockets	+ 5%	-20%	-30%
Open Locks	—	-5%	-10%
Find/Remove Traps	—	-5%	-10%
Move Silently	+ 10%	-10%	-20%
Hide in Shadows(3)	+ 5%	-10%	-20%
Hear Noise	—	-5%	-10%
Climb Walls	+ 10%	-20%	-30%
Read Languages	—	—	—

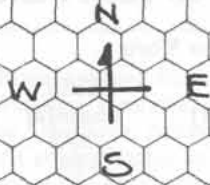
(1) This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

(2) No dexterity bonuses apply to thief functions (though penalties do) when wearing armor other than simple leather.

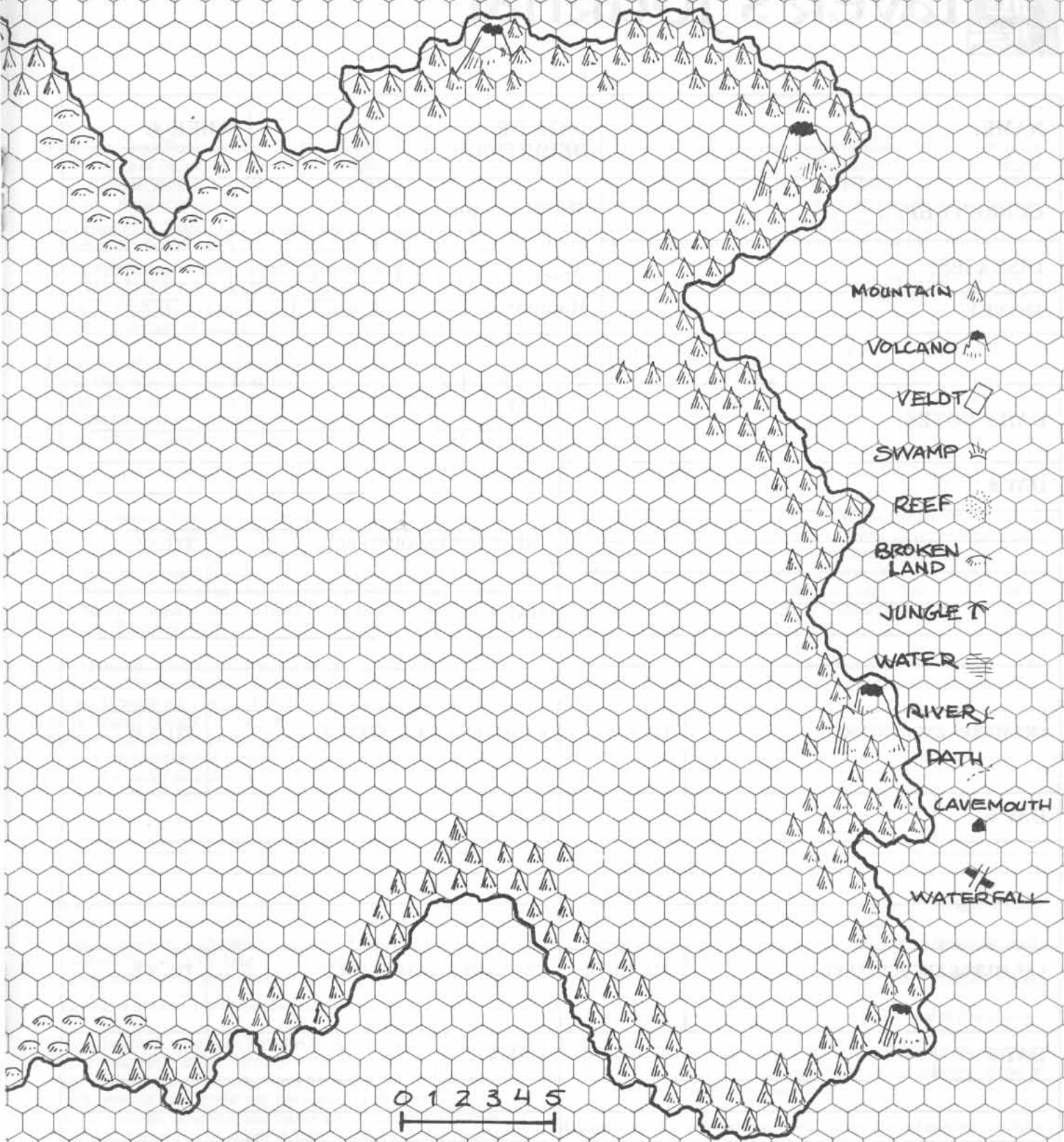
(3) Assumes that armor worn is covered by another garment. Elfin chain mail is light and thin, and can be worn under normal clothing. Studded leather armor is stiff, and can only be covered by a full body cloak.


Effect of Race on Thief Functions

Dwarf	Elf	Gnome	1/2 Elf	Halfling	1/2 Orc
Pick Pockets	—	+ 5%	—	+ 10%	+ 5%
Open Locks	+ 10%	-5%	+ 5%	—	+ 5%
F/R. Traps	+ 15%	—	+ 10%	—	+ 5%
Move Silently	—	+ 5%	+ 5%	—	+ 10%
Hide in Shadow	—	+ 10%	+ 5%	+ 5%	+ 15%
Hear Noise	—	+ 5%	+ 10%	—	+ 5%
Climb Walls	-10%	—	-15%	—	-15%
Read Languages	-5%	—	—	—	-5%




PLAYERS MAP



MOUNTAIN 

VOLCANO 


VELDT 

SWAMP 

REEF 

BROKEN LAND 

JUNGLE 

WATER 

RIVER 

PATH 

CAVEMOUTH 

WATERFALL 

0 1 2 3 4 5
|-----|



Player's Journal

NAME:	DATE OF DEPARTURE:	WEEK #:
CURRENT HP:	SUPPLIES (in days)	
DISEASES:	Food: <input type="checkbox"/>	<input type="checkbox"/>
MONEY:	Water: <input type="checkbox"/>	<input type="checkbox"/>
	Mounts: <input type="checkbox"/>	<input type="checkbox"/>

DAILY NOTES:	DAY #	_____	

CREATURES ENCOUNTERED:	TTL X.P.	CREATURES ENCOUNTERED:	TTL X.P.
DAY #	_____		

CREATURES ENCOUNTERED:	TTL X.P.	CREATURES ENCOUNTERED:	TTL X.P.
DAY #	_____		

CREATURES ENCOUNTERED:	TTL X.P.	CREATURES ENCOUNTERED:	TTL X.P.

Miscellaneous Possessions: *Boots of Speed, Cloak of Elvenkind, Gauntlets of Swimming & Climbing, 2 Javelins of Lightning, Quiver of Ehlonna, Ring of Sustenance, Rince of Warmth, Rod of cancellation, Wand of Magic Missiles* (40 charges)

Tracking: Base Chance to track outdoors (or indoors) is 10% (to a maximum 110% with level).

Special Abilities: + 1 point of damage per level vs. giant class; surprise 50%, surprised 16 2/3%; identify any creature's (ever observed) tracks, direction, numbers, pace and time of passage; determine general size, weight and numbers of humans and their mounts.

Background: The Vesve Forest is currently under attack by many large bands of humanoids from Iuz. These monsters, and their Evil human allies, make the place a continual battlefield of Good versus Evil, and the position of Marshal is most important to continuing successful actions against the invasion. Thousands of demi-humans and

humans depend on this, and your troops number thousands, although they are split into many small companies. However, the Circle of Eight is an ally of this joint human-elven effort, and when one of their nobles requested your presence at Tenser's castle, you could not demure, despite the importance of your current charge. If you wish to round out your magical gear, you may select up to three of the following items you have on hand:

10 magic arrows + 1, Scroll of Protection vs. Undead, Potion of Invisibility, + 1 short sword, Potion of Levitation, + 1 long sword, Ring of Protection + 1, Wings of Flying

Character's Relationships: Knows Franz as "stuffy but admirable." Does not want druid of Obad-Hai near her.

Miscellaneous Possessions: *Beaker of Plentiful Potions* (free action—as ring, healing, ESP, delusion), *Brooch of Shielding* (40 charges), *Hat of Feather Falling* (as ring), *Pouch of Holding* (5# wt., 60#/6 cu. ' capacity), *Ring of Regeneration, Ring of Wizardry* (2x 6th level, + 1 on saves), *Robe of Stars**, *Staff of Thunder & Lightning* (25 charges), *Stone of Good Luck, Zagyg's Spell Component Case* (7 usages/ day)

Background: After adventuring for several years, considerable successes lead to appointment as Court Magic-User of the Duchy of Urnst. Although intrigue involving Nyronid brought your appointment as the magical councilor to the Joint Courts of Urnst, there is no question that your personal triumph over the Weird of Gnatmarsh has made you the most respected magic-user in many states. Now you have received a call for assistance from the Council of Eight. There is much

challenge and promise in this call, so you gain the permission of the Courts to undertake a quest. In addition to your more powerful items, you can select two of the following minor items from your store:

Oil of Slipperiness, Scroll of 2 spells (1st, 5th level), Bag of Transmuting, Helm of Comprehending Languages and Reading Magic, Pearl of Power (1st level), Ring of Contrariness, Wand of Paralyzation (20 charges), *Wand of Negation*

Character's Relationships: Wishes to become member of the Circle of Eight; dislikes thieves. Does not want Agath to outshine him.

Miscellaneous Possessions: *Bag of holding* (1,000#/150 cubic feet), *Boots of Varied Tracks, Chime of Opening, 6 Darts of Homing, Gauntlets of Dexterity*, Hat of Disguise, Periapt of Proof against Poison* (+ 4), *Ring of Levitation* (as boots), *Wand of Magic Detection* (40 charges), *Wand of Secret Door & Trap Location*

* *Gauntlets of Dexterity* do not increase Dexterity to 19.

Background: Having been raised in Hexpools, the rise to high level came by successes in South Province, the Iron Hills, and other nearby regions. Gravitating to Onwal, Scant became home, and ambition and natural abilities soon made you the leader of all thieves there. The place is smallish, however, and rather boring, all things considered. When you chanced to be asked to participate in a daring, dangerous undertaking, you hastened to the rendezvous to be certain that no other of your profession arrived before you, as the challenge and the promise of real treasure is one which you will not miss! Not wishing to alert the Guild to your departure, you take your principal items, and select any three of the additional lesser items you have handy:

Potions: of Poison, *Sweet Water, Fire Giant Strength, Human Control, Humanoid Control; Philtre of Love*

Scrolls: one 2nd-level druid spell, one 4th-level illusionist spell, two magic-user spells (1st, 4th levels)

Rings: *Delusion, Fire Resistance, Protection + 1; Spell Storing* (Cure Light Wounds, Protection from Evil)

Rods, et. al.: *Rod of Beguiling* (3 charges), *Wand of Illumination, Wand of Wonder*

Miscellaneous: *Bag of Beans, Boots of Elvenkind, Horn of Bubbles, Necklace of Strangulation, Pipes of the Sewers, Rope of Climbing, + 1 dagger, + 1 long sword*

Character's Relationships: Feels inadequate and inferior to others and thus desires to prove himself. Finds Rowena very attractive. Dislikes Agath and Reynard

(Ranger 16th level, Lady Marshal of the Vesve Forest)

Neutral Good (Ehlonna)	Strength: 18/50
Hit Points: 122	Intelligence: 17
Armor Class: -7 (or -9)	Wisdom: 17
	Dexterity: 18
X.P.: 2,601,001	Constitution: 18
Movement: 12" or 24"	Charisma: 14
THACO: 5	Comeliness: 18

+ 3 Wisdom Adj. Vs.: *Beguiling, charm, fear, hypnosis, illusion, magic jar, mass charming, phantasmal forces, possession, rulership, suggestion, telepathic attack, etc.*

Magic Items:

Potions: *Clairvoyance, Flying, Healing, Water Breathing*

Scrolls: *Protection from Lycanthropes, Magic, & Possession*

Armor: +5 adamantite chainmail, +2 buckler

Weapons: +2 bow, 24 composite long elven arrows +2, 18 arrows +3, 4 Arrows of Slaying (to be selected); +3 battle axe, +2/+3 dagger

Rowena of the Silverbrow



(Magic-User 18th level, Arch-Mage of Urnst)

Neutral (Zagyg)	Strength: 15
Hit Points: 62	Intelligence: 19
Armor Class: -4	Wisdom: 16
	Dexterity: 18
X.P.: 3,001,001	Charisma: 17
Movement: 12"	Comeliness: 11
THACO: 13	

Spell Immunities: 1st level *Illusion/Phantasm* spells

+2 Wisdom Adj. Vs.: *Beguiling, charm, fear, hypnosis, illusion, magic jar, mass charming, phantasmal force, possession, rulership, suggestion, telepathic attack, etc.*

Magic Items:

Potions: *Gaseous Form, Growth, Fire Resistance, Invisibility*

Scrolls: Six spells (levels 3,4,5,6,7,8), plus 1 spell level 9, *Protection from Demons, Devils*

Magic Protections: *Bracers of Defense AC 3; Boots of Striding & Springing, +1; Cloak of Displacement*

Weapons: +3 dagger, +2 knife

Warnes Starcoat



(Onwalic Thief, 15th level, Thieves' Guildmaster of Scant)

Neutral (Olidammara)	Strength: 18
Hit Points: 70	Intelligence: 15
Armor Class: -4	Wisdom: 13
	Dexterity: 18
X.P.: 1,321,001	Constitution: 16
Movement: 12"	Charisma: 13
THACO: 14	Comeliness: 16

Special Abilities: Backstab at +4 "to hit", 5x damage; 75% chance reading scrolls (druid, illusionist, magic-user)

Magic Items:

Potions: *Clairvoyance, Extra-Healing, Treasure Finding*

Scrolls: *Protection from ESP, Magic, Undead*

Armor: non-magical Elfin chainmail

Protections: *Ring of Protection +1/+5*

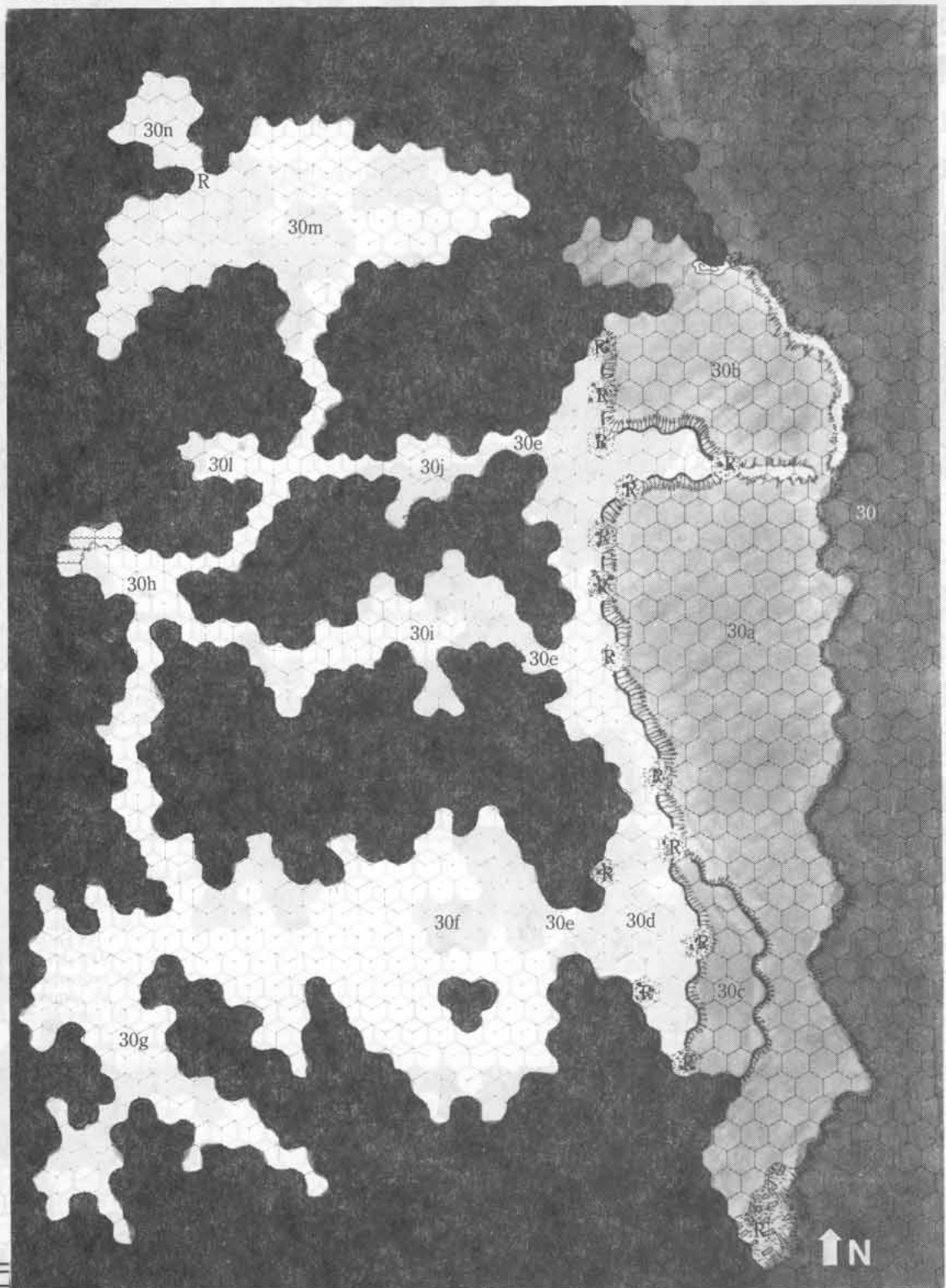
Weapons: +5 short sword, +3 dagger

Rakehell Chert



CAVES OF THE BIRD PEOPLE (MAP 3)

Scale: 1 hex = 10 yards



27. Plateau Area

The hills here are set apart from the surrounding terrain. They are high and cliff-like, as if a fault dropped away to leave their sheer bluffs to serve as a wall against the monsters on the lower land. The vegetation here is more familiar appearing, less exotic, and the air is slightly cooler and less damp.

This area is the territory of a group of cave dwellers, often raided by the Kawibusas. These people are basically hostile and exceptionally alert because of this. However, they will not necessarily attack the adventurers unless the latter enter their home area, the "X" hex in the general area.

After an initial volley of spears, lower-level hunters work to the flanks while the higher-level ones loose another volley. Melee with clubs then takes place (these weapons do damage equal to morning stars with standard bonuses for strength). Armor class is due to dexterity and hide garments worn for a base AC 9.

If seen, greeted in a friendly fashion, and some means of communication is established, the cave barbarians will be reserved and wary, but not hostile. This assumes that there are no Kawibusas or their ilk with the party, for the cave dwellers are larger, somewhat lighter, and easily distinguished from the savages and their cousins of the nearby islands. If shown any property that obviously belonged to the Kawibusas, and told that the party killed their foes, these cave dwellers will become indifferent to the adventurers, and if they ask the cavemen, and offer bribes or furnish assistance in hunting, the party will be taken to the caves to speak with the chief and shamans.

The Great Shaman

The Great Shaman of the cave dwellers is very old and rather cantankerous. He has refused to turn over the secret ritual to his successor and retire as is custom, for he has an irrational fear that the tribe will kill him when his usefulness is ended. He will see the characters' request as a way to show his importance and will readily agree to help. However, he is prone to forgetfulness and senile ravings, and there is a 50% chance at any given moment that he may forget who the PCs are, what he agreed to do, or even the ritual itself. Stress will always cause him to forget the ritual, so magical or physical force cannot be used to take it from him, nor will he reveal it after death.

The Cave Dwellers (Barbarians)

Hunting Party

Number	AC	Move	Level	THACO	HP	Weapons	Damage Bonus
4	5	15"	2	(19*)	22	spear, club	+1
3	5	15"	3	(18*)	33	spear, club	+1
2	5	15"	4	(16*)	44	2 spears, club	+2
1	3	15"	5	(15*)	55	2 spears, club	+2
1	3	15"	6	(14*)	66	2 spears, club	+3
1	3	15"	7	(12*)	77	2 spears, club	+3

* Base score needed to hit Armor Class 0.

Tribal Strength

Number	AC	Move	Level	THACO	HP	Weapons	Damage Bonus
4	5	15"	3	(18*)	33	spear, club	+1
2	5	15"	4	(16*)	44	2 spears, club	+2
2	3	15"	5	(15*)	55	2 spears, club	+2
2	3	15"	6	(14*)	66	2 spears, club	+3
2	3	15"	7	(12*)	77	2 spears, club	+3
2	3	15"	8	(11*)	88	2 spears, club	+4
1**	1	15"	9	(10*)	99	2 spears, club	+5
1***	1	15"	10	(8*)	110	2 spears, club	+6
1(+)	5	15"	5	(17*)	50	club	+1
1(+ +)	3	15"	7	(15*)	80	club	+1

* Base score to hit Armor Class 0

** Sub-chief of tribe

*** Chief of tribe

(+) Little Shaman = 3rd-level cleric:
Cure Light Wounds(x2), Protection vs. Evil, Chant

(+ +) Big Shaman = 5th-level cleric:
Cure Light Wounds(x2), Light(x2), Protection vs. Evil, Chant, Produce Flame, Speak with Animals, Prayer

Shamen will, after protecting themselves from evil, use their curative spells on leaders and strong types only. They will use *prayer* and *chant* as soon as possible, if needed. Note that these shamen have a mix of druidical spells (cf. Encounter 9).

Cave dwellings will be above ground level at about 20 foot height. No direct entry is therefore possible by normal means, until the ledge has been ascended. Attackers attempting to scale to cave entrances are attacked first by hurled boulders which hit for 2-8 points of damage, plus strength bonus, plus 1d6 for height. There are about six such large stones for each fighter in the group. Note that there are only two hunting parties. If they are not encountered and wiped out, they will be at the caves when the party arrives there. There

are females equal to 125% of males, children equal to 50% of females.

Interacting with the Cave Dwellers: If the party has been successful in gaining the indifference of the tribe, there is a chance that they can actually garner some friendliness. A considerable kill, offering trophies from the Kawibusas, or merely relating the defeat of that group of savages might do so. Use a standard reaction test with whatever modifiers you find appropriate. These people know that there are others on the island who are like themselves, sort of—they are the *people*, those like them are *others*, while the Kawibusas are *enemies*. The adventurers are somewhere between *others* and *enemies* when first met.

Cooperativeness gains the party only the



services of 1-2 cave dwellers of 5th-6th level—those lower being too young, those above that level being too important to the tribe—to assist in tracking or whatever. The shamen might also help by curing wounds, or a disease the following day. Nothing more can be done.

They know of no Oonga, but they will tell of terrible, hairy giants who sometimes come near. Smaller giants can be slain—if there aren't too many of them, and they are good to eat. The larger hairy giants are to be fled from.

28. Rocky Islet

This bit of land is well above the surface of the lake. It has steep-sided walls of sheer rock, although these are covered with vegetation growing from above and in small crannies and ledges. The top seems flat and fertile, for there are trees growing from it—jungle growth which appears at least as thick as any you have seen. In the center of this place is a regular hill which is likewise covered with vegetation in riotous profusion.

As the party attempts to reach the islet, a random encounter of the appropriate kind automatically occurs. Check columns B or D on the Random Encounter Table (see module cover) or use flocks of pteranodons to intercept *flying* characters.

If the party manages to gain access to this place, they will first have to negotiate the 40- to 60-foot-high cliff face. The island is verdant, but there are few monsters dwelling there, for it is inaccessible to them. There are some snakes and flying monsters, but no other dangerous forms of creatures here. If an encounter check does not indicate snakes or flying monsters, then the party is safe. At the center of the islet is an overgrown stone building. Access is from the top of its nine-faced pyramidal shape.

There is an open-sided roof atop the structure. This area is plain, but there are nine runes engraved to form a nine-sided shape conforming to the sides of the building. These will be viewed by the adventurers in the order indicated below:

- Rune 1 stands for individuality (chaos)
- 2) for demon (Chaotic Evil)
- 3) for evil (Neutral Evil)
- 4) for evil power (Lawful Evil)

- 5) for fertility, nature (Neutrality)
- 6) for constraint (Law)
- 7) for divine power (Lawful Good)
- 8) for good (Neutral Good)
- 9) for light and prosperity (Chaotic Good)

Each rune leads to an area where the appropriate sort of character can rest. As a character comes within one foot of the rune which stands for his or her alignment, it will glow and pulse. If the character stays within that distance, the slab of stone upon which the rune is graven will slowly sink, revealing a short flight of steps which leads to a place where up to a dozen individuals can rest, eat, sleep, and otherwise refresh themselves. Food, drink, and components for nine spells of a spell-caster's choice will be provided magically. If any character of differing alignment is within the area, however, nothing save empty space will be there. This is a safe house provided by Zagyg, but it must be utilized correctly, and if the players fail to understand the correct operation of these areas, then the opportunity will be lost. After nine mixed-alignment entries, or nine turns, whichever first occurs, the dweomer placed upon the place dissipates unless correct usage is made. No clues other than the runes and their operation are to be given.



29. Plateau Area

See Area 27 for details. This group knows where the other cavemen from Area 27 are, but they fear them as "others who are different and will try to make us *others* instead of *people*."

30. Very High Plateau Area

This corner of the island rises in two sheer steps, each about 70 to 110 feet in height, sheer, and wall-like.

The top of the plateau is nearly subtropical, and it is more familiar-looking to you than the exotic jungles and savannahs you have seen previously. Although not dry, it is not steamy and fetid dampness everywhere. From what you can determine, the place has a central grassland which is rimmed by hills and mountains.

The tribe of cave-dwellers here is large, aggressive, and comparatively advanced. Hunting parties will be accompanied by several of the cave people's hounds (see below) but otherwise are same as those encountered in Areas 27 and 29.

The cavemen use three phororhacoses as hounds. There is a 50% chance that these creatures will be well in advance of their masters and attack immediately. They will attack in any event, but the hunters will pull them off if the party speaks to them understandably or

has another cave dweller with them.

The handlers of these huge carnivorous birds use bolas to wrap the creatures' legs and topple them. This will cause them to become relatively docile until their legs are freed and they are set onto the hunting trail once again.

When the party reaches the hex indicated by an X, they have come to the home territory of the bird people.

Summary: These cave dwellers are fierce and able fighters. They will fight to the last, if necessary. If the party approaches on non-hostile terms, they will be treated with suspicion and care. If the adventurers prove themselves to these folk, then the cavemen will send from 2-5 of their warriors with the party. These cavemen will be barbarians of 4th to 7th level, and each will carry a bolo in addition to normal weapons shown. There is a 50% chance of a shaman (5th level) accompanying the group if there is either a cleric or a druid with the party. If there are both, then the shaman will certainly go along if requested, and he will wish to be taught more spells.

If the adventurers wish to go back and battle the Kawibusas, and they demonstrate some of their prowess to these cavemen, then the tribe will send all but two hunting parties and the big shaman to accompany the adventurers on their mission. If the adventurers and cavemen succeed in wiping out the tribesmen, then the balance of the cave dwellers will be brought to the area formerly occu-

ried by the Kawibusas, and they will take over as the inhabitants of the peninsula. The cavemen from Area 29 will eventually move to the area abandoned by the bird people. The cave dwellers of Area 27. will be absorbed into the tribe of the bird people. Apes will be hunted down and slain, and within 20 years time, these former cave dwellers will have a society similar to that of the Kawibusas, although they will not be cannibals.

Notes on the Shaman of Shamen: Their shaman's price for cooperation regarding the ritual will be a show of ability. The characters will be required to best one of the female gargantuan apes that roams this area periodically. The shaman is a trifle cracked and believes he can turn into a bird and fly at will. The other shamen restrain him and will warn the party to do so lest he dive off the plateau.

30a-n. Cliff with Many Caves

Before you is a sheer, high cliff with an arm of the mountain behind it. Many openings perforate the cliffside. A few cavemen can be seen disappearing into the lowest of these openings.

If the party has slain any of the hunters of these people, the main tribe will know (via survivors) or suspect (lack of returning hunters). In this case, they will prepare to defend their home as follows:

Tribes of the Bird People (All have 15" movement)

Number	AC	Level	THACO	HP	Weapons	Damage Bonus
16	5	2	(19*)	22	bolas, axe	+1
10	5	3	(18*)	33	bolas, axe	+1
10	5	4	(16*)	44	2 spears, axe	+2
8	3	5	(15*)	55	2 spears, axe	+2
8	3	6	(14*)	66	spear, axe	+3
6	3	7	(12*)	77	spear, axe	+3
6	3	8	(11*)	88	spear, axe	+3
4	1	9	(10*)	99	spear, axe	+4
4	1	10	(9*)	110	spear, axe	+4
2	1	11	(8*)	115	bolas, spear, axe	+5
2	1	12	(7*)	120	bolas, spear, axe	+5
1**	1	13	(5*)	125	bolas, spear, axe	+6
1***	1	15	(3*)	135	bolas, spear, axe	+6
4(+)	5	3	(19*)	30	club	+1
2(+ +)	5	5	(17*)	50	club	+1
1(x)	3	7	(15*)	70	club	+1
1(xx)	3	8	(14*)	80	club	+1

* Base score needed to hit armor class 0

** Sub-chief of tribe

*** Chief of tribe

(+) Little Shaman = 3rd-level cleric/druid:
Cure Light Wounds, Animal Friendship, Speak with Animals, Chant

(+ +) Shaman = 5th-level cleric/druid:
Cure Light Wounds, Light, Animal Friendship, Speak with Animals, Chant, Resist Fire, Produce Flame, Trip, Hold Animal

(x) Big Shaman = 7th-level cleric/druid:
Cure Light Wounds, Light, Animal Friendship, Speak with Animals, Chant, Resist Fire, Produce Flame, Trip, Prayer, Hold Animal, Produce Fire

(xx) Shaman of Shamen = 8th-level cleric/druid:
Cure Light Wounds, Light, Animal Friendship, Speak with Animals, Chant, Resist Fire, Produce Flame, Trip, Prayer, Hold Animal, Snare, Dispel Magic, Produce Fire

There are four hunting parties that will be at the caves if they have not been previously destroyed by the party. With them will be their hunting phororhacoses plus another six of these creatures. Refer to Map 3.

30a. High Ledge

You see a ledge about 20 feet up. At its most southerly point there is a pile of detritus, and there appears to be a series of small ledges and hand holds there, so the cave dwellers must gain access to its top from that position.

The foregoing is accurate. The giant birds are driven up at this point also, as the pile of rocks enables them to jump to the top of the ledge, and down as well. When the party comes atop the ledge, two cavemen will pull aside the crude fence between Areas 30b and 30c, loosing the phororhacoses there (from 6 to 18, depending on previous events). This assumes, of course, that they are hostile to the adventurers. The pair of cavemen, 2nd-level boys, will then attempt to climb to safety by means of ropes lowered to them from above.

If the adventurers venture anywhere north of area 30d, they will be subject to hurled rocks from above (ledge Area 30e). Rock damage is easiest to deal with by using an average for strength, as there are too many cave dwelling barbarian fighters to easily keep track of. Use 15 as an average score to hit armor class 0. Damage will be 5-20 per hit. As many as 12 rocks can be hurled down in one round, assuming six or fewer adventurers as potential targets. If there are more characters, increase the number of rocks by two for each additional character present.

30b. Brush and Poles

There is a section of the first ledge which is screened by a mixture of dead brush, living plants, and thin logs, all interwoven by vines and creepers. This hedge is well over 12 feet high, and what is behind it can only be seen from a higher position.

The ledge here is used to pen in the hunting birds when they are not being used by the cave dwellers to find game. There is a spring from which they drink, and the cavemen also use these birds as garbage disposal units.

They will not breed in this environment, but the humans do not care, as they capture occasional fledglings and add them to the pack. If loosed, these creatures will slowly exit their pen area, and as soon as they see movement on the ledge, run and leap to attack, for they are always hungry.

30c. Fifteen-Foot-High Ledge

Rising like a step, there is another ledge at the southern portion of the long one which certainly leads upward to the lowest cave openings. There appears to be a series of steps in its central portion where climbing is possible.

Again, the party will be subject to hurled rocks on this ledge.

30d. Uppermost Ledge

Some 20 feet above the small middle outcropping, 35 feet above the first ledge, and at least 55 feet above the ground, is a relatively long and narrow shelf of stone that leads to three cave openings. The northern and central openings appear to be some 8 to 10 feet wide, and about as high. The southern cave opening is perhaps 15 to 18 feet broad but only about half as high.

If the adventurers gain this ledge in combat with the cave dwellers, the latter will deem themselves in big trouble. They will retreat rapidly to their caves, roll boulders to block the entrances (see area 30f below), and prepare to remain hidden until the enemy gives up and goes away.

30e. Boulders

These large stones could easily be used to block the cave entrance. They are heavy and might prove very difficult to move out of the way.

In fact, once in position, these rocks are wedged tight with smaller pieces of stone, so that even application of 24 strength will not move them. There are small openings which will allow a person to crawl through, but there are also armed cavemen ready to attack anyone foolish enough to do so. Use automatic hits and maximum damage when any adventurer tries to enter this, with four attacks per

round allowed on each target. Two rounds of exposure are necessary to enter. One character at a time can enter the smaller cave mouths, two at the large one. Knock will not affect the rock closures, but other spells—*passwall*, *disintegrate*, etc.—will.

30f. Large Low-Ceilinged Cave

This place has a smoke-blackened ceiling, heaps of dried grass and leaves, animal skins, and various and sundry evidences of habitation by the cavemen.

All creatures of 2nd to 6th level dwell in this common area. With them are females equal to 125% of their total number, and children equal to the total number of males. Upon forced entry, all remaining cavemen in the area will attack the party. Females will also attack with weapons equal to daggers and attack level of 2nd. There is no treasure.

30g. Deeper Cave Area

There are three rooms here which are smaller than the large cave to the east, but otherwise resemble that place. It is apparent that many cavemen use this complex as their home.

Those of greater fighting and hunting ability dwell here—7th to 10th level fighters. These fighters will defend here at the last, and with them are females equal to 150% of their number, and children equal to 100% of their number. Females fight as noted in Area 30f. There is no treasure.

30h. Sloping Cave

This smallish cave slopes gradually downward to the west. At its rear is a pool of clear water that is fed from seepage above. This place must serve the cave dwellers as a well.

30i. High Ceilinged Cave

This is another area utilized by the cavemen as living quarters. In addition to the usual materials, there are many hides on the floor, and there are more than the usual number of stacks of dried food.





The chief and his three wives and three children dwell here, as do the sub-chief, his two wives, and two children. An 11th-level fighter, a 12th-level fighter, four women, and four children also quarter here.

There is no treasure. The men will fight to the death; women fight as previously noted.

30j. Shaman's Cave

The wall paintings, hides, and skulls decorating this area make it obvious that this is the place of the tribal medicine men. It is otherwise not remarkable.

The shamen will make their stand here. The four little shamen are quartered near the entrance, the two shamen in the main area, and the big shaman at Area 30l. There is no treasure here, nor are there any spell components.

30k. Small Cave

This is more of a tunnel off the main room than a separate cave, although it certainly was used to quarter an important tribal cleric, for it is highly decorated with various paintings, skulls, hides, feathers, and the like.

30l. Small Low-Ceilinged Cave

This place is another of those housing the tribal clerics, and it resembles the other areas seen with respect to furnishings and decoration. There is a rough, vaguely bird-shaped stone standing in the area of the cave farthest from the entrance.

This is the cave of the "shaman of shamen." There is no treasure here, save the statue-like rock that the tribe regards as their totem. The chief shaman, and all survivors of any other areas will stand in and around this place to make certain that the party does not steal the totem object, for then their tribe would be powerless. (See notes on Shaman of Shaman on page 34.)

30m. Large Painted Cave

This area seems to be a sacred place of the cave dwellers, for its walls are painted with crude representations of themselves,

their vicious birds, animals, dinosaurs, and even Kawibusas tribesmen—all in attitudes of being slain or already dead. The stone overhead is very dark and sooty, so it is apparent that the tribe brings torches here to light the place for painting and perhaps ceremonial activities.

No cave dweller will fight here. There is no treasure here. If a careful circuit of the place is conducted, the slab of stone covering the entry to area 30n will be noted. This is a 3-foot-high crawlway for its first 10 feet.

30n. Secret Chamber

This grotto is certainly the secret place of the tribal shamen, for it contains a store of pigments, wood, and feather masks, oddly shaped bits of rock and bone in hide bags, and many round stones, large bones, and wooden drums with hide drumheads.

The above is correct. Amongst the stones in the hide bags are 10-40 uncut gems of 1,000 gp base value. The round rocks are split geodes, the bones hollow, and some of the smaller wooden drums are containers also. In these receptacles are the spell components of the shamen. There are sufficient stores for 21-30 of each spell they are able to cast. Druidical-type spells do not require mistletoe, but they do use a special sort of orchid leaf. A druid will not have any use for the latter component.

31. Waterfall

Note that the outlet of the lake has a shallow fall into the mountain where its channel runs underground until it falls to the sea some three miles distant. This fall is about 30 feet, the water plunging into a deep ravine and disappearing from there into the rock. Other falls are 40 feet or more high.

32-36. Huge Cavern Openings

There is a great hole in the side of the mountain, and it is likely that some monster dwells here. The entrance is nearly 30 feet wide and at least as high.

There are signs of a gargantuan ape all around the area. Encounters 32 through 36 are exactly the same. The strongest other gargantuan ape will live nearest to Oonga's

lair, the weakest will be farthest away. Each of these creatures is female. None have any treasure.

Use the statistics in the New Monsters section at the end of the module for handling encounters with any of these creatures.

Caverns will be about 40-50 feet wide, 60-90 feet long, and have a ledge upon which the ape dwells.

37. The Dormant King

In the middle of a large grassy plain appears to be a round and flat structure. It seems there is no animal activity of any sort, not even the usual cries and squeals of birds and small mammals.

The party should be able to see the structure from approximately 600 feet. It is an elevated pool that radiates a strong magical aura designed to keep all low intelligence creatures at least 600 feet away. However, anytime someone approaches within 30 feet of the pool, a tyrannosaurus rex of the most ferocious kind suddenly emerges from the water. It is a creation of Zagyg used to defend the pool. Unlike normal rexes, this one is highly magical in nature. It has the ability of gaining hit points (up to its possible maximum of 152 hp) each time it kills a victim. If any character is killed, the tyrannosaurus gains that character's original total in hit points.

The tyrannosaurus will charge and pursue trespassers up to the aura's limit. If the party escapes beyond that point, the tyrannosaurus then returns to the pool. Characters attempting to fly within the aura are very soon attacked by a flock of voracious pterosaurs. To study the pool closely, the tyrannosaurus must be killed or neutralized. If it is killed, it returns to the pool and will not rematerialize until the next day.

38. The Magic Pool

The pool seems to be made of the same purplish metal found on the titanic gate on the isle's peninsula. The metallic structure is 30 feet in diameter, and 10 feet high, with a set of stairs going to the top.

On the surface, many runes are engraved around a dark pool. Strangely, the water does not reflect the sky or the adventurers observing the liquid. All that can be seen is a night sky dotted with a myriad of stars.

The pool is a magical portal to a part of the ethereal plane affected by Zagyg's mind. Anyone stepping into or touching the liquid is pulled into the other plane (see Encounter 39). The water and the metal are totally immune to mortal magic of any sort.

If the party has a way of deciphering the runes, they will find the following sentence: "Ye who have fought the dormant king, enter my knowledge. Zagyg."

If the party has not disturbed the dark water after three turns, large black bubbles fly out and attempt to envelop any character around the pool (roll under Dexterity score on a d20 to avoid). There are 1d4 bubbles pursuing each character up to 600 feet from the pool.

Bubbles are AC 10; 50 points of magical or physical damage will pop a bubble, releasing its energy in a 30-foot-radius blast causing 2d20 points of damage (save vs. spell for half damage). They move at 40" per round, rolling, flying or bouncing until they trap a victim. Read Encounter 39 to the victims' players. Bubbles disappear upon reaching the aura's limit. They reappear after someone remains once again on the side of the pool for three or more turns.

39. The Spheres of Thought

After seconds of a nauseating freefall sensation, you emerge into a huge sphere of nothingness. The limits of the sphere, like a night sky, seem close and immensely remote at the same time. You are in the middle, floating among strange billowing swirls of mist constantly clashing and changing colors. Small brilliant spheres of light dart by, some so close you must suddenly dodge. Once in a while, a larger one follows, at a slower pace.

The party is in a region of the ethereal plane that is affected by Zagyg's thoughts. Characters can move by simply concentrating. However, none of them will manage to reach the sphere's limit. As they move in that direction, the night sky seems to become more and more distant.

The swirls of color are inoffensive. However the small spheres of light contain various feelings randomly affecting Zagyg's subconscious.

The larger ones contain more elaborated thoughts (see below). Roll 1d8 at the beginning of each round: 1-2, no sphere is in range; 3-4, 1d4 small spheres dash toward the party;

5-6 1d6 small spheres fly around 1d4 larger ones; 7-8 1d4 large spheres alone. At the end of the round, all of those spheres are considered out of range.

The party must avoid each small sphere, rolling under their Dexterity scores (treat the spheres as magical projectiles). Victims hit by a small sphere must immediately save vs. spell or be affected as described below. (A small sphere vanishes once it hits one target.)

D6 Roll Temporary Insanity

- 1 Hatred: save each round or attack nearest creature.
- 2 Love: save each round or remain fascinated (as with Comeliness) by closest creature.
- 3 Humor: save each round or keep on laughing and making puns.
- 4 Sadness: save each round or keep on crying and lamenting.
- 5 Curiosity: save each round or try to catch the next sphere of any size that comes close (roll under Dexterity).
- 6 Carelessness: save each round, or spend the round wandering about.

The effects last for 1d12 hours after the victim has left this plane; a successful saving throw at the beginning of a round negates a temporary insanity for one round.

The effects change when the victim is hit by another sphere. Each time a new sphere hits a victim, the feeling changes to that of the new sphere and the character temporarily loses 1 point of intelligence. At 0, the character goes permanently insane as described below and is immediately expelled from this plane (to the side of the pool).

D6 Roll Permanent Insanity

- 1 Victim thinks he is a bird.
- 2 Victim thinks he is a tyrannosaur.
- 3 Victim thinks he is Zagyg. He or she affects the party at random, as a *Wand of Wonder*.
- 4 Victim thinks he is Oonga and will charge anyone pretending otherwise, including the real Oonga.
- 5-6 Roll on the Insanity table (DMG, page 83).

The larger spheres contain some thoughts occurring in Zagyg's mind. When those appear, consider they are close enough so that any character in the party may touch one. Any character doing so is sucked inside. Only one

character may enter a large sphere with a successful roll under Dexterity. The large spheres are AC 0 and may be destroyed with 10 points of physical or magical damage from outside (those inside cannot affect it).

Once inside, the adventurer may attempt to understand the nature and meaning of the thought by successfully rolling under his current Intelligence score. If the character fails that roll, he temporarily loses one point of Intelligence. At 0, the character is affected as above. Once inside, the character cannot get out until he has attempted to understand the thought. Thoughts may be one of the following:

Spheres of Thought

1. *Whispering voice*—"...visitors in my divine mind...welcome mortal one..."
2. *Whispering voice*—"...enter one more thought and think hard to leave my mind...else, insanity will save ye..."
3. *Telepathic message*—"...beware of the spheres! Some may be inhabited..."
4. *Mental image*—the ancient stone pillar is a magical portal to Oonga's domain.
5. *Mental image*—three scriptures are required for the ritual at the stone pillar.
6. *Telepathic message*—the character gains some arcane knowledge if a magic-user or illusionist. He may use one 9th-level spell over and above normal limitations (permanent until cast). For others, or if the spell is not understood, the character goes permanently insane.
7. *Whispering voice*—"...home ye seek? Only Oonga knows...fetch the crook or rot forever..."
8. *Whispering voice*—"...Oonga... a fine pet indeed...mine now and forever..."
9. *Telepathic message*—the character gains some divine knowledge if a druid or cleric. He may use one 7th-level spell over and above normal limitations (permanent until cast). Roll under Wisdom or turn permanently insane (others automatically become insane).
10. *Letters of fire*—"Zarn's the way out!"*

If an adventurer damages any sphere or attempts to affect the plane magically, he is immediately expelled to the rim of the pool. However, the character will find himself locked inside a *Prison of Zagyg*. He will remain there until the rest of the party manages to open the cage. Several characters can fit in the cage if necessary. Thought 10 is the



magic word to open the cage. If the entire party ends up in the prison, it teleports to Zagyg where the party remains at the service of the demi-god for 1d10 years. They are then returned to the world of Greyhawk. Once the captive(s) break free, the prison teleports back to the plane of Zagyg.

There is a 35% chance each of those larger spheres contains a creature, such as:

- one brain mole
- one intellect devourer
- 3-12 cerebral parasites
- one thought eater
- one ustilagor
- one obliviax

Any such occupant must first be defeated before the thought in the sphere can be understood. If the character entering the sphere does not have psionics, then the creature feeds on the character's spell-casting abilities (use memorized spell levels x5) or Intelligence (use current Intelligence x10) like they were psionic points. Defeated spell-casters lose their spell-casting abilities. Then, if the creature is still alive and hungry, it starts feeding on the character's Intelligence. If the character is defeated (psionics or Intelligence

reduced to 0), he remains in the sphere, lost forever unless someone attacks the sphere from outside.

Once a character attempts (successfully or not) to understand the thought in a sphere, the sphere vanishes with a loud popping sound and the character returns to the ethereal plane.

To exit this plane, each member of the party must attempt to understand the contents of one sphere and then concentrate on returning to the pool (a permanently insane character is automatically expelled to the pool). The character then appears on the side of the pool; all temporary insanities and losses in Intelligence points are cancelled. The pool functions only once per creature (no one may enter that plane twice in its existence).



Oonga's Lair

Encounter Setting

All passages are 50% higher than they are broad. Thus, a 10-foot-wide area is 15 feet high, a 20-foot-wide area is 30 feet high, etc. The main passage, Areas 1-4-6-9, is ascending at an incline of about 1 foot for every 20 feet of horizontal distance. There are numerous sheer places where the cavern or passage continues at a higher level. These ledges are each approximately 15 feet high. Thus, Oonga's lair (9) is well over 200 feet above the lake (12) which the lair overlooks.

Encounters are numbered. The letter R indicates rubble—broken slabs of rock from ceiling or ledge. Sufficient natural light filters in to allow vision to extend to 60 feet clearly, 120 feet dimly (only vague shapes can be seen, although movement will be obvious). Climbing to ledges where rubble is present is relatively fast—one round to accomplish this climb. Other rises are more difficult to scale, and normal climbing time will be three to five rounds per rise.

There is a 1 in 20 chance that Oonga will decide to come out of his lair while the party is in the cavern complex. If this occurs (score of 20 on 1d20), the ape will be encountered as follows (roll 1d20 again):

- 1- 5 = atop ledge (Area 5)
- 6-10 = Area 4
- 11-16 = Passage 4-6
- 17-20 = Area 6

Oonga passes through 20-foot-wide tunnels easily, traveling on all fours. He cannot go into 10-foot-wide areas, but he is able to reach into such areas by wedging his shoulder into the opening and extending a mighty arm. Oonga's reach in such cases is 20 feet.

If he grasps an opponent, Oonga can apply squeezing damage equal to the maximum hand attack—24 points per round of crushing pressure. Once grasped and squeezed, an opponent will be brought forth, raised to a height of 40 feet, and hurled down. Damage from such attack is 22-72 points (10d6 + 12), and the victim will also suffer a stamping attack immediately during the same round.

To illustrate this attack form, follow this example: Grasp and crush two rounds for 24 points damage per round = 48, then hurl down for 22-72 additional points = 70-120, then stamp for 5-20 = 75-140 total damage points in two rounds! (One of the lesser gargantuan apes will inflict two rounds of grasp and crush for 40 points of damage, hurl down

from 30 feet for 16-46 more points of damage (6d6 + 10) = 56-86, then stamp down for 4-16 more points = 60-102 total points of damage inflicted in two rounds.)

If long-range attack methods are employed against Oonga, he will retaliate by hurling boulders—there are plenty strewn throughout the cavern complex. These will inflict 17-32 (5d4 + 12) points of damage when they hit. Such missiles can be hurled one per round, from 1" to 36" distance. All targets within a hex will be struck by a single boulder, but each will be subject to separate damage of 17-32.

Lesser gargantuan apes hurl boulders for 14-26 points of damage (4d4 + 10) at ranges of 1" to 30".

Oonga knows his cavern complex perfectly, and he will be able to chase very effectively. Don't forget he has considerable brain power for a monster. If he is encountered outside his lair area, he will be lurking in wait for the party if the dice check indicates they are surprised and Oonga is not. If this occurs near a ledge, assume that Oonga is on higher ground. In such case, the ape will greet the party with a hurled boulder, and for each 15 feet of elevation add 2-8 points of damage. Immediately after throwing the missile, Oonga will leap down to attack the party—possibly stamping them, again with an additional 2-8 points damage for each 15 foot distance he drops to come to their level. Note that the ape will not drop and stamp in areas of rubble (R).

Encounter Key

1. Entrance Tunnel

There is light from the opening and dim light ahead as well. This indicates that there are openings at intervals within this place. The main passage seems to lead generally east, but there appear to be several side passages.

2. Dark Passages

Although the narrow tunnel you chose has broadened, the way has sloped downward, and the area before you is dark. There is a faint odor of dampness which indicates you are underground.

If the party continues to where the cave is 30 feet or more wide, six subterranean lizards attack them.

All attacks are made at +2 due to size. They will come from wall and floor area, so all six of these monsters will be able to operate at once. Of course, they have no treasure, although there will be a shambles of bones at the rear of their lair area.

3. Large Sinkhole

The floor of this cave drops out of sight—a deep shaft with vertical sides plunging to who knows where. Occasional wafts of steamy vapor rise from this hole.

If any adventurer peers over the edge of the shaft, he or she must save vs. poison or else become giddy from the gasses which rise from below. Failure will cause the individual to fall headlong into the shaft. It terminates in a lava bed 200 feet below, and falling into this will result in instant death without magical protection from the fall and the lava both.

4. Great Cavern

After ascending three ledges you have come to a high-domed cavern. It is over 80 feet wide on the average, at least 130 feet long, and perhaps 100 feet high! The trail of your quarry leads northeastwards through this vast space.

If Oonga is not in this area, there will be two giant poisonous snakes attacking at +2 due to their size. These reptiles are slithering through the place on their way out, but they will attack the party deeming them to be choice prey.

5. Large Ledge

There is a 30 foot or so high ledge along the cavern's north wall. The place is dark and heavily shadowed, but it appears that the shelf-like area is deserted. It is not possible to tell if there is or is not a passage leading from this place.

If Oonga is not here, four subterranean lizards are here. All attacks are made at +2 to hit due to size.

At the eastern end of this place there are a series of step-like ledges leading downward to Area 4.

6. Huge Cavern

After going many feet along the gently upward sloping, southerly winding passage and then negotiating another pair of high ledges, you have entered a vast space. As dimly illuminated as the other, it is still more impressive for its ceiling peak is beyond sight in places, and it is 120 feet and more in breadth. Pale sunlight streams in from the eastern side of the titanic vault where part of the cavern roof has collapsed. A huge stone column rises to the very ceiling in the central portion of the place. There seem to be numerous side passages, but the main portion of the cavern runs northward, and your path seems to lie in that direction.

Unless Oonga is encountered here, a nasty tanystropeus will be waiting for the party to pass near the pile of rubble (northeastern portion of the cavern) where it lies in wait.

7. Water Passage

The floor of this passageway is covered with water, and it seems to slope gently downward to the east and south. Although the water is relatively still, there is plant growth in it, so it probably is an arm of some larger body.

As above a tanystropeus lurks in the water to strike and drag prey down into its watery den. The other outlet to the underground pool is in the rubble in Area 6 where its mate lurks.

8. Dark Chamber

This place has a pair of low entrances. It has smooth walls and floor, and the ceiling is domed and smooth. In all, it is quite unlike the rest of the complex. The air feels odd, and you are vaguely uncomfortable here. There seems to be nothing whatsoever here, however.

If magic is detected for, there will be a strong aura of enchantment as an *antipathy* spell has been cast permanently upon the area. Nothing will be found here, however, until Area 9 has been properly interacted with.

Important Note: If Oonga has not already been encountered and slain, the ape will be

lurking just west of the final step up into his lair area (see New Monsters section). When the adventurers begin to ascend this ledge, Oonga will rush out to its edge, boulder ready to hurl.

If the combat goes badly for the ape, he will slowly retreat into Area 10. There, Oonga will grab up a boulder from the rubble, hurling it with effect, and then retreat to the outside ledge, Area 11, using the sheltered southern portion to avoid spells if necessary. His strategy will be to grasp adversaries, squeeze them, and hurl them off the ledge. In fact, Oonga will attempt to bounce them on the lower ledges—the one to the south being 60 feet below the cave ledge. Striking either ledge will inflict instant death upon any character who is not magically protected from falling. If both are missed (successful saves vs. death), then impacting the water below will inflict 12d6 damage, and the character must save vs. paralyzation or else be stunned and drown in 5-8 rounds unless removed from the water and revived with artificial respiration.

9. The Small Space

This will not be noticed by the party unless one of their number actually scrambles to an adjacent hex and shifts the top rubble. This will reveal an opening below, and the party can then investigate further.

Circular Opening: Shifting the rubble reveals that there is a nearly circular entrance to a small space beyond—10 feet deep, nearly globular in form. The stone here is of greenish hue, and there are strange symbols graven over its entire surface.

If the party, or any one of its number enters the area, the runes will gradually begin to glow, and in three rounds—time it!—he, she, or they will be transported into an airless non-dimensional space where the treasure is kept. They are trapped in this space and will perish quickly, unless they have some magical means of survival. Survival will mean imprisonment until freed by some character more able than this party, and that must be left entirely in the hands of the DM, but in any event the confinement cannot be less than one month, and it could be years, decades, or centuries.

If the symbols are read magically, the party will learn that Zagyg has posted a warning not to enter this place. There is also a message of encouragement:

"You have overcome the tests of the island, and now you must solve the riddle of this

room. If you state what is on your mind, your rewards will not be hard to find."

Someone must ask aloud the whereabouts of the *Crook of Rao*, or merely state that he or she seeks it. As soon as this is uttered, the symbols will glow brightly and then fade and disappear. The non-dimensional space will be gone, its contents emptied into Area 8, and a force field will be in place surrounding the area.

The treasure accumulated by Oonga is due to a command from Zagyg which the creature followed. The savage Kawibusas witch doctors likewise followed it. Strange items were to be placed at the place of sacrifice. Oonga, finding such there was to place them in Area 9. Characters leaving the island by means provided by Zagyg were stripped of all non-living material, the latter going into the non-dimensional holding space until properly claimed or recovered as treasure. The treasure list which follows does not include various items of clothing and other materials which are non-magical or otherwise valueless. Assume time has caused them to appear faded and obviously of no value.

The Treasure of Oonga's Cavern: *The Crook of Rao*; a *Horn of Valhalla*, silver; *Keoghtom's Ointment*, 2 jars; *Merlynd's Spoon**; a pouch full of 66 gems: 6 @ 10,000 gp, 10 @ 5,000 gp, 10 @ 1,000 gp, 10 @ 500 gp, 10 @ 100 gp, 10 @ 50 gp, 10 @ 10 gp.

All the items Tenser mentioned earlier are also present in this treasure.

As the party readies to leave the chamber, they will see that mist seems to obscure the exits. This is because they have been transported again, and this time not at the whim of Zagyg, but by something which entered through the end of non-dimensional space where the treasure was kept.

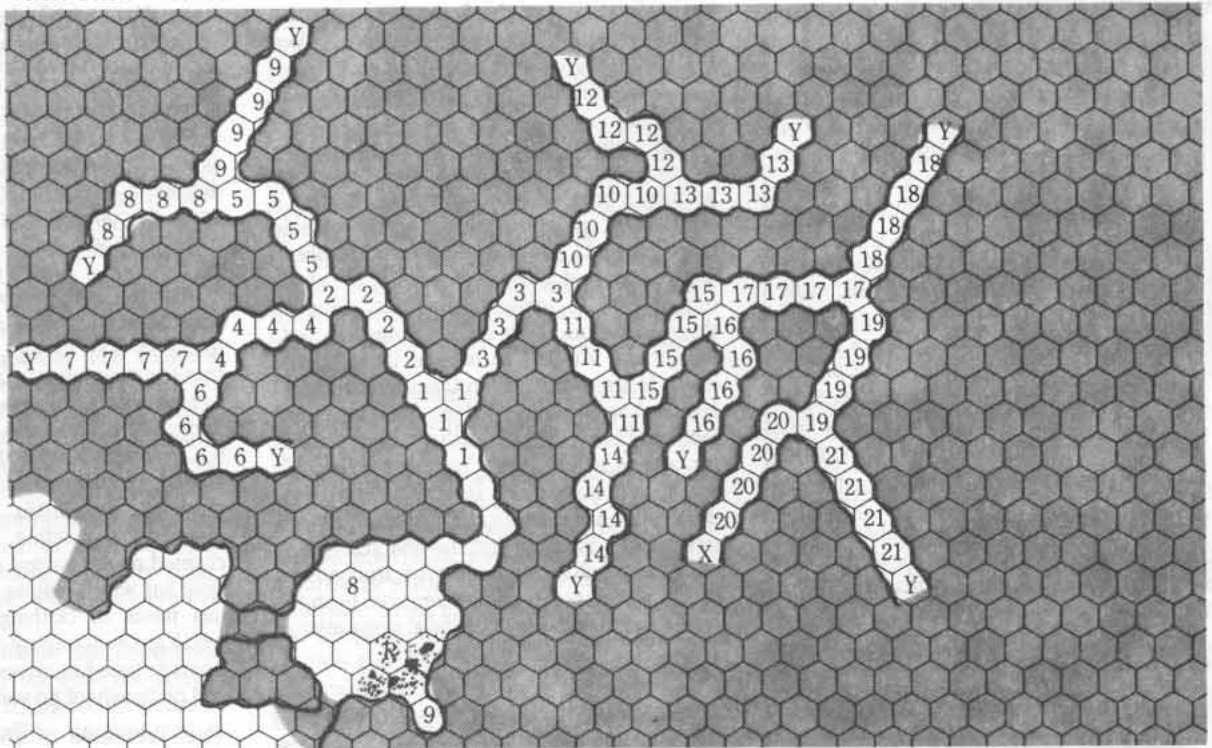
The Transformation

As you gather up the heaps of treasure and prepare to leave the chamber, you see that mists swirl in the area of both exits, and a pale white radiance is coming from a newly-appeared opening in the northeast corner of the cavern! Even as you stare, the mists in the eastern and western portions of the chamber clear, and all is solid material. In fact, you can easily see that the entire chamber now seems to be of metal.

ONGA'S LAIR

THE PASSAGEWAY

Scale: 1 hex = 10 feet



Nothing can be done to leave this room by any means other than the passage to the northeast. No magic or any other means will enable the adventurers to win free. The substance of the walls is multiversal material, for it has now become a pocket-plane, a sort of gate which will bring them to another place.

You must see where the magically appearing tunnel will lead, so you proceed accordingly.

The Passageway

1. Red-hued corridor
2. Pink-hued corridor
3. Orange-hued corridor
4. Lilac-hued corridor
5. Brown-hued corridor
6. Peach-hued corridor
7. Silver-hued corridor
8. Peacock-hued corridor
9. Gray-hued corridor
10. Bronze-hued corridor
11. Yellow-hued corridor
12. Pearl-hued corridor
13. Lavender-hued corridor
14. Cream-hued corridor

15. Green-hued corridor
16. Amber-hued corridor
17. Blue-hued corridor
18. Olive-hued corridor
19. Indigo-hued corridor
20. Violet-hued corridor
21. Sepia-hued corridor

Corridor Terminal Points

X: Leaving by this corridor will cause the following words to come to the minds of each adventurer:

"Reach high in your aims, take the ultimate course, or else sorrow will be your lot!"

Y: Leaving by this exit gains the party no warning at all.

All corridor exits lead to the Crystal Prism.

The Crystal Prism

When your party reaches the end of the corridor, the world seems to tremble and your head swim. Now you are seemingly inside a great, hollow crystal of hexagonal shape. It is 30 feet across and as high.

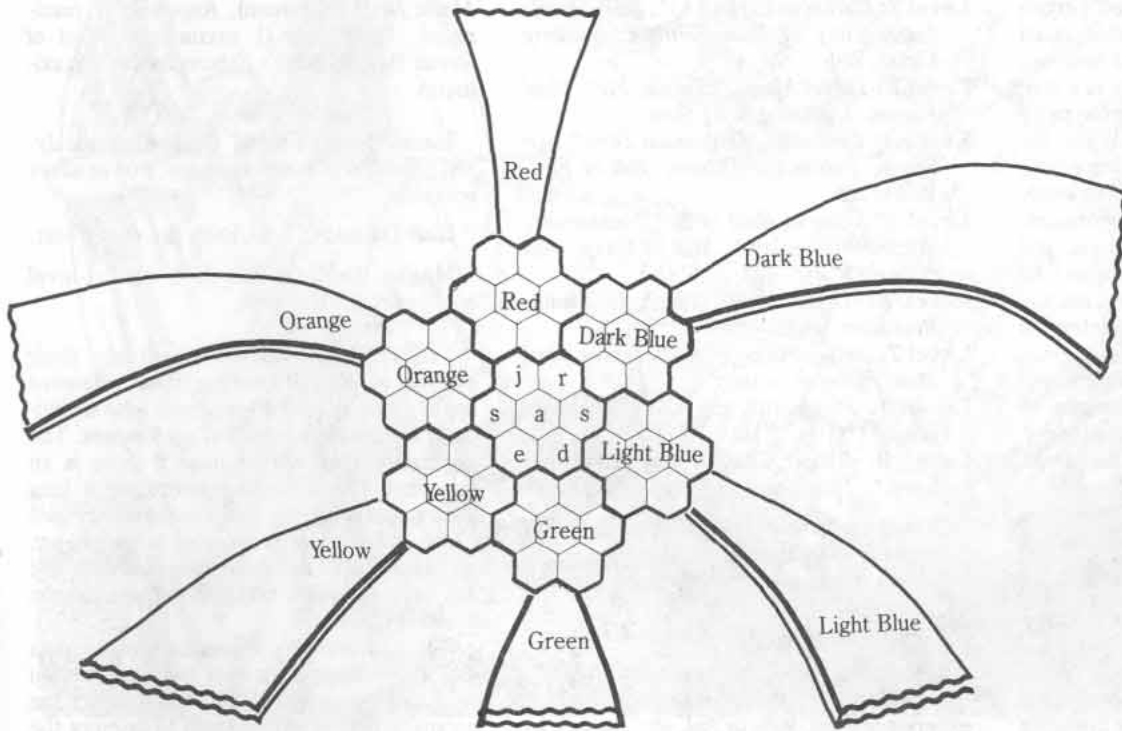
Above you float huge jewels—about 20 feet up is a ruby, a foot above and 10 feet to its left is a jacinth, higher, and to the left is a golden sapphire (corundum topaz, or Oriental topaz), higher still, and to the left is a clear emerald, then some 10 feet away and another foot above is a blue diamond, then away and above is a sapphire of deepest blue, and finally, in the center, and just below the ceiling of the crystal, floats a huge corundum amethyst. Each of these gems appears as large and fine as the next.

Another strange thing which cannot be ignored are other bright-hued prisms which touch the six sides of your own. One is transparent green, another pale blue, one golden yellow, another deep blue, the next blood-red, and the last brilliant orange.

A voice speaks, coming from the very air itself. It is deep, resonant, commanding: "Choose now one jewel. It is your fate. The others are your prizes."

As soon as any character states a preference for one gem, that particular one will fly down and rest in his or her hand. The other six will float gently to the floor of the prism. If

THE CRYSTAL PRISM



they are not picked up within one round, they vanish. Each is worth 50,000 gp, so in all there are 350,000 gp worth of gems in the crystal. As the jewels are taken, or disappear, one of two things will happen:

If the amethyst was selected, the party will be instantly transported from the prism to the great Hall of Magic in Tenser's castle. They are safe, all is well. They must turn the artifact over to the Arch-Mage, but the balance of their gain remains their own. If there is resistance to delivery of the artifact to Tenser, then they must combat the solar and six astral devas, plus the pair of planetars currently at the fortress awaiting the safe return of the artifact!

If the party selects any of the six other gems, then read the following:

The Crystal Shatters

As you wonder what to do next, the walls of the prism shatter, and evaporate into nothingness. You are now surrounded by the six brightly-hued prisms which you could see through the walls of your former prison—ruby-red, bright jacinth, golden topaz, emerald green, palest blue, and deep sapphire. Each has an opening in its

face, and as you peer into these prisms you can see that their far sides are open. From each opening streams a radiance of appropriately colored light, a glowing pathway to somewhere, perhaps... Now you must choose which prism to enter, and thus exit this place.

No matter which they choose, the results are the same. As soon as they pass through the prism and onto one of the radiance bridges, the adventurers will all be transported to the glowing pearl chamber.

The Glowing Pearl Chamber

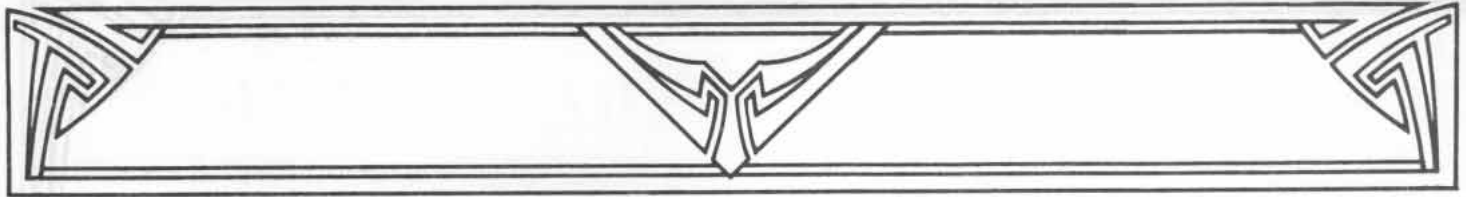
Your path of light disappears, and instantly you are in a large room. The place is covered with mother-of-pearl. The place is covered with mother-of-pearl, and everything herein is pearl, ivory, or gold colored. A long ivory table is before you. Seated behind it are eight fighting men in pearl-like armor, all chased with gold. As you appear, another figure seems to have risen from a place at the head of this board, a tall, robed man dressed in ivory-hued robes and gold. He appears stern, but kind. He speaks:

"Bow to me, for I am Erak, True Ruler of the Eight Circles. Those here with me are the Eight Paladins of Might—my guards and enforcers of the will of the Circles—my will, of course!" He gives you a moment to obey his command, then he proceeds:

"I grant that you have accomplished much. Well done, Brave Adventurers! Place now the artifact in the Chest of Safe Keeping." As he so speaks he points to a great metal chest of gleaming golden hue near him. *"Keep the other trantlums and baubles. You have earned these petty magicks and colored stones. Then you are safely off to where you belong."*

Iggwilv learned of her foe's efforts to gain the Crook, so she took what steps she could to foil their plans. While she was unable to gain entrance to Zagy's demi-plane, she could lay a trap for those successfully leaving it—and she did. As the treasure was emptied from its null-space depository, the action triggered the trap Iggwilv laid, and the place was removed from Zagy's purview to a neutral zone, more or less.

Of course, other powerful beings were aware of what the monstrous Iggwilv was



doing, but as long as she followed certain rules, there was nothing which they could do—until the right moment. Of course, Iggwilv followed those rules. There is a true and safe path out of her trap to bring the party back to where they came from. While the ivory robed figure pretends to be something he is not, his words and actions are obviously incorrect if the observer uses discernment. The figure is actually an arcanadaemon, and the eight “paladins” are mezzodaemons. All are *polymorphed* to appear otherwise, and the chamber has a permanent *non-detection* placed upon it.

Note: for the daemons to flee, the characters must raise the *Crook of Rao* and summon its powers loudly. The crook otherwise has no effect.

If the party simply hands the artifact over, placing it in the box, they will be thanked, a hidden doorway will be revealed, and they will be able to walk through it into the fresh, green world beyond—the Sixth Gloom of Hades, but revealed as such only after the portal behind them closes. How they fare there is strictly a DM’s problem!

If the party knowingly and willingly hands the artifact over, then they, and the nine other daemons, will be forced to battle the avenging solar and his six astral devas.

In either of these cases, the artifact will have to be returned to the island—by daemon or deva. It will be effectively out of the picture. Iggwilv will have won her first great, possibly decisive, battle against her foes.

If the party hesitates in complying with the orders of the robed figure, he will become imperious, threatening force from his guards, and his own great power. This should indeed make the party highly suspicious. At this juncture, outright refusal to comply, or physical attack upon the disguised daemons, will force them to reveal their true identities.

Once in true form, each of these creatures will use its most efficacious means of attack to destroy the adventurers. They will have to fight alone only so long as they do not call out for assistance from any force for good. At the instant that they ask for succor, there will appear the solar and the six astral devas to fight the daemons. All battle will take place on a formless, featureless plain.

Tul-oc-luc, the arcanadaemon, is able to use magic at 18th-level proficiency. This is why he was selected as an ally by Iggwilv. The arcanadaemon’s spells are:

Level 1: *Magic Missile* (x 4), *Protection from Good*

Level 2: *Darkness* (20 foot r.)*, *ESP*, *Mirror Image*, *Ray of Enfeeblement*, *Stinking Cloud*, *Web*

Level 3: *Dispel Magic*, *Fireball*, *Fly**, *Hold Person*, *Lightning Bolt*, *Slow*

Level 4: *Confusion*, *Dimension Door**, *Ice Storm*, *Polymorph Others*, *Wall of Fire*, *Wall of Ice*

Level 5: *Cone of Cold* (x 3), *Telekinesis**, *Teleport* (once/day)*, *Wall of Force*, *Wall of Stone***

Level 6: *Disintegrate*, *Flesh to Stone*, *Repulsion*

Level 7: *Delayed Blast Fireball*, *Power Word Stun*, *Reverse Gravity*

Level 8: *Polymorph any Object*, *Symbol (Pain)****

Level 9: *Shape Change* (any humanoid form)*, *Time Stop*

* Spell-like power usable with no limitation unless so indicated.

** First of a two-spell combination that will be used.

*** Second part of a two-spell combination.

Remember that this daemon has 100% resistance to 1st-level spells cast at up to 11th experience level, 95% to 2nd, etc. Be sure to check for this anytime a spell is used against it.

Actual direction cannot be given, but this creature will use its most effective spell attack forms initially. If these fail to bring good results, the wall and symbol combination might be employed to weaken the party. Protective spells will be cast immediately, of course, and if there is opportunity, a *mirror image* followed by *shape change* so that there might suddenly be many who look exactly like one of the party members! At the last, the arcanadaemon will use its *teleportation* to seek safety. Prior to this, physical attacks will be made with the *burning hands* included, to find just how strong the opponents remain. As psionics are optional, no details of these powers will be given. If you choose to ignore the option it is suggested that the arcanadaemon be given the following to replace the psionic abilities: *charm person* (x 2), *disintegrate*, and the ability to *heal* 25 points of damage in lieu of any other power that round.

The spell-like powers of the six mezzodaemons are: *Comprehend Languages*, *Detect Magic*, *Detect Invisibility*, *Read Magic*, *ESP*, *Invisibility*, *Levitate*, *Dimension Door* (2 maximum), *Passwall* (4 maximum), *Polymorph Self* (4 maximum, 1 used already),

Magic Jar (1 maximum), *Repulsion* (1 maximum), *Wind Walk* (1 maximum), *Word of Recall* (1 maximum), *Etherealness* (1 maximum).

Immunities: *Charm*, *Suggestion*, paralysis, poison, non-magic weapons, iron or silver weapons.

Half Damage: Acid, cold, fire of any sort.

Magic Resistance: 95% to 1st-level spells cast at 11th level.

The six mezzodaemons will ply their swords in combat, saving their offensive spells to use against an opponent who is obviously dangerous because of spell power. The *polymorph* spell will be used if there is an opponent with a bastard sword, or a long sword, perhaps, so that the similarity will cause obfuscation as to who is an enemy. *Recall* be used if the situation is obviously bad for them—certainly when the arcanadaemon is slain or leaves.

If the adventurers recognize the group as evil and willingly turn over the artifact then the daemons will not attack. In fact, the arcanadaemon is wise enough to attempt the recruitment of the adventurers, for he has some inkling that there is other trouble coming with regard to possession of the *Crook of Rao*. As was stated earlier, duping the party means their entry into the lowest plane of Hades, the appearance of the solar, and the fleeing of the daemons—no sense in their fighting an obviously impossible battle! The artifact is then returned to the isle, and a stand-off has occurred. If the party resists, fails to call for help, and is slain, the solar appears, and a stand-off situation again occurs. Both are virtual triumphs for Iggwilv and the daemons. If the party resists and calls for aid, then the solar appears and the evil creatures flee. Good wins. If the party assists the evil forces knowingly, then whoever survives the contest that follow will possess the artifact. Evil will then be empowered to sequester it on the Lower Planes, wherever they choose. Good will be able to use it as a principal weapon on the Prime Material Plane.

Solar’s Magical Items: *two-handed sword* + 5 (dancing), + 12 (total + 11 to hit and + 17 damage), 36” range long bow with seven arrows of *daemon slaying* and 1 arrow of *slaying* for each character type (+ 3, + 5, + 6 = + 14 to hit).



While combat with the astral devas will be murderous, the solar is assured of killing one opponent each time he looses one of his arrows. In the initial four rounds of combat, the solar will ply his sword, and on the fifth through the eighth he will allow the weapon to attack alone, while he uses his bow to slay the remaining foes. The sword has qualities of dancing, but will always be +5 when not held by the solar. In any event, on the fifth round of combat, the solar will fire twice, both arrows loosed late in the sequence—segments 7 and 10. Thereafter, the solar will fire on the 1st and 3rd segments, so eight opponents will be slain after the end of the eighth round due to these missiles alone. The solar will slay daemons first, starting with the arcana-daemon. If all attacks possible are not brought to bear upon the solar, there is no hope to win the battle. In any event, there is small likelihood of the demons and evil characters winning, but . . .

Be certain to assist your players in utilizing the full power of the daemons if they ally with them. In all cases, play the solar and devas to their maximum—and then some! This is indeed a stacked-deck contest, and God should triumph with ease.

10. The Lair of the Ape

This rocky chamber is covered with dry vegetation—branches, sticks, and leaves all spread around to make it homey for the monstrous simian. There is a pool of water along the north wall of the place, and this undoubtedly serves as the creature's watering place when it chosens not to leave its lair. There is a heap of rubble and boulders in the southwestern corner, and it is probable that the ape uses this as a stock of missiles to discourage unwanted intruders from outside, for the chamber has an opening to the outer world at its western end.

11. The Outside Ledge

This large area is open to the outside world on its western end. A small grove of coconut trees flourishes in the northeastern corner of Area 11. There is a drop of about 200 feet to a large lake below. The cliff face is sheer except for two smaller ledges 60 and 100 feet below Area 11.

12. The Lake

This lake extends about a mile to the north of Area 11. It is about 30 feet deep below Area 11.

New monsters



Ape, Gargantuan

	Oonga	The Others
FREQUENCY:	Unique	Very Rare
NO. APPEARING:	1	1
ARMOR CLASS:	2	3
MOVE:	18" + 6" charge	18" + 6" charge
HIT DICE:	24 + 4	18 + 3
HIT POINTS:	288 hp	Var.
% IN LAIR:	100 % unless encountered	randomly
TREASURE TYPE:	Special	Nil
NO. OF ATTACKS:	3 + 2	3 + 2
DAMAGE/ATTACK:	1d12 + 12(x2), 4d4, 5d4(x2)	1d10 + 10(x2), 3d4, 4d4(x2)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	100%	See below
INTELLIGENCE:	Low to average	Low to average
ALIGNMENT:	Neutral	Neutral
SIZE:	L, 30 ft. tall	L, 24 ft. tall
PSIONIC ABILITY:	Nil	Nil
LEVEL/XP VALUE:	31,880	9,650 + 25/hp

It is certain that these monsters are not native to this place. They, as the other inhabitants, were seeded on the island for whatever odd purpose Zagyg had in mind when he devised the demi-plane. All of these monstrous creatures are omnivorous, preferring vegetation to animal matter, but not disdaining the latter if offered.

They are long lived, but the population is too small to sustain a viable community, so that those on the island are all there are. Perhaps the carnivorous apes here are descended from these gargantuan simians, but if so no further breeding has taken place for years. Those left are the last of their kind on the demi-plane.

Oonga: The largest of all gargantuan apes, Oonga is monarch of the island. He dwells alone. Other apes stay away. Creatures too stupid to know better are torn to bits and devoured by him. The savage Kawibusa tribe offers sacrifices to Oonga, thinking the ape is a god. If Oonga happens to be roaming nearby when they sound their sacrificial gong and beat their huge drums, then he will stop and enjoy the snack—human, small ape, swine, or even a specially fattened lizard, for all are surrounded by mounds of selected fruits and vegetables as well!

Oonga travels rapidly, upright and then on all four, according to his desire. When charging, he can leap 60 feet upward (total upward reach) or across.

Attack is by a pair of clubbing fist blows and a bite. Oonga's great strength gives a bonus of +12 points of damage to the former sort of attack mode, and if both fists strike the same opponent, then this indicates the mighty simian has grasped the creature and pulled and wrenched it. Such rending inflicts an additional 1-20 points of damage to the victim.

If the monster charges and strikes, he has grappled with the opponent, and there is a 50% chance it has been overborne. Such overbearing inflicts 2-20 points of damage and enables the ape to automatically inflict biting damage as well. Of course, Oonga will grapple with opponents which are near his size, or larger. Against small (man-sized or shorter—8 feet or less) foes, the gargantuan ape will also use a stamping attack, each huge foot inflicting 5-20 points of crushing damage against separate opponents. Oonga is also able to effectively uproot trees of 90 foot height or less and 9 feet or less diameter. Against structures such as gates and walls, Oonga's clubbing attacks and subsequent pushing act as a battering ram (qv., DMG).

Oonga attacks as a 25+ hit die monster (roll to hit scores on the Supplemental Attack Matrix for Monsters on page 47).

Because of his size, heavy coat, thick skin, and exceptional constitution, Oonga regenerates 1 hit point per round, until serious damage (more than 72 points) has been accumulated and unregenerated. Such damage is only restored at the rate of 1 point per turn. If more than 144 points of damage is suffered, then Oonga will require 1 day per point of damage above 144 points sustained.

Similarly, successful magical attacks such as fireballs, lightning bolts, and cold-based ones are at -1 per die of damage due to Oonga's bulk and toughness. His brain and nervous system are such that he can't be magically charmed, held, or even slowed.



Grasping is an attack form which can be applied to any opponent of 8 feet or less height and weighing 500 pounds or less. The mighty ape simply wraps the creature within its grasp and squeezes. This inflicts 24 points of damage on the round grasping and squeezing occurs. The ape will then squeeze and hurl the opponent down to the ground and stamp on the victim, all during the second round after initially grasping. Hurling from a 40-foot height inflicts $10d6 + 12$ (strength) points of damage.

Oonga is also able to hurl boulders and similar missiles from 1 to 36" distance. These missiles will hit a target area of approximately 10 feet x 10 feet, and all creatures within the target area will receive damage. Damage is $5d4 + 12$ (strength) and found separately for each creature struck.

Whenever a blow, foot stamp, or grapple

takes place, all possessions, except weapons, must be saved for vs. crushing blow.

The Others: There are only five other gargantuan apes on the isle. They are located at Areas 32 to 36. They have 168, 159, 150, 141, and 132 hit points respectively. Each is female, but they are as fierce and aggressive as Oonga with respect to all other creatures save the great simian. For purposes of attack, consider each as a monster of 18- 19+ hit dice (see Supplemental Attack Matrix for Monsters on page 47).

Rending damage is an additional 1-12 points. Overbearing inflicts 2-16 points of damage. Stamping attack is against opponents of 7 feet or less height. Trees of up to 72-foot height, 6 feet or less diameter, can be uprooted. Battering ram effects are effective only every other round. Damage regenerated is 1 per round to 25%, 1 per turn from 26% to 50%, and 1 per day above 51%. Special

defenses against magic are exactly the same as they are for Oonga.

Gargantuan apes appear to be huge gorillas. They have substantially no different appearance. This is not the case with their cousins, carnivorous apes, where the jaws have developed more to suit their diet of flesh.

Grasping by a lesser gargantuan ape inflicts 20 points of damage per round. Opponents up to 7-foot height and 400 pounds weight can be so attacked. Subsequent hurling to the ground is from approximately 30-foot height and inflicts $6d6 + 10$ (strength) points of additional damage. A stamping attack can also follow on that round. Hurling boulders occurs at ranges of 1 to 30" and inflicts $4d4 + 10$ (strength) points of damage to creatures within the 10 foot x 10 foot target area. Checks for hitting and damage are made for each potential target, just as is done for the great gargantuan ape when attacking in a similar fashion.

Supplemental Attack Matrix For Monsters

Opponent's Armor Class	20-sided Die Score to Hit by Monster's Hit Dice				
	18-19 +	20-21 +	22-23 +	24-25 +	26 & up
-10	15	14	13	12	11
-9	14	13	12	11	10
-8	13	12	11	10	9
-7	12	11	10	9	8
-6	11	10	9	8	7
-5	10	9	8	7	6
-4	9	8	7	6	5
-3	8	7	6	5	4
-2	7	6	5	4	3
-1	6	5	4	3	2
0	5	4	3	2	1
1	4	3	2	1	0
2	3	2	1	0	-1
3	2	1	0	-1	-2
4	1	0	-1	-2	-3
5	0	-1	-2	-3	-4
6	-1	-2	-3	-4	-5
7	-2	-3	-4	-5	-6
8	-3	-4	-5	-6	-7
9	-4	-5	-6	-7	-8
10	-5	-6	-7	-8	-9

Negative numbers indicate Additional Damage Inflicted to Automatic Hit



New spells



Serpent Missile (Evocation)

Level: 1
Components: V,S,M
Range: 6" + 1"/level
Casting Time: 1 segment

Duration: Special
Saving Throw: Reduces damage to 1 point per missile
Area of Effect: One or more creatures in a 100-square-foot area

Explanation: This spell is a variation of the common *magic missile* spell. It utilizes a scale of a venomous snake to produce each missile. By throwing one or more scales, depending upon the caster's level, of course, one or more glowing green serpent forms appear from the caster's fingertips and flash towards the desired target(s). If the target creature successfully saves versus the spell, then only 1 point of damage per serpent missile is inflicted. If a save is not made, then 2-8 points of damage per missile are caused by this dwomeer.

This spell is never commonly available, and in order to gain it, the magic-user must locate it in a spell book some place.

Log to Lizard (Alteration) Reversible

Level: 4
Components: V,S,M
Range: 3"
Casting Time: 7 segments

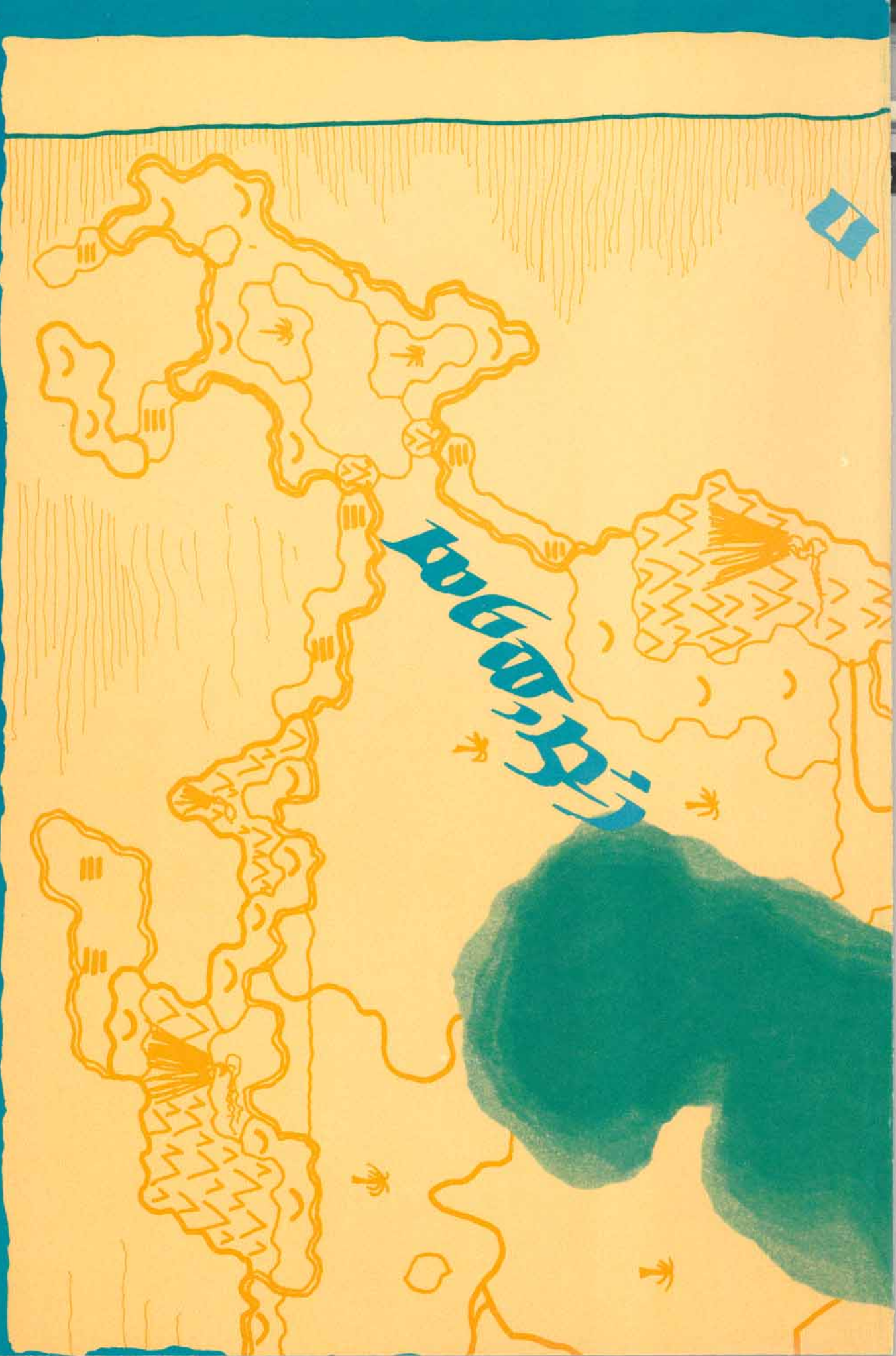
Duration: 2 rounds/level
Saving Throw: None
Area of Effect: 1 cubic"

Explanation: This is a special derivation of the clerical *sticks to snakes* spell, and it is known only to certain members of lizard deity cults and certain primitive shamen and witch doctors. It is virtually the same as the spell from which it is derived, but the material component is a sizable log. For each clerical level of the caster, he or she causes a lizard with that number of hit dice to replace the log. Hit dice are always full, i.e. 8 points per die. The lizard brought forth will be a typical giant one, but its bite will always be poisonous, so that it inflicts 1-8 points of damage, and the victim so bitten must also save versus poison or die. The reverse of this spell will change any lizard-like reptile into a log for the spell's duration. The number of hit dice of the lizard must be equal to, or less than, the level of the cleric casting the reversed spell.



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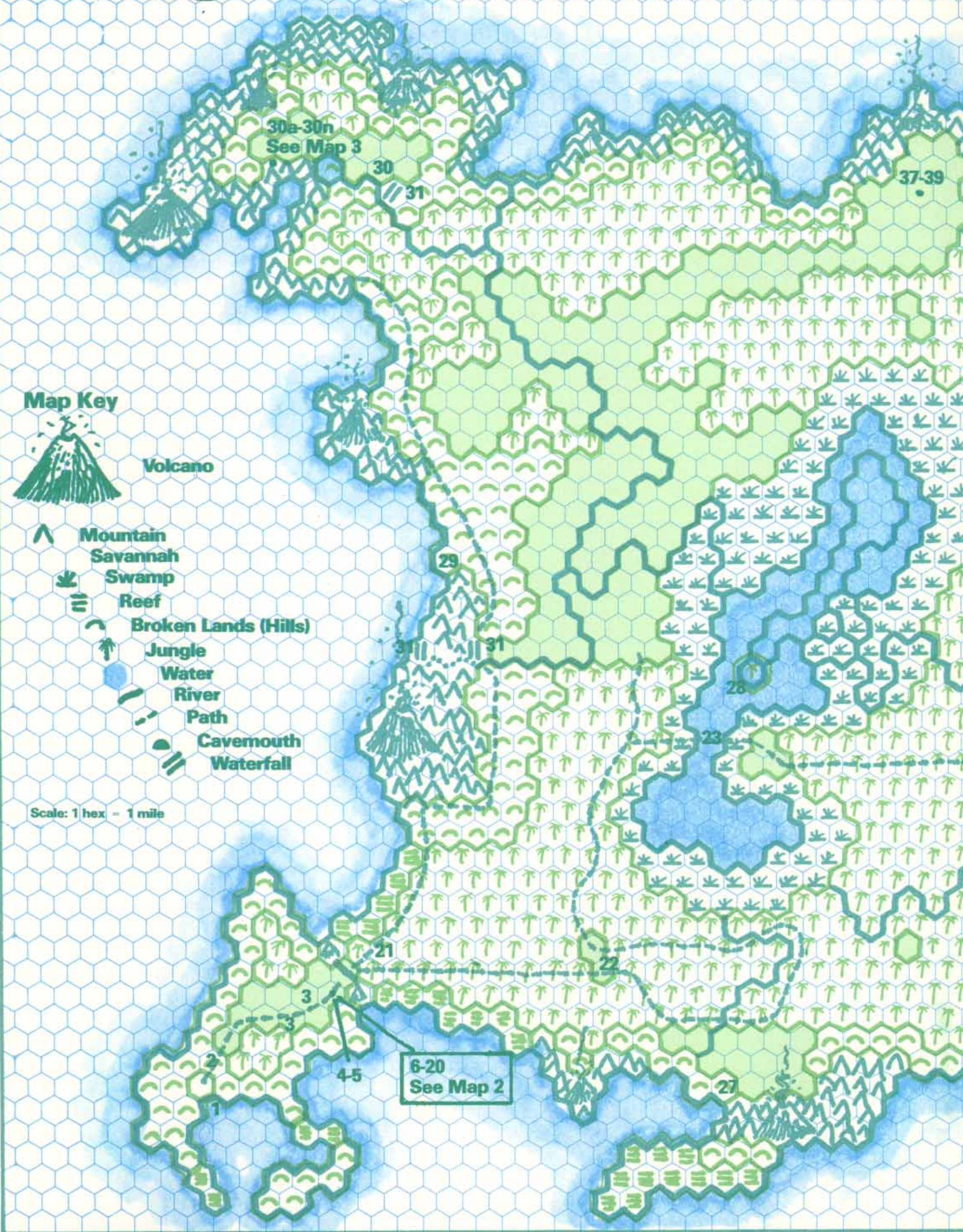
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WILLIAMS
SONNET & SON
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30a-30n
See Map 3

37-39

Map Key



Volcano



Mountain



Savannah

Swamp

Reef

Broken Lands (Hills)

Jungle

Water

River

Path

Cavemouth

Waterfall

Scale: 1 hex = 1 mile

6-20
See Map 2

ISLE of the ape



RANDOM ENCOUNTER CHART

Peninsula #1-18	General Island			#19-32*		Apes' Caverns (#1-8)	Type of Monster Encountered
	A	B	C	D	E		
—	01-05	01-07	—	—	01-06	—	Anatosaur (4-16)
—	—	—	—	—	—	01-15	Animal Herd (20-200)
—	—	—	—	—	07-15	—	Ankysaur (5-20)
—	06-10	—	—	—	—	—	Ankylosaur (2-5)
—	—	—	01-08	—	—	—	Antrodemus (1-2)
—	11-15	08-14	—	—	—	—	Apatosaur** (1-4)
01-25	—	—	—	—	—	—	Ape, carnivorous (3-12)
26-35	—	—	09-16	01-12	16-21	—	Ape, giant carn.*** (2-5)
—	—	—	—	—	—	16-30	Boar, giant (2-8)
36-60	—	—	—	—	—	—	Boar, wild (5-20)
—	—	15-21	—	—	—	—	Brachiosaur (2-5)
—	16-20	—	—	—	—	—	Camarasaur (2-8)
—	—	—	17-24	—	—	—	Camptosaur (5-20)
—	—	—	—	—	—	31-45	Cavemen, Hunting (12)
—	21-25	—	—	—	—	—	Ceratosaur (1-4)
—	26-35	—	—	—	—	—	Cetiosaur (1-4)
—	36-50	22-28	—	—	—	—	Crocodile, giant (3-12)
—	—	—	—	—	22-29	—	Dacentrurus (2-8)
—	—	—	—	—	30-35	—	Deinonychus (2-5)
—	—	—	—	13-22	—	—	Dilophosaur (5-8)
—	—	29-34	—	—	—	—	Dinichtys**** (1-3)
—	51-55	35-42	—	—	—	—	Diplodocus (1-4)
—	—	43-49	—	—	—	—	Elasmosaur (1-2)
—	56-60	—	—	—	36-44	—	Grogosaur (1-2)
—	—	—	25-34	23-35	—	—	Iguanodon (5-20)
—	—	—	—	—	45-50	—	Kentrosaur (2-8)
—	61-65	—	—	—	—	—	Lambeosaur (5-20)
61-85	—	—	—	36-55	51-60	—	Lizard, giant (3-12)
—	—	—	—	56-60	—	—	Lizard, minotaur (2-8)
—	66-70	50-55	—	—	—	—	Mamenchisaur (1-4)
—	—	—	35-42	—	—	—	Massopondylus (5-20)
—	—	—	—	—	61-66	—	Megalosaur (1-2)
—	—	—	43-52	—	—	—	Monoclonius (5-20)
—	—	56-62	—	—	—	—	Mosasaur (1-2)
—	71-75	—	—	—	—	—	Paleoscincus (2-5)
—	—	—	53-62	—	—	—	Pentaceratops (3-12)
—	—	—	—	—	—	46-60	Phororhacos (2-8)
—	—	—	—	—	67-72	—	Plateosaur (5-20)
—	—	63-69	—	—	—	—	Plesiosaur (1-3)
86-00	—	—	—	—	—	—	Podokesaur (4-16)
—	—	—	—	61-66	—	—	Pteranodon (5-20)
—	—	—	—	67-77	—	—	Pterosaur (3-12)
—	—	—	—	—	73-78	—	Snake, giant cons. (1-2)
—	—	—	—	78-85	79-84	—	Snake, giant pois. (2-5)
—	—	—	—	—	85-90	—	Snake, giant spit. (1-4)
—	—	—	—	—	91-95	—	Stegosaur (2-8)
—	—	—	—	86-90	—	—	Struthiomimus (2-8)
—	—	—	63-70	—	—	—	Styracosaur (3-12)
—	76-80	70-80	—	—	—	—	Tanystropheus (2-5)
—	—	—	71-76	—	—	—	Teratosaur (1-3)
—	—	—	77-85	—	—	—	Triceratops (2-8)
—	—	—	86-95	—	—	—	Tyrannosaur (1-2)
—	—	—	—	—	—	61-75	Weasel, giant (2-8)
—	81-00	81-00	96-00	91-00	96-00	76-00	No Encounter*****

Terrain Key for Encounter:

A = Swamp rivers, swamp river edges

B = Rivers, lakes (surface)

C = Plains and hills

D = Mountains and foothills (directly adjacent to mountains)

E = Jungle

* Areas 33-36 are the principal domain of the remaining giant carnivorous apes on the island. There is a straight 20% chance to encounter 3-8 of them (not Oonga), otherwise use the standard encounter table above, according to the terrain the party is on.

** Apatosaur or Brontosaur

*** Roll 1d100 (except in Peninsula). If score is 55 or less, the ape is Oonga. Otherwise, the party encounters 2-5 giant carnivorous apes.

**** If one or more characters are immersed in water, or a limb is trailing in water, dinichtyses attack. Otherwise, a flock of 2-8 pterosaurs does.

***** If there is no encounter, the party then sees one or more of the following fauna of the island: huge cockroaches, huge dragonflies, huge insects or spiders of all different sorts, large lizards, large tortoises or turtles, large worms, mammoth frogs or toads, small crocodiles, small dinosaurs, small mammals, snakes of all sorts, toothed birds, etc.

COMBINED MONSTERS STATISTICS CHART

NAME	AC	HD	hp*	AT	THACO	D	MV	AL	XP**	BOOK	SIZE	SA	SD
Anatosaur (Trachodon)	5	12	54	1	9	1-4	12"	N	2,164	MM1	30' +	No	No
Animal Herd	8-7	1-5	Var.	Var.	Var.	Var.	15" to 24"	N	Var.	MM1	Var.	Yes	No
Ankisaaur	7	2	9	1	16	1-4	12"	N	38	MM2	7'	No	Yes
Ankylosaur	0	9	40	1	12	3-18	6"	N	1,380	MM1	15' +	No	No
Antrodemus	5	15	68	3	8	1-4(x2)/6-24	15"	N	3,860	MM1	30'	No	No
Apatosaur (Brontosaur)	5	30	135	1	1	3-18	6"	N	9,725	MM1	70'	No	No
Ape, carnivorous	6	5	27	3	15	1-4(x2)/1-8	12"	N	305	MM1	7' +	Yes	No
Ape, giant carnivorous	3	18 + 3	Var.	5	5	1-10 + 10(x2) 3-12/4-16(x2)	18" (+ 6")	N	10,175	New	24' +	Yes	Yes
Arcanadaemon	-2	13 + 39	120	4	8	1-4(x2)/1-6/2-16	12"/18"	NE	9,110	MM2	6'	Yes	Yes
Boar, giant	6	7	32	1	13	3-18	12"	N	481	MM1	5'	No	No
Boar, wild	7	3 + 3	17	1	16	3-12	15"	N	153	MM1	3'	No	No
Brachiosaur	5	36	162	1	1	5-20	6"	N	10,670	MM1	60'	No	No
Camarasaur	6	20	90	1	4	3-12	6"	N	6,700	MM1	50'	No	No
Camptosaur	7	1-3	Var.	—	—	—	9" to 18"	N	Var.	MM2	Var.	No	No
Caveman	8	2	9	1	16	by weapon	12"	N	38	MM1	M	No	No
Ceratosaur	5	8	36	3	12	1-6(x2)/4-16	15"	N	1,032	MM1	17'	No	No
Cetiosaur	6	24	108	1	2	3-18	6"	N	8,780	MM1	60'	No	No
Crocodile, giant	4	7	32	2	13	3-18/2-20	6"/12"	N	656	MM1	30' +	No	No
Dacentrurus	3/6	10	45	1	10	2-16	9"	N	1,530	MM2	15'	No	Yes
Deinonychus	4	4 + 1	19	3	15	1-2(x2)/1-8	21"; 1" jump	N	225	MM2	12'	Yes	No
Dilophosaur	5	8 + 2	38	3	12	2-12(x2)/1-6	18"; 1" jump	N	1,056	MM2	20'	No	No
Dinichtys	7	10	45	1	10	5-20	21"	N	2,130	MM1	25' +	Yes	No
Diplodocus	6	24	108	1	2	3-18	6"	N	8,187	MM1	80'	No	No
Deva, astral	-6	9 + 36	90	2	12	4-15 + 6(x2)	18"/42"/15"	G	12,350	MM2	7'	Yes	Yes
Elasmosaur	7	15	68	1	8	4-24	15"	N	3,760	MM1	50'	No	No
Gorgosaur	5	13	59	3	9	1-3(x2)/7-28	15"	N	2,862	MM1	30' +	No	No
Iguanodon	4	6	27	3	13	1-3(x2)/2-8	15"	N	312	MM1	30'	No	No
Kentrosaur	2/6	11	50	1	10	4-16	9"	N	2,800	MM2	16' +	No	No
Lambeosaur	6	12	54	1	9	2-12	12"	N	2,164	MM1	20' +	No	No
Lizard, giant	5	3 + 1	15	1	16	1-8	15"	N	185	MM1	15'	Yes	No
Lizard, minotaur	5	8	36	3	12	2-12(x2)/3-18	6"	N	1,235	MM1	40'	Yes	No
Lizard, subterranean	5	6	27	1	13	2-12	12"	N	512	MM1	20'	Yes	No
Mamenchisaur	7	18	81	1	5	2-16	6"	N	5,025	MM2	80'	Yes	No
Massopodylus	5	7	32	1	13	3-12	15"	N	481	MM2	18' +	No	No
Megalosaur	5	12	54	1	9	3-18	12"	N	2,160	MM1	25'	No	No
Mezzodaemon	-3	10 + 40	85	2 or 1	10	7-12(x2) or by weapon + 6	15"	NE	3,890	FF	7'	Yes	Yes
Monoclonius	3/4	8	36	1	12	2-16	6"	N	838	MM1	18'	No	No
Mosasaur	7	12	54	1	9	4-32	3"/15"	N	2,272	MM1	50'	No	No
Oonga	2	24 + 4	288	5	1	1-12 + 12(x2)/ 4-16/5-20(x2)	18" (+ 6")	N	28,800	New	30'	Yes	Yes
Paleoscincus	-3	9	41	1	12	2-12	3"	N	1,792	MM1	20'	No	Yes
Pentaceratops	2/6	12	54	3	9	1-6/1-10(x2)	9"	N	2,272	MM1	20' +	No	Yes
Phororhacos	6	7 + 7	39	3	12	1-4(x2)/2-12	15"; 1" jump	N	990	MM2	10'	Yes	No
Planetar	-7	Spec.	144	3	7	by weapon + 7 (x3)	15"/48"/24"	G	65,040	MM2	8.5'	Yes	Yes
Plateosaur	5	8	36	—	—	—	12"	N	735	MM1	20' +	No	No
Plesiosaur	7	20	90	1	4	5-20	15"	N	6,700	MM1	50' +	Yes	No
Podokesaur	4	2 + 2	11	3	16	1/1/2-5	21"	N	68	MM2	10'	No	No
Pteranodon	7	3 + 3	17	1	16	2-8	3"/15"	N	153	MM1	30'	No	No
Pterosaur	5	6 + 6	33	1	13	3-12	3"/12"	N	614	MM2	50'	Yes	No
Snake, giant constrictor	5	6 + 1	28	2	13	1-4/2-8	9"	N	449	MM1	Large	Yes	No
Snake, giant poisonous	5	4 + 2	11	1	15	1-3	15"	N	445	MM1	Large	Yes	No
Snake, giant spitting	5	4 + 2	11	1	15	1-3	12"	N	445	MM1	Large	Yes	No
Solar	-9	Spec.	177	4	7	Special by weapon + 12(x4)	18"/40"/18"	G	101,195	MM2	10'	Yes	Yes
Stegosaur	2/5	18	81	1	5	5-20	6"	N	5,025	MM1	25'	No	No
Struthiomimus	6	6 + 3	30	3	13	1-2(x2)/2-8	18"	N	465	MM2	16'	No	No
Styracosaur	2/4	10	45	1	10	2-16	6"	N	2,580	MM1	18'	No	Yes
Tanystropheus	5	6 + 6	33	1	13	5-12	6"/18"	N	705	MM2	40'	Yes	No
Teratosaur	5	10	45	3	10	1-3(x2)/3-18	18"	N	1,530	MM1	20'	No	No
Triceratops	2/6	16	72	3	7	1-8/2-12(x2)	9"	N	5,440	MM1	24' +	No	No
Tyrannosaur	5	18	81	3	5	1-6(x2)/5-40	15"	N	8,875	MM1	50'	No	No
Weasel, giant	6	3 + 3	17	1	16	2-12	15"	N	193	MM1	M	Yes	No

* The hit points given in this chart are averages. Modify them if the adventurers are powerful.

** The XP value varies according to the creature's hit points. (see hit points in this chart)

Advanced Dungeons & Dragons®
WORLD OF GREYHAWK™
Fantasy World Adventure

Isle of the Ape
by Gary Gygax

You stand before a great throne of lapis lazuli. The massive chamber is also blue, even the air has an indigo quality, perhaps from the strangely convoluted coils of smoke rising from the braziers of azure metal. Encompassed by the great chair is a man whose presence inspires awe, Tenser the Archmage.

High above the City of Greyhawk, somewhere upon the lonely south coast of the Nyr Dyv, you and your associates trekked to answer a summons that could not be taken lightly. You are about to begin a quest to a mysterious island where lies the fabled Crook of Rao. Only the bravest can face the isle's obscure jungles, its most fearsome monsters, and its ultimate secret. Can you survive where even the mighty followers of Tenser have failed?

Isle of the Ape is a challenging adventure for high-level play. This adventure, designed for the **WORLD OF GREYHAWK™** Campaign, is for use with *Unearthed Arcana*.

An Adventure for Character Levels 18 and up

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