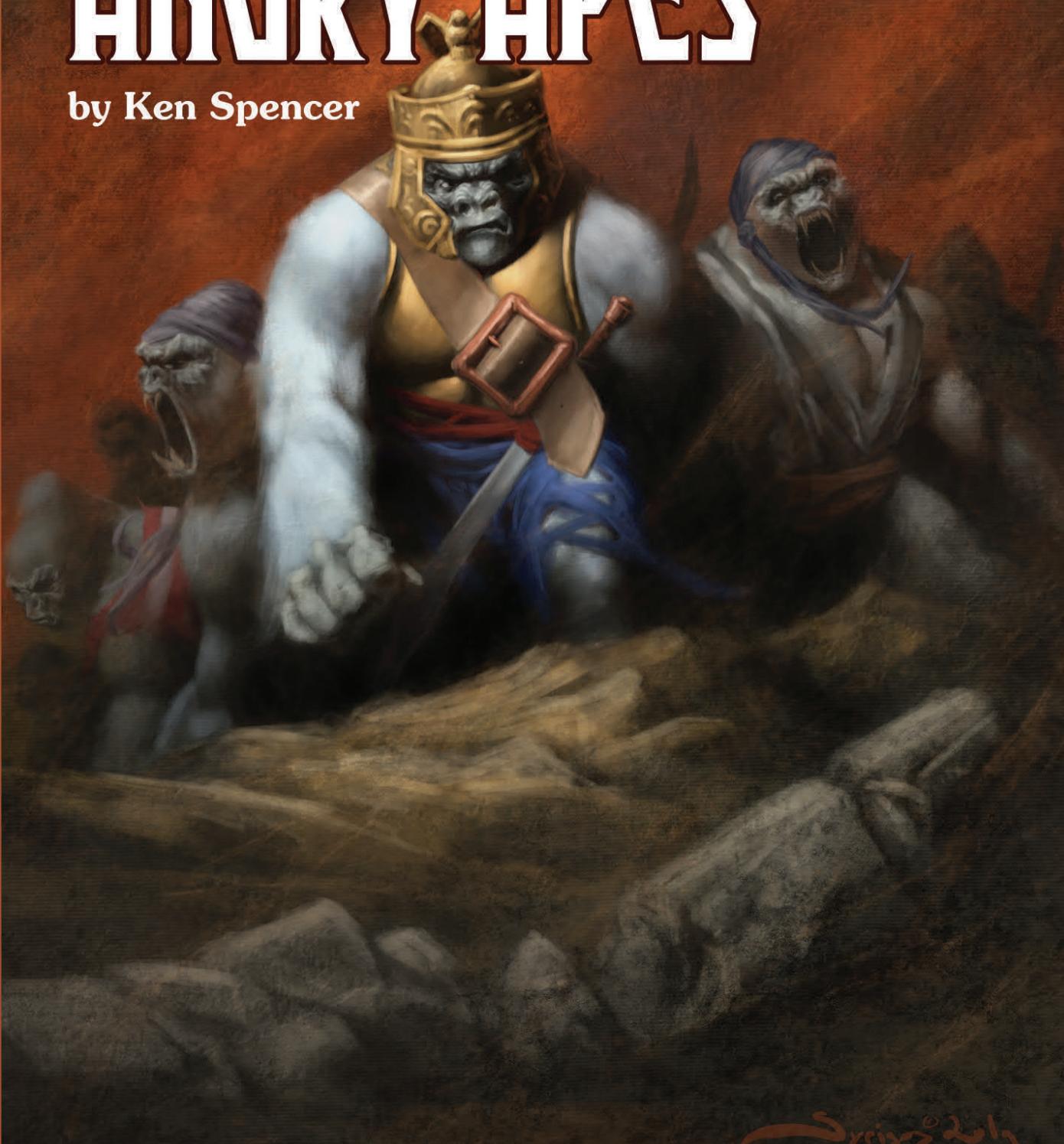




FROG GOD GAMES ADVENTURES

ISLE OF THE ANGRY APES

by Ken Spencer



SWORDS &
WIZARDRY
COMPATIBLE

ISLE OF THE ANGRY VAMPIRES

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ADVENTURES
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TABLE OF CONTENTS

Isle of the Angry Apes	3
Getting to Young Island.....	4
Young Island	5
Court of the Sleeping Fire.....	11
Temple of the Sleeping Fire	13
The Pirate Fortress of the Gray Apes.....	16
Ape Town.....	19
Appendix A: New Monsters.....	24
Appendix B: New Magic Item	25
Legal Appendix.....	26

ISLE OF THE ANGRY APES

Isle of the Angry Apes is a *Swords & Wizardry* adventure for 4–6 characters of levels 5–7. While a good mix of character types is always a positive, parties that have arcane- and wilderness-focused characters will do better. This adventure takes place in and around the Cymu Islands, part of **Frog God Games'** Lost Lands setting, but it can be set in a different campaign world provided you have a set of isolated islands not far from a major sea trade route.

ADVENTURE BACKGROUND

Smoking Island was nearly destroyed centuries ago, or perhaps centuries from now, when King Chalou IX, last of the high kings of Minara, slew the Sleeping Fire, a powerful being that resided in the Smoking Mountain that gave the island its name. Yet the Sleeping Fire could not be slain for it was a being of deific proportions. This paradox tore the island into three parts, with each one residing in a different time period although they were still spatially congruent. The Sleeping Fire is alive, it is dying, and it is already dead.

For the most part, the inhabitants of Smoking Island do not know that they are part of this temporally tri-partite system. Visitors arrive at one point in time, seemingly at random, and depart back into their own time. Multiple visits might bring travelers to different eras of the Smoking Mountain, or sometimes not.

Recently, the Sleeping Fire, while it was or will be alive, began a centuries' long attempt to extricate itself from this trap. Manipulating the magma flow deep beneath the Cymu Islands, the Sleeping Fire caused an eruption just off the southern end of Smoking Island. This eruption spewed magma into the sea to form a small island with a small volcano at its heart. Through this connection outside the temporal rift, the Sleeping Fire hopes to escape into the wider world and find a new home.

At approximately the same time — or perhaps centuries before or after — this new island began to form, two Northlander longships arrived at Smoking Island to explore and pillage. They arrived during the era of the Three Kings just before the island unified and the first high king took his throne. They fought the gray apes of the island — and lost. A band of gray apes claimed the Northlanders' beached longships, armor, and weapons and set off to raid the islands they could see from the rocky summit of Smoking Mountain.

By the fell and twisted hand of fate, the gray apes left Smoking Island and arrived in the here and now, only to discover they were cut off from their own time. After settling on the young island the Sleeping Fire is building, these gray apes began raiding nearby shipping lanes, building a pirate kingdom of sorts on the rocky slopes of Young Island.

Surviving on Young Island is not an easy feat. There are only a few patches of arable soil, and even those are so scant that only one or two crops can be taken out of them. Earthquakes are frequent, as are minor eruptions, sulfur plumes, and sudden geysers. As only so much can be gleaned from the sea or by raiding, the gray apes of Young Island faced a choice of a slow death or trying to conquer new lands.

The Sleeping Fire offered a third option. It came to Talkithis, the self-proclaimed pirate king, in a series of dreams. The deific entity offered power and wealth, everything the former soldier wanted. It would protect the gray apes from the dangers of the island, give them the might they needed to face any invader, send visions of ships that were rich in needed supplies and treasure, and more, much more. The Sleeping Fire promised Talkithis a grand empire on an island that would grow, eternal life for the aging soldier, and a future that held more than the scant pickings before him.

All it wanted were sacrifices. The Sleeping Fire needed souls to consume so it could escape the prison that Smoking Island had, or would, become. It also wasn't picky about where those souls came

from. After all, the gray apes were already taking prisoners and working them as slaves, what were a few extra tossed into the fires?

For his part, Talkithis told himself he was doing it to save his warriors. The slaves were worked nearly to death building a temple befitting a being of Sleeping Fire's grandeur. When the last stone was laid, the slaves were tossed into the crevice that led to the heart of the island — into the Sleeping Fire's open maw.

But more souls are needed, and the Sleeping Fire's hunger is rivaled only by that of the pirate king.

INVOLVING THE CHARACTERS

You can involve the characters in the *Isle of the Angry Apes* in several ways. Choose one of the ideas listed below or develop a hook on your own:

- Several ships have gone missing in the waters of the Great Ocean near the Cymu Islands, some even vanishing as far away as the Straits of Half and the Norwold Gulf. Most of these ships had sailed from Cymillard and Pelshtaria, but a few were Northlander vessels or from lands farther afield. A merchant house or guild, a relative of a missing sailor, or a nation looking to solve the problem might hire the characters to investigate.
- The characters might be Northlanders or other sea rovers who stumble upon Young Island or the gray ape pirates operating from it.
- The lizardfolk of Big Bay Island have suffered from the depredations of the gray apes, but they have little power to do much about it. They approach characters who are putting into Big Bay during a whaling expedition and offer a reward if they drive away the gray apes on Young Island.
- An arcane or religious character receives a vision of Young Island forming and feels a sense of foreboding should the Sleeping Fire be released into the world.
- A gray ape pirate decides that turning away from their king to become demon-worshipping pirates is wrong, and escaped in a small boat to seek help.
- Likewise, one of the captives held on the island escapes and brings word to the characters.

BACKGROUND FOR THE CHARACTERS

Characters can learn the following by referencing dusty old tomes, recalling lore gained during apprenticeships and other backgrounds, or as rumors picked up dockside. Some of it can be given to the characters hired to investigate the missing ships. For rumors, roll 1d20 and give the characters all of the rumors equal to and less than the target number:

1d20 Rumor

3	Whalers use the unpopulated Cymu Islands as way stops, though none has built a permanent settlement there.
6	Conflicting accounts rise about Smoking Island. Some say it is a wild and savage land, an island divided into three warring kingdoms. Others claim it is a well-organized land under the rule of wise high kings.
10	Survivors of pirate attacks near the Cymu Islands claim they were attacked by large, hairy apes wearing the garb of Northlanders, Brounthsians, and others. The ships approached rapidly, and the apes attacked with great fury. Longships and cogs were in the attacking fleet.

1d20 Rumor

12 The pirates took captives, but were far more interested in food and lumber than gold or silver, though they certainly took that as well.

14 Some dusty books mention that Smoking Mountain in the Cymu Islands is home to a near god-like elemental being known as the Sleeping Fire.

16 Ancient lore speaks of the Sleeping Fire and its death at the hands of a great hero of the gray apes.

GETTING TO YOUNG ISLAND

Young Island is located in the Cymu Islands in the Great Ocean Úthaf, just 20 miles southwest of Smoking Island. It is a tragedy that the gray apes cannot return to their home island in their own time, yet every day they see the gray-black plume of smoke rising from Smoking Mountain.

Characters could be coming from anywhere in the Lost Lands (or your own campaign world), so use whatever random encounters you want to spice up the trip to Young Island. Additionally, the following encounters can occur during the journey.

GIANT SHARK

A **giant shark** is spotted off the starboard amidships and comes charging at the characters' vessel. The giant shark is too dumb to know it might be outclassed by an armed and ready ship, and makes several attack runs before committing itself to battle. It fights until reduced to half its hit points and then dives deep to escape.

Giant Shark: HD 10; HP 68; AC 6[13]; Atk bite (1d8+4); Move 0 (swim 24); Save 5; AL N; CL/XP 10/1400; **Special:** feeding frenzy. (*Monstrosities* 420)

GRAY APE SHIP

A longship sighted in the distance begins to pursue the characters' ship. The gray apes are cunning foes and wait until they have some sort of advantage such as the cover of darkness or rain, an accident on their prey's ship, or a fairer wind. They leave the area for better pickings if it looks as if they are overmatched. They are not interested in a long fight at sea and flee if reduced to fewer than half their number. On the ship are 15 gray ape legionnaires and one gray ape decurion.

Gray Ape Legionnaires (15): HD 3; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)
Equipment: short sword, 3 javelins.

Gray Ape Decurion: HD 5; AC 4[15]; Atk 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); Move 12 (climb 9); Save 12; AL N; CL/XP 6/400; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)
Equipment: longsword, 3 javelins.



SURVIVORS

A lone boat adrift on with the waves holds three survivors of a gray ape attack. Lacking supplies and with no means to navigate, they have spent the past five days at sea and are in a terrible state. If they are brought on board and given some food and water, they reveal what they know. They were on the *Gull's Wings*, a merchant ship out of Abernord bringing a load of wool back from Irith Kel. The gray apes climbed aboard in the night and murdered the crew. The survivors last saw the gray ape crew sailing the *Gull's Wings* north.

WHAVERS

A Northlander knorr is spotted hunting whales. They hail the characters' ship and come alongside. It is the *Donar's Harpoon* out of Halfstead, and they already have a large load of rendered whale oil. Captain Jarl Runa the Witch-Eyed tells characters that they have been to the Cymu Islands and that all is in chaos. Several gray apes have been raiding the islands and even attacking whaling ships. The pirates are sailing stolen Northlander longships and fight with skill and daring. Captain Jarl and her crew fought off a small raiding party on Big Bay Island and barely managed to escape, leaving a small fortune in whale ivory and oil behind.

YOUNG ISLAND

Young Island is small, only three miles long and a mile wide, not much more than a rocky promontory. However, the presence of the Sleeping Fire's tendrils has warped the landscape of the island and even the way time and distance play together. Most of the island is a steep-sided volcano that actively spews ash and smoke into the sky and frequently erupts.

The flat-bottomed bowl of land that the gray ape pirates occupy is one of the few safe and stable parts of the island; the rest is a hellish landscape that wavers between this reality and the elemental, or even quasi-elemental, planes.

The lone beach is a small stretch of black sand on the northeastern edge of Young Island. One trail leads inland from the beach. The rest of the coast does not offer any safe landing spots, though a determined captain could get close enough to allow characters to swim ashore. It should be noted that any vessels left unattended at anchor off Young Island might become the gray apes' next prey, or fall victim to one of the nasty creatures living in the waters off the Cymu Islands.

The gray ape pirates guard the one easy approach to the beach. Characters most likely need to find an alternate way onto the island, sneak past the guards at the beach and on to the sole trail inland, or stage a frontal assault.

Aside from the pirate fortress, two other stable areas are on the island. Several springs converge near the southern coast and cut a narrow valley. This valley is filled with plant life that forms a small jungle that is home to only a few birds and insects. An incursion of creatures tied to the elemental plane of water created a bubble of land on the northern coast that has so far resisted the elemental forces of the Sleeping Fire. Only mortal followers of the great water elemental powers have set foot on the island, but in time, a more forceful presence might be needed.

THE ISLAND'S INTERIOR

The barren interior of Young Island is rocky, riven with chasms, and subject to geysers and minor eruptions. The heat and sulfuric smell are oppressive. The Sleeping Fire is actively trying to move its essence to the island, and this causes the island to suffer constant upheavals and attracts elemental creatures. Furthermore, the presence of the Sleeping

Fire and its proximity to Smoking Island have warped the temporal and spatial aspects of the island. Distances distort, making some journeys a short walk, while others require days of marching toward a horizon that never gets any closer.

From end to end Young Island is only three miles long, but the warping effect makes this a random distance. Any trip across the island takes a random amount of time; roll 10d10, this is how many hours it takes to cross any portion of the island. If the party stops to rest, roll again for their next day's journey. A trip across Young Island, outside of the pirates' lair, beach, and the small trail that connects the two, can turn into a nearly endless, wandering march.

The pirate fortress is built on one of the few level and safe parts of the island; other small areas of relative safety can be found (1-in-6 chance to spot). Characters can stop to rest in one of these areas of relative calm. However, there is no safe water and certainly no source of food on the island outside of the pirate fortress. Check every five hours for a random encounter (1-4 on a d6) and roll on the table below to generate a random encounter. Many of these are easy to avoid, but they can interrupt long rests and deny the characters time to recover from previous encounters.

YOUNG ISLAND INTERIOR RANDOM ENCOUNTERS

d12 Encounter

1	Escaped slaves
2	Geyser, lava
3	Geyser, steam
4	Ifri the fire nymph
5	Lava bomb
6	Lava children hunting band
7	Mephit swarm
8	Obsidian elemental
9	Reality shifts
10	Rebels
11	Quake
12	Sulfur cloud

Escaped slaves. A band of **1d6 slaves** escaped the pirate fortress and are trying to make their way across the inland of the island. They have heard of a jungle refuge, but none of them knows if it is just rumor or an actual place. They are fearful of being discovered, but if they see anyone other than a gray ape, they run toward them and beg to be rescued.

A squad of gray apes is pursuing the escaped slaves. A **decurion** and **4 legionnaires** are a mile behind the slaves and gaining. They increase the speed of their pursuit, fast marching if needed, should they spot intruders. Keep in mind that the terrain is broken, uncertain, and sometimes changing. Plenty of places to hide exist, but so do tall bare razorback ridges from which to be spotted. Large pans of cooled lava and fields of obsidian make a lot of noise when crossed.

Slaves, Male or Female Humans (1d6): HD 1d6 hp; AC 9[10]; Atk weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none. (*Monstrosities* 254)

Gray Ape Decurion: HD 5; AC 4[15]; Atk 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); Move 12 (climb 9); Save 12; AL N; CL/XP 6/400; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see *Appendix A: New Monsters*)
Equipment: longsword, 3 javelins.

Gray Ape Legionnaires (4): HD 3; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin

YOUNG ISLAND

1 Square - 500 Yards



(1d6+1); **Move** 12 (climb 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

Geyser, lava. Worse than a steam geyser, a lava geyser erupts right in front of the characters. They must roll below their dexterity on 3d6 to jump clear of the scalding steam or suffer 2d6 points of fire damage immediately and take an additional 1d6 points of fire damage for 1d3 rounds until the lava cools off or is scraped away. **Geyser, steam.** The ground splits open, and steam spews out. Characters must roll below their dexterity on 3d6 to jump clear. If they fail, they suffer 2d6 points of fire damage from the scalding water vapor.

Ifri the fire nymph. Ifri is encountered wandering the rocky inland of Young Island and would love to make some new friends and talk. However, she is terribly awkward and comes running at the party screaming in Ignan for them to stop. See **Ifri's Lair** below. She knows that the Sleeping Fire is stirring and would like someone to stop it.

Ifri the Fire Nymph: **HD** 3; **HP** 20; **AC** 5[14]; **Atk** dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); **Move** 12; **Save** 14; **AL** N; **CL/XP** 6/400; **Special:** heat (attackers touching nymph suffer 1d4 damage), immune to fire, magic resistance (5%), spell-like abilities, vulnerable to cold (200%). (*The Tome of Horrors Complete* 243)

Spells-like abilities: 3/day—faerie fire, fiery bolts (as *magic missile*), pyrotechnics; 1/day—heat metal; 1/week—fireball.

Equipment: dagger.

Lava Bomb. An eruption sends flaming balls of lava high into the air to arc down toward the characters. They can avoid the lava bombs by rolling below their dexterity on 3d6. Those struck by a lava bomb suffer 3d6 points of damage and are knocked prone.

Lava children hunting band. A party of **1d6+1 lava children** are hunting other elemental creatures but are willing to add some mortal meat to the pot. More on the lava children can be found in their village entry below.

Lava Children (1d6+1): **HD** 4; **AC** 3[16]; **Atk** 2 claws (1d4) and bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** immunities (earth magic, fire, and metal), vulnerable to cold (200%). (*The Tome of Horrors Complete* 357)

Mephit swarm. A swarm of **4 fire mephits** and **4 smoke mephits**, wicked elemental pests, swoops down on the party.

Fire Mephits (4): **HD** 3; **AC** 5[14]; **Atk** 2 fiery touches (1d3+1); **Move** 12 (fly 20); **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** spit fire (20ft cone of fire, 1d8+1 damage, save for half), gaseous form. (*Monstrosities* 327)

Smoke Mephits (4): **HD** 2; **AC** 4[15]; **Atk** 2 claws (1d2); **Move** 12 (fly 18); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** breath weapon (15ft cone of hot soot, 1d4 damage, save for half), ember downpour (1/day, 20ft radius, 2d6 damage, save for half), immune to fire, summon smoke mephit (1/day, 25% success). (*The Tome of Horrors Complete* 379)

Obsidian elemental. Sucked out of its home plane by the actions of the Sleeping Fire, this obsidian elemental wants nothing more than to find a portal home. It is angry at being trapped on a volcano, surrounded by the ocean, and lashes out at anyone who annoys it. Otherwise, it keeps to itself. If the characters approach in a friendly

and polite manner, they can speak with it. It tells its tale and complains about the Sleeping Fire and that entity's attempt to leave the trap it made for itself on Smoking Island.

Obsidian Elemental: **HD** 8; **AC** 3[16]; **Atk** 2 claws (2d4); **Move** 6; **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** death throes (30ft radius, 4d6 damage, save for half), molten gas (attacker burned for 1d8 damage, save avoids), resist fire and cold (50%). (*The Tome of Horrors Complete* 446)

Quake. The ground shakes and rocks tumble down the slopes. Fissures open up and spread, sudden sinkholes form, and the land itself heaves up and down like the sea that surrounds the island. Every character must make a saving throw or be struck by falling rocks or fall into a chasm or sinkhole, suffering 2d6 points of damage.

Reality shifts. A bubble of reality changes around the characters. Distances elongate and shorten, day and night become indistinguishable as the world is suffused with a reddish glare, and the temperature goes up. The world inside the bubble is merging with the Plane of Fire: lakes of lava sprout up and then disappear, smoke billows in from unseen sources, and the laughter of efreeti can be heard in the distance. The reality shift lasts for 1d4 hours; afterward, the heat and stress cause a level of exhaustion.

Rebels. A band of **1d2 gray apes** and **1d6 slaves** are nearby. These rebels are leery of any strangers on the island and attempt to hide and observe the characters. If approached, they flee toward the jungle. Characters can communicate with them, but they'll first need to overcome the rebels' paranoia.

Gray Ape Legionnaires (1d2): **HD** 3; **AC** 6[13]; **Atk** 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); **Move** 12 (climb 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

Slaves, Male or Female Humans (1d6): **HD** 1d6 hp; **AC** 9[10]; **Atk** weapon (1d6); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)

Sulfur Cloud. The volcano emits a cloud of deadly gas, most likely sulfur but other gases are possible. The gas is a yellowish cloud that rolls down the slope toward the characters. It can be avoided with a quick sprint. If it is not avoided, the gas cloud envelops the characters, and all must succeed at a saving throw or suffer 1d6 points of damage per round they remain in the cloud (save for half).

STRANGE TERRAIN

The land of Young Island is experiencing a range of arcane disturbances. The presence of the Sleeping Fire has caused odd terrains to appear which, adding to the newness of Young Island, creates a bizarre patchwork of land. These terrains can be found anywhere in the interior and sometimes move about. You can place them on the map, have them suddenly appear beneath the characters' feet (within reason, the lava pits will just kill them), or leave them lurking on the horizon. When the characters enter or explore a square, roll 1d10 for each square the characters cross to determine its composition. As the interior is under the shifting effects of the Sleeping Fire, an area might have a different terrain the next time it is entered.

ODD TERRAIN

1d12 Terrain

- 1 Ash Plain
- 2 Basalt pillars
- 3 Burning pebble field
- 4 Cooled lava plain
- 5 Cracked lava dome
- 6 Flame grass prairie
- 7 Lake of fire
- 8 Lava pits
- 9 Obsidian field
- 10 Ridge line
- 11 Slope
- 12 Sulfur lake

Ash plain. A thick layer of ash covers the ground. Each step sends up choking clouds of acrid dust, much of it laced with toxic minerals. Anyone crossing the area must make a saving throw or take 1d6 points of damage.

Basalt pillars. Pillars of basalt fill this area. These columns of black rock reach from a few feet to a hundred feet tall and are five to 10 feet apart. They form small canyons and passes that twist and turn, making navigation difficult. Characters passing through the area have a 20% chance of getting turned around and exiting the area at a random edge.

Burning pebble field. From a distance, this area appears to be filled with small, irregularly-shaped rocks. These pebbles ignite with the barest friction. Anyone crossing the area must succeed at a saving throw or their feet burn, suffering 1d4 points of fire damage and their speed is reduced by 50% until they rest.

Cooled lava plain. A large lava flow inundated this area and cooled, leaving behind a hard plain of black rock. The footing is treacherous but passable. Movement rates are normal through this area.

Cracked lava dome. A large bubble of lava has cooled and partially collapsed. Shelter can be found here, but little else.

Flame grass prairie. A native of the Plane of Fire, flame grass is a reddish-tinted plant whose seedpods are small flames. They look like a field of torches from a distance; up close, one can see the individual flaming seedpods. This area is filled with these plants from beyond our reality. Anyone crossing runs the risk that a seedpod bursts and flings flaming seeds around the area. A character crossing the area must succeed at a saving throw or suffer 2d8 points of fire damage.

Lake of fire. Raw fire fills this area for as far as the eye can see. These flames from the plane of fire are almost like a liquid; they can even be scooped up in a flameproof container.

Lava pits. The area is largely a flat plain of rock intermixed with deep pits of boiling lava. The lava sputters and spurts, sending sparks, droplets, and even small gouts into the air. Crossing the area safely requires a successful saving throw or the character suffers 2d6 points of fire damage.

Obsidian field. Shattered fragments of obsidian fill this area, making travel treacherous and loud. Every step is on razor-sharp glass that shifts and cuts, and also tinkles and clatters. Along the higher parts, a misstep causes a small cascade of noisy black glass to flow down the slope. Anyone wearing sturdy footgear can make it through with only mild scratches, but the noise attracts attention and causes an immediate random encounter. Leather or other soft footgear is ruined.

Ridge line. A random edge of this area has a steep-sided ridge of rock. The top is clear and can be used as an easy means of travel, but the slopes are steep and covered with loose rock. Roll again to see what other terrain type is in the area. If you roll ridge again, a second edge has a ridge and the rest is a flat plain of broken rock that is difficult terrain.

Slope. A random edge of this area slopes (1–3 up, 4–6 down) dramatically, blocking travel in that direction. Roll again to determine

what other terrain is found here. If you roll slope again, the area is a plain of broken stone that hampers movement as difficult terrain.

Sulfur lake. A lake of liquid sulfur blocks travel through the area. Not only is this impassable, it also puts forth a foul stench. Anyone who approaches the lake must succeed at a saving throw or take 1d6 points of damage per round.

LOCATIONS ON YOUNG ISLAND

Young Island is not large, but the reality warping allows for a greater number of locations than one would expect.

ALURIAN'S INCURSION

The presence of the Sleeping Fire on Young Island has not gone unnoticed. The sea once claimed this part of the world, and the sea wants it back. The Sleeping Fire is not the only primordial near-divinity in the world; others exist with different agendas. One of these, the Deepening Rift, is as tied to elemental water as the Sleeping Fire is to fire. The movements of these entities and their followers are glacial, but some time ago the Deepening Rift became aware of Young Island's birth from the sea. The entity sent a party to investigate.

Alurian, a **merfolk** worshipper of the Deepening Rift, is the leader of the party. She is accompanied by 8 **merfolk** and their mounts (9 **giant sea horses**). They carved out an underwater cave on the north coast of Young Island and are busy enlarging it and bringing in reinforcements. So far, the cavern has only a single 20-foot-diameter chamber but the next set of reinforcements are due on the coming new moon and will be bringing tools to create two more chambers.

Alurian and her forces have not yet explored the island's interior. Such an excursion would give away their involvement and be largely pointless. The dangers of the interior hold are particularly dangerous to them, and their slow speed on land makes any such trek doubly hazardous. They have fully explored the coast of the island and even swam up into the artificial lagoon of the gray apes. Alurian knows about the entrance to an underwater passage that leads inland, but she has no idea what is beyond a thick plug of rock only a few hundred feet into the tunnel. If the characters approach the island by boat, Alurian certainly knows about it within a few hours.

Alurian is no fool and won't waste her life or that of her followers. The cult of the Deepening Rift is a patient one; even if it takes years, they will gather their forces and recruit land-based allies so they can continue their mission. Should the characters discover her and meet on friendly terms, she offers what help and advice she can, keeping in mind that she will not go more than a half-mile inland.

If the characters prove capable and trustworthy, perhaps by ridding the world of the gray apes and their cult, Alurian details a dangerous scheme to drive away the Sleeping Fire. She can send word to her allies deep in the sea to forge a sphere of elemental water, a pearl nearly three feet in diameter. If this is deposited into the Sleeping Fire's resting place, it causes the fire being to flee and not be able to return to Young Island.

Alurian, Female Merfolk Priestess of the Deepening

Rift: HD 6; HP 43; AC 7[12]; Atk +1 trident (1d6+1); **Move** 1 (swim 18); **Save** 11; **AL** L; **CL/XP** 6/400; **Special:** breathe water, spells (2/2/1/1). (*Monstrosities* 328)

Spells: 1st—cure light wounds, detect evil; 2nd—bless, hold person.

Merfolk (8): HD 1; HP 8, 7x2, 5x3, 4, 3; AC 7[12]; Atk trident (1d6); **Move** 1 (swim 18); **Save** 17; **AL** Any; **CL/XP** 1/15; **Special:** breathe water. (*Monstrosities* 328)

Giant Sea Horses (9): HD 3; HP 22, 19x2, 18, 16x3, 15x2; AC 7[12]; Atk bite (1d6); **Move** 0 (swim 24); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 413)

BEACH

This 300-hundred-foot-long beach runs along the only safe landing point on the island. It is partially enclosed by anchored ships the gray apes captured. Two longships are drawn up on the beach, and a small shack and a tent sit nearby. The beach is detailed under **Outer Lagoon**.

CENTRAL VOLCANO

A steep-sided volcano rises in the center of the island, with smoke and flame billowing from its open mouth. The terrain is even more mercurial than the rest of the island, and every area changes configuration on the hour. All areas adjacent to the volcano slope toward its peak, though the changing nature of the island might cause some odd chasms to appear.

The Sleeping Fire dwells in the central volcano, where it rages and boils, sending out earthquakes, eruptions, and geysers. Two routes lead into the inner portion of the volcano where the Sleeping Fire waits. The gray apes constructed a temple over a rift that leads down to the Sleeping Fire. They send most of their sacrifices through this rift. A second tunnel is at the base of the volcano and leads into the court of the Sleeping Fire (detailed below).

IFRI'S LAIR

Ifri the fire nymph has made her home in this small cave cut into the volcanic rock of Young Island. She has a few personal belongings, but mostly she spends her time bathing in the lava flows or basking in the heat coming from vents and geysers. She has explored much of Young Island and is aware of the other inhabitants.

Ifri developed a fascination with “fleshy things” and spent some time watching the gray apes in their fortress. She is shy and awkward, but wants to make friends. She happily guides her new friends through the dangers of Young Island (though it should be noted that she is ignorant of what harms “fleshy things”) and knows a secret path that leads to the pirate fortress. The path arrives on the south side of the fortress near the guard tower.

Recently she became aware of the Sleeping Fire and that the gray apes make sacrifices to it. While this doesn’t much concern her, she is somewhat appalled that the Sleeping Fire is seeking to build some sort of empire in the mortal world. It might threaten many of the things she has come to this plane to discover! Toward that end, she helps in efforts to destroy or stop the Sleeping Fire. If needed, she suggests that the party just put it out.

Ifri the Fire Nymph: HD 3; HP 20; AC 5[14]; Atk dagger (1d4 + 1d4 fire) or slam (1d2 + 1d4 fire); **Move** 12; **Save** 14; **AL** N; **CL/XP** 6/400; **Special:** heat (attackers touching nymph suffer 1d4 damage), immune to fire, magic resistance (5%), spell-like abilities, vulnerable to cold (200%). (*The*



Spells-like abilities: 3/day—faerie fire, fiery bolts (as *magic missile*), pyrotechnics; 1/day—heat metal; 1/week—fireball.

Equipment: dagger.

INLAND TRAIL

This trail begins at the beach and winds its way inland past the pirates' fortress and on to the temple of the Sleeping Fire. It is steep and narrow, and parts can be observed from **Watchtowers B** and **C**.

LOWER CLIFFS

The cliffs on the west side of Young Island are only 100 feet high—low enough to be climbed by someone willing to take the risk. The rest of the island has cliffs towering to 300 to 500 feet, far more than a safe climb would permit. The problem is that those cliffs are buffeted by wind and waves coming off the expanse of ocean between the Cymu Islands and the mainland. Holding a ship in place while people try to climb the cliff is not easy, but can be done. Thieves trying to climb the low cliff do so with a -20% penalty. Anyone else trying to climb the cliffs has a 20% chance to do so per 30-foot section scaled.

Anyone who drops into the water at the base of the cliff suffers 3d6 points of damage from the fall and takes an additional 1d6 points of damage each round thereafter as the ocean waves slam them into the cliffs.

JUNGLE

Young Island does not support much life, but one small rift near the southern cliffs is filled with soil, bird droppings, and seeds. The result is a small bit of jungle that clings precariously to the steep ravine. Several small springs of clear water rise up at the northern end and cool enough as they flow south to feed the nascent jungle. These combine as they reach the cliff edge to form a stream large enough to be called a creek, which then plummets off the cliffs hundreds of feet to the sea below.

WATERFALL

A stream exits the island through a trough it has cut through the cliffs. While not a slope one could walk up, the stout vines of the jungle found some purchase here and provide a precarious route to the interior. Non-thief characters have a 30% chance to successfully climb 30 feet up the vines. It takes three checks to reach the top. A failed check results in a slip, and the character suffers some scrapes and bruises before stopping the slide. Two failed consecutive checks causes a more dangerous fall, with the characters suffering 2d6 points damage before catching themselves. Three consecutive failures causes a possibly terminal fall to the ocean below for 6d6 points of damage, and the character is tossed into the waves at the bottom of the cliff.

The path is slippery, narrow, and treacherous. Seabirds frequent the surrounding cliffs and add their own special slickness to the climb, as well as a noisy cloud of squawking and flapping distractions. The real danger is a pair of mated **wyverns** that have set up their nest about halfway up the cliff at the mouth of a lava tube. They investigate any large disturbance, with one coming out to see to matters while the other remains inside preparing to lay eggs.

Wyverns (2): HD 8; HP 60, 53; AC 3[16]; Atk bite (2d8) or sting (1d6 + poison); **Move** 6 (fly 24); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special:** poison sting (save or die). (*Monstrosities* 519)

REBEL CAMP

Not all of the gray apes under the command of Talkithis wanted to become pirates. Others refused to join in the worship of the Sleeping Fire. Most of the rebels were mercilessly slain, with a few being sacrificed at the temple. A small handful under the command of a decurion have found refuge in the small patch of jungle. Their camp is a crude affair, and the jungle provides little for them to eat besides birds' eggs. The grasses and shrubs that make up the foliage make for poor firewood and worse tools. Even so, they have persevered.

Decurion Althilsis leads the rebels. Their lot in life is a poor one, and their plans consist of vague schemes to kill or discredit their former commander, die in one glorious charge, or wither away in their refuge. A group of escaped slaves joined them, but these added more mouths to feed without increasing their odds in a fight. In total, the rebels include Althilsis, **5 legionnaires**, and **6 slaves**. The gray apes are armed and armored as their kin in the pirate fortress, but the slaves have only crude clubs or staves.

If encountered, the gray apes are leery of outsiders, but the slaves welcome the chance of rescue. While their former masters are morally outraged by what the Pirate King has been doing, the slaves are far more interested in getting off this rock and going home. However, they are willing to aid in rescuing the other slaves and putting an end to the threat of the Sleeping Fire. The slaves translate for the gray apes, who do not speak more than a few words of Common.

The rebel gray apes are happy to aid—even spearhead—an assault on the temple of the Sleeping Fire or the pirate fortress (the slaves would be of little consequence and likely get in the way). They provide detailed knowledge of the pirate fortress and the upper levels of the temple, but none was invited into the lower chambers of the deeper mysteries.

Althilis, Gray Ape Decurion: HD 5; HP 37; AC 4[15]; Atk 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); **Move** 12 (climb 9); **Save** 12; **AL** N; **CL/XP** 6/400;

Special: charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see *Appendix A: New Monsters*)

Equipment: longsword, 3 javelins.

Gray Ape Legionnaires (5): HD 3; HP 23, 21, 20x3; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); **Move** 12 (climb 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see *Appendix A: New Monsters*)

Equipment: short sword, 3 javelins.

Slaves, Male or Female Humans (6): HP 6, 5, 4x2, 3, 2; AC 9[10]; Atk weapon (1d6); **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)

LAVA CHILDREN VILLAGE

Three stone huts house a small tribe of **3d8+4 lava children**. They are ambitious hunters and more than willing to make a meal of any creature they come across. The lava children are somewhat aware of the Sleeping Fire and worship it in a crude way, something that the Sleeping Fire approves of and seeks to encourage. While they have not yet explored the temple that the gray apes built, they constructed their own crude shrine in the middle of their village.

Lava Children (3d8+4): HD 4; AC 3[16]; Atk 2 claws (1d4) and bite (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 5/240;

Special: immunities (earth magic, fire, and metal), vulnerable to cold (200%). (*The Tome of Horrors Complete* 357)

PIRATE FORTRESS

The gray apes operate this area of relative calm. The fortress is detailed below.

TEMPLE OF THE SLEEPING FIRE

This loathsome site of the sacrifice of intelligent beings is covered below.

WATCHTOWERS A, B, AND C

Three watchtowers stand on rocky promontories and overlook the inhabited parts of Young Island. The towers are 15 feet tall, have thatched roofs, and are manned by **2 gray ape legionnaires**. There is little to see and rarely any need to keep a watch; thus, there is a 50% chance that the guards stationed at any of the towers are not paying attention. Instead, they are talking, gambling, or sleeping.

Gray Ape Legionnaires (2): HD 3; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); **Move** 12 (climb 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

COURT OF THE SLEEPING FIRE

A few mortal attendants and worshippers serve the Sleeping Fire, but they are not truly welcome in his inner court. Instead, the Sleeping Fire surrounds itself with other beings much like itself, creatures of living flame whose spirits are immortal or nearly so. The inner court of the Sleeping Fire is made up of the entity's closest attendants and includes azers, elementals, salamanders, and even an efreeti.

The court is overseen by the efreeti Khayin. Like most of his kind, he is untrustworthy and duplicitous. Khayin's service to the Sleeping Fire is not his only allegiance, however, and he is playing a long game on behalf of other unseen masters. In fact, he is playing so many sides against one another that he isn't even sure now whom he is serving and whom he is betraying. The consensus of these agendas is that the Sleeping Fire is betting too big and far too bold. Toward that end, Khayin betrays the Sleeping Fire at a crucial moment. He resists any intrusion into the Sleeping Fire's court, however, but not to his fullest measure. If the intruders seriously threaten Khayin's welfare or look as if they might be able to harm the Sleeping Fire, the efreeti dramatically "perishes." That is, he feigns his demise and uses his amulet to return to the Plane of Fire.

The air in the court is hot and tainted. Creatures not immune to fire must make a saving throw every hour they spend in the court or take 1d6 points of damage.

C-1. ENTRANCE

The entrance to the court is an undecorated opening near the base of the central volcano. Other than a steady stream of hot gas that billows out, nothing clearly points to this entry being anything other than another of the many cave openings into the volcano. Once through the entrance, however, characters find a long tunnel that winds through the rock to the bridge of fire (**Area C-2**).

C-2. BRIDGE OF FIRE

The entrance tunnel opens into a massive, lava-filled cavern hundreds of feet high and nearly a half-mile wide. A high, arched stone bridge crosses the cavern to another tunnel on the far side, a distance of only 100 feet. The bridge is narrow, only two feet wide, and weakened by the heat from the lava below. Crossing it is hazardous and requires a character to roll below his or her dexterity on 4d6. Failure means the character slips off the bridge but catches the edge before plummeting into the lava below. Trapped with only a fragile and precarious handhold above certain death, the character must have assistance to regain his or her footing on the bridge. Characters hanging from the edge must roll 1d6 each round; on a roll of 1 they plummet into the lava. The tunnel beyond leads to the salamander spawning pools (**Area C-3**).

C-3. SALAMANDER SPAWNING POOLS

This long, low-ceilinged (only eight feet high) chamber stretches for a hundred feet into the volcano and nearly 300 feet to either side. It is a maze of pillars of dense rock and open pits that lead to a roiling inferno below. Some of these pits open onto boiling pools of caustic water and emit constant plumes of steam. The large chamber below is the spawning ground of salamanders that serve the army that the Sleeping Fire hopes to one day deploy. For now, the salamanders lounge in the fire and steam baths, where they mate, lay eggs in beaches of ash, and in general laze about like hot-blooded fire creatures.

The salamanders do not like to be disturbed.

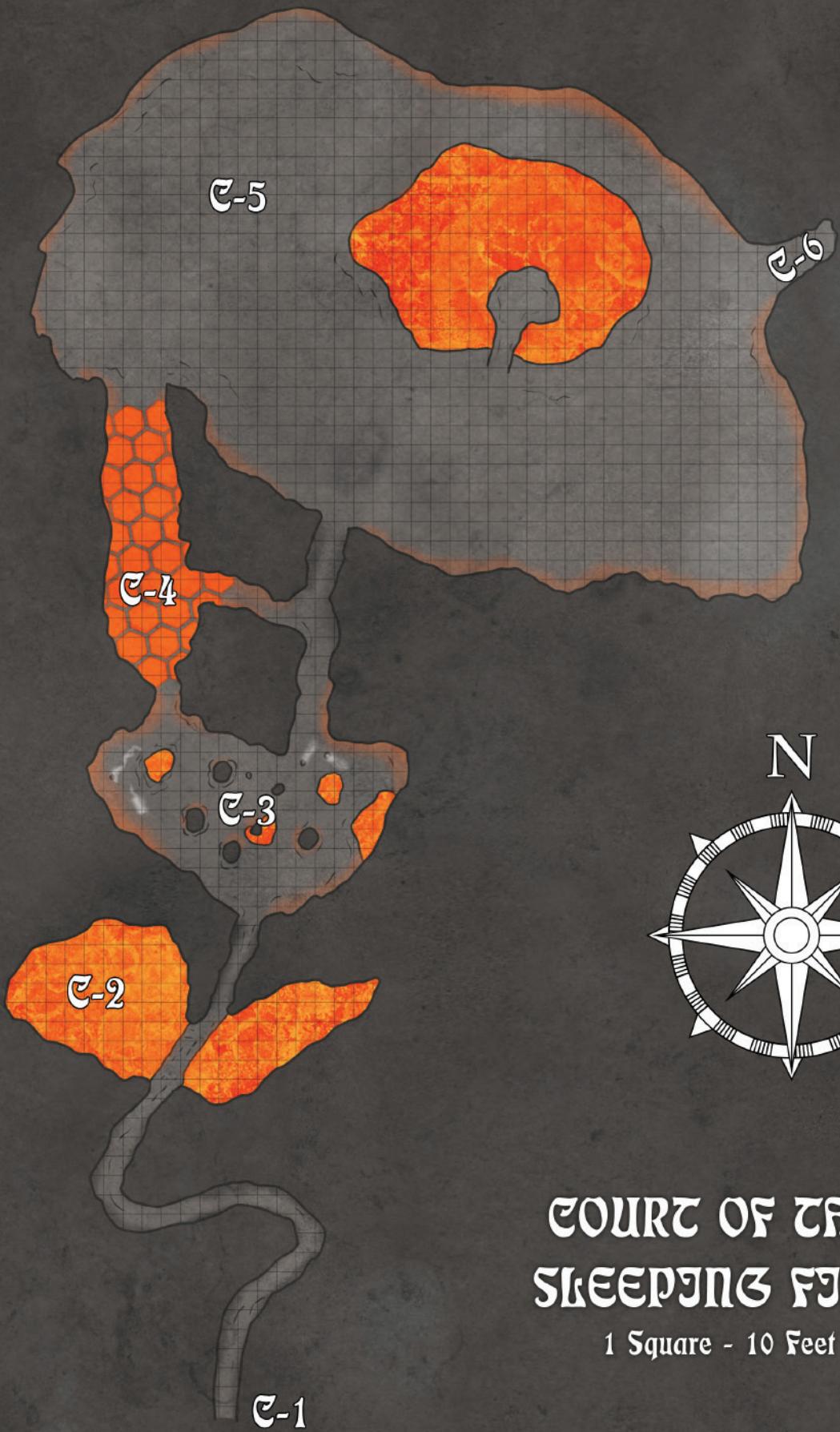
The cavern is difficult to negotiate, forcing characters to find a path between the pillars that avoids the steam vents and open pits to the lake of lava below. If the characters make any noise, **1d4 salamanders** crawl up the rocks to see what is going on. The immediately attack intruders.

Two tunnels are at the far end of this cavern. The tunnel on the left leads to a colony of azers (**Area C-4**), while the right leads tunnel leads to the Sleeping Fire's inner court (**Area C-5**). Great amounts of heat can be detected from both tunnels, but a dull roar echoes down the righthand path.

Salamanders (1d4): HD 7; AC 5 [14] (torso); 3[16] (serpent body); Atk spear (1d6 + 1d6 heat); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** constrict (wrap tail around prey with successful hit, 2d8 damage + 1d6 heat per round), heat (additional 1d6 heat damage). (**Monstrosities** 408)

C-4. AZER COLONY

The left-hand tunnel from the salamander spawning pools (**Area C-3**) leads to a honeycombed cavern a mile long and a half-mile wide. A small colony of **10 evil azer** resides in this chamber and is busy remaking it to suit their needs. The center of the cavern has a small shrine to the Sleeping Fire, their patron and master, but that entity seems to care little for their supplications. Perhaps if they were to hunt down some flesh-and-blood creatures to sacrifice, the Sleeping Fire would hear their pleas.



Azers (10): HD 2; HP 15, 13x2, 11, 10x3, 9, 8, 6; AC 2[17]; Atk heavy mace (1d6+1); Move 12; Save 16; AL C; CL/XP 3/60; Special: +1 heat damage, immune to fire. (Monstrosities 26)

C-5. INNER COURT

The inner court of the Sleeping Fire is barely a decade old. A massive lake of living fire that flows in its liquid state like a living thing is at the bottom of the open cone of the volcano. The Sleeping Fire is not yet powerful enough to attract a large number of followers from the Plane of Fire, and its mortal followers do not yet have sufficient numbers to do anything more than build their shabby temple on the surface.

This court is not much more than a stone-lined platform a meager 30 feet wide by 30 feet across that extends out over the Sleeping Fire. It is guarded by **2 azer** who are not actual followers but mercenaries Khayin hired on behalf of the Sleeping Fire. They stand guard here at all times, cycling out for a different pair every five years or so. Khayin is usually found in a small chamber (Area C-6) just off the inner court. The guards stop anyone who approaches down the righthand tunnel from the salamander spawning pools (Area C-3). They attack if treated rudely or if intruders try to pass. Khayin floats in at the sound of any fighting.

Azer Guards (2): HD 4; HP 30, 27; AC 2[17]; Atk heavy mace (1d6+1); Move 12; Save 13; AL C; CL/XP 5/240; Special: +1 heat damage, immune to fire. (Monstrosities 26)

C-6. KHAYIN'S CHAMBER

Khayin the efreeti hates this room, but he hates it less than he does the inner court. Dealing with the Sleeping Fire can be challenging, as the near-divine entity is pompous and, well, hot-tempered. This small room is the only part of the court that is truly finished, not just raw stone like the rest of the caverns. The walls are smooth, the floor is covered in thick carpets of asbestos woven with intricate geometric patterns, and a small brass jug of water hangs from a tripod in the center of the chamber. Khayin enjoys a good brew of coffee most days. A locked brass chest sits against one wall. Inside the chest is a zebra-patterned wooden case containing three rubies (1,000 gp each), a gold and silver dagger (150 gp), and a silk pouch containing three large diamonds (5,000 gp each). Khayin's real treasure is on his home plane; this is just traveling cash. Khayin owns an *amulet of return* (see Appendix B: New Magic Item) but wears it at all times.

Khayin, Male Efreeti: HD 10; HP 68; AC 2[17]; Atk fist or longsword (1d8+5); Move 9 (fly 24); Save 5; AL C; CL/XP 12/2000; Special: wall of fire (as spell). (Monstrosities 153)
Equipment: longsword, *amulet of return*.

TEMPLE OF THE SLEEPING FIRE

Tucked into one of the many clefts in Young Mountain's central volcano, the temple of the Sleeping Fire was built by slave labor under direction of the gray apes. It thus reflects the design style of the gray apes of Smoking Island's later years, but the workmanship is a heterogeneous mix of half a dozen human, dwarven, elven, and even the lizardfolk cultures of Big Bay Island. The result is an odd-looking temple of consistent design but inconsistent construction.

From the outside, the temple is a 200-foot-long-by-60-foot-wide rectangle. A sharply-peaked roof sits upon stout columns. The back

end of the temple abuts the slope of the volcano, with the entrance in the open end to the south. Six sets of stone steps lead up to a small portico, above which is a triptych showing a world being consumed by flames. This motif is repeated in a frieze running around the roof just below the eaves. The carvings are rather crude, but a singular image of a gray ape upon a throne looking upon the conflagration can be made out.

T-1. THE PORTICO

This small area is enclosed by the temple's colonnade. Three **gray ape legionnaires** are on duty here at any time, a posting that tends to be given to those who have annoyed the pirate king in some way. Two slaves are assigned to see to the legionaries' needs. The guards are usually not alert as they do not expect any threats this far inland, and besides, other things are guarding the more sacred temple precincts below. If attacked, one of the gray apes blows the large horn that hangs in the vestibule (Area T-2).

Gray Ape Legionnaires (3): HD 3; HP 21, 20, 16; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; Special: charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see Appendix A: New Monsters)

Equipment: short sword, 3 javelins.

T-2. VESTIBULE

A small room beyond the last two columns is adorned with red tiles and frescoes depicting the Smoking Mountain during the gray apes' home era. Hooks on the walls hold red and yellow robes, as well as a few trinkets that the gray apes feel represent fire of some kind. This includes rings (100 gp total), necklaces (150 gp total), earrings (75 gp total), three headdresses made of gold (200 gp each), 12 small rubies (50 gp each), and red bird feathers. A single open doorway leads into the sanctuary. A shell from a giant conch (300 gp) hangs from a peg on the lintel of this doorway. This rare find can be blown to produce a sound that echoes across the interior and can be heard from as far away as the pirate fortress.

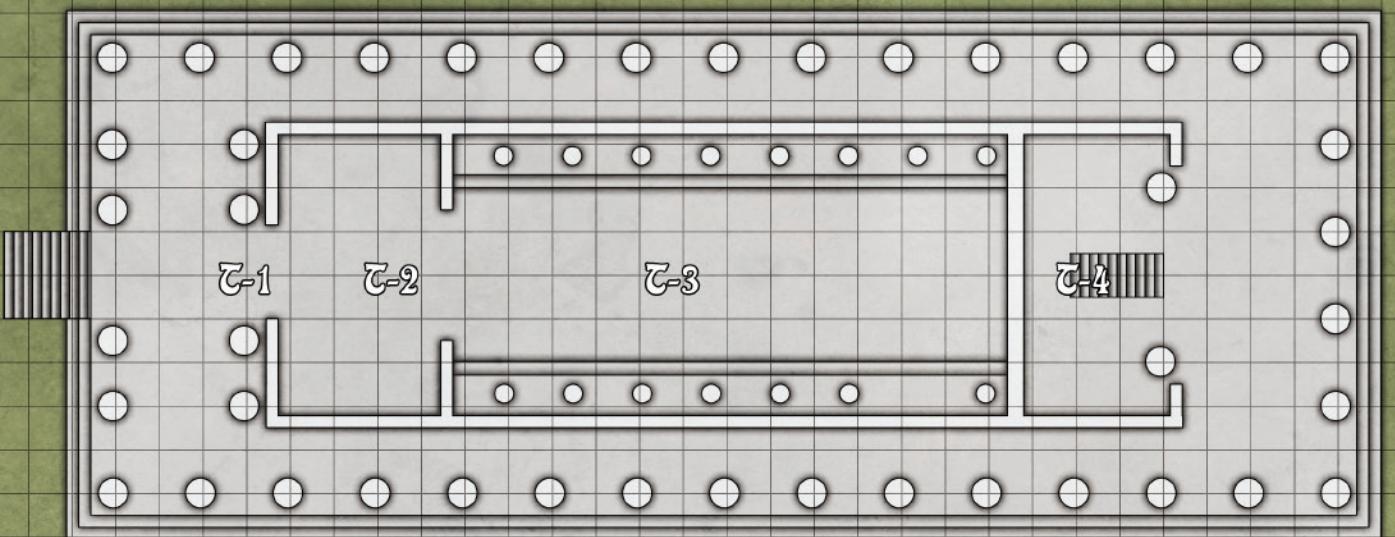
The legionnaires on guard sleep here. They also tend to spend an inordinate amount of time here when they should be at their post on the portico (Area T-1). Their bedrolls and assorted gear are found in this room. The slaves sleep on the steps.

T-3. SANCTUARY

The worship of the Sleeping Fire is a new thing, and the gray apes are still trying to figure out their theology and practices. This long room fills most of the interior of the temple. The walls are covered in crude frescoes that depict the wonderful paradise the gray apes expect one day to rule over when the Sleeping Fire grants its boons. A cleft in the tiled floor at the far northern end of the sanctuary leads down to the heart of the Sleeping Fire.

This crack constantly vents flammable gas. Normally, this gas is lit by a bronze lantern hanging over the crack. This is done a few times a day to keep the chamber free of the dangerous gas. The guards are supposed to maintain this lantern, but more often than not the slaves are given the task, and it often goes undone. If the lantern is allowed to go out (50% chance of this when the characters enter), the gas begins to fill the sanctuary. If this happens, it produces a lethal zone where no one can breathe. Roll 1d4 to determine how of the room is filled with gas: 1—one-quarter; 2—half; 3—three-quarters; 4—full. Anyone

TEMPLE OF THE SLEEPING FIRE



1 Square - 10 Feet



inside these areas of the sanctuary at this time takes 2d6 points of damage per round (save for half damage) until they find clean air. The sanctuary fills with flammable gas in four hours if the flame is put out, and the vestibule (**Area T-2**) then fills up in another hour. The gas is also flammable; it would be best not to expose it to any open flames. More than a few slaves have found this out the hard way when they were sent to re-ignite the lantern.

T-4. STAIRS

An open doorway at the back of the temple leads to a set of stairs going down to the grotto of flame (**Area T-5**).

T-5. GROTTO OF FLAME

The stairs (**Area T-4**) end at a small overhang above a large underground grotto. A river of lava flows from the north wall and forms a bubbling pool in the middle. The air reeks of sulfur and shimmers in the heat. A small path leads from the overhang down into the grotto, around the pool of lava, and toward the exit leading to the First Circle of Holies (**Area T-6**). Two **salamanders** bask in the pool of lava and take a keen interest in any intruders. They know the gray apes and let them pass, but any other creature is challenged. Creatures that appear to be fire-aligned, such as lava children or elementals, are watched but allowed to pass.

Salamanders (2): HD 7; HP 50, 43; AC 5 [14] (torso); 3[16] (serpent body); Atk spear (1d6 + 1d6 heat); Move 9; Save 9; AL C; CL/XP 8/800; Special: constrict (wrap tail around prey with successful hit, 2d8 damage + 1d6 heat per round), heat (additional 1d6 heat damage). (*Monstrosities* 408)

T-6. FIRST CIRCLE OF THE HOLIES

Drawing on the mysterious cults of their people, the gray apes have set up three levels of initiation for their new worship of the Sleeping Fire. The chamber for the First Circle of the Holies is a roughhewn natural cavern whose walls are covered in large bloody handprints. The initiates are brought here to make their first sacrifice, that of themselves.

The center of the room has a deep fire pit covered with a metal grate. A small altar next to it holds a silver dagger set with a large smoky ruby in the pommel (250 gp). A large brass urn filled with dried leaves is on the opposite side of the grate.

Before the ceremony of initiation, a fire is lit in the sanctuary above and carried down to the fire pit in the center of this room. The leaves are thrown onto the grate to create an acrid smoke that fills the room. Anyone ending their turn within the smoke must succeed at a saving throw or suffer the effects of a *confusion* spell until they leave the smoke and for 1d6 rounds afterward. Initiates pray before the altar. At the height of the ceremony, they slash open the palms of their hands and let their blood drip onto the hot grate. If the blood sizzles and pops, the initiate is acceptable to the Sleeping Fire. If the blood is not received, it instead simply runs off, or so the gray apes believe. An acceptable initiate marks the wall of the cave with his or her bloody hand.

Lotharis, a gray ape decurion, has become something of a caretaker for the temple. He spends most of his days in this room meditating on the true meaning of the Sleeping Fire's wisdom while inhaling the hallucinatory smoke. If he hears intruders (fighting in a neighboring chamber, for example), he throws a double handful of leaves onto the grate and exits toward the Second Circle of Holies (**Area T-7**). As the room fills with smoke, he waits around the corner to ambush anyone who enters. Many weeks of imbibing the smoke has made Lotharis somewhat resistant to it, and he does not need to make a save to avoid its effects. If he is at risk of losing a fight, Lotharis

retreats to **Area T-7** and uses the magic stone there to summon a fire elemental to aid him. If the intruders continue to press him, he falls back to the Inner Circle of Holies (**Area T-8**) and attempts to lure the intruders into the pit.

Lotharis, Gray Ape Decurion: HD 5; HP 32; AC 4[15]; Atk 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); Move 12 (climb 9); Save 12; AL N; CL/XP 6/400; Special: charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds), immune to fire. (see **Appendix A: New Monsters)**
Equipment: longsword, 3 javelins.

T-7. SECOND CIRCLE OF THE HOLIES

Those who pass their initiation tests and prove themselves worthy in the eyes of the Sleeping Fire advance to the Second Circle of the Holies. This roughhewn chamber is draped in rich tapestries taken from ships looted by the pirates, but months of exposure to the foul air in the caverns ruined them. Those advancing to the Second Circle must prove their courage by facing a foe of the Sleeping Fire in single combat. Only by defeating this foe can they hope to proceed to the third Inner Circle of the Holies.

The center of this room is a deep, steep-sided bowl. An enchanted stone is at the bottom of the bowl. When given a command, the stone summons a **fire elemental** and binds it to the will of the summoner until the next sunrise or sunset. The stone can be used once and must receive the life's blood of a living creature before it can be used again. The stone is part of the floor and cannot be removed without damaging it and causing it to lose its magic. Only Talkithis and his decurions know the command word.

Fire Elemental: HD 8; AC 2[17]; Atk strike (3d8); Move 12; Save 8; AL N; CL/XP 9/1100; Special: +1 or better magic weapons to hit, ignite materials (save to resist). (*Monstrosities* 156)

T-8. INNER CIRCLE OF THE HOLIES

The final advancement, so far, in the young worship of the Sleeping Fire is the entrance to the Inner Circle of the Holies. Only Talkithis and his most loyal decurions have progressed to this point. Those inducted into the Inner Circle of the Holies are promised great wealth and power, as well as flesh that will not burn.

In this room, greater sacrifices to the Sleeping Fire are made. While the sanctuary above sees sacrifices, those are communal affairs. Here, the sacrifices are reserved for only the most faithful, to be viewed and enacted by those who have proven themselves loyal, brave, and wise. The chamber is bowl-shaped with stone steps leading down to a pit of ash. The faithful remove their clothing and leave them in the First Circle of Holies (**Area T-6**), before they then proceed to this chamber while chanting paens to their deific patron. They carry a sacrifice — a living, intelligent creature of some power, or at least of the greatest status they can find.

The gray apes unbind their captive and battle it, breaking its bones with their bare hands so that it cannot escape. Once subdued, Talkithis or one of his inner circle utters a prayer to the Sleeping Fire and the roof of the cavern opens above the pit. Lava pours out, burning the victim to ash while washing harmlessly over the faithful. It should be noted that Lotharis knows the prayer and can utter it to catch characters in the lava flow.

The lava does not harm Lotharis, as he and his fellow gray ape devotees are immune to fire, but it does burn or melt his armor. Anyone caught in the bowl when the lava flows down must succeed

HOW TO STOP THE SLEEPING FIRE

To put it simply, there is no way to kill the Sleeping Fire; there isn't even a means to challenge it. But stopping its plans does not require killing it. Two ways exist to stop the Sleeping Fire from completing its plan to escape the prison of Smoking Island.

By far the easiest plan, though it is far from easy, is to destroy the cult Talkithis started. To do this, the characters must break up the pirate ring and track down and kill all of the gray apes that worship the Sleeping Fire. The characters must also destroy the temple. This might be even harder than it seems, for there is no true way outside of powerful magic to determine which of Talkithis' followers are loyal worshippers and which are just along for the spoils and riches.

The more difficult plan would be to drive the Sleeping Fire away. This can be done by destroying the basalt chunk that blocks the passage (**Area T-10**). Learning about this might take some exploration or a meeting with Alurian (or one of her followers) on the north coast. Ifri certainly knows about it, but getting information out of her might be trying. The alchemical powder in the pirate fortress should suffice, but if it is used for something else, not discovered, or wasted, the characters need to be creative.

at a saving throw or be caught in the lava and die in mere moments. Those who make the save take 5d6 points of fire damage but manage to jump clear of the bowl. Any creature next to the lava-filled bowl is splashed by the lava and suffers 2d6 points of fire damage, or half damage on a successful save. The lava seems almost alive and gleeful at the prospect of landing on a living creature. In fact, just being near such a large pool of lava is dangerous; any creature who remains in the room must succeed at a saving throw each round or take 1d6 points of damage.

T-9. TREASURY

A small chamber carved from the rock is just past the Inner Circle of the Holies (**Area T-8**). The gray apes have not accumulated a lot of treasure for their temple; most of their ill-gotten gains adorn their fortress or have already been consumed. The treasury does have a few nice things in it, none of which is specifically made for the temple. The Sleeping Fire cares little for these things but does recognize that mortals do. Toward that end, it communicated to Talkithis the location of several rich mineral and gem deposits on the island, but the gray apes have not had the opportunity to go after them.

The treasures — all of which belong to some rich or powerful person who wants them back — are:

- Large golden shield with embossed doves carrying a wreath (400 gp).
- Silver 10-piece candelabra with ruby accents (1,200 gp).
- Ten golden griffin heads with ruby eyes (150 gp each).
- Long golden chain with starburst pendant with a large ruby in the center (4,500 gp).
- Two stone tablets of basalt; carved into each are several sentences in the Primordial language that describe where on the island a wealth of diamonds and rubies can be found.

T-10. THE BLOCKED CHANNEL

This magma tube veers off from the treasury (**Area T-9**) in a U-shape from the volcano and toward the southern coast of Young Island. It winds down through the ground more than a dozen miles before coming to an abrupt end at a basalt plug. This magma tube, formed by the natural flow and eruption of magma from the heart of Young Island, breaches the seamount the island sits upon deep under the surface of the ocean. The Sleeping Fire is unaware of this vulnerability, though natural flows of magma caused a large formation of basalt to block the tunnel.

The sounds of the sea can be heard just beyond the basalt block. The block itself is thick and made of hard rock, so breaking it is difficult. The block has 300 hit points, takes half damage from nonmagical weapons, and is 50% magic resistant. The ocean is as hungry as the Sleeping Fire, and such an influx gives it a chance to come in and quench the flames. This does not kill the Sleeping Fire — such an entity cannot truly die — but it stops its plans for Young Island, at least for some time.

THE PIRATE FORTRESS OF THE GRAY APES

The gray apes built a small encampment in one of the island's few level and calm spots. They are in the process of turning it into a fortress, though so far they have constructed only a few crude dwellings and watchtowers. Their grand ambitions are hampered by a lack of stonecutting tools and knowledge; the gray apes were soldiers, not craftsmen, before turning to a life of piracy.

The fortress sits in the bottom of a shallow, dish-shaped hollow ringed by jagged slopes. The only easy entrance is by the inland trail that leads to the island's only beach. The ground has been pounded by many feet and is far smoother than the rest of the island. The slopes are covered in rocky scree, which makes any attempt to stealthily move down them difficult (-15% Move Silently penalty).

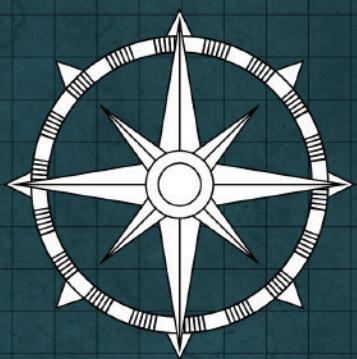
Aside from their fortress headquarters, the gray apes constructed three watchtowers to spot anyone approaching up the beach or from the sea, as well as an artificial lagoon just off the black sand beach at the north end of the island. A crude trail that winds its way through the harsh terrain connects these areas.

THE OUTER LAGOON

The gray apes constructed an artificial lagoon on the north side of the island. Protected to the east by an arm of the island, the lagoon is safe from heavy ocean waves and strong winds. Captured ships anchored to the rapidly-shelving sea floor prevent ships from easily entering the lagoon and approaching the only landing spot on Young Island. The anchored ships are not well maintained, but they have not been here long enough to become unseaworthy. Their rigging is furled, and their hulls have thick coatings of seaweed and barnacles growing on them. It takes hours of skilled work to rig the ships, and even then, the hull growths reduce their speed by half. Wood-boring beetle worms have begun their work on the hulls, as well, and although not yet compromised, these ships have half their normal hull points.

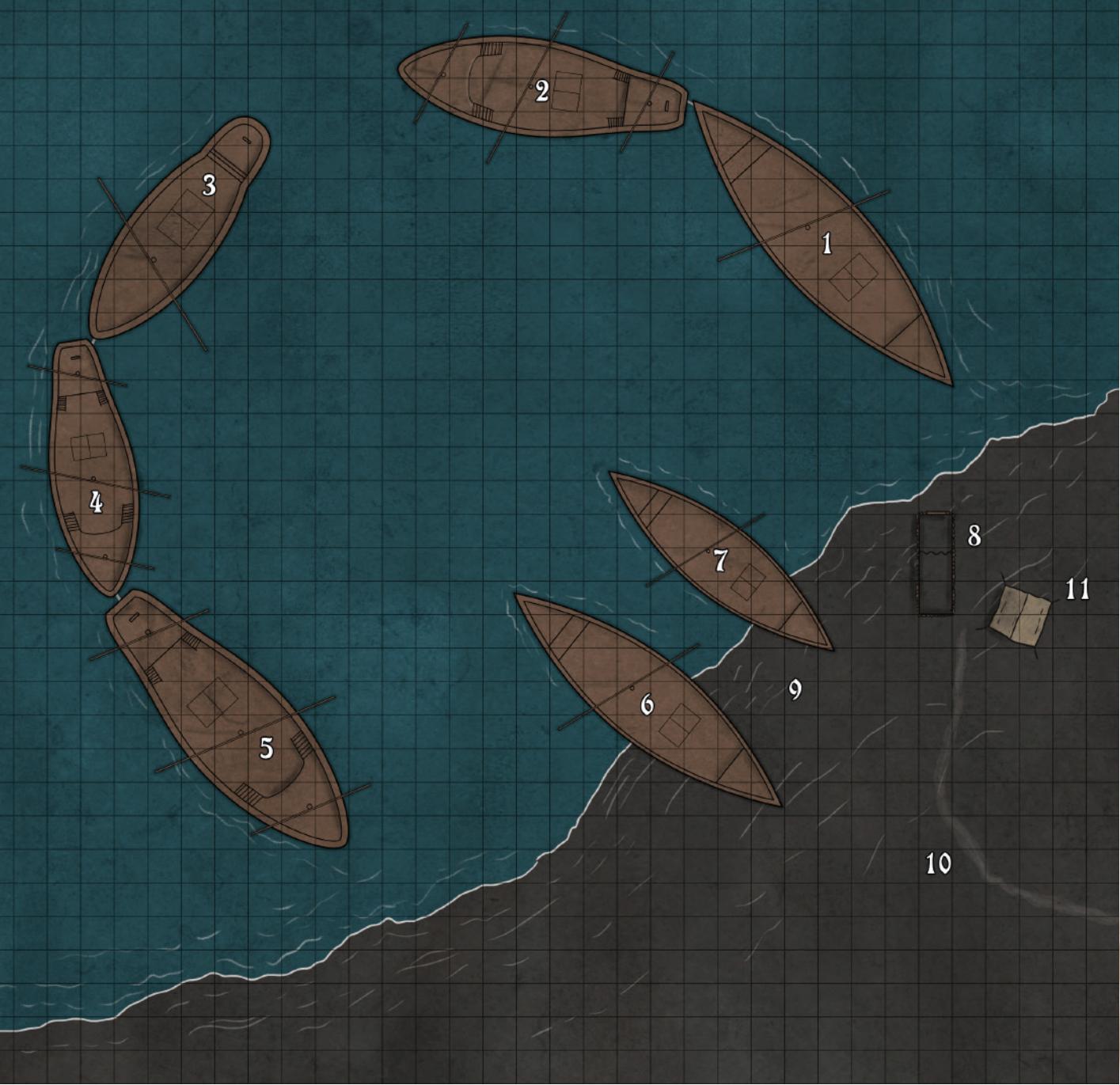
The thick cables binding the ships together can be cut (55 hit points each, double damage from fire). Five characters working together can raise the anchor chains in 1d4+4 rounds. The anchor chains can also be cut, but they are made of strong iron.

N



OUTER LAGOON

1 Square - 10 Feet



OL-1. NORN'S SKEIN

This drakkar longship was taken from Jarl Kjallak Bjaklison when the gray apes fell upon him off Big Bay Island. The fight was short and sharp, but the fury of the gray apes' attack overwhelmed the Northmen. Lacking the crew to fill three fighting longships, the gray apes anchored the longship as part of their artificial lagoon. The sails, rigging, and oars were taken ashore and stored in the fortress of Ape Town (Area AT-9). The gray apes hope to use the longship one day, so they have kept the *Norn's Skein* in better condition than the other ships.

OL-2. QUEEN'S EYES

A Brounthalian caravel out of Cymilsport, the *Queen's Eye* was carrying a load of furs and amber from Estenfird when the gray apes took it. The crew was taken prisoner after putting up only a token resistance and most have been taken to the slave pen (Area AT-4). The ship's sails and rigging were taken down and stored in the large hold below decks. Little of value remains on the ship other than its fittings; the gray apes took the furs for their own use and found the amber to be pretty, but ultimately useless. A ship's log in the captain's cabin details the voyage and lists 50,000 gp worth of collected amber, as well as 10,000 gp worth of ivory.

OL-3. DRAGON'S BANE

This oddly-named knorr (Northlander merchant ship) put into Big Bay to scrape its hull and render the tons of blubber it had collected. The longships of the gray apes rounded the point and captured the ship without a fight. The crew of the *Dragon's Bane* is still stranded on the beach of Big Bay, shivering in the rain and living in fear of the lizardfolk and monsters of the island. *Dragon's Bane* is slower than the drakkar the gray apes use for their raids, so they tied the ship into the artificial lagoon. Its sails and rigging are in Ape Town (Area AT-9), but the oars are still on board under the benches.

OL-4. MIDNIGHT RUNNER

Originally out of Endhome in the Borderlands, the *Midnight Runner* is a small caravel walking the line between a wide-bottomed vessel designed for cargo capacity and a narrow-beamed ship built for speed. A smugglers' ship, the vessel ran goods into ports around the Sinnar Ocean and even along the north coasts of Pelshtaria and the Caliphate. Its small crew fought to the death. The gray apes tossed their bloody bodies overboard and took the ship home to become part of their artificial lagoon. The hold's silks and fine wines were taken to Ape Town. A small, locked chest hidden in the captain's cabin contains 5,000 gp in mixed gems and semi-precious stones. A logbook written in code (can be deciphered with a *read languages* spell) lists the various ports the ship snuck into, as well as the names of nobles and merchants from Ceaster Pool to Turkad who readily accept smuggled and stolen goods. The ship's riggings are stowed belowdecks in the hold, but the sails are now part of Ape Town.

The gray apes avoid the *Midnight Runner*, though none admits that they actively do so. During the attack, four of the crew fled down a hidden hatch into the ship's bilge. The gray apes never found the entrance to this smuggling compartment, and the four crewmembers were safe, at least for the moment. Unfortunately for them, the gray apes moved the cargo around while looting the ship and covered the hidden hatch. The four died trapped in the dark, inundated by foul waters, and at the mercy of a small horde of rats. Their spirits did not pass on to their final reward, however, and instead remain trapped on the ship. These doomed souls cannot leave the ship, but at night they roam about causing all manner of spooky sounds and lights. The

Midnight Runner's second mate, Tassion, reanimated as a **wraith**. Gallith, the ship's cook, roams most nights as a **ghost**. The twin cabin boys Sarah and Surath are mere **spectres**.

Gallith, Ghost: HD 5; HP 33; AC 0[19]; Atk spectral touch (1d6); Move 12 (fly); Save 12; AL C; CL/XP 7/600; Special: +1 or better magic or silver weapon to hit, magic resistance (50%). (*Monstrosities* 190)

Sarah and Surath, Spectres (2): HD 6; HP 43, 35; AC 2[17]; Atk spectral weapon or touch (1d8 + level drain); Move 15 (fly 30); Save 11; AL C; CL/XP 9/1100; Special: +1 or better magic weapons to hit, level drain (2 levels with hit). (*Monstrosities* 445)

Tassion, Wraith: HD 4; HP 28; AC 3[16]; Atk touch (1d6 + level drain); Move 9 (fly 24); Save 13; AL C; CL/XP 8/800; Special: +1 or better magic or silver weapons to hit, level drain (1 level with hit). (*Monstrosities* 518)

Any who board the ship at night bring the spirits down upon them. They are angry, but also deeply embarrassed by their cowardice and greatly disturbed by the horror of their deaths. Tassion is the leader of the group, and he desires nothing more than revenge. The others want to be released from undeath, but cannot simply lie down and let fate overtake them. They can be bargained with, and Tassion forces his fellow spirits to enact any plan to which he agrees. If brought to the characters' cause, they can work the ship, their spectral forms interacting with their cursed floating home as if they were corporeal creatures (when they want, however, they can still pass through the floors and bulkheads). If given a good plan for revenge on the gray apes, they even sacrifice their ship. The four spirits can be laid to rest if their remains are recovered and buried, the ship is destroyed, or if they get revenge on the gray apes.

OL-5. FORTUNE'S FOLLY

This large caravel was the prize capture by the gray apes. Carrying grain, salted cod, and other foodstuffs from Vöss in Estenfird to Irith Kel, the ship was waylaid in the Straits of Half. Its crew surrendered readily and now serve as slaves to the gray apes (Area AT-4). The hold has been emptied and the food distributed among the residents of Ape Town. Little of value remains in the ship; its rigging was taken to make the cables that tie together the ships of the artificial lagoon. Its sails are now part of Ape Town.

OL-6. REVENGE

Originally named the *Wurm's Breath* by Jarl Olaf Bjornson, the gray apes renamed this ship *Revenge* in their native tongue of Althindu. It is drawn up onto the beach with its anchor well-placed in the volcanic sands. The ship's sail, rigging, and oars are kept in the guard shack (Area OL-8).

OL-7. FANGS

Smaller than the *Revenge*, the captured drakkar longship *Fangs* was the second of Jarl Olaf Bjornson's ships. It has also been drawn up and anchored on the volcanic sands of Young Island's only beach. Its anchor is well-placed in the volcanic sands. The ship's sail, rigging, and oars are kept in the guard shack (Area OL-8).

OL-8. GUARD SHACK

Constructed from driftwood and lumber taken from captured ships, the guard shack is a rather ramshackle affair. The roof is made from stitched-together sails and billows in the wind. A small smoke hole is cut in the center, and the sail is rigged to remain taut as well as control the entrance of air through the smoke hole. The walls are thin but well-chinked to block the wind. A single doorway in the north end of the shack is blocked by a large hide pegged in place and tied off from the inside. The shack has no windows.

The building's interior is divided into two sections by a hanging piece of sail: a guardroom at the north end and a larger storage area behind. The guardroom has a small fireplace in the middle, a few shelves, and two low benches to rest on. The storeroom holds the rigging, sails, and oars for the gray apes' two captured drakkars, as well as other nautical gear.

On watch here at all times are **6 fully armed and armored gray ape legionnaires** and a **gray ape decurion**. Two remain in the guard shack, usually playing dice on the floor or resting on the benches. Two are stationed outside the shack to keep watch, and another pair walks the beach between *Fortune's Folly* (Area OL-5) and *Norn's Skein* (Area OL-1). Due to their darkvision, the gray apes do not light a fire outside at night or carry torches.

Gray Ape Legionnaires (6): HD 3; HP 22, 21, 19x2, 18, 17; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); **Move** 12 (climb 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

Gray Ape Decurion: HD 5; HP 36; AC 4[15]; Atk 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); **Move** 12 (climb 9); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: longsword, 3 javelins.

OL-9. VOLCANIC BEACH

This narrow beach is made from black volcanic sand. It is still fairly new as far as volcanic sand goes, and pieces of harder rock, shards of obsidian, and other sharp pieces stick out. Don't walk on it barefoot.

OL-10. INLAND TRAIL

The inland trail starts at the guard shack (Area OL-8) and continues up to Ape Town in the mountains of Young Island. It is only a few years old, but the gray apes took care to make it wide, level, and covered in gravel — or at least their slaves did. Where the trail steepens, stairs were added, and wooden bridges span large gaps.

OL-11. SLAVE TENT

Crowded into this small tent are **10 slaves**. They are allowed a fire pit, crude bedding, and tools needed to perform their tasks, but little else. The gray apes keep them in line through starvation, snarling intimidation, and frequent beatings. These slaves are skilled carpenters and mariners who rig the longships and perform whatever

maintenance is needed on the gray apes' fighting ships and the vessels forming the artificial lagoon. When not called upon to tend the ships, they serve the guards, cook food, polish armor, and perform other tasks. They spend their free time fishing in the lagoon, though they are allowed only nets, hooks, and lines. All were sailors on various ships the gray apes captured. Skur is the only one with any combat experience, and she willingly fights but will not abandon her brother Oleg.

Male or Female Slaves (1d6): HD 1d6 hp; AC 9[10]; Atk none; **Move** 12; **Save** 18; **AL** Any; **CL/XP** B/10; **Special:** varies. (*Monstrosities* 254)

The slaves are:

Alword Half-Man - N male half-elf

Amru el-Waheed - N male human

Anne Tools - L female human

Detrick - C female orc

Karl of Endhome - L male human

Oleg Svenson - L male human

Other Karl - L male human

Pierrig of Cymillard - N male human

Radwa el-Javid - L female human

Skur Svensdöttir - L female human

APE TOWN

Perched on the jagged slopes of Young Island, Ape Town is constructed from driftwood and lumber taken from captured ships, lumber seized in their holds, or from wood cut from Big Bay Island. All the structures are raised up two to three feet off the ground on short stilts and have small decks that wrap around the building. A small herd of pigs sleeps in the shade beneath the buildings and roots around Ape Town at night.

AT-1. RESERVOIR

A large depression in the rocky ground collects rainwater. Ape Town has a constantly renewed source of fresh water from the frequent rains. At the bottom of the reservoir are water filled tunnels that lead to a network of old lava channels that honeycomb the island.

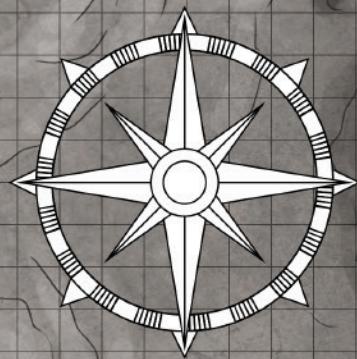
AT-2. GARDENS

Young Island has not yet generated much soil, but the gray apes' slaves scour the island for what they can find and bring it back here. Their labor didn't end even after they accumulated a deep pile of dirt, and they now till these sparse gardens to coax some fruits and vegetables out, all for the gray apes' tables.

AT-3. GOAT PEN

The Cymu Islands support large herds of wild goats. The comedic scene of mighty gray ape warriors chasing down and capturing wild goats has resulted in a sizable goatherd. Thirty goats live here in relative luxury; they are better fed than the slaves, with nearly all table scraps going to the animals. The gray apes are very fond of their goats and do not eat them; they prefer goat's milk and cheese to roasted goat flesh. Only the most trusted slaves are allowed to tend the goats, and two favored slaves live in the goat pen. These slaves were even given names in Althindu: Bith'ri and Bith'ro. A small shack at the back of the goat pens lets the goats get out of the rain if needed. Bith'ri and Bith'ro are permitted to enter as well. The fence is five feet tall and constructed from driftwood and rope.

N



APE TOWN

1 Square - 10 Feet

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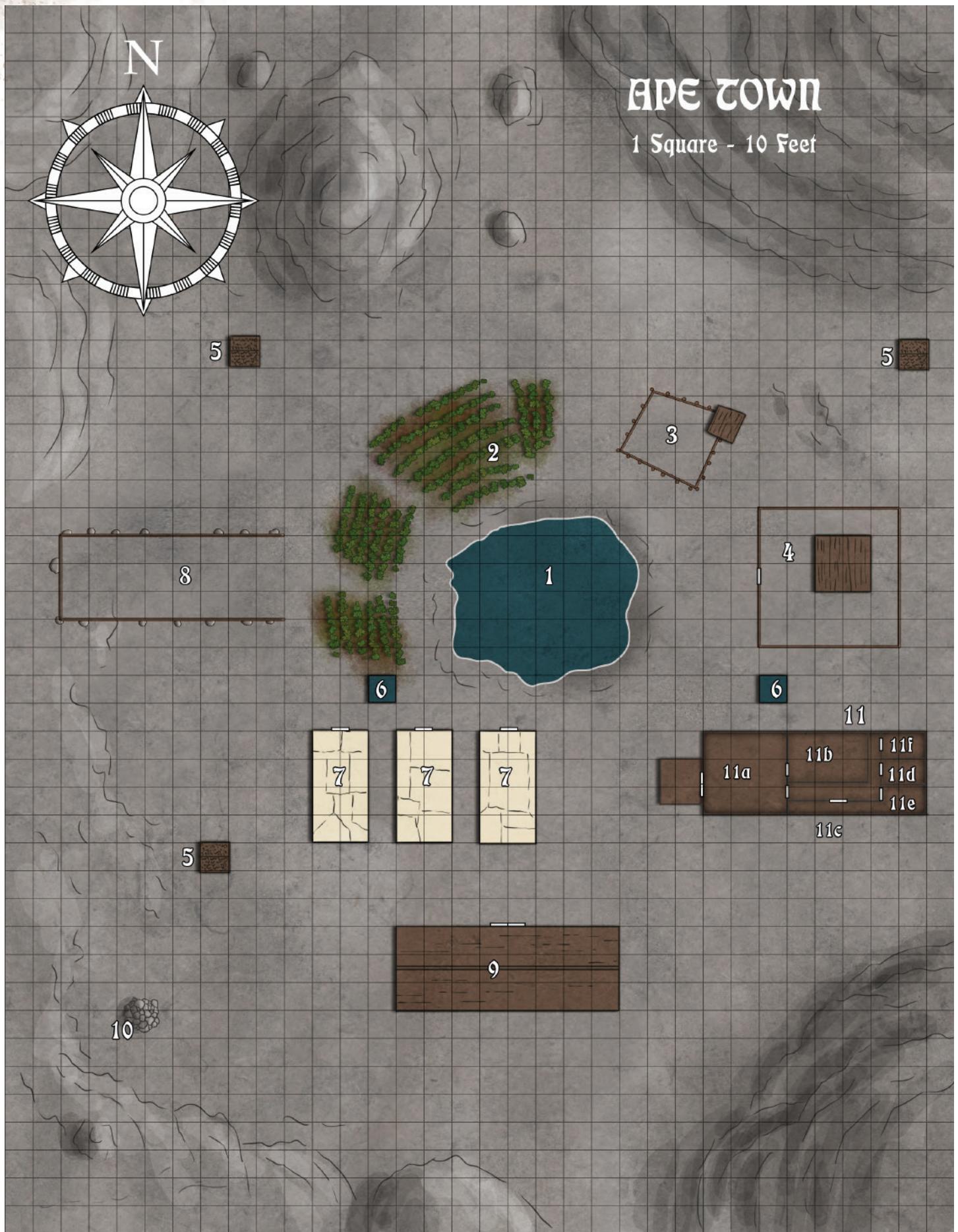
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5

10

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11a 11b 11c 11d 11e 11f



Bith'ri, Female Human Slave: HP 8; AC 9[10]; Atk club (1d4); Move 12; Save 16; AL N; CL/XP 2/30; Special: none.

Bith'ro, Male Human Slave: HP 16; AC 9[10]; Atk club (1d4); Move 12; Save 14; AL L; CL/XP 3/60; Special: none.

AT-4. THE SLAVE PEN

Enclosed by a tall wall of wooden slats, the slave pens hold 41 people. During the day, most of the slaves are out in the gardens (**Area AT-2**) or elsewhere in Ape Town performing their duties. At night, they are herded into the slave pens, though a few might be allowed out to labor for their gray ape masters. Four stout poles support a low roof to allow the slaves some respite from the sun and rain, but the rest is open to the elements. The interior of the pens is a mess; the slaves tried to dig their own latrine, but the results are insufficient for that many people. Slaves assigned to work inside Ape Town are hosed off at the nearby water tower (**Area AT-6**) before going into Ape Town proper; those heading to the fields or other outside jobs are left with their stink on them.

Two **gray ape legionnaires** guard the prisoners, with the guard changing at dawn, midday, dusk, and midnight.

Gray Ape Legionnaires (2): HD 3; HP 21, 17; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; Special: charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

Male or Female Slaves (1d6): HD 1d6 hp; AC 9[10]; Atk none; Move 12; Save 18; AL Any; CL/XP B/10; Special: varies. (*Monstrosities* 254)

The slaves are:

Vudras Abadani - L male elf
Abioye - N male human noble
Osk Aelfsdöttir - L female half-elf
Awni al-Basha - N male human
Dyrryk Alehelm - N male dwarf
Taqiyya al-Kaseem - L female human pirate
Abri al-Salhi - C female human
Yusri al-Tahir - N male human guard
Katiberra Ashebelly - C female dwarf pirate
Tosti Astrison - L male human
Basina Boffin - N female halfling
Eyjolf Danson - N male human
Franci Donat - L male human knight
Droga - C male human berserker
Nayan Elanro - N female elf pirate
Eltaro Faeries - N male half-elf
Bakholin Fireaxe - L male dwarf
Gobugita Frostforge - N female dwarf
Vera Ena - N female human
Meen Guedard - L male human
Freygerd Hranisdöttir - N female guard
Iubesi - N male human guard
Nodosi Kalen - N male human pirate
Bernhard Langham - L male halfling
Magdina Ledagac - N female human
Sven Ljufson - L male human berserker
Lowane Martin - N female human
Mhambi - C female human
Raylla Morcan - N female elf

Gwenel Mordien - N female human pirate

Gerihild Olfasdöttir - L female human

Kaour Pelan - N male human

Laude Ponts - N male human

Jestin Renan - L male human pirate

Shamas - N female human acolyte

Sur - C male orc

Thembi - N female human guard

Tokunbo - N male human

Yngvild Unnsdöttir - C female human berserker

Yetunde - L female human noble

Zorzag Fell - C male elf

AT-5. GUARD TOWER

A small shack on 15-foot-tall stilts rises up from the stony ground. The shack is open-sided with slender poles holding up a thatched roof. On guard here at all times are **2 gray ape legionnaires**. The guard tower is equipped with a horn to sound an alarm, but the guards are lax as nothing ever happens. There is a 50% chance that any guard tower is not actively manned, or the guards are napping, talking, or just daydreaming and not paying attention.

Gray Ape Legionnaires (2): HD 3; HP 22, 18; AC 6[13];

Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; Special: charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

AT-6. WATER TOWER

Twenty-foot-tall stilts hold a water tank made from a ship's water cask. The water tank is open on top to collect rainwater, and a ladder extends up one leg to let slaves skim the water daily for debris. Water is drawn from the tower using a spigot and leather hose.

AT-7. BARRACKS

This building constructed from boards and ships' timber houses 16 gray ape legionnaires in relative comfort. The roof is made from stitched sails reinforced with thatch. Inside are two rows of bunks, each with a trunk and shelf next to it. Windows line the long sides to allow ventilation and can be closed off with sturdy shutters. The gray apes keep their weapons and armor at hand. At any given time, 2d8 **gray ape legionnaires** are here while the rest are off on assignments or following their own pursuits. The legionnaires have small chests in which they keep their valuables, and each barracks has 1d4 x 100 gp worth of assorted coinage and jewelry.

Gray Ape Legionnaires (2d8): HD 3; AC 6[13]; Atk 2

strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; Special: charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

AT-8. TRAINING BUTTS

A sturdy wall of wood backed by piled stone backs this fenced-in area. The gray apes use the area for target practice and other training exercises; Talkithis wants his soldiers to stay in top shape. During the day, **1d10 gray ape legionnaires** and a **gray ape decurion** can be found here in full kit practicing. They sometimes tie slaves up at the end of the butts, though the goal is to hit close to the slaves and not to kill them. Still, accidents happen.

Gray Ape Legionnaires (1d10): **HD 3; AC 6[13]; Atk 2** strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); **Move 12 (climb 9); Save 14; AL N; CL/XP 4/120;** **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

Gray Ape Decurion: **HD 5; HP 33; AC 4[15]; Atk 2** strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); **Move 12 (climb 9); Save 12; AL N; CL/XP 6/400;** **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: longsword, 3 javelins.

AT-9. STOREHOUSE

The storehouse contains loot taken from various ships. Standing guard outside the door are **2 gray ape legionnaires**, while **4 gray ape legionnaires** and a **gray ape decurion** stand watch inside. Most of this loot is practical items such as bolts of cloth, ingots of iron, piles of ship fittings and tools, stacks of wood, and bags of grain. Young Island has few resources, so the gray apes disassembled everything that was usable elsewhere. Everything is carefully arranged, cataloged, and inventoried; a piece of parchment tacked next to the door lists all the goods in the storehouse and their current amounts.

STOREHOUSE CONTENTS

Item	Value
250 bales of silk	5000gp
400 gallons of whale oil	2000gp
500 bales of wool	2000gp
2 tons of ships' lumber	3500gp
2300 pounds of metal ships' fittings	12,400gp
50 gallons of distilled spirits	2300gp
10 gallons of Greek fire	15,000gp*

*1 gallon inflicts 1d6 points of fire damage if lit and thrown and sets target on fire (save avoids); creatures on fire suffer 1d6 points of fire damage for 1d4+1 rounds or until flames are extinguished.

In addition, the storehouse contains five 25-pound casks of alchemical red powder used in deep mining by some dwarven clans (explodes if set on fire; one pound produces an explosion in a

10-foot-diameter sphere; all caught in the explosion take 5d10 points of bludgeoning and fire damage, or half damage with a successful saving throw).

Gray Ape Legionnaires (6): **HD 3; HP 21x2, 20, 18x2, 15; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: short sword, 3 javelins.

Gray Ape Decurion: **HD 5; HP 31; AC 4[15]; Atk 2** strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); **Move 12 (climb 9); Save 12; AL N; CL/XP 6/400;** **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see **Appendix A: New Monsters**)

Equipment: longsword, 3 javelins.

AT-10. CAIRN

Rocks piled here conceal the decaying bodies of 10 slaves who died in servitude to the gray apes. The cairn is layered; when slaves die, their bodies are dragged here, dumped on the pile, and then covered with fresh stones. The area around the cairn reeks of death and rot.

AT-11. PIRATE KING'S HALL

Larger than the barracks, but not by much, the pirate king's hall is built along the same plan. It is a rectangular building on short stilts with a shallow porch at the front, a thatched roof, and a wooden floor. Inside are six rooms, each decorated with the best items taken from ships the gray apes captured. The Pirate King Talkithis and his bodyguards live here, and the pirate king holds court when needed, which is not often.

AT-11A. PIRATE KING'S AUDIENCE CHAMBER

Tapestries and flags taken from ships cover the walls of this large room. An ornate gilded chair sits at one end, flanked by two tall silver candelabras. A circle of chalk is painted on the floor before the throne of the pirate king. Talkithis proclaimed that all may challenge him to single combat; if he loses, he will step down as king. So far, none has managed to claim the title.

AT-11B. THE PIRATE KING'S QUARTERS

The **Pirate King Talkithis** sets aside the best loot for himself, and this room is filled with items taken from captured ships. A four-poster bed fills much of the space, but the walls are lined with tapestries, trophies, mirrors, vases, and other items. A thorough looting reveals 3,000 gp in goods, though most of this is not easily transportable.

Talkithis the Gray Ape Pirate King: **HD 10; HP 74; AC 2[17]; Atk 2** strikes (1d8+3) and bite (1d6) or 2 flails (1d8+4); **Move 12 (climb 9); Save 5; AL N; CL/XP 11/1700; Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds), immune to fire. (see **Appendix A: New Monsters**)

Equipment: 2 flails.

AT-11C-F. DECURIONS' ROOMS

The 4 **chief decurions** are found here when not on duty. They are the most devout of the worshippers of the Sleeping Fire, second only to Talkithis himself. Their quarters are nicer than the barracks, but due only to their privacy and size. Each has a small chest containing 5d100 gp in jewels.

Gray Ape Decurions (4): HD 5; HP 38, 37, 34, 32; AC 4[15]; Atk 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2); Move 12 (climb 9); Save 12; AL N; CL/XP 6/400; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds), immune to fire. (see [Appendix A: New Monsters](#))
Equipment: longsword, 3 javelins.

AT-12. SACRIFICE TENT

This well-guarded tent (4 **gray ape legionaries** at any time) houses the next sacrifices destined for the temple of the Sleeping Fire. Inside are 5 **lizardfolk** clad in fine silks. They recline on soft cushions and dine from a table laden with a feast of foods stolen from one of the ships. What it lacks in quality it makes up in quantity. In a few days, these slaves will be taken to the temple and sacrificed, but for now they are well treated. After all, the Sleeping Fire doesn't want a bunch of emaciated scarecrows.

Gray Ape Legionnaires (4): HD 3; HP 23, 21, 19x2; AC 6[13]; Atk 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); Move 12 (climb 9); Save 14; AL N; CL/XP 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see [Appendix A: New Monsters](#))
Equipment: short sword, 3 javelins.

Lizardfolk Sacrifices (5): HD 2+1; AC 5[14]; Atk 2 claws (1d3), bite (1d6); Move 6 (swim 12); Save 16; AL C; CL/XP 2/30; **Special:** breathe underwater. (*Monstrosities* 302)

CONCLUDING THE ADVENTURE

If the characters fail to shut down the gray apes' pirate enterprise, the attacks on shipping continue. If Talkithis is defeated, the gray apes follow whoever takes his place, but not all are happy with their newfound careers as pirates. The disruption shuts down the slavery and pirate attacks until the gray apes can reorganize their operation. Rescuing and returning the slaves to their homes brings about a great deal of goodwill for the characters, and people all along the coasts of the Great Ocean Utahf "owe them one." Likewise, putting an end to the piracy garners favor from merchants and nobles. It is up to the characters how they turn this goodwill into good gold.

APPENDIX A: NEW MONSTERS

The following monsters are introduced in *Isle of the Angry Apes* and can be used for gray apes still on the Smoking Island, though certain eras might need modifications to the apes' equipment.

GRAY APE DECURION

Hit Dice: 5

Armor Class: 4[15]

Attacks: 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2)

Saving Throw: 12

Special: charge, darkvision, fearsome howl

Move: 12/9 (Climb)

Alignment: N

Number Encountered: 1, 1d4

Challenge Level: 6/400

Gray apes are smaller than normal gorillas, but more agile and use weapons and armor to their advantage. They attack with their powerful fists and bite, but often use weapons or javelins. Gray apes have darkvision to 60 feet and can issue a fearsome howl that causes creatures within 30 feet who fail a saving throw to flee for 1d4+1 rounds. If a gray ape charges for at least 20 feet, it can then attack and do double damage.

Forming the middle level of the gray ape pirates' hierarchy, the decurions are skilled leaders who gained their positions through steady service and demonstrations of fighting prowess. Each commands roughly 10 gray ape legionnaires and reports to the pirate king. Of all the gray apes, the decurions are the most loyal to Talkithis. Their rank precludes them from claiming they were just obeying orders should the pirates ever be captured, at least according to the laws of the kingdom of Minara.

Gray Ape Decurion: **HD** 5; **AC** 4[15]; **Atk** 2 strikes (1d6+2) and bite (1d6), or longsword (1d8+2) or javelin (1d6+2);

Move 12 (climb 9); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds).

Equipment: longsword, javelin.

GRAY APE LEGIONNAIRE

Hit Dice: 3

Armor Class: 6[13]

Attacks: 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1)

Saving Throw: 14

Special: charge, darkvision, fearsome howl

Move: 12/9 (Climb)

Alignment: N

Number Encountered: 1, 1d6+1

Challenge Level: 4/120

Gray apes are smaller than normal gorillas, but more agile and use weapons and armor to their advantage. They attack with their powerful fists and bite, but often use weapons or javelins. Gray apes have darkvision to 60 feet and can issue a fearsome howl that causes creatures within 30 feet who fail a saving throw to flee for 1d4+1 rounds. If a gray ape charges for at least 20 feet, it can then attack and

do double damage.

The majority of the gray apes on Young Island are simply soldiers, once in the service of the growing power of the kingdom of Minara. Today, they form a solid core of warriors in service to their pirate king. Not all of the legionnaires are happy with their lives as pirates or with having abandoned their oaths and duties on Smoking Island. Still, they are obedient to their commanders and carry on. Others love this new lifestyle of fighting, feasting, and decorating themselves with gaudy loot.

Gray Ape Legionnaires (4): **HD** 3; **HP** 23, 21, 19x2; **AC**

6[13]; **Atk** 2 strikes (1d4+1) and bite (1d6), or short sword (1d6+1) or javelin (1d6+1); **Move** 12 (climb 9); **Save** 14;

AL N; **CL/XP** 4/120; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds). (see [Appendix A: New Monsters](#))

Equipment: short sword, 3 javelins.

TALKITHIS

THE GRAY APE PIRATE KING

Hit Dice: 10

Armor Class: 2[17]

Attacks: 2 strikes (1d8+3) and bite (1d6), or 2 flails (1d8+4)

Saving Throw: 5

Special: charge, darkvision, fearsome howl, immune to fire

Move: 12/9 (Climb)

Alignment: N

Number Encountered: 1

Challenge Level: 11/1700

The gray ape king is a fearsome brute. He attacks with his two flails, or his powerful fists and bite. The gray ape king has darkvision to 60 feet and can issue a fearsome howl that causes creatures within 30 feet who fail a saving throw to flee for 1d4+1 rounds. If the gray ape king charges for at least 20 feet, he can then attack and do double damage.

Once just a simple tribune in the royal army of Minara, Talkithis hit upon the idea of stealing the longships after defeating the strange invaders he found on his king's private beach. At first, the young tribune wanted only to see if other invaders were nearby and to try out these strange ships, but he soon discovered that the Smoking Island he left was not the same as the one to which he returned. Lost from the time he knew, Talkithis had to find a way for his small company of legionnaires to survive.

It was not a big jump to capture another ship and raid a few of the smaller Cymu Islands. However, his raiding was not enough to provide slaves and food to keep his little colony alive for very long. Something more was needed, not just for survival but to fill the growing desire to be not just a pirate, but a pirate king.

That is when the dreams started, visions of the world in flames and Talkithis ruling from a throne of molten gold. A voice like the roar of a conflagration called to him and promised great rewards for loyal worship. At first, Talkithis thought this some weird dream, but the visions came night after night, and then during his waking hours. He heard the voice in his sleep, while hunting for ships on the sea, and even when directing his legionnaires in their tasks.

Overwhelmed, Talkithis made the fateful decision to heed the voice and to set off into the interior of the island. Accompanied by only a few of his most loyal decurions and an honor guard of increasingly frightened legionnaires, Talkithis faced the dangers of the interior. The gray apes finally found a crack in the ground from which issued

a deadly gas. Driven by the voice and his own inspiration, Talkithis summoned forth a blaze of fire from his hands and lit the gas on fire, incinerating several of his legionnaires in the process. This first sacrifice complete, plans began immediately to consecrate the site in the name of the Sleeping Fire.

To this end, a new ship full of potential slaves was located, hunted, and captured. These slaves were put to work building the temple. More slaves were gathered to replace those worked to death and to gain a few stonemasons to provide their skills to the temple. In the end, all of the slaves who worked on the temple were sacrificed in a grand ceremony to dedicate the temple.

However, they were not the only sacrifices that day. Not all of the gray apes were happy with this change from lost legionnaires to pirates, and then to cultists worshipping some strange fire god. Shortly before work was finished on the temple, these dissidents rebelled and attempted to murder Talkithis. The plot failed, and all but a handful of the rebels were captured. Their souls were given to feed the appetite of the Sleeping Fire.

In the months since that day, Talkithis has worked to ensure his hold on his legionnaires. Any who broach even the smallest critique of the way the situation evolved risk being condemned by one of their fellows, followed by their capture and sacrifice. The remaining gray apes either keep their mouths shut or have given themselves fully to worshipping the Sleeping Fire. For his part, Talkithis enjoys his new power and the wealth that flows into his fortress and temple. He imagines a future with him as a priest-king, or maybe even a god-king in the fullness of time.

Talkithis the Gray Ape Pirate King: HD 10; HP 74; AC 2[17]; Atk 2 strikes (1d8+3) and bite (1d6) or 2 flails (1d8+4); Move 12 (climb 9); Save 5; AL N; CL/XP 11/1700; **Special:** charge (after 20ft charge, attack does double damage), darkvision (60ft), fearsome howl (1/day, 30ft radius, save or flee for 1d4+1 rounds).

Equipment: 2 flails.

APPENDIX B: NEW MAGIC ITEM

AMULET OF RETURN

This large and impressive amulet on a silver chain features a prominent gemstone in the middle setting surrounded by a ring of lesser stones. The user must speak a command word. This word must be a compound word such as “backpack.” The location where first part of the word is spoken is fixed as the return point; the second portion of the word activates the item. As a bonus action, the wearer can utter the second half of the command word and is then *teleported* to the location set by the first half. This can even cross planes. If used within the same plane, the amulet loses its powers until the wearer takes a long rest. If used to return across planes, the amulet is not able to function for a full 30 days.

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ISLE OF THE ANGRY APES

by Ken Spencer

An adventure for characters of levels 5-8.

Wow, those apes are angry!

Smoking Island, in the Cymru Islands off the northeast coast of the North-lands, was, is, and will be destroyed. That which cannot be slain was slain and the island exists in several times at once. Recently, or perhaps a few decades from now, a cadre of legionaries serving the Three Kings of Smoking Island captured a Northlander longship and put to sea only to discover there was no way back to their home time.

Led by the Centurion Talkithis, the grey apes established a base on Young Island, scraping what living they can amidst the jagged rocks beneath a sulfurous sky. While exploring the volcanic wastes of Young Island, Talkithis contacted a tendril of the Sleeping Fire, that ancient entity that inhabits Smoking Island and whose death shattered time. The Sleeping Fire needs souls to power its escape, and Talkithis provides them in exchange for the might to save his crew.

Yet, as the months have passed the Sleeping Fire has corrupted the grey apes. No longer content to simply tend weedy gardens, they have taken to raiding shipping far and wide, taking loot for their own use, prisoners to work as slaves, and sacrifices for the Sleeping Fire. No longer castaway soldiers, they are becoming fiendish warriors and loyal servants of an evil flame that longs to awaken. Its heat burns in their veins and clouds their minds, and these piratical apes are so very angry.



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