

Caverns Annakalla Shipwreck

MONGONI ISLAND

BY
KEN ST. ANDRE

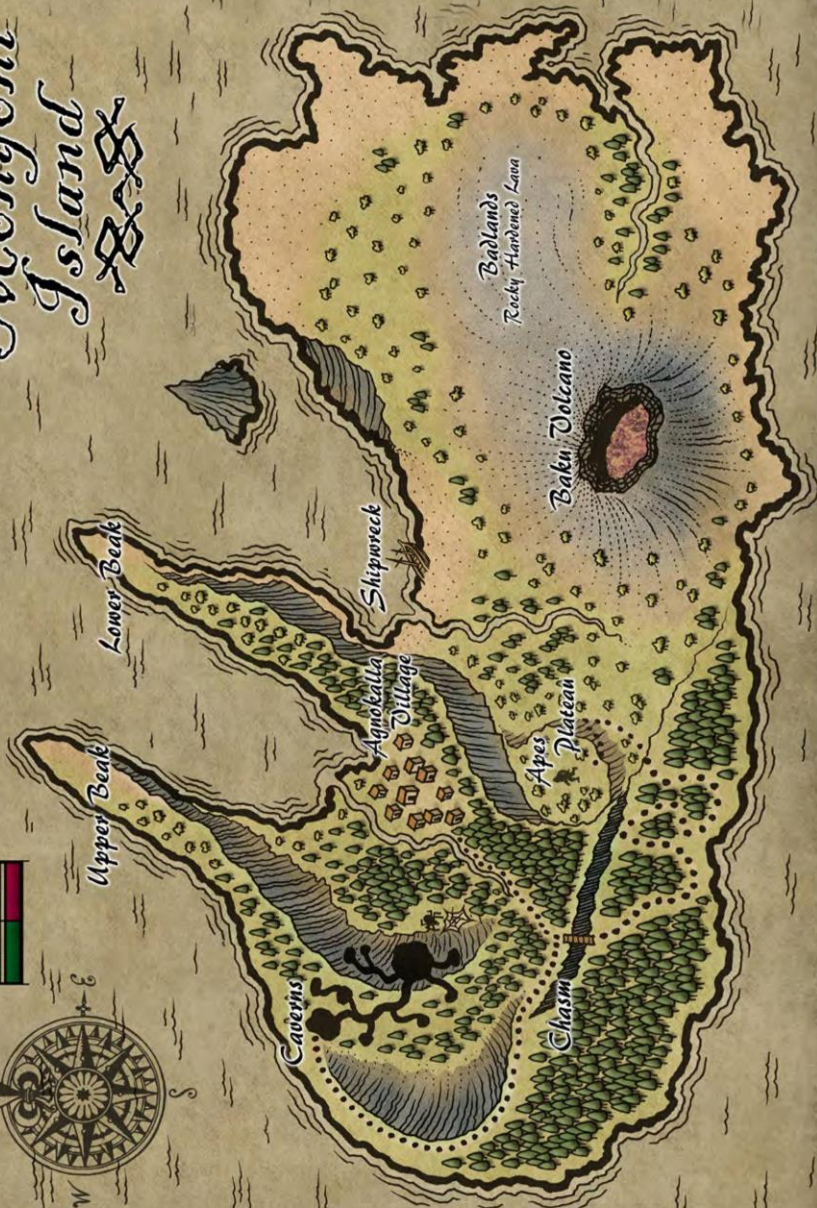


A TUNNELS
& TROLLS
ADVENTURE

Stranded with scant hope of escape, can you and your crew survive long enough to learn the island's secrets or is death the only way out?

Mongoni Island

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**A TUNNELS & TROLLS™
ADVENTURE**

By Ken St. Andre

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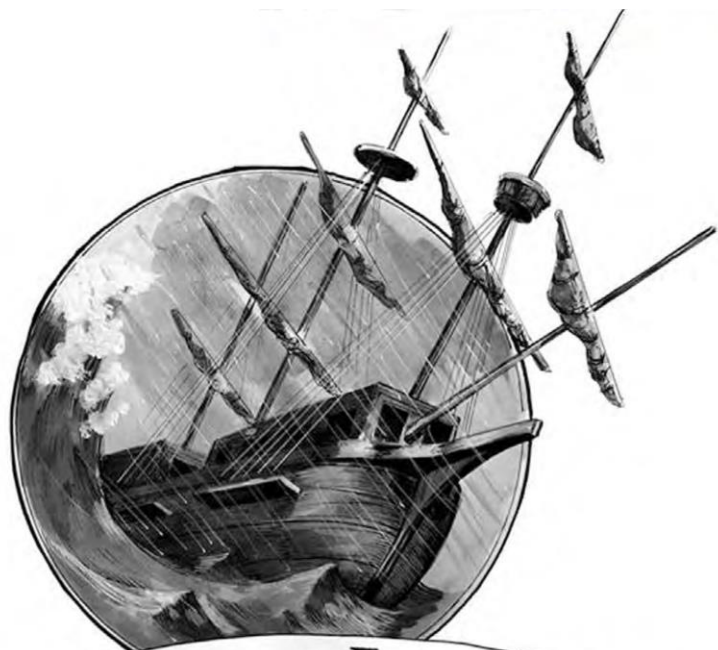
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MONGONI ISLAND
Age Annokalla Shipwreck



Mongoni Island
by
Ken St Andre
Pictures
by **Gilead**

Maps & Graphics
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Dedication: This adventure is a tip of the hat to legendary author Edgar Rice Burroughs whose works not only took us to Mars (Barsoom) where earthman, John Carter, in company with his loyal, four-armed, giant, green friend, Tars Tarkas rode their wild thoats in pursuit of adventure and Carter's incomparable bride, Dejah Thoris; but into the Earth's prehistoric core with David Innes and Dian, the Beautiful; and also to Venus (Amtor) with another earthman, Carson Napier; then to myriad other lands and planets; but more specifically to Burroughs' most famous creation, Tarzan of the Apes.

As everybody knows Tarzan was raised by a unique, evolved tribe of apes (not gorillas or large chimpanzees) called the mangani. These primates spoke a language, had tribes and families, fought battles and raised Tarzan, whose name means "white skin" in their tongue. Tarzan learned to live, fight, survive and love in that dense jungle with his savage comrades. And on certain nights they would enter a secluded clearing in the jungle and gather round a low earthen drum that the females beat with crude clubs, and dance below the silver moon in a rite older than man's history called the Dum-Dum. Natives feared that haunting sound and all other animals steered clear of that area during those nocturnal events. There the mangani sacrificed and ate a vanquished foe or met in council to decide the tribe's future. There the young apeman danced, hopped and writhed below the silent moon alongside his brutish companions, and then rubbed shoulders with those same hairy brethren as he partook of the toothsome, raw morsels of their slain enemy.

Thank you Ken St. Andre for carrying on the legacy, and thank you Edgar Rice Burroughs for daring to write the impossible stories you had kicking around in your head.

---David A. Ullery 2019



(Mongoni Island is a treasure hunt. Fifty years earlier, Captain Khard, the world's greatest pirate, left behind several treasures hidden in remote locations. The Captain of the Adventurers' ship has a map showing the location of one of these treasures on Mongoni Island, and is determined to retrieve it.)



Introduction: This is an adventure for up to 6 players who have been hired as guards on a free trader vessel (synonym for pirate), and promised a share of any loot obtained as long as they keep the Captain safe. If there is a higher level character--7th level or above--let that player be the ship's captain, and let the player explain how he/she got to be in charge.



Opening Scenario (Narrative by the Game Master)

Black Screen—start with almost inaudible music—stormy and violent gradually growing louder (perhaps *Night on Bald Mountain* by Mussorgsky). Pan out to reveal the heaving deck of a sailing ship, mostly shadows and silhouettes until lit by lightning flashes, thunder crashing, bring up the sound of a howling hurricane, lashing rain, sailors in slickers—flash to the stern of the ship where captain and steersman are both struggling with the wheel, trying to keep the ship head on into the waves, sprays of water cascading down over the deck in waves from the prow and the right side, a wall of water washes over the deck, cursing between the booms of thunder, and a sailor in a slicker gets swept across the scene, just as he goes over the side he grabs the rail and hangs on. A second larger wave sweeps over him, and when it passes the sailor is gone. At this point have everyone make their L1SR on Luck. Failure means a wave knocks the player off his feet and sweeps him/her toward the rail. Give the other players a chance to save any who fail the SR. If no saves are made, let the player save himself by making a L1SR on STR when he hits the ship's rail. If that also fails the player goes overboard and is lost (but not dead--the player will be cast ashore, nearly dead, but still breathing.)

Slowly pan out until the whole ship is visible as a silhouette lit by lightning, show a mountain looming up out of the sea with the ship clearly bearing down on it.



Thunderous crash---fade to black. Emerald green letters swirl out of the darkness to form the words: Mongoni Island. Letters swirl into a simian face with heavy supraorbital ridge, muzzle, tusks, and glowing green eyes. Storm noises turn to an ululating howl. Fade to black.



Scene 1. Shipwrecked (Narrative by Game Master)

(Explain to the players the purpose/goal of this adventure/scenario.)

Morning. Bright sun beats down on a long sandy beach, looking toward the ocean, the foamy, white, breakers six to ten feet high crash against a reef about 60 feet off shore, and smaller waves run up the sloping beach. Continue to look along the beach until you see your ship where it was cast ashore, with more than 80% of it out of the water and lying on one side. All 3 masts are broken off near the deck, and the upper parts of



them, including all the spars, are completely missing. A gaping hole shows darkness against the golden sand, much of which has poured into the hold. Scraps of broken timbers lie all over the beach. Human bodies strew the sands. Moans and low curses can be heard. Some of these men sit up; some stagger to their feet, some remain motionless on the sand.

Look inland and see the land rising sharply. Some 50 meters inland the jungle begins with scrubby brush on the outskirts and taller trees in the background. A steep green hillside looms above it all. A plume of dark gray smoke rises from the summit and is carried away by the morning breeze. You are upwind at the moment, so you can't really smell it. Sea birds fly overhead while the raucous squawking of gulls punctuates the sound of the waves frothing over the sand.

(Note: The game master should prepare for the roleplaying to follow from here. He can start with minor props—the captain's speech for the player who is captain, some quips and questions for other players. Conversation follows in this scene, but each line has been scripted and should be role-played.)

The Captain strides to a commanding center of the beach and yells loudly.

"Good morning, men!"

Muttering answers him.



Finally, one sailor answers him, “What’s good about it, cap’n?”

“We’re alive...at least most of us. There were times last night when I didn’t think we’d ever see sunlight again in this world.”

“Is that the good news or the bad news?” quips the wittiest crewmember.

“Aye, you have it right, _____ (insert player character name here). “There is good news and bad news today.”

“What’s the bad news?”

“We’re shipwrecked on this deserted island.”

“What’s the good news?”

“Ha! I believe this is the very deserted island we were trying to find. We’ve made it, men! We’ll all be rich, if...”

“If what?” more than one sailor asks simultaneously.

“If we can find Captain Khard’s treasure, and if we can repair the ship.”

“Mighty big ifs, Cap’n.”



“But we can do it, Captain,” says the ship’s carpenter. “We have lumber, and we have tools. I believe I can make the _____ (insert ship name) seaworthy again.”

“Then let’s get to work, men.”

“No, let’s have breakfast first. I’m hungry.”

(General roleplaying for 15 minutes or so.) Let the players discuss their problems. Things that might come up:

1. Does the Captain have a map showing where the treasure can be found? Answer: he does. Give the captain the prop map that is part of this package.
2. Do they have the tools needed to repair the ship? Answer: Yes, searching the hold will produce hammers, nails, saws, paint, tar for caulking, etc. [At this time have the players write down the equipment each one thinks she needs. Let them find anything they want within reason, weapons, clothing, and equipment. Limit this to 10 items. They can only really take what they can carry. Most of the food supplies have been ruined.]
3. Do they have enough supplies? No. They will have to forage and hunt on the island to find food and fresh water.)



Work parties: The first thing that needs to be done is to organize a scouting party to explore the nearby jungle.

Scene 2: Island Exploration

(Begin exploration of the island. Get the players thinking about what it means to be stranded on a volcanic jungle island full of dangerous creatures.)

(G.M. note: If you have enough players, this might be a good place to split the party. Send one group to walk along the beach, and the other to explore the jungle.)

The Beach narrows and widens as they walk along. There is evidence of sea life living on the beach. At one point have them encounter a giant horseshoe crab, more than 5 feet in diameter.



The horseshoe crab is scary-looking but not dangerous. If they capture it, there's enough crab meat to feed at least half a dozen people.



If they explore to the right, they will find the land rising, and the beach turns into 100 foot cliffs of almost pure black basalt with the shallow water at the base studded with large granite boulders. Looking down from above they can see that the waters in this part of the shoreline are full of fish with a preponderance of rays gliding through the relatively clear and tranquil waters. At one point the vegetation comes right down to the cliff edges, and the land rises very steeply. Looking out over the ocean, they see a major headland cutting off direct access to the ocean, and accounting for the relatively quiet waters below. They could climb into the jungle with difficulty, but the terrain is almost impassible here.

One thing they should discover before they get to the cliffs is a large creek running out of the jungle and into the ocean. This is important since it provides both a source of fresh water, and possible access to the rainforest that covers most of the island.

Going in the other direction the beach curves around in a circular fashion and the land rises and is covered with scrubby vegetation including some cacti. Some of the cactus seems to bear bulbous fruit. Investigation would prove that it is edible. If they climb to the ridge line, they will see a natural harbor between two hilly headlands and in the waters of the harbor are many canoes (roll a D10 and add 6) manned by two to four natives in each one. Some of them are using nets to



fish, while others are using fish bows or long straight spears of wood. There are also many canoes drawn up on shore. It would be difficult, but not impossible, to get down to where the natives are fishing in the harbor.

The Adventurers will be spotted by natives while they are observing the locals. Call for L2SRs on INT. Anyone who fails it is seen by the natives. If no one fails it, roll the dice a couple of times, and then tell the players that one of the NPC crew members was seen. If anyone stands on the ridgeline, they will certainly be seen. If they make any loud noises, they will also be seen. There will be no immediate confrontation here—even if the G.M. has to step in to keep it from happening. However, a confrontation in the future is inevitable.

The jungle has a lot of thorn bushes and palmetto grass growing around the edges near the beach. This stuff is actively dangerous to walk through. In addition to plants that can jab through wool or cotton clothing, there are also a lot of snakes in the underbrush. Just pushing through this stuff is dangerous. Machetes would be good, but a cutlass will work in a pinch. Cutting through it is definitely the way to go. [For each game turn of penetration have the players make a LK saving roll of increasing difficulty starting at 1. Failure means snakebite that does as much damage as the SR is missed by--continuing poison damage of half the original damage per game turn. Give it 3 turns in the scrub zone where snakebite is the major hazard.]



Once past the scrub zone the players will enter sloping terrain that makes walking difficult. Trees are thick and high. The ground is covered with undergrowth---mostly grasses and small bushes. Wildlife is plentiful, mostly snakes, small rodents, and brightly colored tropical birds. Insects are everywhere. While most of the insects are harmless, there are many that will bite and sting. Arthropods are also common; namely scorpions and spiders. Some spiders are more than a foot in diameter—they are literally bird-eating spiders.

Although these spiders do not pose a real threat to an adult human, they are fearless, and they bite. Such bites are painful and could become infected. The spiders themselves are not venomous. The same is not true for the serpentine life of the jungle. Black mambas, puff adders, cobras, and vipers all live in this kind of jungle. Non-poisonous constrictors are also present, but they will mostly be found in the branches of the trees overhead, while the poisonous snakes are mostly down at ground level.

Once a party of explorers has entered the jungle, they should all see some of the scary wildlife—snakes, spiders, scorpions, etc. If the players come up with a plan to protect themselves from the wildlife, then dispense with the saving rolls. If they don't, then continue, but don't make any SRs higher than level 3.



The party should be looking for three things: 1) Trees that are relatively tall and straight that would make good lumber for repairing the ship; 2) Food—there isn't much in the way of edible plant life, but both snakes and rodents provide plenty of meat, as would the larger birds; 3) Fresh water—the jungle is dripping wet, but they will not find anything like a stream or a river in this area. Have all players make L1SRs on INT each game turn. Those that make the SR find one of the



things the party is searching for: good lumber, food, fresh water.

The middle and upper branches of the trees also teem with life. Birds and insects are everywhere, but also quite common are tarsiers and lemurs. There are no monkeys on this island. These small anthropoids are curious and fearless and natural thieves. Once the threat of a poisonous encounter is dealt with, then the first troop of lemurs appears---have the small apes try to steal things from the party members. They will go for anything bright or not well-secured—a favorite target being hats or earrings. Any party member wearing an earring may well find a lemur landing on him and trying to rip the earring off. Once the small apes have been sighted, but before anything happens, the G.M. should casually ask if any of the player characters are wearing earrings, hats, or scarves—all likely targets for the little thieves. [Lemurs are played as small monsters that pose no real threat to the adventurers--each 1 has a monster rating of 6 (1D6 + 3). They are very quick and require a L2 DEX SR in order to hit one with a weapon.]

[Note to the GM: There are also larger apes in the jungle, but they are not likely to be encountered on the first venture into the woods. The larger apes are mostly nocturnal, although they are also active in the hours around dawn and sunset. These larger apes are not baboons, gorillas or chimpanzees. They are closer to orangutans or gibbons. They are mostly



carnivorous, although a large part of their diet consists of insects and small rodents. These apes are about the size of a man. They are heavily furred with reddish-brown hair. They also frequently use primitive tools—mostly clubs and rocks. Loose rocks are hard to find in the jungle proper, and the apes will go and search the beaches for them from time to time. These apes actually have a primitive language of about 300 words, mostly nouns.]





Scene 3: Exploration reports and the drumming

(The first night on the island—introduce a hint of menace with ominous sounds, drumming, and strange cries in the darkness. Set up the next day's encounter with natives. Make certain that the Adventurers are properly equipped for the following day.)

Those players who explored the beach or the jungle should have been making L1SRs on INT. Those who managed to make 3 succeeded in bringing back useful information. Those who failed should fall victim to the petty dangers of beach and jungle. Once everyone has returned to the vicinity of the ship, there should be a general planning session.



[Roleplay an information exchange with each player who want to say things they noticed about the island. Let them make up pretty much anything they want that fits into the tropical island scenario--abundant wildlife, mostly birds, snakes, insects.]

This might be a good time for the captain to show his players the map to Khard's treasure and to share the Legend of the Eagle. (See separate document: The Legend of the Eagle.)

The crew will have made one or more campfires on the beach. The cook would have insisted on it. If hunters brought back any small game, it will be cooked and eaten. Fresh bread may be baked. The camp will smell good. Even if the natives did not see the explorers earlier, the wind will carry the aroma of their cook fires all over the island, and both people and animals will come to find out what caused the strange smells.

When darkness falls after supper, the waxing gibbous moon appears and is nearly full. As it rises higher in the sky, have the Adventurers on sentry duty notice a strange arrhythmic drumming noise coming from somewhere from the interior to the island. The drumming will last until about an hour past midnight. At some time around midnight, players will also hear what sounds like dogs barking and howling.



Scene 4: The War Party

(First encounter with the natives, the Agnokaballabaku.)

In the morning the players will be interrupted by the sound of more drumming that gets louder and louder until the lookout spots a large war canoe accompanied by several smaller 2 and 3 man canoes coming around the headland. The natives have found the party!

The large canoe holds 30 men armed with stone tomahawks and wooden spears. In the center of the boat is a stand with a large drum that stands some 3 feet high. A well-muscled man stands beside it beating out a complex rhythm. In addition there are a number of canoes filled with native warriors—these are guards (MR = 30 for each guard/native warrior). Behind the



drummer on a raised chair sits a large old man. He is the only man with white hair, and a beard spreading over his broad, brown chest. The chief is an Adventurer, and any magic user in the party can sense magic about him. The natives are a handsome tribe with light chocolate skin. The men range in height from 69 to 74 inches. They are relatively hairy and have facial and head hair that hangs down in braids (the braiding technique was taught to them by Captain Khard fifty years earlier). Most of the hair is black, but four of the men have light brown hair, and two are blondes.

[L2SR on INT for all players.] There is a banner mounted on a pole behind the chief's chair. It is stretched tight and flat so that it can be easily seen. It appears to be some kind of large black bird. Those making the SR will see a resemblance to a heraldic eagle. This was the personal flag of Captain Khard.

The native language will be unknown to the players, but the chief and a few of his men speak a very primitive, pidgin form of the Common tongue, notably those with lighter-colored hair. Chief Naru-Unar and his two blonde "sons" (all the young people of the island are considered to be honorary "sons" and "daughters" of the chief) speak Common the best, because it was taught to the chief by Captain Khard when he visited the island before. It should be possible to communicate with them. If things go well, the Chief will invite the players back to his village for a feast.



The chief has many questions for the strangers, the big one being why have they come to the island? And are they friends? Captain Khard warned him fifty years ago that other sailors might come to the island, and they may or may not be friends. So, he told them to be friendly, but wary. The chief also knows all about Khard's treasure, and considers it to be the island's treasure and a sacred thing. There are stories about the treasure and about the bad things that happen to those who try to take it. Diplomacy and deception may be needed here. If the players let on that they are there to take the treasure they will go from welcome to unwelcome guests very quickly.

If the players are generous and offer gifts to the natives, they will receive gifts in return---mostly food, but possibly weapons or clothing (although the natives do not wear much in the way of clothing). They might also be given pearls, as the natives know how to dive for oysters and have collected many pearls over the years.

If the players are impulsive and attack, this could lead to an epic battle. Since the battle could be a misunderstanding, it is not necessarily the end of the adventure. The Adventurers might still make peace with the natives and continue with the main line of the adventure. To do this they would have to offer many gifts—but they have a ship full of things the natives would love to have, including metal weapons.



Alternately, they might attack and subjugate the natives. Even though there are a lot of natives, the whole tribe could be intimidated by magic, or forced to surrender if the Chief was captured. If this happens, the GM must improvise until the Adventurers find the jungle trail marked on the treasure map

This is the part where the captain leaves the NPCs behind to repair the ship, and the Adventurers go off to the native village for a feast, and to see about recovering the treasure. Alternately, this may be the spot where the Adventurers lick their wounds and decide what they are going to do next.

Scene 5: The Feast

(Party with the natives! Set up possible hostilities. The Chief is friendly, but the tribal Wise Man (the shaman) isn't, however there is no overt hostility yet. Tell stories that hint at supernatural powers and strange ape-creatures that live inland.)

The ideal line of play will have all the Adventurers accompanying the natives back to the village for a feast and a big conference. NPC's can be left behind to repair the ship. If the players can secure the cooperation of the tribe they will be able to get suitable timber for repairs much faster than if they had to seek it out in the forests themselves. It's an issue, but not the main issue. The main issue of the feast will be the stories told. The chief will tell how Captain Khard and



his crew sailed into the harbor about 50 years ago when the chief was a young man. At that time the tribe (the Agnokallabaku) had only recently come to the island themselves, and they lived in fear of the great carnivorous apes (the hairy men of the forest) that preyed upon their children and women. The Captain's ship was in poor condition, and his men were starving when they made landfall. Somehow, the Captain, who seemed able to speak all languages including that of the tribe (the Baku language), brought the two peoples together. Captain Khard learned of their difficulties and problems and promised to aid them in exchange for their help.





The GM should make up some epic story of how the Captain, accompanied only by the chief, ventured into the jungle to recover a village child taken by the apes on the day after the captain arrived, and how they tracked the kidnappers through the jungle—using a combination of the jungle lore of Chief Naru-Unar and the captain’s supernatural powers. In his many explorations and predations Captain Khard came to own several objects of power that gave him abilities far beyond those of most men—he was not a wizard, but he had learned to use magical talismans to do such things as speak all languages and change shape. Of course in this instance it was another case of fearing that which is different---the apes feared the strangers that had come to their island, and sought to learn about them by kidnapping their children. The Agnokallabaku originally saw the apes as just another kind of food until the apes fought back; at that point they took them for forest demons. Luckily, Captain Khard could speak the ape language (magic) and take ape form (magic), and subsequently made peace between the two peoples by offering a promise and a prophecy; that so long as the two tribes were friendly toward each other, they would both have good luck. Although, the tribesmen may believe the apes are worthy allies, but to the Adventurers they are just animals and characters in what seems like a wildly impossible story.



(Embellish the story as much as you wish, or better yet, let the players guess how it played out, and use their guesses to form a better tale. The result is that the natives and the apes became friends and allies and both tribes benefited. The captain gave great (magic) gifts to the ape-mother and to his guide Naru-Unar, and he buried some of his treasure in the sacred dancing ground of the apes, charging them to keep it safe until his return.)

During the storytelling some of the native men and women will become friendly with the Adventurers. When it is time to sleep these natives may offer to share their beds with the Adventurers. Some even indicate they might be willing to go along with their new friends when they leave the island. Play this out however you wish, but don't make a big deal out of it. Such sharing is a common behavior among many peoples around the world. It is seen as simply sharing the good things, and what friends should do for each other.

Introduce the tribal Wise Man, Naru-Guno, the younger brother of the Chief, and who is a L3 rogue with a few spells of his own invention. He will have a pet lemur that rides upon his shoulder and often chatters in his ear. The players will have already encountered lemurs, and if they think to ask, they will be told about "Little People" of the jungle who are friendly but mischievous spirits. He will tell a story about how the Hairy Men of the Forest and the Little People once saved the village



from a plague of giant spiders. The apes eat spiders even though the spiders are huge, with some as large as a man's head.

Naru-Guno does not trust the players. He thinks they want to steal the treasure that Captain Khard left behind—and he's right. They have come a long way through considerable danger to find it, and they should not give up until they have at least seen it.

Scene 6: Lemur Attack

(Comedy episode with lemurs trying to steal anything they can from the players. Test the players' good intentions. Apes and ape-like lemurs are practically sacred to the natives and if the players harm the lemurs who are trying to rob them, the natives, led by the Wise Man, will turn against them.)

When the players entered the village, the G.M. should mention that there are no trees in this area or any other plants that are taller than the mud & grass huts that serve the natives as homes. If they think to ask, the chief will explain that it is because of the Little People. The Little People (lemurs) are great thieves and will take anything they can get. They really love to take the natives brightly feathered capes and clothing, but they will also take food, small weapons, or anything bright including pebbles. The Little People have short



attention spans, and tend to drop and leave their stolen treasures behind as soon as something else distracts them. Nothing distracts them more than tasty food.

The map shows a trail leading out of the village and into the jungle, but when the players look for it they will find themselves cut off from it by an almost impassible wall of jungle trees interlaced with vines. The wall looks artificial, and it is—the natives grew it and worked it to form a barrier between their village and the jungle beyond. As the path starts on the other side of the tree wall, the players must decide how they will cope with this barrier—cut through it or go around.

Before they can reach a decision, have a troop of Little People attack the party. There should be 50 to 100 of these creatures and they will drop out of the tree wall like rain. Each lemur has a MR of 6 and they may be dealt with as a group with a MR of 300 to 600, but they do only stun damage---nothing lethal. The lemurs are fearless and will try to take anything they can get from the players. Hats, daggers, even the shirts off their backs. The natives will have been standing back watching this encounter. Lemurs that get past the players will be driven back with whips and loud noises, but the natives are careful to never actually kill or harm any of the sacred Little People.



Roleplay the players through the attack with lemurs landing on the players and plucking at everything they own. See how they react. If they retreat and ask for help, the natives will drive the lemurs away by shouting and blowing conch horns, and by swatting at the Little People with thin branches and whips. If the players give in to the temptation to slaughter the lemurs, the Agnokallabaku will be appalled, and will start muttering that the strangers have offended the spirits of the forest. If this happens, the chief will then



think that the strangers are evil, and he will warn them that they must leave or be driven out.

If things have gone bad, Naru-Unar will tell the players his warriors will take them back to their ship, and warn them to stay away from the Agnokallabaku part of the island. If the players agree, then they will be taken back to their own side of the island and left to their own devices. If the players disagree or start to fight, they will face the entire tribe) with a MR of 3000. If the Adventurers lose the fight, let them be knocked unconscious, stripped of weapons and taken back to Shipwreck Beach where they are left on the sand. Should this happen, the scenario may be lost, but it is possible that the Adventurers could repair their reputations and get a second chance with the Agnokallabaku with suitable diplomacy and gifts. Adventurers who formed romantic liaisons earlier will still have potential friends within the tribe. If the players withdraw gracefully, they may be allowed to repair their mistakes through the use of gifts and some diplomatic wheedling by the captain.

If the players have coped successfully with the Little People without killing them, Naru-Unar will show them an alternate path into the forest—one that goes around the forest wall at the west end of the village. Where the jungle turns to sand near the beach there is a way to walk around the barrier of trees. From this point there is a distinct path leading into the jungle. In places near the tree wall the natives have placed nets



above the path to protect themselves from the lemurs. In other places the undergrowth has been beaten back, and the soil has been strewn with sea salt to inhibit plant growth close to the trail. This is the way into the jungle.

Scene 7: The Jungle Trail

(Venture into the jungle, leading to an encounter with the huge spiders and the first sighting of the mongoni apes.)

Chief Naru-Unar will send his two blond sons, Agar-Raga and Yohan-Nahyo to guide the strangers into the jungle. Both young men are Adventurers and speak pidgin Common—enough to be understood, sometimes with difficulty. The jungle here is much less dense and dangerous than it is near Shipwreck Beach, the result of decades of hunting and use by the Agnokallabaku.

The path will wind and twist through the jungle, gradually getting narrower and harder to follow. The relatively flat terrain near the beach will give way to more rugged terrain with ridges of volcanic stone cutting through it; sometimes requiring climbing. At this point have it rain on the players, a warm and fairly gentle rain, but still, everything gets soaking wet. (This is not important to the plot—it's just local color. It tends to rain a lot in jungles. It will, however, make the use of gunpowder weapons difficult.)



As the party moves along, tell them they begin to notice more and more spider webs strung between the trees until finally the path in front of them is completely blocked off with webs. On these webs and in the trees beside the path are hundreds of huge spiders, mostly brown and black in color. Some of them are more than a foot in diameter. Dimly visible through the webs are manlike figures moving around on the other side of the barrier. Talking to the guides will let the players know that these are the men of the forest, the great apes that are their tribal allies, and that they should go no farther.

At this point there would be a curious encounter with the giant arachnids. Each spider should be considered a monster with a MR of 4 ($1D6 + 2$) 1. They may combine into groups with MR as large as 100. The spiders are not poisonous, but are large enough to make a person bleed and could possibly bite vulnerable spots like eyes or throat that could kill a player.

To the right of the trail as they walked, a wall of rock has progressively become visible that has thinned out the trees and effectively cutting off progress. However, at this point, the players should be able to see what looks like a large cave only about ten feet above the forest path. Talking to the guides will elicit the information that the caves bypass the spider area and



continue the path to the top of the volcano named Baku.

The two guides will have seen the apes, and declare a desire to return to the village immediately. They feel that the sighting of the Men of the Forest ahead of





them is an omen for them to turn back. Under no circumstances will they be willing to enter the caves or continue on the path. If asked why they desire to go back, they will say that they are unprepared to deal with the great apes, and should have brought gifts. They might also say they need to tell the Chief about the great number of spiders

The captain's map shows the path going past the spider area and he knows he must continue to follow it if he hopes to find the treasure. It also shows what might be a path through the caves, and a path on the other side.

Time for a tough choice: The players could hack or attempt to burn a path through the hundred feet or so of dense webs. Fire might help a little, but not too much, because the jungle is fairly wet, and will not burn. Or they can take their chances by entering the caves. Getting to the cave entrance will involve a little rock climbing.

There are a lot of spiders. If they choose to cut through the webs, this is a chance for some almost mindless combat. Waves of spiders will attack, and the players may satisfy their desire to wet their blades with blood—spider blood—to their hearts' content. Fighting the spiders in their webbed jungle requires an additional saving roll to avoid or overcome the webbing. If a player does not make a L2SR on DEX to deal with the webs, they have been encumbered and



cannot move forward on that round. The spiders are agile, fast, and they bite hard. If it comes to combat, allow players one kill for each 4 points of damage they do. Allow them to be bitten and take damage if the spiders' total attack exceeds the combat total of the party. Allocate damage as equally as possible. Armor can protect. However, the Adventurers must overcome a total monster rating of 200 in order to fight their way through the spider's and their webs.

The Adventurers can always decide to retreat and take the path through the cave if they can't get through the spiders. If they continue to fight and things start to look bad for the players, then let a party of great apes come to their rescue. The large, furry, manlike apes are practically immune to spider bites and with their great strength they can easily rip through the webs and scatter the spiders in all directions, while occasionally pausing to eat one of the vermin. Which is what they were doing when the players arrived---harvesting and eating spiders. If anyone seems to be passed out, the apes will pick them up and carry them to safety on the other side of the barrier. If the Adventurers manage to fight their way through on their own, have the apes leap up and down, hoot and laugh, and generally take delight in seeing the spiders destroyed. Some of the happy apes will pick up dead spiders and eat them.

The worst possible thing that could happen is for players to panic and attack the apes. The G.M. may attempt to frighten the adventurers with the apes'



bestial appearance, roars, and fairly rough treatment with anyone they pick up. Note: the great apes are somewhere in size between chimpanzees and gorillas, each being about the size of an average man. They have thick, reddish-brown fur, large hairless hands and feet, and large heads with short muzzles, high foreheads, and large fangs jutting from the bottoms of their mouths. Each one has a MR of 60 ($7D6 + 30$) and





there will be twice as many plus 1, as there are adventurers in the group.

Once the party has passed the barrier and the threat of the spiders, the apes will realize that these are not their local allies from the tribe, but strangers. At that point they will shamble away along the trail, unless one or more of them is attacked by a player. In that case there will be a horrible fight which the apes will probably lose. The apes are also Monsters (MR = 60). There will be at least two apes for each Adventurer in the party. The apes can be fierce fighters, but typically they will grab an opponent by a limb and either throw the man or smash him against a tree or the ground. Anyone who lies still will be ignored during the combat. If there is a fight, the apes will keep fighting until all their opponents are down, or else they are reduced to one or two fighters. In that case the last surviving apes will flee by taking to the trees and disappearing in the middle canopy of the jungle. Any show of magic during the fight will make the Apes retreat at once.

If the players have gotten through the spiders, and the apes have run away, they may continue following the trail through the jungle until they come to a chasm crossed by a vine bridge that was constructed by the apes. Turn to *Scene 8* subsection *Crossing the Chasm*. Ignore the earlier part of the scene involving jungle travel after coming out of the caves.

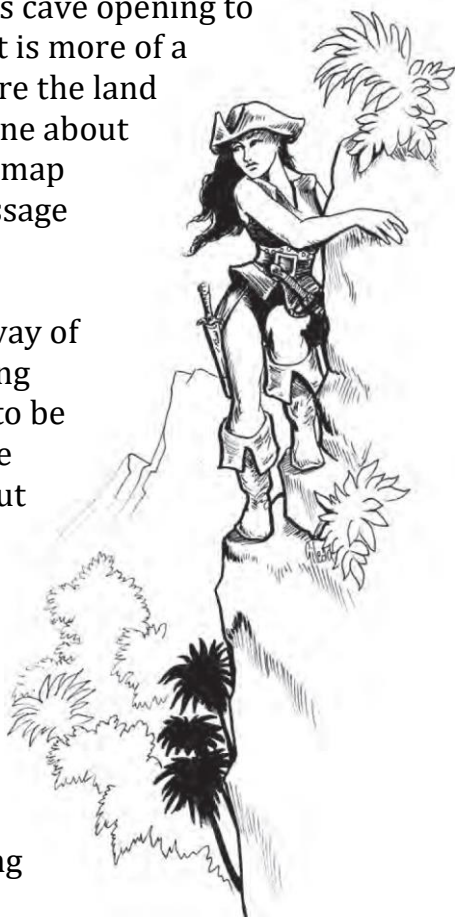


Alternate Scene 7A. Play this only if the players decide to go around the webs and through the caves.

(Difficult trip through the caves shown on the maps. Opportunity to find treasure chest and Crown of Tongues magic item.)

There is a large and obvious cave opening to the right of the trail in what is more of a ridge than a mountain where the land just rises up in a wall of stone about 40 feet high. The captain's map indicates that there is a passage through the caves.

The party will need some way of making light otherwise going through the caves is going to be very difficult. The caves are unimproved and difficult but air is moving inside and there is no reason to believe that there is not a way through. The caves seem more like tunnels once you get into them, round tunnels as if some giant worm that could eat stone had just been crawling around underground.





Some of the paths are dead ends. In the little cave at the end of the third dead end there is an old sea chest. It isn't locked. Inside the chest there are silver coins, equivalent to 2500 silver pieces. There is also a circlet of molded metal, more oval than circular. This is a magical artifact made of electrum. The band is composed of what looks like small metal tongues welded together.

There is one other thing in the chest—a rolled up parchment. There is a note written in Common. It reads:

You found the treasure. Leave the apes alone. They have nothing of value. This is a magical artifact. Whoever wears it can speak and understand any language. Congratulations on finding my treasure. –Khard.

G.M. Note: If the party takes this treasure, turns back now, and returns to the native village with the treasures they have, this can be counted as a partial success for the players. There is, in fact, a greater treasure waiting at the end of the trail, but you shouldn't tell the players that.





Scene 8: Climbing the Volcano

(Physical challenges and hazards to overcome. Fight wild pigs. Cross a dangerous chasm. Have the player who has been doing the least role-playing carried off by apes in the night. That should get that player into the action.)

It will take some scouting to locate the trail on the other side of the caves. That trail isn't used much by the men on the island, but is sometimes used by the apes. It is basically the path of least resistance and it winds in and out through the jungle growth. This is a particularly wild part of the island, and the wildlife is abundant.

Have the players deal again with the problem of venomous snakes and insects. (Level 1 SRs on Luck each game turn to avoid being bitten.) After the trail starts climbing, the players can run into a herd of wild pigs. They hear grunting and snuffling in the underbrush—here's a chance for the GM to do his best warthog impersonation. There are as many pigs as there are players plus one more just to keep it interesting. The





pigs are more of a nuisance than anything else, not even worthy of being called monsters, but they can knock Adventurers over (Have everyone make a L1SR on Speed. Those that fail are knocked into the mud for comedic effect).

Crossing the Chasm

At one point the trail reaches the edge of a deep crevice, at least 40 feet wide and so deep the bottom cannot be seen. The sound of running water can be heard from deep inside the fissure. If they follow the edge of the crevice they will come to the bridge crossing it. The bridge is a curiosity, because it was made by apes. It consists entirely of lianas vines that are stretched from a tree on one side of the fissure to another tree on the other side. There are enough vines to actually make a narrow path about a foot wide. Many of the lianas have been braided together to increase their strength.





As the party watches, three apes come out of the jungle and begin crossing the bridge. They walk across on all fours, gripping the lianas with both fingers and toes. The bridge sways dangerously, but it doesn't bother the apes, and they make it look easy. In the center they stop and jump up and down for fun, leaping into the air and falling back to the springy vines. One ape misses her footing on one jump and must catch the side of the bridge with her long arm to keep from falling into the chasm. It dangles there for a moment, then swings its way back up to the top of the bridge. There is a great deal of hooting





as the apes leap around and play on the bridge, especially when the one missed her jump and had to catch herself. Some of it almost sounds like human laughter as well as words. After playing around for a few minutes, the apes finish crossing the bridge and disappear into the jungle on the other side.

The challenge now becomes for the players to cross the bridge, or get across the chasm in some other way. Crossing the bridge requires a L3SR on DEX or a really good explanation how they would get across without falling. Should anyone actually fall off the bridge, they will bounce off protruding ledges of rocks on the way down and possibly be badly hurt. In that case the players will have to rescue the fallen, and provide some first aid.

This swinging on the bridge ape-style, can be a lot of fun for the players, or perhaps a challenge to their engineering abilities if they decide to improve the bridge and make it safer to cross. If they improve the bridge, the apes on the other side will notice and watch, possibly even making sounds of approval. If anyone actually falls off the bridge, the apes will jump up and down laughing and hooting at the clumsy one.

By the time the players finish with the bridge and get across, it should be late afternoon. Will the players make camp, or go on in the darkness? If they try to go on, increase the physical difficulty of the trail and then have darkness come on them suddenly. They might try



to proceed by torchlight, but they will be climbing a poorly marked trail and the chances of falling and being injured are excellent. Best to make camp however they can, have some supper, and try to rest through the night.

The players should probably set a sentry or two to keep watch during the night. If they do, then a little after midnight, there will be an encounter with a small party of apes. These apes are as big as or bigger than the players, and very strong—one of them can easily carry a full-grown man. Make sure that at least one player is captured--perhaps the one with the lowest CHR. Allow the player to get a few shouts out before being cuffed into silence by the captor. If no one is captured, just ignore all references to the captured player in the rest of the scenario.

If the players don't set sentries, have the apes select one of them at random to capture. This might be a good place for the GM to pick the player that seems to be role-playing the least and put him/her on the spot by being captured by apes and see what they do. However the abduction goes off, it should make enough noise to awaken everyone. It should be interesting to see what they will do when being attacked by giant apes in the middle of the night.

Unless the Adventurers' reactions are amazingly quick and brilliant, one of them will be carried off, probably kicking and screaming, into the night. Describe a very



rough ride for that player—sometimes moving through the trees, and sometimes on the ground, sometimes even hurled from one ape to another, until finally taking a blow to the head that knocks the player out. We leave that player captive until the rest of the group catches up with him later.



(If the group is discouraged by all this, and decides to turn back, and leave the captured one to his/her fate, then that will probably end the adventure. The captive will be returned in the night to the Agnokallabaku-



village by the apes about a week later, mostly unharmed, though possibly very hungry, bruised, and scratched up.)

If, during the capture, the players managed to kill or seriously wound one of the apes, then that portends bad stuff for them in the future. Nothing they do will keep the apes from attacking them with intent to kill at their next meeting.

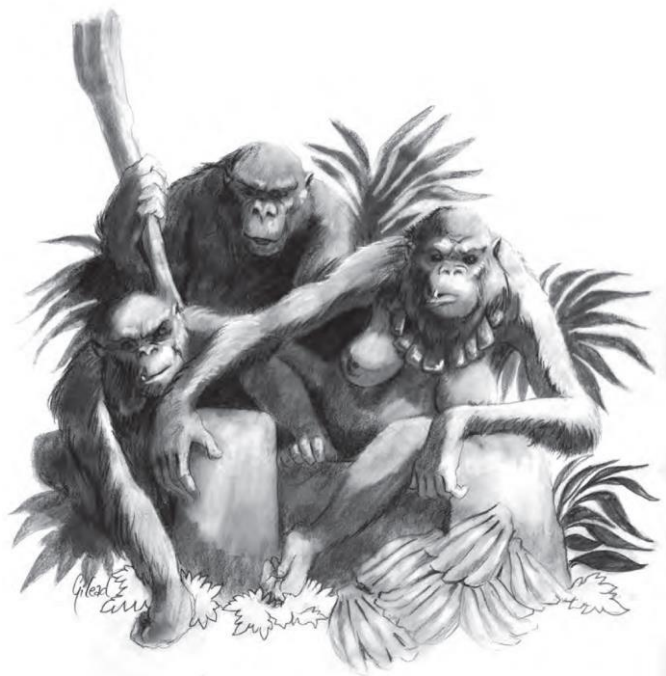
Just before dawn have a 30-minute rainstorm come down and drench the players. Such is life in a tropical jungle.

First light should find the party back on the trail. At first it will be more jungle, but soon the trail turns upward and begins to climb steeply. Now it is more evident that this is actually a trail. The observant may notice the occasional ape footprint in muddy earth, or some long brown hairs caught on a thorn bush.

As the trail becomes steeper, more and more volcanic rock is exposed. The vegetation gets ever sparser. Finally, the path comes to what looks like an end at the base of a rough, basalt cliff that rises vertically from the surrounding slope. The trail up this is little more than a series of hand and footholds, but it is still better than any other place afforded by the cliff for ascending.



Observing the humans from atop the cliff are about 30 apes. The captive is not visible. Closest to the trail stands a massive female, larger than any other ape in sight. She is wearing a chain of hammered gold plates around her neck which lies flat upon her pendulous breasts. She carries a massive club, and several of the other apes are armed with what looks like tree branches.



Clearly getting to the part of the mountain where the apes mostly live, and where the Eagle's true treasure is hidden is going to be a problem. This is the predicament that players have to solve for themselves.



(The real solution involves them finding the headband inside the caves. Whoever wears the headband can speak and understand all languages. It is really a form of magical telepathy, and does not convey any true linguistic ability, but it works. With the headband in place it is merely a matter of talking to the ape matriarch and convincing her that she should let you see their ancient treasure. Bribery is a good way to do this. The apes love food, toys, and shiny objects. A good conversation with the ape leader will accomplish this peacefully. She's brilliant for an ape, but no match for a human being intellectually—it should be like dealing with a 10-year-old child.)

If not using the headband, then bribery with food, toys, and shiny objects would also probably work. It could take some time, but it is possible to befriend the apes who have had 50 years of alliance with the only other humans on the island. If the apes have been impressed by the Adventurers' earlier actions—fighting spiders, crossing the bridge—then befriending them will be easier. The apes have no reason to believe the players are their enemies. But, if the apes have been injured or slain by the Adventurers earlier in the adventure, they will be unremittingly hostile.

The players might also attempt to fight their way up the cliff. However, they are outnumbered by the apes, but they do have weapons and possibly magic. The apes won't really understand what's happening to



them if the players start using magic on them. If the matriarch goes down, most of the apes will run away. Those who don't run will stand protectively over their fallen leader and should be easy to pick off. The gold chain of office that the queen ape wears was given to her great grandmother fifty years ago by Captain Khard and is easily worth 500 gold pieces.





Scene 9: KHard's TREASURE

(This is the payoff where the players find the real treasure, and possibly set up other adventures in a campaign.)

Once the players have reached the apes' plateau, they will see that it is practically a paradise. The land is dotted with coconut palms and banana trees. The apes have built a village of nests for themselves out of branches, twigs, and lots of grass and palm fronds. In one of these nests is the captured player. Several young apes are there with him (these "teens" are half grown anthropoids but still plenty strong enough to keep the player in the nest).

The center of the plateau is a dirt clearing, because all plant life has been stomped out by the continual heavy trampling of ape feet. In the middle of the clearing is a low mound of earth that rises gradually in a circle about two feet in high. Near the top of the mound are several hollow logs that have obviously been brought there from other locations. It is here that the apes dance to the moon when it is full or nearly full. At sunset the apes will offer to share their food with the players by just piling bananas and coconuts and large tasty grubs and worms and a few small rodents in front of them. The bananas are mostly overripe and very smelly, but that's how the apes like them best because they now have lots of tasty bugs in them. By coincidence the moon is full, and the apes will dance



again that evening. Adventurer points (100) should go to any player who has the nerve to join the moon dance.

Captain Khard buried his chest in the center of the circular earthen drum—the most sacred and protected place on the island. If the players just rush forward and dig it up, the apes will be upset, and may attack them. It is up to the players to somehow distract the apes, or convince them that they mean no harm to the sacred relics but only wish to add their own charms to protect the People of the Jungle. Having gotten this far on their adventure, it would be a shame if the players did not secure the final treasure.



The excavated treasure chest is not hard to open. It does not contain coins at all. There is an antique musket and seven scrolls. Six of them are maps showing the location of 6 other treasures that Khard buried and left behind half a century ago. One is a sort of letter “*to whom it may concern.*” The letter is in the Common language and reads:



Congratulations! You have found my treasure. These 6 maps will take you to where I have hidden 6 other objects of power that the world was not ready for in my time. I hope men are wiser in your era. As for the money you were hoping to find, I have left the bulk of my fortune with priests in Gull that will keep it safe. You may claim 1/7 of it by presenting yourself to the Grand Master of the Temple of the Blue Beetle where you will mention my name: Khard and tell him you have come for the Treasure of the Mongoni people. May you use it wisely and always be friends to my friends, the Agnokallabaku people and the Mongoni Men of the Jungle.

*—Written by my hand this last day of Summer,
1213 A.K. — Your Servant, Khard.*





Below that is the picture of a heraldic eagle. Players could copy the scrolls and leave them behind, or perhaps substitute new treasures for the old. Anything that would seem suitably strange to the apes would suffice. If communication with the Mongoni has been established, it would be good to tell the Matriarch that they have left new charms to protect the Mongoni and the dark people from all dangers. If they are taking the treasure by force then such gestures are unnecessary.

Scene 10. Wrapping it all up

(Return the players to the village. Settle the potential conflict with Unar-Guno who will not want to let the players leave with any notable treasure or trophies.)

If things have gone well, the players may return to the Agnokallabaku village where they can tell the chief of how things fared with the apes in the jungle. Have them interrogated by the Wise Man. If they have not treated the apes well, then have the Wise Man try to murder them all in their sleep the that night. If there is no problem with the apes, then there will be no problem with the tribesmen. With the people feeding them and helping them repair their ship, they will be able to return to the ocean to continue their adventures.



If things have not gone well, this might be the best place to set up a Total Party Kill with the Wise Man using poison and the tribesmen attacking from all sides. If they avoid the village and get back to their ship somehow, they should be able to repair it enough to get off the island. Award 500 adventure points to all those who survive the adventure.

End





Legend of the Eagle

Supplemental Material for the GameMaster

(This material should be delivered to the players by the Captain of the ship, and can be read verbatim, by the GM if the Captain is an NPC, or by the player if you have a player as Captain.)

Khard the pirate, known as the Eagle, sailed out of history in the winter of 1212 A.K.. When last seen his ship, *The Eye*, was sailing southwest into a fog bank. From 1180 to 1210 he was known as the greatest pirate in the world. Men called him the Eagle because of the peculiar birdlike shriek he voiced before engaging in combat. Some argued that he should have been called the Vulture for his bald head and misshapen form, but no one ever said that to his face and lived to say it twice. Khard was the kind of man who could make one believe in dwarf-human crossbreeds. Barely five feet tall he had a deep chest with broad and powerful shoulders tapering to abnormally long arms that hung down below his knees. And, he worked incessantly at maintaining his strength. His hair, always very thin, was completely gone before he reached the age of thirty. Blonde eyebrows and lashes were so intensely white they could scarcely be seen, even at close range. He had large white teeth that protruded ever so slightly at the corners of his mouth. Intensely ugly, he still found



favor with the ladies, though he never wedded any of them.

He sired twelve sons and six daughters between 1180 and 1205. They all had his abnormally long arms and large prominent ears. One might have pitied his ugly daughters, but they never pitied themselves and heaven help the man who dared to speak disparagingly about their looks. Five of his sons and three of his daughters also became ship captains.

During his thirty year career as a pirate he fought in 72 recorded duels, winning 69 of them. He asked for quarter only three times, and was granted it twice. The person who failed to grant quarter died seconds later with a rapier through his heart from behind. Khardt's first mate, a black Zorrian known as Murff, saw his captain in distress and took action to save his life. In all of those fights he never refused quarter to a man who asked for it, or offered it to a man who didn't.

He carried a short dwarven saber and a Khazani swordbreaker dagger. A favorite tactic was to catch the opponent's sword in the teeth of the dagger and bear it down to the deck below. When he succeeded in that move, his foe had approximately five seconds to call for quarter or disengage and run before the Eagle's saber pierced a vital organ. Although the saber is primarily a slashing weapon, Khard used his more like a rapier, parrying with hilt and forte and thrusting like a



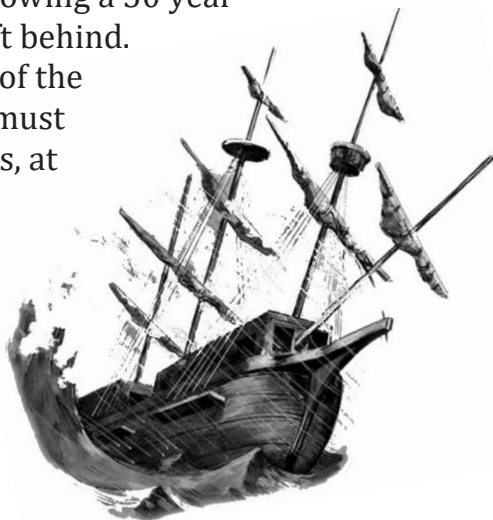
striking cobra when his opponent slowed for even an instant.

Khard was an excellent navigator and tactician. He carried triple the normal complement of crew aboard the Eye. This extra manpower allowed him to defeat and sack ships that far outweighed him in tonnage and size. He often sought out other pirates, and sank them, once taking down three ships in a single day.

During his thirty year career as a pirate Khard sailed every sea and ocean on the map. He probably had a better grasp of the world's geography than any other living man.

During his travels he inevitably found ancient ruins and explored them. No one knows how many magical relics he found in the process. He kept the information to himself. We are following a 50 year old map that Khard left behind.

We hope to find some of the magical relics that he must have had, or if that fails, at least a goodly store of the worldly treasure that his predations brought him. May the gods guide our search!







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-Written by my hand this last day of Summer, 1213 A.K.

Your Seryant, **Khard**