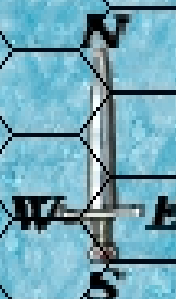


The Island of the
Conatiki-aru,
or
the Lost Island of the
Sea Rogue!

A sandbox environment for
Tunnels and Trolls, QADD, OSR,
and LSR

By Charlie Fleming



The Island of the Conatiki-arū, or the Lost Island of the Sea Rogue!

Here be an island steeped in mystery 'n danger fer yer Pirates t' explore...if they dare. Th' Island o' th' Conatiki-arū, or th' Lost Island o' th' Sea Rogue be a sandbox environment fer several role playin' games, Tunnels & Trolls, OSR, QADD: Quick 'n Dirty Dungeons, 'n USR(Unbelievably Simple Roleplayin'). 'tis intended t' be an open ended environment fer Game Masters t' create thar owns Piratin' scenarios wit'. 'tis a modified version o' th' sample island from our owns pirate RPG, All About Th' Booty.

History o' th' Sea Rogue:

Th' Sea Rogue was a fabled ship captained by th' equally fabled Capt. Scratch. Th' ship 'n 'tis crew were feared across th' seas by sailors 'n prates alike. T' come across 'tis path was sure t' be doom. Rumor had it that this island be where th' Sea Rogue called port. 'tis also rumored that th' ship 'n 'tis crew jus' vanished off th' face

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o' th' Earth. Some say th' Devil took Capt. Scratch 'n his ship t' lead a Navy from Hades. Some also say that thar be untold riches on this island, th' hidden booty o' Capt. Scratch.

Th' History o' th' Island:

Th' island said t' be 40 miles long 'n wide. Thar be a great jungle coverin' most o' it. In this jungle lives a savage tribe called th' Conatiki-arua. They be believed t' be th' minions o' th' Satan 'imself. No one has ever come back from th' island

t' say otherwise. Other dangers are said t' lurk in th' darkness o' th' jungle as well.

A range o' mountains sits in th' center o' th' island that can be see miles from shore. In these mountains be believed t' be a gateway t' Hell itself. They say that's how th' Devil came t' take Capt. Scratch 'n th' crew o' th' Sea Rogue 'n drag them back t' th' fiery pits.

Many 'ave had good intentions t' explore th' island 'n call th' Sea Rogue's booty thar owns, few 'ave actually tried 'n 'ave ne'er been seen again.

Th' Conatiki-arū:

Th' scallywags o' th' island are savage 'n brutal. They 'ave no desire t' communicate or trade wit' anyone who ain't Conatiki-arū, or nah o' th' island fer that matter. If any Conatiki -arū are encountered they will nah hesitate t' attack.

Points o' Interest:

A - 'tis an inlet on th' south side o' th' island that could 'ave been used as a port fer th' Sea Rogue. Thar's a beach t' th' West o' th' inlet that offers a safe enough area t' land. T' th' East be a light forest that reaches t' th' water's edge. It might prove t' be a wee more difficult t' land on.

B - A peninsula thought t' be where th' Sea Rogue docked. Thar are sparse trees around th' outside perimeter o' th' island, but enough t' hide any structures t' be seen from th' sea. Off th' shore o' th' inlet, nigh where th' peninsular meets th' rest o' th' island, thar are remnants o' burned buildin's, destroyed long ago. Thar be naught left t' signify wha' exactly th' buildin's were, jus' that thar had been some kind o' structures thar.

C - This area o' th' jungle be where a majority o' th' Conatiki-arū live. Thar are several villages surroundin' a great village, where th' Chief o' th' Conatiki-arū, lives. He be called Th' Conatanaru 'n th' Conatiki-arū believe 'im t'

be appointed by th' God o' th' Mountain, called Conataru. Any intrusion on a Conatiki-arua village will nah be tolerated. If th' pirates can successfully negotiate, by some miracle, wit' th' natives they may be taken t' th' Conatanaru so that he may decide thar fate. Sacrifices t' Conataru are nah out o' th' question.

D - Th' great mountains are simply an inactive volcano surrounded by other wee'er mountains. If th' pirates make it this far in they will notice that. Th' center o' th' volcano be believed by th' Conatiki-arua t' be th' home o' Conataru. Sacrifices t' Conataru 'ave been thrown into it. On th' North east side o' th' mountains be an o'ergrown path leadin' t' a cave high up in th' mountains. Th' cave be where th' booty o' th' Sea Rogue was kept. If th' cave be actually found, once 'tis entered 2 times th' size o' th' party in zombies awaken 'n attack th' party. If somehow th' pirates defeat th' zombies they can loot some hefty booty in gold pieces. Th' Captain can feel free t' add any special items o' worth or curse t' th' booty pile fer th' pirates t' find.

E - Th' great white apes o' th' island call this area home. Thar be a 2 out o' 6 chance(furl a 1 or a 2 on 1d6) o' encounterin' one o' them in this area. Roll 1d6 again 'n if odds come up then th' apes attack. Furlin' evens means they won't.

F - Here be another section o' ruins. It looks like 'twas once a walled colony o' either shipwrecked passengers or those that gave up th' Pirate way. If asked about it th' Conatiki-arū will tell th' Pirates about th' scallywags they traded wit' thar. They will tell th' tale o' how th' scallywags angered th' Great White Apes, who in return attacked 'n destroyed th' "Stone Village".

G - Pirates 'n sailors believe thar this side o' th' island t' be th' lair o' several Luscas, great half shark half octopus creatures. 'tis generally avoided by ships.

H - Th' beaches in this area are rough as thar are bones ground into th' sand. 'tis where th' great White Apes dispose o' th' remains o' thar meals. Th' forest behind th' beach be light compared t' th' jungle o' th' island. Th' odd part about this area be that thar be no or mighty wee sound. 'tis said that naught livin' in this area wants t' wrath th' Apes.

Random Encounters:

Fer every mile that th' pirates explore on th' island 1d6 be furled by th' Captain. If a 1 be furled then th' party encounters a beastie.

Roll 1d6:

1 - 1d6 Conatiki-arū native

2 - Panther



- 3 - Great white ape
- 4 - Giant snake
- 5 - Jungle widow(large spider livin' in trees)
- 6 - Land dragon(nah a real dragon jus' a large lizard that lives in th' jungles)

Monster Statistics

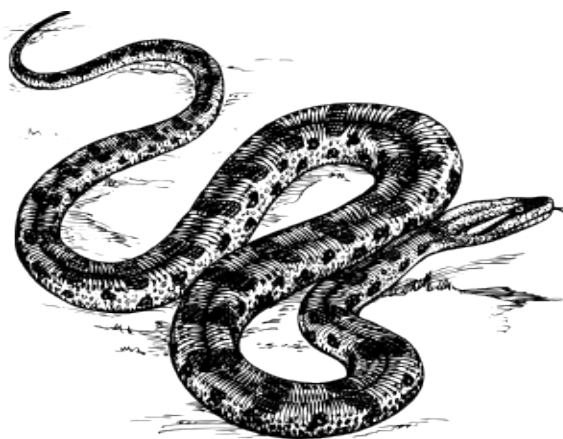
Conatiki-arū

Tunnels & Trolls: MR 17

QADD: BS 2, HP 1+1

OSR: AC 9, HD 1, Hp 8 each, AT 1, Damage 1-8

USR: Action D8 Wits D6 Ego D6 Hits 8 Spear +3



Giant snake

Tunnels & Trolls: MR 22

QADD: BS 2, HP 2

OSR: AC 6, HD 2, Hp 12 , AT 1,
Damage Bite 2-7 Constrict 1-10

USR: Action D6 Wits D8 Ego D4
Hits 9 Bite +2 Constrict +3

Great White Ape

Tunnels & Trolls: MR 30

QADD: BS 3, HP 3

OSR: AC 6, HD 3, Hp 18 , AT 1, Damage 3-12

USR: Action D12 Wits D8 Ego D6 Hits 20 Hands/claws +4

Jungle Widow

Tunnels & Trolls: MR 24

QADD: BS 3, HP 2

OSR: AC 5, HD 2, Hp 16 each, AT 2, Damage 2-8

USR: Action D8 Wits D10 Ego D6 Hits 10 Bite +2

Land Dragon

Tunnels & Trolls: MR 33

QADD: BS 3, HP 4

OSR: AC 3, HD 3, Hp 22 each, AT 1, Damage 4-16

USR: Action D12 Wits D10 Ego D4 Hits 22 Bite +4

Panther

Tunnels & Trolls: MR 23

QADD: BS 2, HP 1+2

OSR: AC 7, HD 1+2, Hp 12 ,
AT 1, Damage 1-8

USR: Action D10 Wits D4

Ego D6 Hits 12 Claws +3

Bite +2



Glossary:

Furl: To roll something. In this case furling a die means rolling a die. A Saving Furl is a Saving Roll.

Naught: zero, nothing.

Scutter: To kill.

Random Treasure/Items:



Roll 3D6 and consult the table.

- 3 – A rotted peg leg.
- 4 - Ape Skull or bones.
- 5 - Pouch wit' 1d6 x 10 in silver doubloons.
- 6 - Rusted dagger.
- 7 - Human skull or bones.
- 8 - Some kind o' pirate gear.
- 9 - Pouch wit' 1D6 x 8 in gold doubloons.
- 10 – 1d6 Gems or Jewels worth 1D6 x 5 in Gold each.
- 11 – Tool, weapon or apparel/jewelry o' th' Conatiki-Aru.
- 12 – Torn part o' a map t' th' island.
- 13 – A sliver coss
- 14 – Remains o' several bodies(1d6 odds=fresh
evens=old).
- 15 – 3d6 gold doubloons scattered about.
- 16 – A broken blunderbuss.
- 17 - Religious item from th' Conatiki-Aru
- 18 – A hook from someone's arm.



