

For 6-9 Players

Levels 1-4

# ORIGINAL DUNGEON ADVENTURE



## TEMPLE OF THE APE

by RC Pinnell

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# Original Dungeon Adventure

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## INTRODUCTION

To be read to players *new* to OD&D...

"You are about to take a trip back in time. The *machine* that is going to allow this is your own mind and ability to imagine. The framework in which this will take place is *based upon* the game system many refer to as OD&D. All you will need to participate is a blank sheet of paper, a pencil and eraser, a d20, and lots of six-sided dice. You will embark on an adventure as a fierce-some fighter, a mystical manipulator of magic, or pious man of faith as you explore a newly discovered continent filled with savages and deadly beasts. Your goal is of your own defining, and how you achieve it is up to you, and fate.

As a cleric you have heard through one source or another of a temple of profound enlightenment. Its exact location is unknown by civilized man, but legends and myths handed down indicate one possible location--an island beyond the western horizon, past the edge of the earth, and where no ship has sailed and returned. You have gathered from overhearing conversations between your superiors that should a mortal enter it and drink from the divine waters within its pools that one will

gain wisdom beyond mortal bounds. Being a humble and pious cleric, you wish not such for yourself, but believe returning with such waters will advance your station within the church.

As a survivor of many battles the fighting man has travelled the world, commanded armies and beaten foes of all types, and always with his eye on the next, better prize and trophy. As such a warrior, you have heard through your many campaigns of fantastic weapons of destruction and armor of invincibility, possibly created by the gods; left in isolated places to test the valor of those that seek them, with traps and guardians to ensure only those that deserve to should possess them. Repeated telling of one such account has led you to seek passage on a ship heading west.

The secrets of the cosmos and the forces that created and mold it are powers sought only by those tempted to manipulate their *magic*. Being such a one you have spent a lifetime seeking out ancient scrolls and tomes deep within hidden vaults and halls, covered in dust and long forgotten by those unable to understand the writings. Among those you've found, clues of an unknown power. Now, your path leads you west, as the scrolls have pointed you."

## NOTES FOR THE DUNGEON MASTER

If you find it enjoyable to weave narratives connecting encounters, and describing for your players exotic vistas, perilous situations and mysterious clues, what follows is meant for you. You do not need to be a master bard or a professional storyteller as long as you have imagination. But be prepared to be put to the task. For there is little descriptive sinew between the encounters to follow other than the brief BACKGROUND provided. And there is even more expected of you.

The intention of this scenario is not to have you, the DM, adapt it to some other system, for any reason. It is to have you run it as written, while referring to the Original Brown Books if necessary. But to reduce the need for such, tables and charts are included, *based upon* the information in those little books. This means, if you are not familiar with them, you will need to grasp some simple concepts that differ somewhat from those you are used to.

First being, that there are only 3 character classes the players may choose from. These are the Cleric, Fighting-Man (which includes Dwarves, Elves and Hobbits), and Magic User.

Alignments available are Lawful, Neutral and Chaotic. These should be familiar to you and the players on some level, and should not require much adjustment in thinking.

Characters are rolled up using 3d6 for each ability, to be rolled in order: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. There is no such thing as a "do-over". What is rolled is rolled. But since ability scores are not nearly as "important" in this setting as in other game systems, low scores do not greatly handicap the player. Hit points are rolled, with Constitution bonuses (if any) added, according to the class/race: d8 for Fighting-Men and Dwarves, d6 for Clerics, Elves and Hobbits, and d4 for Magic Users.

If the DM does not have access to the 3 LBB it is possible to referee the adventure using either the

Holmes Edition, or the Moldvay '81 rules-set. The latter can be expanded to include the Cook-Marsh Expert manual as well, since it is possible some of the players will advance their characters up to level 4 during the course of the adventure. But! these should be used only for the equipment and spell lists within. The mechanics of combat and tables that illustrate such are provided as follows.

## COMBAT

Anyone that has played the game at all knows that "to hit the monster" requires a roll on a d20 of a designated number equal to or greater than. If successful, the player is allowed to roll 1 d6 for damage. More complex systems evolved, with differences in weapons gaining greater sized hit dice in some cases, and lesser in others. Such will not be used within this adventure. Weapon type will contribute only to one's order in the attack sequence and encumbrance.

One difference between this adventure and the OD&D rules-set (sans the Greyhawk supplement) is that some characters with exceptional strength scores are entitled to roll for more damage that they inflict according to their ability score. This is shown on the table that follows, but is not determined as one might think.

The table shows strength damage in intervals as follows, +0-1, +0-2, +0-3, +0-4, +0-5 and +0-6. Since the players will only be using d-six dice, determining such spreads must be made easy. Thus to determine if additional damage is inflicted, the player needs to roll a number of six-sided dice that totals the number in the spread. For each die, if the result is 3 or lower it equals 0, or no damage, and if it is 4 or above, it equals 1 or 1 additional point of damage. It is, thus, possible for no extra damage to be dealt if all the dice result in 3 or less scores, though not very likely in the case of multiple dice rolls. For example, a dwarf with a strength 18 has an additional damage base of +0-5, and rolls 5 d-sixes. The results are 6, 4, 2, 4, 1. With 3 out of the 5 being scores of 4 or higher, he inflicts +3 points to his normal d6 of damage he rolls.

COMBAT MATRIX FOR FIGHTING-MEN, DWARVES, ELVES AND HOBBITS

**ATTACK MATRIX 1.: MEN ATTACKING TARGET:  
Armor 20-Sided Die Score to Hit by Level\***

Class Description Level	1-3	4-6	7-9	10-12	13-15	16+
<b>Fighting-Men*</b>	1-3	4-6	7-9	10-12	13-15	16+
<b>Clerics</b>	1-4	5-8	9-12	13-16	17-20	21+
<b>Magic-users</b>	1-5	6-10	11-15	16-20	21-25	36+
2 Plate Armor & Shield	17	15	12	10	8	5
3 Plate Armor	16	14	11	9	7	4
4 Chain Mail & Shield	15	13	10	8	6	3
5 Chain Mail Armor	14	12	9	7	5	2
6 Leather & Shield	13	11	8	6	4	1
7 Leather Armor	12	10	7	5	3	0
8 Shield Only	11	9	6	4	2	-1
9 No Armor or Shield	10	8	5	3	1	-2

\* Fighting-Men: Magic-Users advance in steps based on five levels/group (1-5, 6-10, etc.), and Clerics in steps based on four levels/group (1-4, 5-8, etc.). Normal men equal 1st level fighters. **All** attacks which score hits do 1-6 points damage unless otherwise noted (See Below). The shaded levels are the only ones that will be utilized by players in this adventure.

**DM'S MODIFICATION TO DAMAGE TABLE**

FIGHTING-MEN, DWARVES, ELVES, HOBBITS

**STRENGTH**

SCORE:	13	14	15	16	17	18	19	20	21	22+
Race:										
Human	+0-1	+0-2	+0-3	+0-4	+0-5	+0-6				
Dwarf	+0-1	+0-2	+0-3	+0-3	+0-4	+0-5				
Elf	+0-1	+0-1	+0-2	+0-2	+0-3	+0-4				
Hobbit	+0-1	+0-1	+0-1	+0-2	+0-2	+0-3				
MONSTERS:										
APES,							+0-7			
BUGBEARS,			+0-3							
GIANTS,										
(Hill)										+0-10
(Stone)										+0-11
(Frost)										+0-12
(Fire)										+0-13
(Cloud)										+0-14
(Storm)										+0-15
GNOLLS,		+0-2								
GOBLINS,										
HOBGOBLINS,	+0-1									
KOBOLDS,										
OGRES,				+0-4						
TROLLS					+0-5					

Damage of other types of monsters will have to be determined by the DM. Greater amounts of damage are determined as follows. Generally, the HD of the creature is the same as the bonus damage possible; beings and monsters with 1 or less HD do not receive this bonus. Thus, the Ogre would, in addition to his usual damage die of d6, roll 4 additional ones upon landing a successful blow. This would result in additional damage of 0 to 4 points, for a total damage range of 1-10. (DMs can create special damage dice by painting 3 faces of the cube one color, say red, and the other 3 green, with red faces indicating an additional point of damage inflicted. Doing so and allowing players to use them will make the process easier.)

Before starting the adventure the DM should help any players with Magic Users create a spell book. While most of the classic game systems (OD&D, Holmes, Moldvay and Mentzer editions) state clearly that the MU can cast but 1 spell per day, the idea of the character being handicapped by having one single spell in his book is puzzling. Thus, for this adventure at least, each Magic User character can have from 1 to 4 spells in his book at the start of play. You, the DM, should determine what these are, or let random chance have at it. The following list should be used for this.

1. Detect Magic
2. Hold Portal
3. Read Magic
4. Read Languages
5. Protection/Evil
6. Light
7. Charm Person
8. Sleep

A list of 2nd level spells appears in the appendices for the DM to draw from and place scrolls when the Magic User reaches levels high enough to use them.

Cleric characters of 1st level do not get spells at the start of their careers. They must prove their worthiness by gaining L2. They can, however, Turn Undead creatures. Thus, the following table should be used for this purpose.

Turn Undead	Acolyte	Adept	Village Priest
Skeleton	7	T	T
Zombie	9	7	T
Ghoul	11	9	7
Wight	N	11	9
Wraith	N	N	11

The **N** means the cleric has no affect upon the creature.

Once the players have created their characters, rolled up money and stocked them with provisions and equipment they can begin play. At this point you, the DM, should have become familiar with the Background that follows, in order to describe to the players a rough idea of where they are going, what they are doing, and why.

## FINAL NOTE

At times a player-character will come upon situations that require some thought to overcome; traps easily fall into this category, but other things do as well. You (the DM) should allow players to roll a d20 *Check* to see if the character has accomplished the feat needed (be it to detect and then remove a trap, leap across or over an obstacle like a ravine, climb up or down a wall, and so on). You must gauge the necessary action involved as to its difficulty and apply modifiers as you deem appropriate, then make the Check versus the most applicable skill-ability involved; Strength for running, leaping, climbing, Intelligence for detection, Wisdom for perceiving signs around the character and avoiding surprise or ambush, Dexterity for walking across narrow ledges, beams that span holes or ravines, and so on.

***(The move rate of characters will be modified by the terrain through which they pass.)***

Move Rate:	12	9	6
Terrain:			
Normal	12"	9"	6"
Jungle	6"	3"	1"
Swamp(S)	6"	3"	1"
Swamp(D)	3"	1"	1/2"
Hilly	9"	6"	3"
Mountains	3"	3"	1"

The inch (") symbol representing miles per day the character can move in the designated terrain. Since each map hex = 3 miles, a move rate of 1/2" means 1 and a half miles per day.

(S) represents shallow swamp waters (2'-4')

(D) represents deep swamp waters (4+' -6+')

Traveling along established trails reduces fatigue and allows the character to travel longer per day. Travel by canoe across the swamp grants +1" to the figure stated above for the "shallow" version of this type terrain, based on the Move Rate 12. Using canoes to go upriver use the same figures as listed under "Swamp(D)", while going downriver uses double that listed under normal move rate, 12. All travel assumes a 10 hour period of movement. Traveling at night in the dark is not encouraged, and cuts above rates by 2.

## BACKGROUND

Millennia ago an island tribe, the Pago, were forced to flee their homeland as volcanic destruction caused their world to sink. Fortunately, theirs was but one of a long chain of islands stretched across the ocean waters. Taking all that they could load onto their outrigger boats the refugees headed for the next nearest island. But the journey was to be as cataclysmic as the destruction of their homeland, as rogue waves, waterspouts, giant sea creatures and beings, and endless, scorching heat reduced their numbers dramatically. When they finally reached the next island they had lost half their number, being mostly the males, as water and food were given up to the females and young in hopes of rebuilding their tribe when they found a new land.

Upon reaching land the tribe, mostly women and young now, had to go about rebuilding their world while dealing with the creatures and beings already native to the island. A bloodthirsty, head-hunting tribe had lived on the island for centuries and would surely have exterminated the Pago tribe, had not one of its young maidens come across and rescued a small infant ape caught in a snare. Because of her action a band of mountain gorillas came to the Pago's defense, turning back assault after assault by the head-hunting tribe. As the enemy fled back to their domain the Pago discovered the apes to be very intelligent creatures, possessing a rudimentary means to communicate through sign language. From that moment on an alliance was forged between the Pago and the great mountain apes.

As time passed the Pago came to think of the apes as nearly human, and young maidens would undertake Vision Quests by going into the mountains and caves of the apes for long periods of time. These would return greatly changed, possessing mystical skills and abilities the others lacked. They were called MoGur, and could perform feats of magical healing. In time the MoGur established a temple within the caves, and would spend nearly all their time within, sending an occasional word of instruction to the villages. The status of the MoGur came to dominate the Pago way of life, and would alter its world for centuries to come.

## STARTING PLAY

Read aloud to players...

"Tales of a tropical paradise, and beautiful native women, and unrecovered treasure are the stuff you have heard from merchant sailors in every port you have passed through. Though some were drunk, and others clearly eccentric, the basic story they told is the same. Variations have mentioned mountains filled with giant, precious stones, amethyst, rubies, emeralds and more. Some have included strange hairy beasts that walk upright, guardians of the treasure, that have sent exploring parties running in fear, while those not so lucky remained behind, torn to pieces--limb from limb--and later eaten. But excitement and adventure is what you thrive on, so you booked passage, your little group, upon the *Leaking Lena*, a 3-mast vessel bound for the southern seas.

"After a miserable 6 week journey the *Lena* arrived at the northern island in a long chain of sea mounts spread over 1000 miles. Dropping anchor in the large bay, the captain assigned 2 of his crew to row you to shore in a long boat. Upon landing you immediately see a beautiful young native woman, leaning on a staff, smiling as you wade to shore with your equipment. The ship hands drag the boat onto the beach, and you approach the young woman, your eyes wide with delight, and mild shock."



## For the DM

The girl's name is Bettena, and she will be very excited at the sight of white men; to say nothing of the dwarves, elves and/or hobbits that may be in the party. Once she, and they, are over their initial shock of meeting, she will offer to escort them to her village.

The village of Likunta is located on the eastern end of the great bay, beside the wide river that enters it from inland. It is comprised of around 20 huts with floors secured to large pylons driven into the earth, about 4' off the ground, with carved wooden steps leading up to them. The spiritual leader of the village is **Eldress**. She is the native equivalent to a L6 cleric. The war chief is a woman named **Ma'trone**; she has all the skills and abilities of a L6 Fighting-Man. Both of these *senior* women will be curious about the party and its intentions. The remainder of the village consists of 30 younger women, ages 18 to 26 and equal to a L1 FM, and 12 young girls of ages 3 to 14. There are no men in the village (anymore!)

Using the *Background* information, the DM can glean a few bits and pieces of the history of the tribe as responses to questions asked by the party should they inquire. Or provide some or all of the following, to be dispersed when and if the party specifically asks about it, or the two leaders feel comfortable in providing.

1. About 90 years ago the MoGur completely cut themselves off from the tribe, choosing to dwell in the temple of the ape. Since then, at every spring equinox, the village has had to send a young maiden to the temple. Chosen randomly, whoever went never returned.

2. The apes in the mountains had once served as the protectors of the tribe, but now are seldom seen in the lowlands. Many of the senior village women believe they have caught glimpses of strange ape-like shapes lurking about, but have never been able to approach the figures to confirm what they were; the beings always reacted aggressively, agitated, and ran away.

3. Per instructions of the MoGur, the tribe set up a second village deeper inland, where maidens were to be kept until they came of age, usually around 12 to 16. When summoned, one of these girls would be escorted by a band of warriors upriver to the foothills of the great mountains.

4. No word has come from the temple of the ape in over a year. With the spring equinox passed many of the senior women fear something bad has befallen the MoGur.

5. Lately, groups of headhunters from the northern inland tribe have been seen approaching the boundaries of the Pago lands. Tall, brutish and bloodthirsty, these beings have not recovered totally from their near decimation at the hands of the apes to pose a serious threat, nor have they launched any attacks. But their behavior has been more and more aggressive of late.

6. Eldress and Ma'trone will negotiate with the party to investigate, offering a small weaved basket filled with semi-precious stones (rubies and emeralds worth a total of 5,000 GP) if the group will journey inland and find out what has become of the MoGur.

So it begins.

As a L6 Cleric, Eldress can cast 2 1st, 2 2nd, 1 3rd and 1 4th level spells per day. If the party agrees to investigate the mystery she will avail herself to them should they need assistance. If such should occur, the DM should use the following spells from which to prepare the NPC.

### 1st level:

1. Cure Light Wounds
2. Purify Food & Water
3. Detect Magic
4. Detect Evil
5. Protection/Evil
6. Light

### 2nd level:

1. Find Traps
2. Hold Person
3. Bless
4. Speak with Animal

### 3rd level:

1. Remove Curse
2. Cure Disease
3. Locate Object
4. Continual Light

### 4th level:

1. Neutralize Poison
2. Cure Serious Wounds
3. Protection/Evil, 10'
4. Turn Sticks to Snakes
5. Speak with Plants
6. Create Water

The party will be provided with enough canoes should they wish to travel by water, and a guide (Bettena) if they prefer to move by land. In the latter case, she will not "lead" them, but be their travelling advisor, knowing much of the local terrain; she has not, however, been to the temple of the ape, nor the foothills and valleys. And outside of the hobgoblin headhunters, neither she nor the senior women know of all the monsters on the island, or where they dwell.

## TRAVELLING THE LAND

While move rates and modifiers by specific terrain have already been mentioned, the time has come to reveal the nasty encounters the party will likely engage as they venture across the land. More complex tables and lists can be created by the DM, but the following should suffice; if not, at least, as a springboard of ideas.

There are several terrain types as seen on the map. Only the coastal area south and west of the great bay will not necessitate the rolling for wandering monsters. Those that do are given as follows.

For every hex the party enters or passes through the DM should roll a check on a d6, with a result of 1-2 indicating the party has come across a creature of some type. Day and Night do not affect a table unless the DM wishes to make it more specific.

### JUNGLE OF THE BRAIN EATERS.

DIE	ROLL: CREATURE(S)
1.	2-12 Ghouls*
2.	1-4 Constrictor Snakes
3.	1-2 Hydras
4.	1-4 Ghouls*
5.	1 Basilisk
6.	1-6 Ghouls*

\* These creatures are, in fact, formerly hobgoblins of the tribe of headhunters. They have degenerated over time and the practice of consuming brains to a point where even their own kind cannot tolerate them, and thus they are chased out of the headhunter lands. They have essentially devolved into what we as DMs and players commonly think of as "ghouls." None of these creatures will have treasure on them.

### THE ROLLING LANDS

DIE	ROLL: CREATURE(S)
1.	2-12 Headhunter**
2.	1-2 Manticoras
3.	1-2 Chimeras
4.	1-8 Headhunter**
5.	3-12 Wild Swine
6.	1-6 Headhunter**

\*\* These are hobgoblins in the basic sense of the term. They have the abilities as those found in the manuals, but have degenerated beyond normal. They will sometimes have treasure on them; but only minor types and not much.

## SWAMP OF THE SIRINES

DIE	ROLL: CREATURE(S)
1,	1-6 Zombies***
2,	1-2 Harpies
3,	1-3 Crocodiles
4,	1-2 Trolls
5,	1 Medusa+
6,	1-6 Zombies***

\*\*\* These creatures are former hobgoblin-headhunters that, like the ghouls of the jungle, degenerated into a lower life form after perishing in the swamp. Once their bodies were discovered by the Medusa they were animated into creatures we commonly refer to as zombies.

+ Medusa is a former Pago MoGur that was banished from the temple of the ape ages ago for going against the wishes of Lu-Kan. She has become evil and vindictive and will use all her abilities to avenge herself upon any Pago native she sees. She has all the clerical abilities of a L4 cleric, though she cannot Turn Undead; instead, she can animate or summon and command them into her service. Only she of those listed will have a small amount of treasure in her lair. The DM should design this, and what the treasure might include.

### VALLEY OF THE BONES

DIE	ROLL: CREATURE(S)
1.	1 Gorgon
2.	1-2 Wyvern
3.	1-2 Minotaur
4.	1 Roc
5.	1 Cockatrice
6.	1-2 Hippogriffs

These creatures will live in caves and nests in and upon the hills and mountains that surround this long valley. The name of this place derives from the enormous amount of bones of various types that lie scattered across its floor. Many of the victims come from animals not of locale origin, but from areas inland that made the mistake of entering the valley, or were deposited here by the large flying creatures that nest in the hills and mountains above. It is possible that each type will have some minor kinds and amounts of treasure in its lair, and the DM should determine these locations, what their dimensions are and what kinds are found within.

The DM can change the lists however desired, substituting the creature for those he would prefer. Also, the lists are by no means complete; more can be added to them; keeping in mind only the terrain factor, and the general theme of the lists as they appear.

## TEMPLE OF THE APE

Located at the northern end of the Valley of Bones, the Temple of the Ape is a series of caves carved out of the mountain by natural forces, along with some artificially shaped by those that occupy it. Ceiling height throughout is at least 10' in small chambers (like area 10), and generally 1/2 the width of larger ones. Floors are fairly even and smoothed, covered with a thin layer of sand. Walls are generally unadorned with the exception of area 2-f, where tapestries hang behind an altar. The value of these, and other treasures that might be found within the temple must be determined by the DM.

Living within the temple are the MoGur, the true apes of the mountain, and the moapes. "Stats" for these beings are provided in the appendices following the adventure.

1. ENTRY. A true-ape is always present here, night or day. He will not let anyone enter that does not reside within. To the left of this tunnel, high up along the face of the cliff are two ledges (a & b) at 12' and 8' above the ground. If the guard should sound an alarm of distress 2 moapes will appear upon each ledge and begin raining down upon the party large stones. Each rock is capable of inflicting 1-2 points of damage.

2. TEMPLE HALL. The walls have been squared and 8" pillars of hard wood run down the center going from south to north. Two pools of water (c & d) are located in the wider main section, and appear to be little more than holes in the ground, as only a very low rim encircles them. The smaller one is actually a well that reaches down into the water source that supplies the Great Tree (at #12) and if the liquid is drunk it will cause instant insanity to the imbiber. The larger one is only a foot deep, and contains water that has been strained and enchanted by the prayers of the MoGur. Those that drink of it have a 60% chance to gain +1 to their Wisdom ability; should the imbiber fail his % roll he will lose 1 point of Wisdom. Multiple drinks are allowed, with each consecutive swallow having further effects: upon taking a second drink there is a 40% chance to gain +1 to Wisdom and, failing that, the person will lose 1 from both his Wisdom and Intelligence, if a third drink is taken the chance to gain +1 to Wisdom is 20% and, failing that, the imbiber will lose 2 from both his Wisdom and Intelligence.

Should the victim of a loss to Wisdom and Intelligence have either of these abilities drop to below 3, he or she will become a mindless zombie under the control of the MoGur. Just north of the large pool the chamber narrows and continues on. A balcony (e) can be reached via a set of stairs just to the north of it. If an alarm has been raised 2 MoGur will have rushed to this location; along the eastern wall of this stretch are narrow windows about 10' off the floor. From a room on the other side of these (8) MoGur can spy on and attack intruders. At the farthest point north in this section stands an altar (f) set in an alcove. Two silver bowls filled with precious stones rest atop this, each having 10-20 rubies, emeralds, amethysts, and diamonds. Hanging on the walls on each side of this is a tapestry. These depict a kind of (Cliff-Notes) history of the Pago people, and how the MoGur came to live at the temple. The value of these and the gems is to be decided by the DM.

3. KITCHEN/WORK ROOM. Around meal time all of the 9 MoGur that reside in the temple, except for the most senior one, will be found here. If an alarm is raised they will rush to area 2 to prepare a defense. At other times from 1-4 of them will be present, preparing meals or repairing and working on a tapestry. A large cooking pit is located in the north alcove, while the 2 to the south are filled with weaved baskets of dried fruits, vegetables, smoked meats and grains. Several tables and chairs stand about within the chamber.

4. CAVE. From 1-6 moapes will be resting here during the day from about high noon till dusk. At night all 12 will be present while during the early morning and between dusk and nightfall several will be out scavenging. The floor of the cave is littered with bones.

5-6-7. CAVES. There are 9 apes located within these caves. The DM can group them up as he desires, placing how many he wants, where he wants. It should be noted that the passages into and out of cave 6 are very narrow, causing both apes and others to move in single file. As with the previous one the floors of these too are literally covered with bones. Some appear to be of a humanoid origin, while others are not as clear to determine. The DM may allow a 10% chance per cave if searched for 6 turns for a minor magic item to be present.

8. TEMPLE ARMORY. A table against the north wall and a rack at the eastern one hold the weapons the MoGur will use to defend the temple. Clubs, maces, staves, are primarily the ones for melee, while they have developed, and use quite well, a type of slingshot device; more like a crossbow, except a small leather band in the center of the drawstring holds a round stone in place until it is projected forward. These stones do 1 point of damage should they hit, but are so hard that upon a natural score of 20, they will do 3 points. The MoGur can only fire one stone per round of combat, but can fire through the window slits of this chamber into the one below. Currently there are 6 clubs, 2 maces, 3 staves, and 4 slingshots; with 12 stones per each. In a chest beneath the table wrapped in cloth are some items confiscated from previous intruders. These include a **+1 sword** (to hit only!), 4 **+1 arrows**, and a **+1 suit of leather armor**.

9. PRIVATE QUARTERS. The senior MoGur resides here and spends most of her time divided between this location and the Tree at #12. Her name is Lu-kan, and she has the abilities of a L6 cleric, minus the turning undead; instead, like the Medusa located in the jungle, her predecessor, Lu-kan can *animate dead*, and *summon and command the undead*. Neither she nor any of the MoGur wish to speak with outsiders, tribes women or otherwise. She, and they, will call forth the apes and their off-spring, the moapes, to repel invaders at all cost. The secret of The Tree is too powerful to have fall into the hands of anyone beside themselves. Her chamber includes a sleeping area in the northeast corner, sectioned off by drapes, a dressing table and chair, and a rack against the north wall. In a small woven basket beneath her bed are some casual clothes, sashes, hair ribbons, shell-tooth combs and pins and a necklace of pearls (the DM should determine the value of this somewhere between 100 and 1000 GP).

10. MOGUR QUARTERS. The nine lesser MoGur within the temple reside here. Though they may be encountered elsewhere, they are normally here or at the altar when not encountered at other locations. Each is equal in ability to a L1 to L4 cleric, though only the 1st level MoGur still have their turn undead ability; the others having given it up in preparation to receive the powers described above. In each of the narrow side chambers will be found 3 cots, and a small woven basket containing their personal items (similar to those mentioned above) tucked beneath.

11. APE CAVE. Six (6) true apes are normally found within the cave during the daytime. Though they are unusually intelligent for their kind, these six are very old, and senile, and will hoot and howl and throw feces at any non MoGur that enters. Their condition is due to small amounts of water from the small pond given them by the MoGur to keep them docile, and obedient. If there is a female cleric in the party when it enters the apes will become aroused, snorting and thumping their chests as they feebly try to show off and impress her. For these old males have been used as breeding stock, and are the last of their generation for such purpose.

12. THE GREAT CAVERN/TREE. An ancient, withered tree stands within this cave atop a dark and moist mound. Its limbs appear as gnarly appendages, with its skin split and cracked as black oily sap oozes from within. Oddly, strange black fruit of long cylindrical shape still hangs in places. The whole scene is an illusion, however, perpetrated by the tree, which is a sentient being. It is the last of its kind, having been aboard an ill-fated interstellar space flight that went awry and crashed upon the planet millennia ago. Only a handful survived the crash and managed to swim to this island, which was nearest, and within sight. All of them had suffered severe and disfiguring burns and damage, and found the darkness of the caves more hospitable and like their own world wherein to mend and nurture their wounds. But only this one managed to survive beyond the phase of their first moon, as it discovered the waters beneath the ground had remarkable healing and sustaining powers. Thus, it planted its feet into the soil, and has remained since. Not being able to vocalize, the being was able to communicate on a sonic level directly with the minds of the apes in nearby caves. It soon attracted a colony of them to dwell with it and protect it from inquisitive creatures seeking the shade and cool within its cave. Eventually its body became so anchored to the spot it could not move, and its memories began to fade until it could not even recall how it got here. Its natural waste products now flow into the underwater source that seeps up into the small pool in the temple chamber #2. As long as it lives, the pool retains its powers. The senior MoGur knows this, for she is one of but a few MoGur that discovered the Being for what it is, and the role it plays. And not wanting any others to have access to the powers of the pool, have banned all Pago from entering the caves for decades.

Should any in the party attempt to touch the *tree* or pick its *fruit* they must roll a d20 check against their Intelligence. If they roll equal to or below their ability, they will suspect something not quite right about the *tree*. If they succeed at a second check they will notice things about it that lead them to believe it to be alive, and possessing some kind of intelligence. Those that fail their first check will think the *tree* is exactly what it is even to the point of *eating* the imaginary fruit. If they should attack the *tree* it will respond by sending out a piercing sonic wave blast that will penetrate the victim's skull, causing disorientation and dizziness to the point of nausea. Those that make a Save vs. Stone will be able to function slightly, making all attacks at -1 to hit and damage for the next 3 to 8 turns (d6+2). Those that fail will fall ill so severely as to be unable to move for the same duration.

The *tree* is equal to a L5 Fighting-Man in hit points, though it has no physical means to attack or defend itself; because of the latter it is considered AC9 with a +2 bonus to all that assault it. If destroyed and its "sap" is removed and taken to a high level sage, a highly enchanted liquid will result that when compounded into steel during the fashioning of a weapon, shield or metal armor, will imbue the item with a +1 bonus. There is enough "sap" within it that, when distilled, will be able to create 3 such items.

THIS ENDS THE EXPEDITION TO THE TEMPLE OF THE APE

## APPENDICES 1

### TRUE APES

Armor Class: 7, Hide/equal to Leather Armor.

Movement in Inches: 9"

Hit Dice: 4 die + 1

Damage: Will do 1 d6 + 0-7 per attack

Alignment: Neutrality.

The typical male mountain gorilla, from which these derive, stands between 5' and 1/2 to 6' tall when fully upright. It cannot maintain this posture and fight for more than one combat round. Thus, when in its lower position its target area is more susceptible and becomes AC8.

### MOAPES

Armor Class: 7, Hide/equal to Leather Armor.

Movement in Inches: 9"

Hit Dice: 2 die/L2 FM

Damage: Will do 1 d6 + 0-3 per attack

Alignment: Neutrality.

These strange beasts are offspring of the true apes that dwell in the temple. Not as large or strong as their parent, they are also mentally inferior to them as well, with minds little more developed than a 5 year old human child.

## FINAL DMs INSTRUCTIONS

If things seem strange or don't make sense to you, change them to something that does. Add any plots and subplots you like to give flesh to the synopsis. Create new tables with more and different monsters for the party to encounter and combat. Be a part of the creative process, giving the adventure some of yourself rather than following it like a script-reader. Change what you absolutely dislike, while retaining the essence of the adventure.

## AFTERWORD

After the first read-through the DM is likely to have all kinds of questions in mind about what he has just seen. While it would have been possible to write the adventure in clear, precise terminology, describing everything in such detail as to leave little doubt what the DM is supposed to do, such would have robbed both the DM and the author of some of the intent behind this project. That being, to replicate as close as possible an adventure *as might have been published specifically for the OD&D little brown books, circa 1974. But did it succeed?*

Likely there will be critics and supporters that will square off over the matter. I will leave it, though, in the hands of those that run the adventure-- you DMs-- and those players that are able to go through and experience it, to say whether it failed or not, to capture the spirit of that time.

RC PINNELL,  
Menifee, CA. May, 2010

## END NOTE

The model\* appearing in the insert is deceased (passing away only last year) and the identity of the photographer is not known to me. Thus, the picture is used, obviously, without permission.

\*Is of course "The Notorious Bettie Page"

## APPENDICES 2

### ATTACK MATRIX II.: MONSTERS ATTACKING

#### TARGET:

#### Armor 20-Sided

Class Description	Dice Up to 1	1+1	2-3	3-4	4-6	6-8	9-10	11&up
2 All as in Table	17	16	15	13	12	11	9	7
3 1. above . . .	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	0

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 2 at short range.

### SAVING THROW MATRIX:

#### Class & Level

Level	Fighting-Men 1-3(4-6)	Magic-User 1-5	Cleric 1-4
<b>Death Ray or Poison</b>	<b>12 (10)</b>	<b>13</b>	<b>11</b>
<b>All Wands - Including Polymorph or Paralyzation</b>	<b>13 (11)</b>	<b>14</b>	<b>12</b>
<b>Stone</b>	<b>14 (12)</b>	<b>13</b>	<b>12</b>
<b>Dragon Breath</b>	<b>15 (13)</b>	<b>16</b>	<b>13</b>
<b>Staves &amp; Spells</b>	<b>16 (14)</b>	<b>15</b>	<b>15</b>

Failure to make the total indicated above results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralyzation, stone, or spell) or one-half effect

#### Magic-Users:

##### 1st Level

1. Detect Magic
2. Hold Portal
3. Read Magic
4. Read Languages
5. Protection/Evil
6. Light
7. Charm Person
8. Sleep

##### 2nd Level

1. Detect Invisible
2. Levitate
3. Phantasmal Forces
4. Locate Object
5. Invisibility
6. Wizard Lock
7. Detect Evil
8. ESP
9. Continual Light
10. Knock

#### Clerics:

##### 1st Level

1. Cure Light Wounds
2. Purify Food & Water
3. Detect Magic
4. Detect Evil
5. Protection/Evil
6. Light

##### 2nd Level

1. Find Traps
2. Hold Person
3. Bless
4. Speak With Animals

#### Cleric

##### Turn Undead

- Skeleton
- Zombie
- Ghoul
- Wight
- Wraith

##### Acolyte

- 7
- 9
- 11
- N
- N

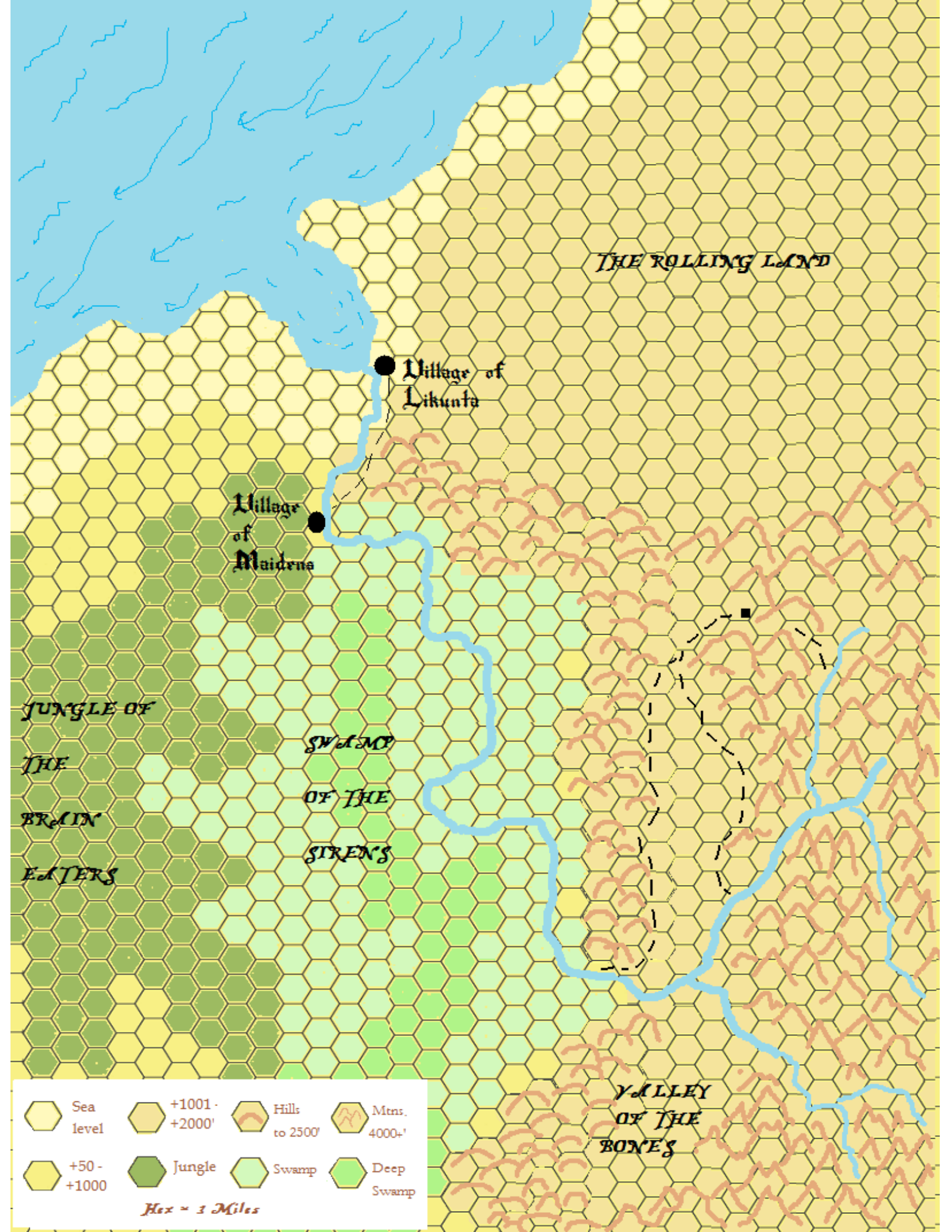
##### Adept

- T
- 7
- 9
- 11
- N

##### Village Priest

- T
- T
- 7
- 9
- 11





*THE ROLLING LAND*

*Village of Likunta*

*Village of Maidens*

*JUNGLE OF THE BRAIN EATERS*

*SWAMP OF THE SIRENS*

*VALLEY OF THE BONES*


*Hex = 3 Miles*