



TEMPLE OF THE APE GOD

Terje Nordin & Mattias Närvi



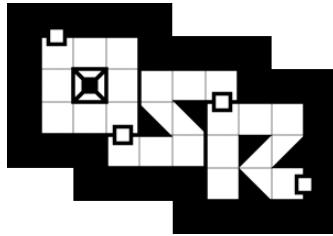
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TEMPLE OF THE APE GOD

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Temple of the Ape God

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Introduction

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Temple of the Ape God is a location based adventure suitable for 4-6 characters of levels 2-4. It is designed to be system agnostic and compatible with traditional role-playing games.

- This adventure assumes silver standard. If you use gold standard, all treasure should be adjusted accordingly.
- The armor classes are given as both descending and ascending values. The ascending values are in brackets.
- This adventure assumes that a single basic saving throw is used. All creatures are assumed to use the same saving throws as a fighter of the same level as their hit dice. If your system of choice has several categories of saving throws, check the categories in order and use the first one which applies to the situation.

Background

In ancient times a battle was fought between ape warriors and devil serpents. The general of the ape warriors defeated the serpent lord but perished from the poison of his enemy. In order to honor the general, he was exalted to divine status, and a temple was raised on the spot where he fell. An order of priests was instituted and tasked with passing on the legend of the heroics of the Ape God. They preserved the skull of the serpent lord and bound one of the devil serpents beneath the temple so that the ancient enemy would never be forgotten.

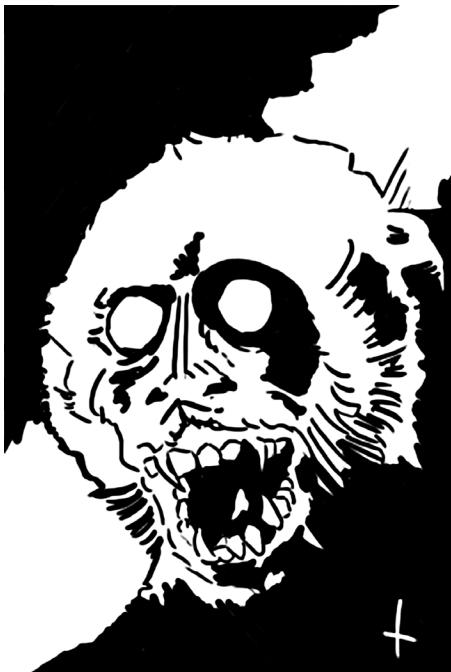
When the trade route passing by the temple was abandoned, the streams of visitors dried up, and the temple fell into obscurity. Eventually the sacred apes were the only ones left in the derelict temple. Time went by, and the years turned to centuries.

Then one day, two months ago, a group of adventurers came with steel in hand and eyes set for gold, lured by tales of the riches of the lost temple. Instead they found sudden and violent death, when they inadvertently released the devil serpent from centuries of incarceration. At long last it was free

to wreak its terrible revenge! With promises of strength renewed, it enticed the aged patriarch of the ape tribe to don the skull of the serpent lord as a mask. He became strong indeed, but was also twisted by the baleful influence of the mask. Lead by the patriarch, the tribe has begun to abduct lone wanderers and sacrifice them to the devil serpent.

Rumors

Several rumors are flourishing in civilised lands which adventurers might hear. Some rumors are true, indicated by the notation (T). Some are false and marked with (F), and a few are partially true and marked with (P).



1d20	Rumors
1.	The priests of the Ape God followed strict rules and spent much time meditating. (T)
2.	The Ape God gave his life to save the world from evildoers. The temple is built on the grave of the god. (T)
3.	Two months ago a group of adventurers disappeared into the jungle. Nobody has seen them since. (T)
4.	The temple was built on an ancient battlefield where the Ape God defeated the father of serpents. (T)
5.	The priests of the temple preserved the skull of a monster that, according to legend, was slain by the Ape God. (T)
6.	During the last six weeks lone wanderers have begun to disappear in the area. A band of robbers must have set up camp somewhere in the jungle. (P)
7.	The guardian of the ape temple slays all who do not give the right password. (P)
8.	The Ape God used a golden club to vanquish his enemies, the devil serpents. (T)
9.	The apes in the temple have been trained by a group of robbers. (F)
10.	The ape temple is cursed and haunted by the shadows of the priests that were murdered there. (F)
11.	Something is wrong with the apes in the temple. They have attacked and killed travellers in the area. (T)
12.	A terrible demon is bound beneath the ape temple. (T)
13.	The priests used to sacrifice human hearts on the blood-splattered altar of the Ape God. (F)
14.	The temple fell into ruin when the trade route passing by the temple was abandoned. These days, only the sacred apes are left. (T)
15.	There are lots of dangerous insects in the jungle around the temple. (T)
16.	The apes in the temple used to be friendly towards pilgrims. (T)
17.	The priests of the Ape God grew rich from the sacrificial gifts of travelling merchants. No one knows where they hid all their gold. (T)
18.	The apes are thieves really, disguised to avoid the law. (F)
19.	The leader of the apes wants to learn the secret of man's red fire. (F)
20.	The leader of the apes wants to become a man. (F)

Through the jungle

Roll on the table to see what the adventurers encounter if they explore the jungle around the temple ruin. Roll 1d6 three times per day. An encounter occurs if the roll is 1.

1d12	Encounter
1.	A decayed corpse dressed in a red robe. A satchel is poking out from beneath the corpse. A giant centipede, which has nested in the abdomen of the corpse, attacks if the body is touched. 1 giant centipede: MV 120', AC 9 [10], HD 0 (1d4 hp), AT 1 bite (poison), M 7. The satchel contains 12 sp and an almost completely ruined spellbook. The spells Third Eye and Rope trick are still intact.
2.	A dead pack mule is surrounded by 1d6 giant ants. The saddle bags are of good quality but filled with spoiled rations. Among the rations is a small bag containing 2d10 cp. 1d6 giant ants: MV 120', AC 3 [16], HD 1, AT 1 bite (1d4 hp + poison), M 12.
3.	A large, bluish black jungle bear is eating ants from an anthill. 1 bear: MV 120', AC 6 [13], HD 5, AT 2 claws (1d4 hp each) + 1 bite (1d8 hp), M 8.
4.	The path is blocked by a fallen tree trunk. If the characters try to climb over, there is a 4 in 6 chance that they disturb a nest of hornets inside. 1 hornet swarm: MV Fly 60', AC 6 [13], HD 3, AT 1 swarm (1d3 hp, 1d6 hp against unarmored creatures), M 11.
5.	A pond can be seen from the path, with a bronze statue surrounded by red lotus flowers in the middle. The statue depicts a dancing god and a wreath of fresh flowers hangs around its neck. Anyone entering the clearing must make a save each round to avoid falling unconscious, knocked out by the flowers' pollen. The roots of the flowers drink the blood of the characters (-1 hp each round).

6.	1d6 curious apes are eating fruit in a tree. 1d6 apes: MV 120', AC 6 [13], HD 2, AT 2 claws (1d3 hp each) + 1 bite (1d4 hp), M 8.
7.	A statue of a humanoid elephant with six arms stands in a small clearing. Water is pouring from the trunk into a bowl and down on the ground. 2d4 sp lies in the bowl. If a coin is placed in the bowl the water becomes healing (restoring 1d6 hp). If a coin is taken from the bowl, the water becomes lethally poisonous. The effect on the water ends after one hour.
8.	Chandra, a travelling drug merchant with a pack mule and a guard dog. He has lotus powder in several colours, worth 200 sp. However, there is a 20% risk that the goods are false and worthless, and a 10% risk that they are lethally poisonous. Chandra: MV 120', AC 9 [10], HD 1, AT 1 knife (1d4 hp), M 8 1 dog: MV 180', AC 7 [12], HD 1, AT 1 bite (1d4 hp), M 8.
9.	In a leaf hut lives Sitara Anumati, an ascetic mystic. There is a 25% chance that she is deeply absorbed in meditation. If disturbed, there is a large risk that she will attack the characters in a temporary bout of insanity. Otherwise, she will offer to relate a rumor about the ape temple, but only if each of the characters first tell her what they think is the meaning of life. Sitara Anumati: MV 120', AC 9 [10], HD 1, AT 1 fist (1d2 hp), M 12.
10.	An elephant herd comprised of 1d6+3 adults and 1d3 calves come marching through the jungle. 1d6+3 elephants: MV 120', AC 5 [14], HD 9, AT 2 tusks (1d8 hp each) or 1 trample (4d8 hp), M 8.
11.	A tiger crosses the path of the adventurers. 1 tiger: MV 150', AC 6 [13], HD 6, AT 2 claws (1d6 hp each) + 1 bite (2d6 hp), M 9.
12.	1d6 crocodiles are drowsing beside a stream. 1d6 crocodiles: MV 90', AC 5 [14], HD 2, AT 1 bite (1d8 hp), M 7.

Temple courtyard

The rectangular courtyard of the temple is covered with cracked and moss-grown flagstones and surrounded by a 10' high stone wall. The first things that catches a visitor's eye are the ornate sanctuary and the huge ape statue (8).

1. Tree

3 young apes are keeping watch in a large fig tree by the main entrance. They will throw rocks and turds on intruders and scream to warn the tribe.

3 young apes: MV 120', AC 6 [13], HD 1, AT 1 rock (1d4 hp) or bite (1d4 hp), M 8.

2. Pit trap

On the south side of the courtyard, the mid section of the wall has collapsed. Within, the apes have dug a 10' deep pit filled with sharp wooden stakes. The pit is covered with sticks and leaves. There is a 3 in 6 risk that someone passing through the area falls into the pit. Anyone falling into the pit takes 1d6 hp from the drop and is impaled by 1d4–1 stakes. Each stake deals 1d4 hp damage.

3. Ape hill

A heap of rubble. Most of the ape

tribe stay here during the day. They sleep in the trees nearby during the night.

Monsters: Apart from the leader, the ape tribe consists of 12 adults and 5 young. The latter only have 1 hp each and do not participate in combat.

12 apes: MV 120', AC 6 [13], HD 2, AT 2 claws (1d3 hp each) + 1 bite (1d4 hp), M 8 (10 as long as Old Whitefur is present).

Old Whitefur, the leader of the tribe, is an older male with chalky white fur, four arms and a large pot belly. He wears a mask made from a huge, mummified snake skull with black scales and ruby horns (500 sp each)

Old Whitefur: MV 120', AC 6 [13], HD 3, AT 4 claws (1d6 hp each), M 12.

Treasures: Buried in a pot are coins and jewellery worth 600 sp. The mask grants its wearer moral 12, +1 to hit, 1d6 hp damage with fists and the ability to regenerate 3 hp per round. They also gains 1d3 mutations and a hunger for humanoid flesh. The mask sticks to the wearers face and may only be removed with a Remove Curse or a successful save. If the save is successful, the wearer loses 1 point of Charisma permanently and will henceforth speak with a prono-

unced lisp. If the save is failed the wearer dies immediately.

4. Oubliette

1d3+1 human prisoners are held in a 10' wide and 20' deep pit. One of the prisoners is sacrificed at noon in the room under the base of the big statue (8).

The sanctuary

The central temple building has a pointed roof with many spires. The building is overgrown with moss and vines. Under the vegetation are wall reliefs depicting ape warriors blasting human-like serpents with bolts of lightning.

5. Three apes

In front of the bronze double door is a statue of three fat apes. One is covering its eyes, one is covering its ears, and one its mouth.

6. Guardian

The antechamber of the great hall is 20'×30'. A 10' high bronze statue of an ape warrior holding a great mace stands in the middle of the room.

Monsters: The statue is a magical guardian which lets out a resounding growl if anybody enters room 6. Should anyone enter with open

eyes or utter a sound in its presence, it will rouse to life and attack.

Guardian: MV 60', AC 1 [18], HD 4, AT Mace (1d10 hp), M 12.

7. Great hall

The temple hall is 30'×50'. Wall reliefs show dancing apes and a great horned serpent with gaping jaws. In the middle of the floor there is a mosaic shaped like a mandala. A stone altar stands by the west wall.

Treasure: The flagstone in the middle of the mandala is loose and beneath is a compartment where the self-mummified body of the last high priest sits in lotus position on a layer of lime.

On the mummy are the following ritual tools: a gilded bell (worth 50 sp), a cup, carved from a human skull and decorated with semi-precious stones (100 sp), a gold amulet shaped like a club (200 sp), a golden ritual dagger (worth 250 sp), and a golden medallion (worth 200 sp) containing a scroll of Meditation.

The corpse holds a palm leaf letter in its lap, written in archaic script: *I am the last surviving servant. The trade route is almost overgrown, and travellers no longer visit the temple. For three years I alone have performed the rites, but the years weigh heavy on my shoulders. I do*

Underground encounters

Roll 1d6 every third turn. An encounter occurs if the die comes up 1.

1d6	Encounter
1.	1d4 cobras: MV 90', AC 5 [14], HD 2, AT 1 bite (1d4 hp + poison), M 7.
2.	1d6 giant centipedes: MV 120', AC 9 [10], HD 0 (1d4 hp), AT 1 bite (poison), M 7.
3.	1 clear ooze: MV 60', AC 5 [14], HD 3, AT 1 pseudopod (1d6 hp + paralyzation), M 12. The ooze is only harmed by fire or cold and surprises opponents who roll 5 or less on 1d8.
4.	2d4 giant leeches: MV 30', AC 9 [10], HD 1, AT 1 bite (1d4 hp + blood drain), M 10. Drains blood (1 hp per round).
5.	2d6 giant rats: MV 120' (Swim 60'), AC 7 [12], HD 1-1, AT 1 bite (1d4 hp + disease), M 8.
6.	1d100 bats: MV Fly 120', AC 6 [13], HD 0 (1 hp), AT confuse, M 6. Bats are immune to spells affecting sight (e. g. Light). Silence 15' radius negates their ability to echolocate. A group of at least 10 bats can confuse a person by flying around them. The creature gains a -2 penalty on all attacks and saves. Additionally, spellcasting is made impossible. Bats must roll for Morale each round if they are not under some kind of supernatural control.

not have many days left. Therefore, it is now up to the peaceful and innocent little brothers of my god to pass on his legacy in their own way. Anyone who harms them or the temple will surely raise the ire of the god. I hid the weapon of the great warlord in the sepulchre of the sacred grove, until the day when it shall serve its purpose once again. May the seal keep the spawn of the serpent bound.

Ajit Agnimukha, temple father.

Hidden door: The jaw of the serpent relief is moveable. When the jaw is shut, a hidden door opens behind the altar. Behind the door is a long spiral stair leading down to room 10. A hydraulic mechanism automatically closes the door after 1 turn.

Other: Anyone who sacrifices fruit on the altar gains the Ape God's Bless.

8. Statue of the Ape God

A huge statue depicting the Ape God in battle with a horned serpent. The statue is surrounded by a pond filled with lotus flowers, and in the base is a door leading to a 20'×20' chamber.

The chamber floor is blackened with dried blood, and bones from at least five people are piled up along the walls. Five skulls have been impaled on stakes and adorned with flower garlands. In the northeastern corner are three urns, and in the floor is a 6' wide well.

Treasure: 50 sp are hidden in one of the urns. A cobra (MV 90', AC 5 [14], HD 2, AT 1 bite (1d4 hp + poison), M 7) has crawled down in the same urn. It attacks anyone who disturbs its sleep.

Other: The well is 40' deep and leads down to the devil serpent in room 14. One of the prisoners are brought here each day at noon.

The apes rip out the prisoner's heart and throw it down the well as a sacrifice to the devil serpent before they feast on the corpse.

The underground complex

The corridors are 10' wide. They and all the rooms are filled with waist-to-chest deep water (3'). GMs may want to consider how

this affects movement. Halflings and other small characters will have to swim or ride on someone's shoulders. If nothing else is noted, the ceiling is 10' high.

9. Empty room

A 30'×30' room. The skeleton of a dead adventurer is impaled on a sprung spear trap.

10. Intersection

A corridor leads from east to west. The spiral stair from room 7 leads down here. On the mid sections of the north and south wall are doors, and the corridor also ends in a door in the west. In the east a section of the tunnel has collapsed. A skeleton hand is poking out of the rubble.

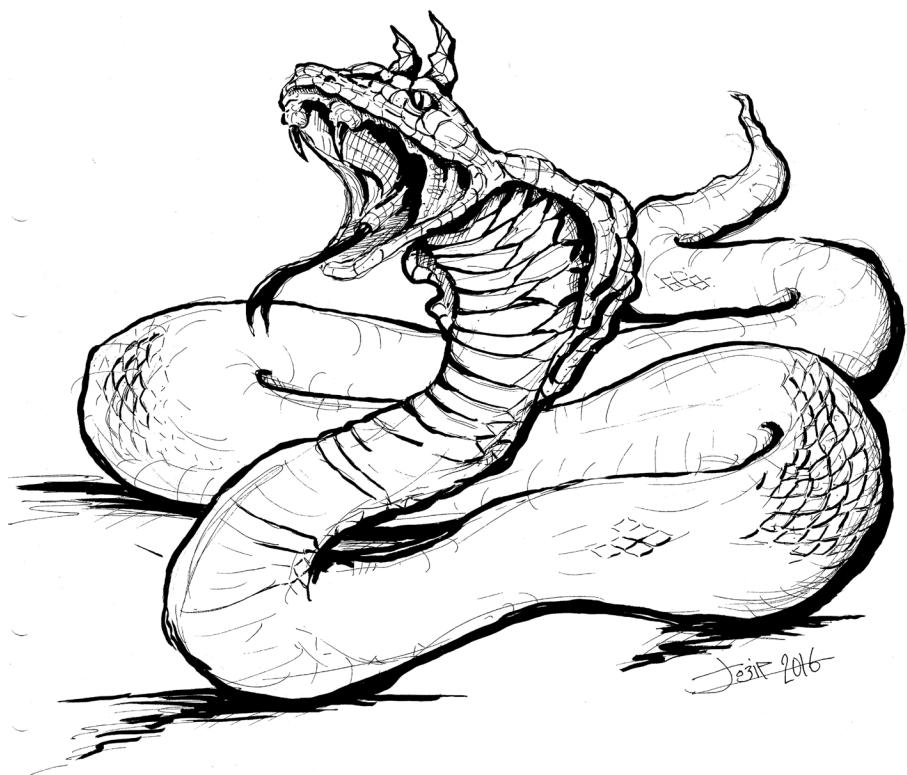
Treasure: The skeleton is the remains of a buried adventurer. There is 1d20 gp and a rusty scimitar on the body.

Traps: It takes 1d6 turns to dig out the skeleton, and each turn there is a 2 in 6 chance that the roof collapses, killing everyone who fails a save.

11. Spear trap

The room is 30'×30' and apparently empty.

Traps: By the doorway in the east is a spear trap. The trap is sprung



by a trip wire beneath the water surface, causing three spears to shoot out from holes in the wall. Each successful hit from a spear deals 1d6 hp of damage.

12. Treasure chamber

A 30'×30' room. In alcoves in the wall are large amounts of ritual objects. Everything is covered in a bluish green fuzz.

Treasure: 5 necklaces (21 sp each), 5 finger rings (8 sp each), 5 bracelets (13 sp each), 40 knives (5 sp each), 11 cups (25 sp each) och 7 plates (45 sp each) adorned with gold and jewels. In a beautifully painted urn is a scroll of arcane secrets bestowing 777 xp to a cleric.

Traps: Everything in the chamber is covered in yellow mold.

13. Empty room

A 30'×30' room. Flaking wall reliefs depict ape warriors carrying maces.

14. Hall of the serpent

A 30'×50' hall. During the day, the room is lit by dim sunlight from the shaft in the ceiling, leading up to room 8. Under the water, human bones are strewn across the floor.

Monsters: A 10' long black serpent with two red horns is swimming in

the water.

Devil serpent: MV 150', AC 7 [12], HD 5, AT 1 horn (2d6 hp) + paralyzing gaze, M 10. Opponents must make a save to avoid being paralyzed by the gaze of the devil serpent.

Treasure: The horns of the devil serpent are made from ruby and worth 500 sp each. The spell Snake Charm is inscribed on the northern wall.

15. Paradise garden

A huge 60'×60' hall. The floor is lower than in the rest of the complex, and lies beneath 10' of water. The arched ceiling is 20' above the surface of the water. The hall is lit by a magical painted sun in the roof. In the middle of the hall is an islet where six fruit trees of different colours grow. In the middle of the islet is a stone coffin with the lid shaped like an ape warrior with crossed arms. By the coffin is an empty and dry stone font.

Treasure: 1d3+1 banana-shaped fruits with extraordinary powers grow on each tree:

White. Lethally poisonous; the consumer must save or die.

Black. The consumer falls asleep for 1d3 hours and wakes up with an intuitive sense of the future. Roll 3d20 and write the results

down in order. Those are what the consumer will roll on their three upcoming d20-rolls. The consumer may do what they like with the information.

Red. The consumer makes a save. If the save is successful their Wisdom is increased by 1 point permanently. If the save is failed the consumer will believe that they have turned into an ape, and will suffer from Feeblemind for 1d4 days.

Blue. The consumer permanently gains the ability to communicate with apes.

Yellow. The consumer turns into an ape, as by Polymorph others.

Green. The consumer gains the ability to scale vertical surfaces, cling from branches and swing in vines like an ape. They must have their hands and feet bare. For the duration of this effect the consumer is unable to make the occult gestures necessary for spellcasting. The fruits will keep fresh for 24 hours after they have been plucked. After this time they will spoil and lose their powers.

Other: In the stone coffin is a copper necklace, worth 5 sp. If anybody thinks to knock on the bottom of the coffin they will hear that it is hollow. If the font is filled with water the bottom of the coffin will

slide aside and reveal a stairway leading down to a crypt.

16. Tomb of the Ape God

A 10'×20' chamber. In an alcove sits a large mummified ape with costly gold jewellery. It grips a golden mace.

Monsters: If the adventurers have slain the devil serpent and Old Whitefur without killing any of the other apes they have earned the favor of the god, who will let them take the treasure without a fight. Otherwise the ape mummy will animate and attack the intruders.

Ape mummy: MV 90', AC 3 [16], HD 7, AT Mace (1d6 hp) or grapple, M 12

Treasure: The mummy wears a jewelled golden crown (3000 sp) and a gold necklace (500 sp). The mace is an artefact that once daily can give an electric shock, dealing 2d8 hp damage. It may also be used to turn snake creatures as per Turn Undead.

New spells

Meditation

Level: Cleric 1

Range: Personal

Duration: Special

The cleric enters a meditative trance. Each turn spent meditating counts as one hour of sleep. Eight turns of meditation will restore the cleric to full hit points and enable them to recover spells.

Third eye

Level: Magic User 1

Range: Personal

Duration: Permanent

A third eye opens in the magic user's forehead, which is extremely painful. With their third eye, the cleric is able to Read Magic at will. However, they lose the ability to read mundane writing for the duration of the spell.

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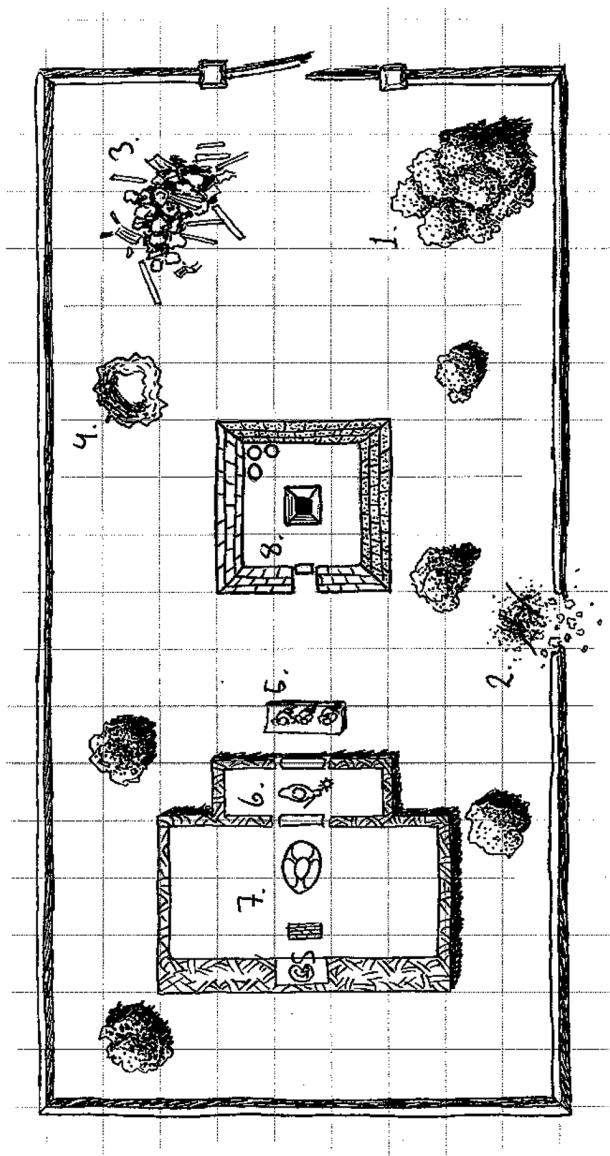
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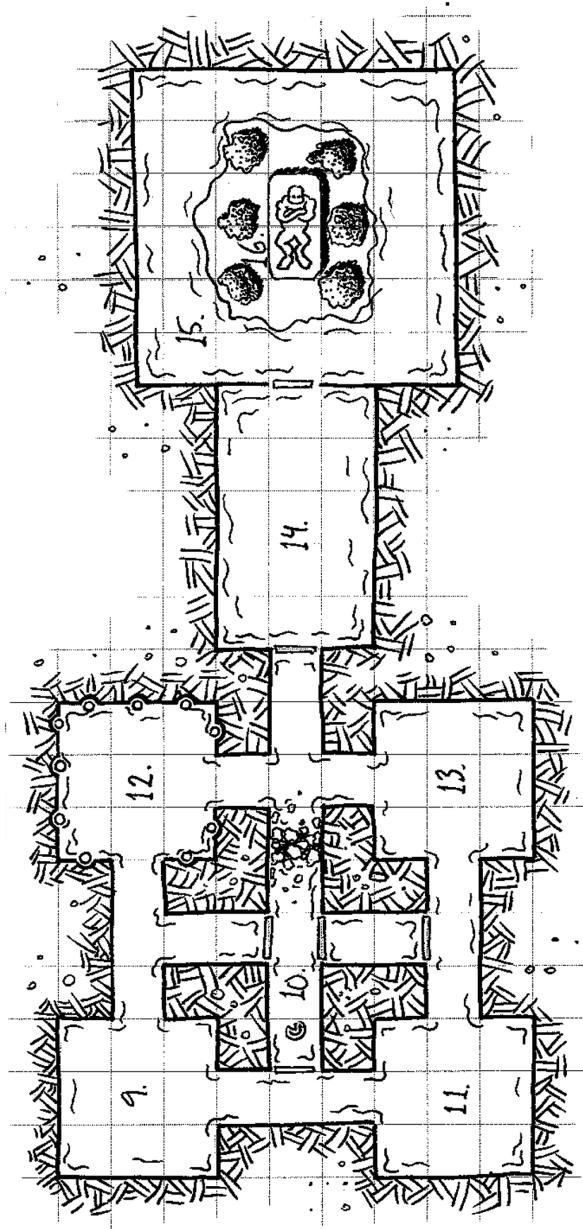
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The temple courtyard



The underground complex



The palm leaf letter

I am the last surviving servant. The trade route is almost overgrown, and travellers no longer visit the temple. For three years I alone have performed the rites, but the years weigh heavy on my shoulders. I do not have many days left. Therefore, it is now up to the peaceful and innocent little brothers of my god to pass on his legacy in their own way. Anyone who harms them or the temple will surely raise the ire of the god.

I hid the weapon of the great warrior in the sepulchre of the sacred grove, until the day when it shall serve its purpose once again. May the seal keep the spawn of the serpent bound.

Amit Agnimukha, temple father.