

GAME MASTER™

THRONE OF THE GORILLA KING™

MINI
ADVENTURE
INSIDE

COMPLEAT ENCOUNTER™

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THRONE OF THE GORILLA KING

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ANY SETTING • LOW-LEVEL (4TH–8TH) • JUNGLE RUINS

Deep in the mysterious jungle, beyond the vicious monsters and primitive tribesmen, a terrifying colony of ape creatures conducts terrible rituals before the altar of their dark king. Can the PCs dethrone the tyrant lord of the apes and seize his powerful artifact, or will the gorillas feast on the flesh of the explorers and transform them into feral monsters that haunt the jungle depths?

This Compleat Encounter uses the information found on the maps and data cards in this set to create a mini-adventure. The cards include information and game rules for the cursed King Ruthazek, the potent *Totem of Angazhan* (as well as details on Angazhan's cult),

and the feral ape-men who serve the *Totem*. You'll need the cards for the relevant game rule information when running this encounter. See "Scaling the Encounter" on Card 4 for tips on how to scale this encounter to a variety of character levels.

Although the miniatures, maps, and plots in this Compleat Encounter can be used with any fantasy roleplaying game, the rules included herein are compatible with the Open Game Licensed version of the world's most popular RPG. You can download a copy of these rules at dzosrd.org.

USING THIS COMPLEAT ENCOUNTER

This encounter takes place in a ruined temple left behind by a now-extinct race of feral savages known as the charau-ka Angazhan, or "Children of Angazhan." Their foul beliefs and violent nature eventually led to their eradication at the hands of neighboring tribes, yet their greatest temple remains a place of evil magic and lurking fear.

You can place the nameless temple in any jungle region in your campaign world that is far from civilization yet still close enough that trading posts and colonies have been established along the jungle's coastline. The jungle is an untapped resource for the northern kingdoms, and exports of exotic woods, spices, strange animals, and other goods have taken the northern port cities by storm. Relations with the indigenous tribes have been predictably rocky. In some cases, the colonists have forged alliances with these folk, while in others, open war rages in the jungle.

Recently, a fantastic tale has been circulating

throughout the colonies. This tale speaks of talking apes, of a towering gorilla who wears a twisted crown, and of a looming totem of stone that glimmers with fell potency. These ape men are said to torture and eat their captives, and victims that are slain before the looming totem rise anew as ape men themselves! Whispers of fear have spread throughout the settlements, and now the colonists fear attack by feral beast men from the jungle. Someone must trace the story back through the jungle, verify the tale, and, if possible, remove the threat before expeditions are lost.

If the PCs volunteer for this task, it's up to you what trials and adventures they must win through to reach the nameless temple and the throne of the gorilla king. Alternately, if you simply need a quick adventure for your characters as they explore a dense jungle, you can use this encounter as something to fill a night of play.

THRONE OF THE GORILLA KING ENCOUNTER KEY

The throne of the gorilla king sits atop a ruined stone temple in the middle of the jungle. The ruins are surrounded on all sides by dense jungle—movement

through the surrounding tangle of vegetation is difficult and should be treated as heavy undergrowth. The temple itself is broken down into four separate encounters, one for each card.

Each of the numbered cards corresponds to one encounter area as shown below. The unnumbered cards represent the inside of the temple (see “Concluding the Encounter”).



I. THE POOL OF ANGAZHAN

The dripping green walls of the jungle finally part, revealing an intimidating sight in this long clearing. The ground consists of cracked pavestones, with tufts of moss and vegetation growing tenaciously between the

rocks. The plaza contains a circular pool, the eroded rim of which is carved to resemble a circle of parading apes. The water within is thick, green, and still. To the north, the plaza rises in a series of massive stairs leading up to an upraised stone balcony on which looms an altar of carved stone. Two statues of lumbering apes flank the top of the stairway, and a strange stone totem sits on the altar itself. A huge stone head leering up from the jungle bed dominates the entire scene. The stone head is nearly a hundred feet high, and resembles nothing more than the head of a massive, feral ape. Its mouth, rimmed with cruel fangs, yawns open and looms over the plaza, as if the stairs were its tongue and the jungle itself its shoulders. Deep within the massive maw sits an obsidian throne.

If the characters aren't attempting to be stealthy, they are automatically noticed by Prince Tekawhan on the stairs to the north (see area 2), who immediately moves into position as detailed there to torment the characters.

The pool itself was once a place for the ancient cultists of the gorilla demon Angazhan to offer their sacrifices. A close inspection of the pool's rim reveals that the apes carved into its rim aren't simply marching in a circle—they're participating in a horrific anthrophagous banquet, consuming the arms, legs, torsos, and heads of hundreds of slain men and women.

The pool is 15 feet deep, although the bottom five feet are clogged with an insane tangle of human skeletons. A DC 25 Search check uncovers a +1 dagger and a single garnet worth 350 gp.



2. THE PROMENADE (CEL 5)

The stairs rising from the jungle are crusted with vines and moss, as are the walls to either side. Hundreds of carved monkey faces with deep eye sockets leer from the walls and risers of the steps.

The stairs are steep and crumbling, and they count as difficult terrain for creatures using land speed. Creatures with a climb speed may instead use this speed at no penalty while navigating the treacherous stairs.

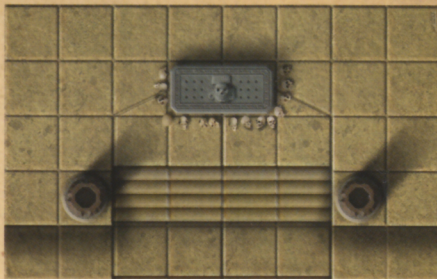
Although hundreds of ape men dwell in the region, the majority live in small treetop villages in the surrounding jungle. They treat Ruthazek as their king and master, but fear him as well. Their primary point of contact with the gorilla king is a half-mad ape man

called Prince Tekawhan. This capering lunatic acts as a proxy for the king, verbally delivering messages to the monarch and manning a dangerous trap to make sure that none dare approach his majesty.

Many of the squares on the map tile here are trapped. You should choose a single safe path through the steps consisting of a row of squares; all other squares on the stairway are pressure plates. A DC 20 Search check reveals the trap on a square. Once discovered, a pressure plate can be disabled with a DC 20 Disable Device check. Otherwise, several long wooden spears lance out of the eye sockets of all of the carved monkey faces nearby. The character that triggered the trap is attacked by 1d4 spears. Each spear has a +15 attack bonus and inflicts 1d8+3 points of damage on a hit. Once a spear strikes, it retracts into the eye sockets and is ready to strike again the next round if the pressure plate is triggered again.

As the characters are halfway through navigating the stairs, Prince Tekawhan leaps into action by hurling pottery jars of quickberry juice (see card 10) at the PCs, hoping to cause them to step onto pressure plates. He has six jars; once he's out, he resorts to throwing rocks. He knows which squares are safe to walk on, and, if engaged in combat, he rushes down onto them in an attempt to lure the PCs into danger. The whole time, he shrieks and yells in Common, insulting the PCs and warning them to turn back before the King wakes up.

- **Prince Tekawhan, charau-ka:** hp 19; Card 8.



3. ANGAZHAN'S MAW

The looming maw of the stone gorilla head is even more oppressive up close, or perhaps the feeling of doom comes from the strangely hideous totem that squats upon the obsidian altar here. The moss-covered stone pillars to the east and west have been carved into ape-like statues that glower menacingly but silently, and seem ready to pounce on anyone who approaches the totem.

The totem on the altar is the *Totem of Angazhan*, a potent artifact detailed on Card 10. Remember that non-worshippers of Angazhan must make a DC 15 Will save to avoid the totem's fear aura, and that the totem itself can direct one *phantasmal killer* per round against any creature within 30 feet.



4. THRONE OF THE GORILLA KING (EL 7)

A large granite throne sits in the stone gorilla's maw, its frame weathered and ancient, but no less imposing. The walls of this place depict horribly realistic scenes of huge gorillas engaged in all manner of ruinous activities against humanity. The far end of the chamber holds a pair of stone doors with no handles. The doors themselves are blank, but their frame is an archway of fanged skulls. A pile of poorly-preserved furs to the east seems to be some sort of a nest.

After his reincarnation by the *Totem of Angazhan*, King Ruthazek chose this location as his new home. He now spends the majority of his time on his throne, gazing out of Angazhan's maw and envisioning scenes of glory as if he were looking out over a vast enslaved kingdom. His hallucinations are pervasive enough to

prevent a defense of his home until he notices the PCs entering the immediate area, at which point he rises to defend his “kingdom” with a fierce wrath. Consult card 6 for a rundown on his tactical tactics.

- **Ruthazek the Gorilla King:** hp 80; Card 6.

CONCLUDING THE ENCOUNTER

Once the PCs have defeated the Gorilla King, they’ll need to decide what to do with the *Totem of Angazhan*. Although the *Totem* becomes dormant if removed from the temple region, a cultist of Angazhan could conceivably reactivate it at a later date. Imagine the chaos if the PCs return the *Totem* to civilization as a gift to a king or a museum, only to have a cultist awaken the *Totem* in the middle of a great city! The resulting beast plague could be the focus of an exciting high-level adventure.

And then there’s the matter of what could be beyond the doors behind the Gorilla King’s throne? We have included the first few rooms of the temple on the reverse side of the numbered tiles. They are in order, so the reverse side of area 1 depicts the area immediately beyond the stone doors behind the throne, while the reverse side of area 2 depicts the second room beyond the doors and so on. What secrets lie concealed within the temple interior has been left for you to decide. Perhaps a portal to Angazhan’s realm still functions, and the dungeons surrounding it could be infested

with the bestial spawn of this otherworldly hell. PCs who manage to open the doors should be ready for a dangerous adventure indeed.



SCALING THE ENCOUNTER

In place of the guardians listed in the area descriptions, the temple can feature different mixes of monsters to accommodate different party levels.

Beginning Parties (Levels 1–4): area 2: Remove the traps; area 3: totem is nonmagic; area 4: intelligent dire ape.

Mid-Level Parties (Levels 9–12): area 2: add 4 dire apes; area 3: one pillar animates as a clay golem; area 4: 8th-level fighter dire ape.

High-Level Parties (Levels 13–16): area 1: fiendish elder water elemental; area 2: 8 3rd-level fighter ape men and 2 gray renders; area 3: two nalfeshnees; area 4: 14th-level fighter dire ape.

Heroic Parties (Levels 17–20): area 1: fiendish elder water elemental with 48 Hit Dice; area 2: 8 7th-level fighter ape men and two nalfeshnees; area 3: 4 greater stone golems; area 4: 20th-level fighter dire ape.

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RUTHAZEK THE GORILLA KING

Ruthazek, male human reincarnated dire ape fighter

4: CR 7; Large animal; HD 5d8 plus 4d10; hp 78; Init +7; Spd 30 ft., climb 15 ft.; AC 18, touch 12, flat-footed 15; Base Atk/Grp +7/+19; Atk* +1 *bastard sword* +11 melee (1d10+16/19–20) or claw +9 melee (1d6+13); Full Atk* +1 *bastard sword* +11 melee (1d10+16/19–20) and claw +4 melee (1d6+9) and bite +4 melee (1d8+9) or 2 claws +9 melee (1d6+13) and bite +4 melee (1d8+9); Space/Reach 10 ft./10 ft.; SA rend 2d6+12; SQ low-light vision, scent; AL CE; SV Fort +13, Ref +9, Will +5; Str 26, Dex 16, Con 19, Int 10, Wis 8, Cha 14; MM p. 62.

*Includes adjustments for a 5-point Power Attack.

Languages: Common.

Skills: Climb +24, Intimidate +10, Spot +7.

Feats: Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Initiative, Quick Draw, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, bracers of armor +2, cloak of resistance +1.

That King Ruthazek was a cruel and sadistic ruler, no one could deny. His reign lasted for five years, from the bloody regicide of his father to the tragic final days of his dethroning. Yet even as his stolen throne was reclaimed, he retained some allies. These supporters afforded him an escape, and bundled him away in a

crate of dried figs bound for a trading post far to the south. King Ruthazek arrived safely, his identity anonymous in the distant port. He set immediately to rebuilding his resources, intending to build an army to return to the north and reclaim what he still felt was rightfully his. So when he heard tales of a ruin deep in the surrounding jungle that hid an artifact of the ancients that granted great powers, he took his men and led an expedition to recover it. The artifact was the *Totem of Angazhan*, and it would be King Ruthazek's doom.

When Ruthazek tried to claim the *Totem* for his own, it lashed out in anger and revealed to him his greatest fear. Ruthazek beheld a vision of his return to his homeland at the head of an army, only to be betrayed by this army and turned over to the current king and quickly executed for his treachery. The vision was too much for Ruthazek, and he died on the spot. All according to the *Totem's* need, as it saw in Ruthazek qualities it needed. The totem returned Ruthazek to life—but as a gorilla thrall of the *Totem*.

In combat, Ruthazek wields his +1 *bastard sword* with deadly grace. If brought below 30 hit points, his new bestial nature takes over and he casts the sword aside to attack with both claws, giving him a chance to rend his foes limb from limb.





CHARAU-KA ANGAZHAN (CAPE MAN)

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +1

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+5

Attack: Claw +5 melee (1d6+2)

Full Attack: 2 claws +5 melee (1d6+2) and bite +0 melee (1d8+1) or thrown object +6 ranged (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Throw anything

Special Qualities: Darkvision 60 ft., low-light vision, scent, shrieking frenzy

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 11

Skills: Hide +11, Move Silently +11

Feats: Point Blank Shot, Stealthy

Environment: Warm jungle

Organization: Solitary, pair, or tribe (3–12 plus 1–3 dire apes)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +2

The shrieking, disturbingly fast freak clambering down

from the vine-encrusted ruins is about the size of a dwarf, although its arms and legs are much longer and limber. Wiry dark fur covers its body, and it wears crude clothes as if to parrot civilized folk rather than from any self-aware sense of modesty. Its head is that of an ape with a long snout and a wide, fanged mouth—the source of the wretched noise.

Although they call themselves the charau-ka Angazhan, these dangerous jungle dwellers are often known to colonists and explorers as ape men. The source of the charau-ka is hidden in the ancient history of the demonic monkey god Angazhan, who is said to have transformed the bodies of his victims into these creatures to serve him as worshipers and minions. Angazhan has long since abandoned his children, yet they live on in the steaming heart of the jungle. Their appetite for cruelty is diminished by his absence, though their penchant for mischief remains a driving force in their society.

COMBAT

A charau-ka typically fights with tooth and claw, but if it ambushes a foe, it prefers to fight at range with thrown objects. Many charau-ka carry 1d4 doses of acid, alchemist's fire, quickberry juice (see card 10), or tanglefoot bags to throw as well.

Throw Anything (Ex): Charau-ka gain a +2 racial bonus on attack rolls and damage rolls made with thrown objects; they are considered proficient with all thrown weapons, including improvised weapons. A charau-ka can retrieve and hurl things so quickly that it treats all thrown weapons as ammunition for the purposes of drawing them.

Shrieking Frenzy (Su): Once per day, a charau-ka can enter a state of shrieking frenzy as a free action. The charau-ka creates a horrible amount of noise while shrieking (and always fails Move Silently checks while shrieking), but as long as it continues to shriek, it functions as if under the effects of a *haste* spell. A charau-ka can continue its shrieking frenzy for a number of rounds equal to 1 plus its Constitution modifier (minimum of one round).

Skills: A charau-ka gains a +4 racial bonus on Hide and Move Silently checks. It also gains a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.





TOTEM OF ANGAZHAN

The *Totem of Angazhan* is a dangerous and sinister major artifact created by the gorilla demon himself in times long past. Angazhan initially created five of these artifacts, one for each of the five tribes that paid him fealty. The other four totems may have been destroyed, or they may still be hidden elsewhere in the fetal corners of the world, waiting to be rediscovered.

The *Totem of Angazhan* possesses a crude intelligence, and can observe the world around it via *true seeing*. It can also detect sound, and it possesses tremorsense. All three of these senses extend to a range of 30 feet; the totem cannot detect anyone beyond this range. The totem constantly radiates an aura of fear that fills the minds of any creature within 30 feet with cruel memories of past lives in which they were consumed by apes. All non-worshippers of Angazhan within 30 feet must make a DC 15 Will save to avoid becoming panicked by this mind-affecting fear effect.

Once per round, the *Totem of Angazhan* can cast *phantasmal killer*. This is its primary means of defense, and it can target any creature within 30 feet that it can sense. The effect manifests at caster level 20, and has a save DC of 16.

Once per day, the totem can *reincarnate* a single creature that dies within 30 feet of its location. Unlike

the spell of the same name, the reincarnated soul always returns to life as a specific creature—one of the charau-ka Angazhan (see Card 8).

Once per year, the totem may select a champion from any creature that dies within 30 feet. The totem immediately attempts to *reincarnate* this fallen soul as a dire ape. The champion must be willing to accept this reincarnation.

Note that the totem rarely, if ever, permits the *reincarnation* of anything other than chaotic evil spirits.

Strong necromancy and transmutation; CL 20th; Weight 150 lbs.

CULTISTS OF ANGAZHAN

Angazhan is an obscure demon god associated with carnivorous apes and was once worshiped heavily by certain debased and cruel jungle tribes. Neighboring tribes have since destroyed most of these followers, but a few worshipers of the gorilla demon linger still. Some fled the jungle entirely, and may have made it to other civilized ports of call by posing as guides, translators, exotic entertainers, or members of other professions. These cultists slowly work at rebuilding a base of like-minded worshipers so that some day they can return to the temple of Angazhan in the jungle and reclaim their lands.

Angazhan is a chaotic evil deity. His favored weapon is the spear, and his symbol is a fanged, jawless skull mounted on a twisted spear. Clerics of Angazhan have access to the domains of Animal, Chaos, Evil, and War.



QUICKBERRY JUICE

This strange concoction is brewed from a mixture of jungle plants, primarily the dark purple quickberry (so named for its penchant to hasten the digestive process). Stored in a pottery or glass vial, an ounce of quickberry juice can (if properly prepared) be thrown as a grenadelike weapon, duplicating the effects of a *grease* spell.

Faint conjuration; CL 3rd; Craft Wondrous Item, *grease*; Price 150 gp.



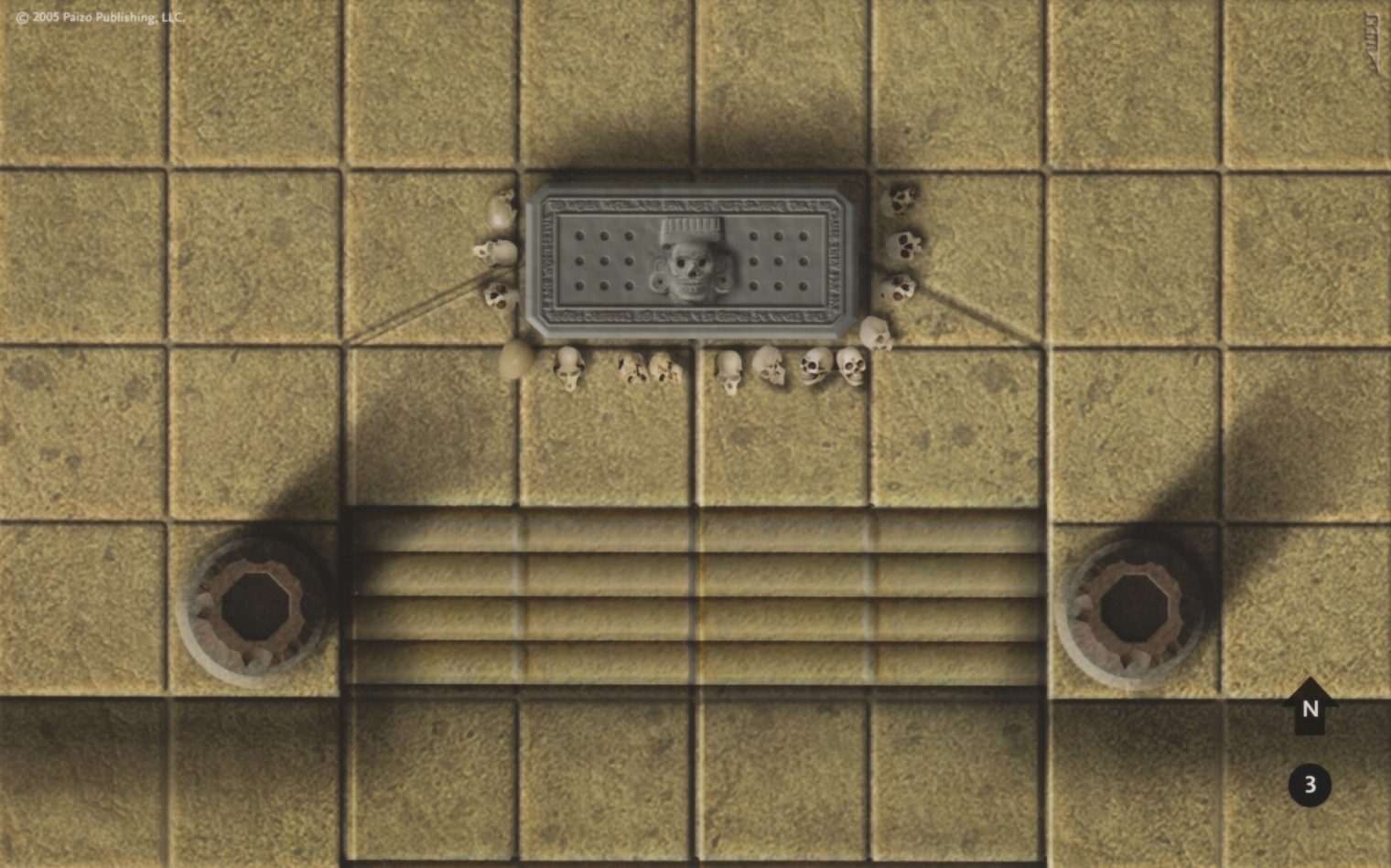
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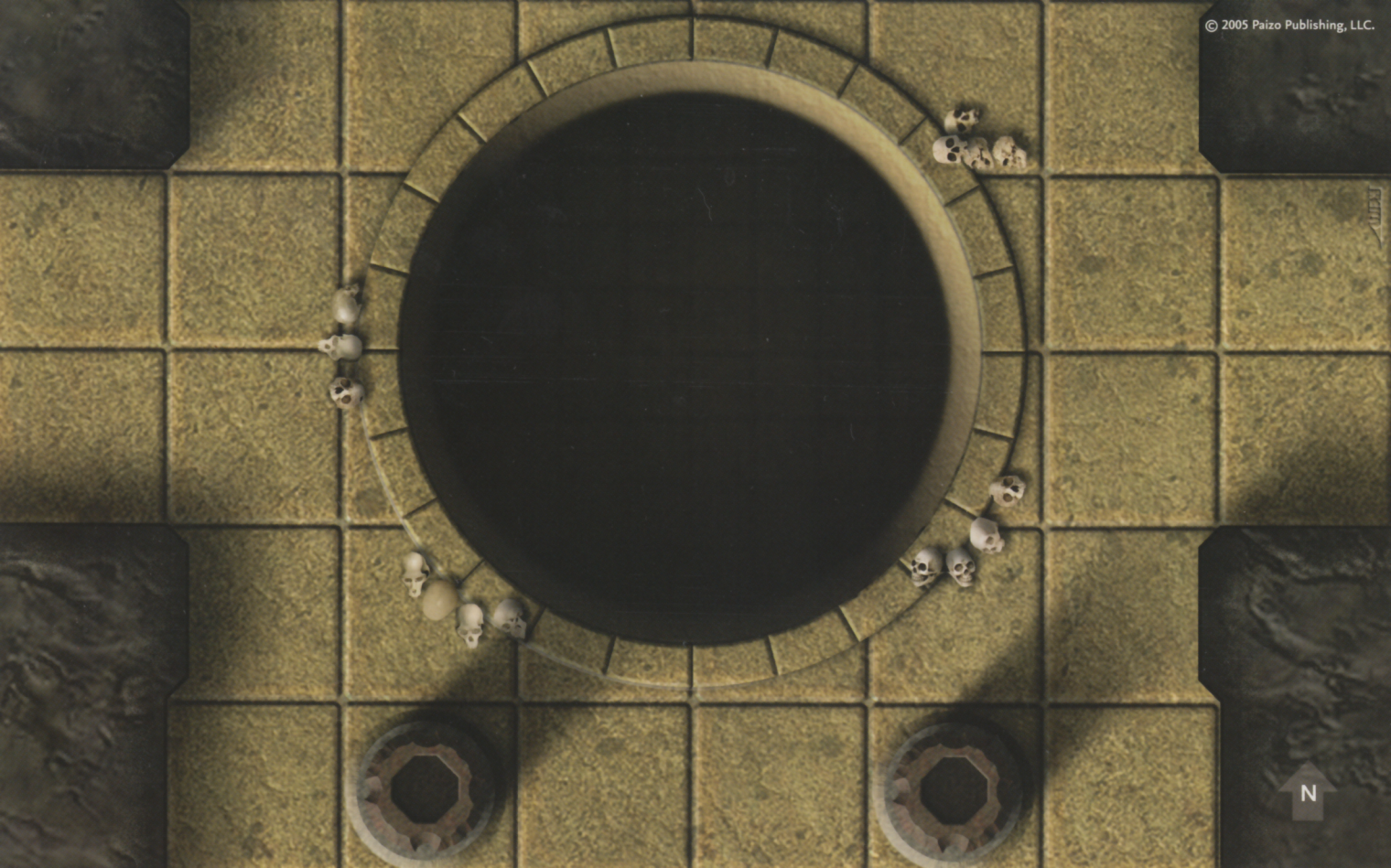
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COMPLEAT ENCOUNTER

THRONE OF THE GORILLA KING

A 5TH-LEVEL ADVENTURE SCALEABLE TO ALL LEVELS OF PLAY

Ramón Pérez, James Jacobs, Dennis Mize, Christopher West

Delve deep into the fecund jungle, where the Silverback King rules with a wise majesty and an iron sword. Some say his lair sparkles with the gems of fallen empires, but few can match his ferocity in battle. A Compleat Encounter, scalable to any level, featuring the gorilla king, his monkey servitor, and the mystical *Totem of Angazhan*.

This Compleat Encounter features three lead-free pewter miniatures suitable for use in any fantasy roleplaying game. 10 double-sided full-color cards provide a complete map of the Throne of the Gorilla King scaled for miniatures play, an adventure that uses the miniatures provided in the set, and complete statistics for the enemies and magic items encountered within. All game rules adhere to the Open Game Licensed version of the world's most popular roleplaying game.

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