

WARNING:
Mature Content

The Disoriented Ranger presents:

Monkey Business

"Excellent Adventuring"



DIY
OSR

by Jens Durke

A low to mid-level Labyrinth Lord™ compatible sandbox module about drug trafficking apes and flying feces!

Get your old school gonzo right here ...

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The Disoriented Ranger presents:

Monkey Business

"Excellent Adventuring"

Special thanks to Mark van Vlack, Chris Stieha, Eric Nieudan and Peter for playing, commenting and supporting this thing!

For Angela, who showed more patience than is in her nature.

A

Labyrinth Lord
Compatible Product

by **Jens Durke**

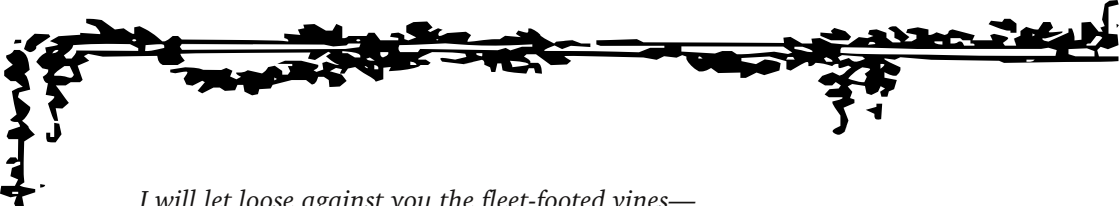
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More of the same at www.the-disoriented-ranger.blogspot.de



I will let loose against you the fleet-footed vines—

I will call in the Jungle to stamp out your lines! The roofs shall fade before it. The house-beams shall fall, And the Hurly, the bitter Hurly, Shall cover it all!

In the gates of these your councils my people shall sing, In the doors of these your garners the Bat-folk shall cling; And the snake shall be your watchman, By a hearthstone unswept; For the Hurly, the bitter Hurly, Shall fruit where ye slept!

Ye shall not see my strikers; ye shall hear them and guess; By night, before the moon-rise, I will send for my coss, And the wolf shall be your herdsman. By a landmark removed, For the Hurly, the bitter Hurly, Shall seed where ye loved!

I will reap your fields before you at the hands of a host; Ye shall glean behind my reapers for the bread that is lost; And the deer shall be your oxen By a headland untilled, For the Hurly, the bitter Hurly, Shall leaf where ye build!

I have untied against you the club-footed vines, I have sent in the Jungle to swamp out your lines The trees—the trees are on you! The house-beams shall fall, And the Hurly, the bitter Hurly, Shall cover you all!

Based on a poem by Rudyard Kipling (in The Second Jungle Book).

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I: INTRODUCTION

What is this?

This is an OSR-compatible mostly setting agnostic sandbox module about ape organized drug traffic and flying feces. It got way bigger than I thought it would and I hope it'll bring you some joy. I'll use *Labyrinth Lord TM* as the go-to system here and it's more like an adventure location instead of an adventure. There will be some hooks to get the players involved, too. I'd like to thank Mark van Vlack for giving me the inspiration, an ear or two and his pen (plus his Random Monkey Table, check out his monkey table in Appendix 5!).

This is not a work of science but a work of pulp. Don't expect biological accuracy or anything. Indian, Amazon or African jungle? I don't care, it's all one hot mess. Easy enough changed if you know better (and care), easy enough ignored by the rest. But, you know, this also has drug dealing apes and mushroom pygmies that want to get eaten and some magic. There is even a dinosaur somewhere in there, so going with "pulp fantasy" on this one is a safe bet anyway.

Inspiration

What follows is a list of sources that somehow inspired this module. In almost all the cases it's more tagline than specific variant, so YMMV. Which is to say, I don't care that much if old or new *Planet of the Apes* does it for you or which version of *Super Mario* you played, because this is mostly about the ideas and concepts those sources represent.

Planet of the Apes
Super Mario

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Tarzan

Monkey Island/Pirates of the Caribbean

Galaxy Quest

Futurama

Rick & Morty

Lost World

Fear and Loathing in Las Vegas

Breaking Bad

Easy Rider

Flight of the Amazon Queen

How to use this book

I deally you squeeze a mini-campaign out of this and use it for your game. It's what I had in mind when putting this together and what the whole thing is laid out to do. That being said, I decided to keep as much rules stuff as possible separated from the main text. All the rules specific data will be collected in appendices in the end (Part 2 for the pdf). You'll have the occasional Save or some specific rules for encounters, but most of it is self-explanatory enough that you could use it for every system and every world out there.

If you actually use this with *Labyrinth Lord TM* (or other OSR variants), you'll have all the system relevant data handy in the appendices at the end of this book, so that's a plus. As far as levels go, I'd **start with low level characters** and have them at around mid-level when they are to showdown the gorilla mob.

But you might as well read it just for fun or filter it for the bits you could need for something else or just play a side quest. The whole thing is supposed to be gonzo and funny, but again, if you

1: INTRODUCTION

want this to be a jungle noir story or even situated in a big city à la *Zootopia*, more power to you. Just have fun doing it!

It's in the nature of these things that they end up incomplete in parts. I write this with me as the DM in mind first and it might very well be that you'll have to expand on areas you think more important than I do.

The way I work it on the table, I only need a general knowledge about the scenario and a few ideas what an encounter is about. Everything else builds on that and the decisions the players make. That is basically what you'll get and all the tools you'll need to make your own version of it. If you want to be fancy, you could call this a procedural jungle crawl.

I also aim to make this as complete as possible. But, you know, just saying ...

The Stage

A jungle. It could be on an island, but doesn't have to be. If you have an area in your campaign where some Asian themed temples and a group of way too intelligent gorillas wouldn't feel out of place, than this is where the adventure is at. How the characters got there is also not that important. Stranded, teleported, living there, you name it. It should work as a one-shot or mini campaign or part of your setting, depending how you set it up. There is enough material for all variants.

So here's the ruckus: a couple of gorillas figured a way out to hook almost the entire population surrounding their base on a psychedelic drug. Apes can be scary like that, but the real Big

1: INTRODUCTION

Bad here is a fungus referred to as "The Shroom" residing under the ruined temple the gorillas use as their base of operations (see App. 2). It speaks to them in their dreams and gives them strange ideas. The drug it produces will affect users very differently, depending on their usefulness to the fungus. Elves, for instance, are strong dreamers and will fall in a deep trance, enhancing the sphere of influence of the fungus' dreamscape, body by body.

Goblins, to give another example, will develop loyalty together with very practical suicidal tendencies and (yes, this is true) explode when hit with pointy things, the fungus having altered their body chemistry and what not. The list goes on (and will be found further below in detail). All pay as good as they can to get that next fix. Ecology and economy of the whole area are already affected heavily by the whole affair and it won't take long for this enterprise to expand beyond its borders.

Mature Content Warning

Yeah, we'll have that. Or at least I consider an adult readership for this, so I can write "fuck" whenever I want. Maybe it'll be gross in parts, too, will have all kinds of wrong humor and shit-loads of fictional characters might get very stoned. You have been warned.



2: INTO THE JUNGLE

1d10 Random List of Rumors (§ Adventure Hooks):

You chose how much of this is true or just right for your game. Could be all of it, could be nothing (because you have a better idea, for instance ... it's possible). You could also roll a d10 (or more) and be done with it. I'd use it all, though, and use number 10 (or 9?) as the adventure kicker.

1. A new drug appears in a harbor of your choosing and causes lots of trouble (*characters are hired to find the source and/or stop it*).
2. There is a hidden valley/secret island/[where ever you put it] and drunk sailors tell stories about beautiful naked natives, strange rituals and huge apes sitting on even bigger piles of gold and diamonds (*characters find a map leading to that location and their research will reveal those rumors*).
3. A strange illness starts affecting magic users everywhere, basically driving them crazy for no apparent reason and with all kinds of reactions, from funny to devastating (*characters are hired by a famous religious leader to find the source and find out if it's possible to weaponize it*).
4. The dwarves have quarantined a huge jungle area/a couple of islands and threaten to euthanize all of it because of some obscure threat they believe to be in the quarantined zone. The people inside it are not happy about that (*the characters are trapped inside the quarantined zone, but not yet aware of the monkey business deeper in the jungle/on that other island and need to act before the dwarves nuke the whole thing*).
5. There are portals in [insert a dungeon you'd like to use at some point] that lead to a hidden strange land where gorillas are worshipped as benevolent and wise spiritual leaders and that is full of riches ready for the taking (*Characters happen to*

2: INTO THE JUNGLE

go through one of those portals and now have to find a way out of the area, since the portal was a one way ticket. Getting out of there will prove to be quite challenging with everyone stoned out of their mind and slacking themselves to death ...).

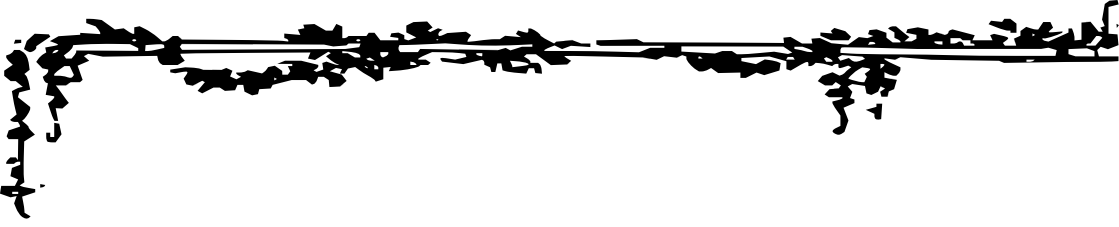
6. The elves seem to be worried about something they call “The Big Sleep” and weird freak accidents start to happen all over the place, like a whale falling with very high velocity unto a market place in that one town (*the elves know that some of their brothers and sisters are in some sort of dire predicament, but wouldn't go near it and that's where the characters get involved: they have to find those elves and help them*).

7. A local noble came back from an expedition with a strange illness, a just as strange foreigner and some very interesting travel reports, if you can believe what the maids gossiped in the kitchens (*characters are hired to find a cure for that “illness” by travelling into the jungles that expedition had visited and crack some skulls ... of course it's no illness, but a stone cold drug addiction*).

8. Something influences trading routes from the south and some very rich people get upset about their lack of expensive goods like chocolate ... not that you care (*but then again, a wizard pays good money for those reactivating his supplier before all that nice research of his is lost*).

9. There is this really stubborn rumor about apes wielding weapons and capable of sophisticated speech (*the Royal Academy of Zookeepers wants one of those, a pair if possible, and they offer a title with some land for it, too*).

10. Sightings about some very strange carnival people who started terrorizing folks near [the jungle] (*a group of relatives seeks the helping hands of adventurers to find a missing circus troupe and pay good money*).



3: GORILLAS

Dramatis Personae

This is a collection of individuals and groups that characters could (should?) encounter and interact with in the jungle. I'll present this here without stats, just with the individual rules that might apply for them and in some cases their treasure. Appendix 4 will collect all npcs and new monsters with short entries in one place and Appendix 3 will offer some random Jungle Treasure Generation. The rest can be found in the *Labyrinth Lord TM* core rules. This, for now, is fluff.

The Gorillas

They are the **kings of the jungle** right now. Highly intelligent and rather ruthless. They work hard on **expanding their territory** with force. They have smooth **orangutan pushers**, exploding **goblin goons** and deadly silent **chimpanzee ninjas** abound. They have “technology” and a highly addictive drug. If you are in the jungle, you will sooner or later encounter them or their handiwork. **They all speak or understand common.**

1. King Kolossus

Gets bigger every time he gets hit. After losing half his hp, he grows another size category (gets a +3 to AC because of thick fur and skin). With 10 or less left, he actually is big enough to throw people far away, if he catches them. Develops urge to climb highest elevation (gets another +6 to AC, because now it's really hard to hit something vital).

King Kolossus is the **shroom whisperer** of the organization, so he has the **final word in all decisions** (well, the shroom has,

3: GORILLAS

but that's quite difficult to find out). He also **controls the dreaming elves** (see *The Gorilla Elite*, p. 14) and has **power over users** and only a Save versus Spells with a disadvantage of -4 will help against his orders for those who are using the drug. This affects as many hd around him as he has hp and includes suicide commandos.

2. Mincy

Likes to punch his victims into minced meat (hence the nickname). **Every time one of his attacks hits a target, he gets another attack.** Just like that, as long as he hits, he hits another time in the same round, getting faster and faster, until nothing is left but a moist heap of shivering meat. Getting faster doesn't give him a bonus on attacks, though. He gets too excited and loses accuracy when he gets faster, which evens out ...

He has a **knack for training the lesser primates and goblins** of the outfit. The chimpanzee ninjas are his most loyal minions.

3. Bling Kong

This guy loves gold, luxury and cigars. He wears an armor of gold chains and trinkets and whatever he could glue to himself or punch into form. This being heavy as hell, he got **super strong** as a side effect to wearing enough gold to count as a 325.761 gp full plate.

Every time a character is hit by Bling, he'll have to make a **Save vs. Paralysis** or the punch will also destroy one piece of armor. **If no armor is left, it'll break bones instead** (random 1d8: 1 – head (save vs. death to lose consciousness instead of

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dying); 2, 3, 4 – torso (takes 3 hits before it needs a save vs. death as with the head); 5 – left arm (save vs. paralysis to not go down in shock for 1d8 rounds, either way, limb is useless); 6 – right arm (resolve like left arm); 7 – left leg (resolve like left arm); 8 – right leg (resolve like left arm)). And don't be a dick by rolling where the character is hit before destroying all armor. This will hurt enough either way.

He is also the one with the **network of spies** all over the jungle and he will know more about the characters than any other gorilla in the outfit. Even more than the characters themselves. He is **willing to parley**, but if forced to fight, he'll go for the weaknesses of a group and relentlessly so (no gloves here, this has to hurt).

4. The Brain

This one has a huge head and **uses devices with effects as a level 20 magic user has spells**. The brain of the outfit. First one to develop language. First thing he made was a monocle, right now **he's working on a tank**. Calls his goblin minions "Pinkies" although they are more of a greenish/brown. Well, they explode, so there is that.

By now he has a laboratory and is really into logistics. **Produces a constant flow of gadgets** and the drug, of course.

The Gorilla Elite

There are two ways of seeing this: either the drug has very specific effects on different species or it's a conscious effort of the quasi-sentient fungus under the temple. You decide what's

4: GORILLA ELITE

scarier. Either way, the outfit producing, distributing and protecting the drug is dangerously effective because of it. There are 4 groups of minions supporting the gorillas.

1. The Dreaming Elves

The elves affinity for the Realm of Fairy makes them especially prone to the effects of the drug and by perusing it they immediately fall unconscious and start the dreaming. This dream they have is not only a shared experience, but also in a way connected to the effects of the drug that it actually enhances its effects. Mostly in reach, but who knows what else might happen with enough elves imprisoned in the dreaming (see the Circus Folk, p. 18, to get an idea what else might be in store if this spreads).

The dreaming elves are stored deep within the ruined temple and overgrown with mushrooms. They may be encountered in the dream realm, if visited with a sober mind. Eating from the growth on their body will also make communication with them possible. They are sleepy and really afraid. **Killing or freeing them will weaken the drug** and its effects immensely (see The Drug, p. 47 onward).

2. The Goblin Troupes

Fearless and loyal suicide squads. **They explode into pink clouds of bone splitters** instead of dying with dignity (1d8 damage to those in melee range, Save versus Magic Wand for half) and often cut themselves manically while running towards an enemy in the hope to explode into their face without the fighting part. The drug makes it really easy here, as those

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fuckers breed and grow faster since they started using. It's been messy.

Notable Characters: *Hoglinpok No-Boom* (notoriously immune to the drug and thus a champion and veteran, is something similar to a king); *Karin-Karon-Karan* (three really famous goblin football players, extremely capable in a football game and count as goblin bodyguards as per the rules); *Mother Scar* (goblin midwife, saves countless birthing goblin women on a weekly basis, is *extremely* good with her knives)

3. The orangutan Pushers

You haven't seen anything in life if you haven't seen a cigar smoking orangutan selling drugs. **Real smooth and real shady.** They prowl the jungle with their backpacks and cigars either to get somewhere delivering drugs or they are on their way back to the temple getting more.

They perfectly understand and there is a 70 % chance that they also speak a common language. Their first successful attack always administers the drug into the victim. After that they fight defensively until the effects start to take hold (see The Drug, p. 45). It's important to understand that they are not only selling, but mostly spreading the drug. They are really sneaky about it, too, using all kinds of tools like **blowguns, powders or spiked fruits** to get the job done. Once a creature is hooked up, it comes on its own terms to get the next kick, instinctively also bringing something of value for payment (it's the drug talking ..., see The Drug p. 45).

There is a **side show** to this whole thing. A group of clever

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natives realized that the **getting bitten by drugged snakes** has a **far superior kick** compared to the original and some of them are selling the poison milked from those snakes (or offer free bites, whatever). The orangutans can't have that and there is a small **turf war** going on between the two groups.

Notable Characters: *Jarring Johnson* ("JJ" short, this monkey found the groove before he found his tongue and is constantly singing and swinging with a deep voice and a versatile repertoire ... has a broad-brimmed fedora, too, feather and all), *Jimbo Dean* (you just got to love a rebel, Jimbo can't do without the drug but also can't do with the current gorilla regime, so he went underground, stealing drugs when he can, sabotaging operations along the way and is generally on the run but would be happy to gain some allies)

4. The Chimpanzee Ninjas

This is the true **elite combat unit** of the outfit. They are mostly protecting the temple and its surroundings, but have been sent on occasion to take care of known threats before they got imminent or to destabilize the area into chaos to allow faster expansion of the fungus. They love and worship their mentor Mincy.

Chimpanzee Ninjas can do all the stuff normal chimpanzees can do anyway, like climbing and jumping, but also get Move Silently and Hide in Shadows at freaking 80 %, do sneak attack damage (even if attacking from a distance!) and are able to use a huge variety of ninja weapons (elven manufacturer, don't ask) as a bonus.

4: GORILLA ELITE

They even wear adorable ninja outfits and are disturbingly quiet for chimpanzees. Never blink, too ...

Notable Characters: None. They all look the same.



Art by Mark van Vlack

5: CIRCUS FOLK

Circus Folk

The carnival folks have a **very strange connection to the drug**. As entertainers they are used to sell dreams and make-believe. The shroom responds to that and amplifies it into the weird. Most of it is **actually quite harmless**, but all of it should be able to scare the players shitless. Have fun cranking this one up. A week cold turkey and those guys are back to normal. Seven of them managed to survive as the characters enter the jungle.

1. The Clown (real name: Jarrit Kanukken)

This poor creature looks like a giant upright baboon in a clown costume and with crazy long claws. He's totally harmless, of course, but the chilling laugh and the unstoppable urge to cuddle people before he starts his routine, can make this a problem. So when he sees the group, he'll start laughing hysterically, raise his arms and run towards the smallest character (to embrace him, of course). It's a small wonder that he's still alive (well, the drug actually changes even lions into giant furry kitty cats, so there's only soft resistance) and he should be described with torn (but colorful!) clothes and with lots of scratches and bites from desperate animals.

2. The Agile Twins (Gilla and Wenny)

They are knotted hopelessly. They found a strange mode of movement and are constantly disagreeing or saying the complete opposite of what the other said. Both young girls (maybe around twelve) are very sad about their current situation, but can't even agree on how sad they are or why. Trying to help them un-knot will need a difficult Save vs.

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Petrification (or some such thing) or the character will get involved in the knot. That's actually how they catch their food, by trapping it between them and twisting it soft (a bad case of the munchies, really). So anyone trapped in there will get 1d3 damage per round as the body is crushed. There is a 1 in 6 chance that the twins still have some rests of their former meal between them (they don't move when they feed, so they are usually only very dirty when encountered).

If the Save is made, the characters need to decide how they solve this human knot (Strength, Dexterity or Intelligence). If others are trapped between the twins, time might be of the essence, too. Cutting those poor girls down to free a comrade would be just wrong. Very wrong. It will have repercussions if the other carnies find out. And they will find out ...

3. The Fatal Pantomime (Knut Lautzeig)

Unable to talk (no mouth) and really desperate because of it. He is now only able to communicate with his routine. Problem is, the invisible things he forms tend to get real and others he didn't summon make it so much more difficult. By now he is trapped in an invisible labyrinth, surrounded by traps of all sorts and it's hard to tell if he's trying to say something or if he's fighting for his life ...

4. The Strongest Man Alive (Harry)

This guy lies in fetal curl in a crater, crying. He's really scared to move, because even the slightest movement of his has devastating effects on his surroundings (5d6 damage, Save vs. Spells for half, because characters also falls half the damage

5: CIRCUS FOLK

they get in meters through the air). Even talking will shatter earth and splatter bodies. Crying seems to be okay, though.

He hasn't really eaten for 3 weeks and looks seriously starved right now. He also has an irrational fear of bananas (banana-phobia, I kid you not ... the struggle is real) and will panic in the most spectacular way if confronted with one. This being the jungle, there are lots of bananas close by, of course. Ahem.

5. The Two-Faced Woman (Malia)

She is usually sitting on a tree stump, combing her hair, when the characters encounter her. She went to great lengths to stage it, though. Light will shine favorably on her hair, there are birds playing in the trees, maybe a waterfall, all very beautiful and serene. She'll be singing something, too. Real Disney and all that. Under those circumstances characters will get -1d6 on the Save vs. Spells they have to make when seeing her (the number rolled gives you an idea just how beautiful the scene is!). There is a 2 in 6 chance that the characters get aware of her creeping up on them (in that case she'd still sit somewhere and comb her hair, it's just not as scenic and characters get a +2 bonus on their save).

Those failing their Saves will act as under the level 4 spell **Confusion** until the spell is broken and with the following effects (**roll 2d6** every turn or when finished with a task): **1-2** Attack Random Rival (make a scene, Dandy) **3-5** Court the Dame (make happen what she wants) **6-7**- Lots of Sighing and Languishing (dreamy stares and all that) **8-10** Tell Others of Her Beauty (interrupt people, be gleefully passive aggressive) **11-12** Attack Those Who Aren't Getting It (that is: those who made

5: CIRCUS FOLK

their Save). A DM should give those players affected a note telling them that they should act as if they heard the opposite of what those unaffected are telling them. Characters don't eat or drink under her ban. They just perish. As soon as the affection she's getting stops (because: dead), she moves on and hunts for the next group of victims.

The unaffected see a bearded lady who's a little on the obese side and sloppy. **There are two ways to break the ban** or force a new Save. The easiest one is killing her. She won't resist, but those courting her at the time will definitely defend her to the death. Once she's dead, the Confusion is broken, though. **The second option** would be to get the *players* with characters under the influence to say/admit the truth at least three times in a row. Mind you, they are advised to understand the opposite of what they are told and as a DM you'll have to keep the players focused here! **Example:**

Unaffected Player: Oh she is so pretty, isn't she?

Affected Player: You sayin' she's ugly, huh? (First right answer!)

Unaffected Player: Exactly!

Affected Player: So she's not?! (Second attempt failed ...)

Unaffected Player (right response would have been): No, she isn't! Beautiful, I say!

Key to this encounter is helping the players navigating the situation to its full effect. Give the affected players the room to run with it and the unaffected enough room to test and play with the situation. Make clear what people can do and what not.

This encounter could end up being harmless or really, really dangerous. But most of all it should be fun.

5: CIRCUS FOLK

6. The Magician (Sneetyen Ver Bonink)

Every one of his magic tricks fail in a most brutal way possible, harming him, but not killing him. The one where he gets cut in half takes him three full hours to grow back together again. Under tremendous pain, no less. And yet he is driven to perform and desperate for people to join his routine. He is also the only one of the whole group of circus folk lost in the jungle that actually build a stage and will even perform when no one is there.

He seems mostly harmless, actually. And will promise to come with the party if one of them performs a trick with him (because he will promise anything just to get someone on stage, he has no intention to leave, though). And even so he survives his tricks unharmed, others sure won't be as lucky. Ways to get harmed are (roll 1d6):

1. Character assists the magician in a trick called "The Torso" in which the Magician demands to get dismembered, gives the character an axe and puts his bare arm on a table for everyone to see. Blood, tears and screams ensue ... but he gets the arm back on, too.
2. Knives thrown on the Turning Wheel (successful to-hit for each to miss, 5 knives, each doing 1d6-2 damage if to-hit fails).
3. Pulls 1d6 gold pieces out of your ears/head (hurts like hell, 1d6-1 damage per piece).*
4. Character is put into an upright box, the box is closed, turned, opened again and the character has a new race/gender (random 1d6: (1) orc (2) elf (3) dwarf (4) halfling (5) human (6 or if character already is that race) switch gender).
5. Character is put into a vertical box which is then closed and

5: CIRCUS FOLK

chained before 6 swords are put through box and character (to-hit, $1d6 + [\text{number of swords in character}]$ per sword)

6. Character is put into a horizontal box, head and feet are seen, then the box is sawed in two parts (Save or DIE, if save is made, character still is in four parts, since the hands had been below the waist and all that ... hurts like hell, too).

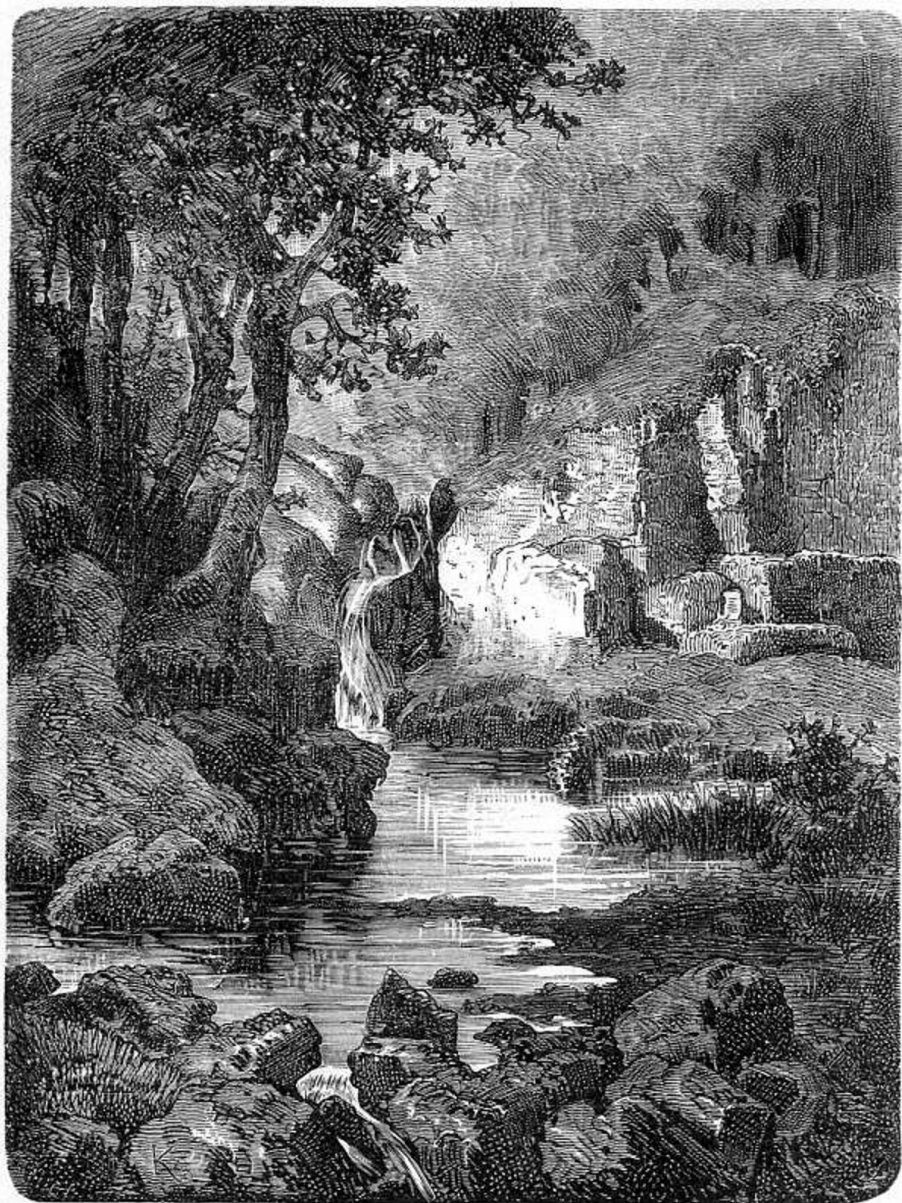
I'll leave it to the DM to make the best possible show out of the situation. Instead of rolling it randomly, you could also start with number 1 and work your way down the list, finding out how far this could go. It's also very important that the rest of the group believes as long as possible that it's all a trick.

**One could try to avoid this after the first piece by leaving the stage, but once he announced the trick, the pieces will be within the participant and The Magician has at least a save way to pull them out ...*

Dead Circus Folk

They are all over the place. **The Luccanelli Brothers** didn't stop flying ... until they did, **The Unbelievable Goatman** was really misunderstood by some natives, **The Band** drowned themselves to stop hearing their own music 24/7, **The Director** whipped the wrong tiger, **The Organ Grinder** got his organs grinded ... the list can go on (if you need more, make them up).

Characters will occasionally stumble across those poor, unfortunate souls. One common theme seems to be the unreasonable (and strange) mushroom growth covering their decaying bodies (or what is left of them).



6: KING OF THE JUNGLE

Tarzang - King (Slacker) of the Jungle

Not one of the circus people, but totally zoned out by the shroom drug anyways. His real name is **Viscount Lonny Graustock** and he led an expedition into the jungle to rob some poor natives just a few months ago. Now he swings himself naked (and muscular) from tree to tree (mostly hitting them and screaming in pain because of it or in fear to hit one again ...) and thinks he is able to talk to animals.

He seems harmless (and well built), but he will bring a group into trouble if they believe he really is some sort of king of the jungle (as he will claim, of course). His primary motivation is to get the next score and he'll try to use a group as distraction against an orangutan pusher on drug delivery, grabs what he can carry and makes a run for it. If there are females in the group, he'll pick the prettiest one and scheme to kidnap her. He'll also call her Jane all the time. No one knows why.

Possessions: A ring on his left hand that could identify him as a noble of sorts. He has a shabby tree house deep in the jungle with some treasure (1d100 gold pieces in a little box, a light crossbow +2 with the word SPLATTER burned into the handle and a *Longsword of Insignia Carving*), a journal written in bad prose and a couple of rare but abused Tarzang pulp novels (which could be worth 50 gp to a really desperate or stupid collector) among lots of trash and bones.



7: CANNIBALS

Major groups

Crazy Cannibals

Well. Who doesn't like cannibals?! Several tribes, actually, and crazy ones, too! Imagine those guys as the stereotypical versions with bones in their noses, a fat chief with beautiful daughters and one big boiler for the guests. They have a very strange humor and generally react the opposite to what one should think reasonable. They also have traps all over the jungle, especially where people might travel (because: nom nom).

As for flair, I'd say they wear wood masks too big for their heads when they are hunting, their huts are on stalks for no apparent reason and everything else is made from bones: skull cups, bone furniture ... all things, really. They have the drum thing going, are gullible to people pretending to be gods (like wielding something those primitive could perceive as magic) and all kinds of other antiques you can come up with or remember from cartoons. Still, they'll eat you if they get the chance.

They have shamans and those fuckers usually are the cleverest of the bunch. Sneaky bastards, too. But they got their hands full with the drug right now (see *The Drug*, p. 44/45).

A Treasure: The jungle is ripe with natural treasure for those looking (see Appendix 3) and you'll notice that individual treasures aren't scarce in this module. That being said, I'd like to mention the infamous **Crystal Skull** here, a great treasure (should net around 100.000 gp) and religious icon. Also the reason those cannibals don't get along ... It might be worth a

8: PYGMIES

campaign on its own or yet one more reason to get the characters involved in this monkey business ...

Friendly Mushroom Pygmies

One foot tall and very friendly mushroom people with strange customs, which shouldn't be a surprise when talking about sentient mushrooms. They mostly communicate over fungus networks and are really out of it when they do so (gently swaying and with serene facial expressions). They say “Yippieh!!” a lot and are friendly to a default, believing they have to do the opposite of what their god does to achieve balance in the world. So, yeah, a very strange cult is in the mix, too (I'll make it strange, but if you can, crank it up further).

Their god is, incidentally, the evil fungus that produces the drug and is the brain behind the gorilla drug operation (see p. 43 onward). Or at least that entity is part of their god. But good luck finding out what's what. Right now they are in a quite ineffective war against the drug to achieve some sort of balance against the influence their god is gathering right now.

And here's the next thing: communicating with those pygmies is quite difficult, even if you eat the strange fruit they offer you to open a dialogue (before eating that they'll just sound like farting and giggling stoners after a good deep draw of helium ... which is quoting some movie, but I can't remember which). After eating that fruit, you will understand what they are saying, but they will make as much sense as you'd expect from someone who has eaten the wrong mushrooms and all their actions seem completely irrational. Use Dadaism here as a technique, if you like (that means, for instance, constructing sentences where

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syntax and semantics are screwed, stuff like: “Let’s tree! The angry is rain yesterday and we all mellow in rot before this never was.” With a friendly smile and a reassuring nod, as if the meaning is completely clear). If you can improvise something like that, all the better. But preparing a few phrases or a collection of words they might use can’t hurt. If understanding is required, I’d allow a difficult Intelligence check (or Wisdom, if you are cheeky). The pattern is, there is no pattern.

Eating those friendly mushroom people will give super powers for a short period of time. They will be happy to get eaten and they are polite about it, too, making happy noises and all that (well, at least that’s the impression you’ll get). Truth is, they dig it because it spreads their fungal network to different places (guess how). So it basically helps them expand.

Red Mushroom Dots: Character gets stronger. +4 to Strength for 1d6 Minutes. The character even grows a little.

Green Mushroom Dots: Regenerate 1d6 hp damage per round for 1d4 turns.

Yellow Mushroom Dots: Character grows one size category for 1d10 turns. Doubles the hit points and makes it easy to topple small trees and so on.

Blue Mushroom Dots: Like the spell *Haste* ...

Yes, they have colored dots like that ... Effects don’t stack, but they mix (two red will not make you stronger than one red, but red and blue will make you stronger *and* faster). Eating all four different colors at once or in very short order will make you go BOOM! Only a Save vs. Death avoids full body combustion, but leaves you blinking glaringly and in full color spectrum for 1d6 minutes (very disco ... and all but the last mushroom you took

8: PYGMIES

are in effect). Characters doing this on a regular basis will also develop a fungal growth above their lips, looking like a black mustache (gender indifferent, snap!). Very hard to get rid of.

Those guys are also able to actually do something against the gorilla problem. But only if they are strong enough to grow a "father mushroom" (see Appendix 1, Factions).



"Amy Shroomer" by Mark van Vlack

9: ALIENS

Badly Disguised Alien Missionaries

All right. So here we have a couple of alien colonists that do some research here in the jungle. Their true forms are hidden under illusions and they give themselves as 19th century British explorers (even if Great Britain doesn't exist in your campaign world, or, well, especially then!), completely with the accent, tea time and the khaki. A strange lot. And with faulty technology, too. But actually quite harmless. The longer a group spends time with them, the higher is the chance that they'll see something that doesn't fit. For this accumulate 2,5 % per hour, test every 2 hours until a detail is revealed, then start from the beginning (and make a scene out of the moment, as they are embarrassed right then and do a bad job of hiding the evidence).

1d6 + (1d4) ideas what the characters see:

1. The Illusion Flickers and you see for a short moment an aspect of the true creature hidden under the illusion (**1:** Tentacles?!, **2:** a gibbering mouth... **3:** hear their true language, it's wet and repulsive, **4:** You can't even ...)

2. You see one of them eating a piece of **Schlörmg** and whatever this is, it's most and for all slimy and seems to be alive. The colonists mouth opens way too wide to be natural, as he tries to have a little snack on the side (**1:** your eyes meet and his go wide in surprise as still a little leg (?) shivers in the corner of his mouth, **2:** it's short and brutal, the alien thinks no one sees it, **3:** you see one of them go behind some crates or a tree and when it comes back, it has some strange violet goo on the chin and fingers, **4:** someone left a crate full of Schlörmg's open and you catch a glimpse before they close it hastily)

9: ALIENS

3. Alien on Man Romance (take alternative gender/species if no man is in the group, **1:** Bromance! Character gets really along with one of the colonists ... just match one of the colonists to one of your characters and see how they hit it off, until something alien and awkward happens (like a wrong understanding how human sexuality works), **2:** She's unnaturally cute and sexy ... and she likes you! But then the first kiss happens and 3 tongues are one too many ... make it happen!, **3:** No foreplay, sexy alien comes hard at the next random character for a roll in the hay ... what happens next is the equivalent to lying on a fresh heap of fish, **4:** Experience the original alien mating ritual ... it's disturbing to begin with, but it doesn't help seeing it done by a cute little girl)

4. Alien on Woman Romance (take alternative gender/species if there are no woman in the group, **1:** Courting her real nicely ... for a piece of her pancreas and that will end with a drugged woman on a stretch and some very strange instruments, **2:** Girl on girl action, the catch is that there is that alien custom where this sort of bonding is similar to getting married, **3:** A real connection, this could be love. The alien will keep his identity secret for as long as possible. Until that one moment when he comes clear ..., **4:** She's getting pregnant, doesn't know how it happened or why it is growing so fast ...)

5. Strange Machines (**1:** You surprise a cute little robot doing [...], it'll see you, squeak (do your best R2-D2 impression here) and weasel away. Touching it results in *1d8 electricity damage* and a *Save versus Paralysis or being stunned for 1d6 rounds*, **2:** There is an invisible machine standing in the way doing [...], playing around with it will cause a chain of events rational minds will have a hard time understanding, like reality

10: THE JUNGLE

paradoxes or weird *deja vu* and shit, **3:** You just got teleported by accident and on your way to your new (random) jungle destination you see very strange things, **4:** you enter a time distortion field (a side effect of some other technology) and experience a shit-load of weird scenes you can do nothing with unless you are on the drug (hint to the DM to use this to his advantage or describe a scene with dinosaurs))

6. Characters just lost time, how much and what happened will be a mystery and maybe haunt them in their dreams (missing time is **1:** 1d10 turns, **2:** 1d6 hours, **3:** 1d4 days, **4:** 1d3 weeks)

The aliens are not affected by the drug and think the behavior around them is normal. If treated friendly, they'll make for great (if very strange) allies. They won't interfere directly with their surroundings but might help desperate characters with their technology for the occasional (weird!) favor.

They have a **very irrational fear** of cute and plushy animal babies, panicky annihilating them with blaster shots, screaming uncontrollably.

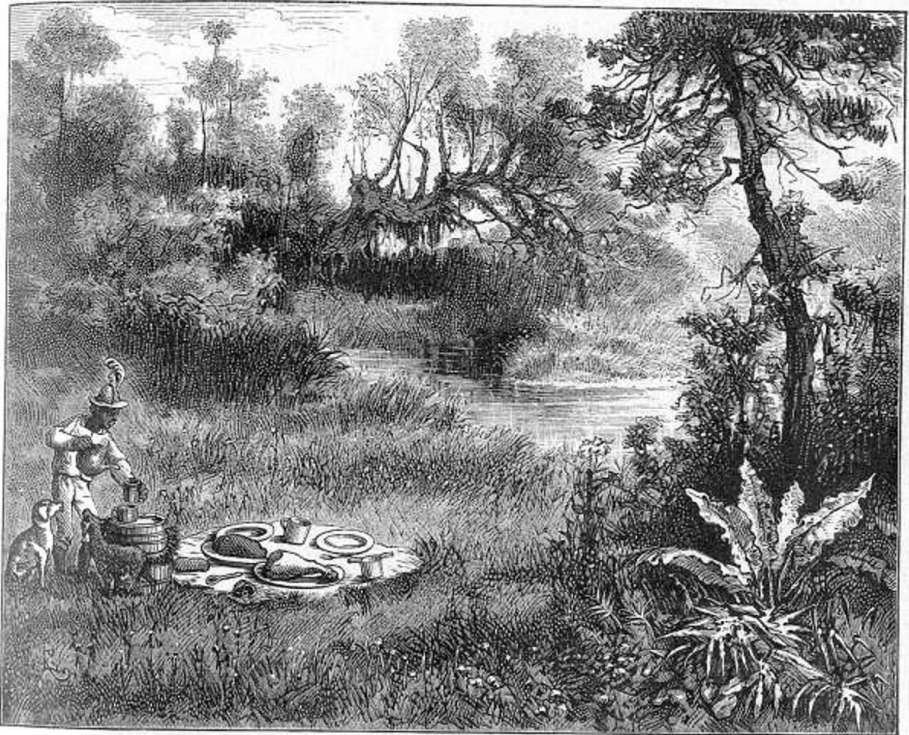
The Jungle

I'll mention the jungle here as an entity and it's important to think about it that way. This is an impressive, complex and dense landscape combined with the sum of all the little inconveniences like having insects flying and crawling all over you or humidity and heat that should result in a very intense experience. It's all quite alive and omnipresent, so if nothing else happens, the jungle is happening. This should be played to

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the hilt. Best method is to make some sort of jungle phenomena (noise, vistas, stuff like that) a thing every time the random encounter roll comes up “empty”. I’d also add regular weather rolls of sorts (whatever is convenient and fast, I roll 1d20 with the higher results meaning bad weather and the difference between consecutive rolls as indicator how the weather changes ...).

Another trick I found very useful was having some jungle ambient sound in the background. Birds and monkey sounds, the occasional silence or rain, it’s a very good way to make this felt. The Random Encounter table below will give you about 160+ more ideas what could happen. Make heavy use of that!



11: RANDOM ENCOUNTERS

Random Encounter Table (roll 1d20 + 1d8, have a d6 and a d4 handy):

I found it very useful to roll not only what a group encounters (the d20), but also how imminent that encounter is (the d8). It's like that, sometimes you run into something, sometimes you only find traces of it and even if nothing happens, there's always something noteworthy about that, too. Always take what you get and run with it, as strange as it seems. There's always a way to make it work. When in doubt, randomize further ... This being a jungle, I'd propose to use this table very often, like, every in-game/game hour (depending on where time is faster at any given moment) if they are travelling or if nothing else is happening and 1d4-1 times when the group is camping or in a location (maybe prepare some of them in order before a session). Fill []-gaps spontaneously, use terrain (hexes) as flavor.

1 – 4: Nothing significant happens, but there's lots of jungle to look at (**1:** Beautiful bird singing, **2:** Screaming monkeys in the trees, **3:** Sudden silence, **4:** Cries of pain in the distance (Tarzang, see p. 25), **5:** Short burst of rain, **6:** Annoying insects, **7:** Impressive lakescape, with waterfalls and all that, **8:** Hex-field vista (App. 1, determine direction with d8: 1 north 2 north-west 3 west 4 south-west 5 south 6 south-east 7 east 8 north-east))

5: Signs of the Shroom (this is mainly **Phase 2** stuff to scare the players (see *The Drug* for details), **1:** An abandoned village with the corpses of some neglected elder people, **2:** An area robbed clean of any fruits and trampled by what looks like the tracks of bare foot humans, **3:** A group of animals working together to build some sort of machine from earth, bones, stones, wood and spit, **4:** A mushroom circle of the kind a druid

11: RANDOM ENCOUNTERS

wouldn't recognize, someone left offerings, **5:** A battle field of sorts, lots of dead small animal, a mound that looks like something half-finished and insects crawling all over the place, **6:** The group observes the end of some sort of animal gathering)

6: Harmless wildlife (add reaction roll where possible, interpret according to situation), (**1:** Playful and colorful birds, **2:** Shy artiodactyls, **3:** Cute little monkeys that [...], **4:** Something exotic, rare and magical! (lazy, I know) **5:** Something big has come through here **6:** Something died here and it was [...], **7:** regular animal traffic because [...], **8:** Bugs do something interesting)

7 – 8: Same as 6, but drugged (d8 result same as under 6, **drug effects might alter result**, *1 in 6 chance that animal is in withdrawal right now*, see p. 47)

9: Small and poisonous (could be all kinds of beasties, but I'm thinking **fucking SNAKES!** here, **1:** Just passes and shows dangerous colors **2:** Drops on you **DROPS ON YOU!!!** **3:** A victim of a poisonous bite and it happened [...], **4:** Make it creepy in daylight (nests, webs, make them fight or fuck, show videos, if you have them ...), make it seek warmth at night (okay, the idea to wake up with a snake on your belly should be very creepy, too), **5:** Oh, look! A sweet little [...]! Never mind, just got killed by [something small and poisonous], **6:** There are spiders like that!? And it's sitting where right now?!!! (sometimes they just look mean, in this case they are mean, too), **7:** Poisonous ant territory ... easy to avoid, dangerous to ignore!, **8:** A brief encounter with the petty god of [something small and poisonous], might be a statue, might be the real deal, 50/50 chance)

11: RANDOM ENCOUNTERS

10: Same as 9, but drugged (d8 result same as under 9, **drug effects might alter result** (seems to have no effect on insects, for instance, remember that drugged and poisonous snakes are harvested by cannibals!), *1 in 6 chance that animal is in withdrawal right now*, see p. 47)

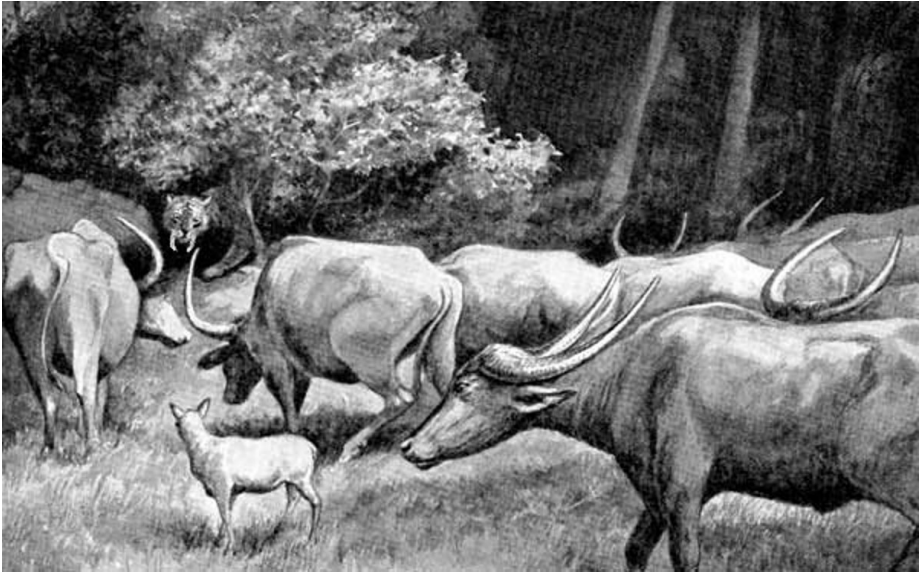
11: Medium sized and mean (any medium sized wild life that could be a danger or a nuisance for a group, mostly monkeys like baboons or chimpanzees, often appear in groups, but there are some predators, too, like jaguars, panthers or wolves, **1:** A bear, just chilling, **2:** Big cat, pissed and hungry, **3:** territorial markings, **4:** Territorial hunting (d6: 1 – wolves 2 – baboons 3 – bear 4 – jaguar 5 – panther 6 – BAM! Big Snake hunting ... make it snappy, teeth, flying feces, growling or squeezing), **5:** Monkeys/apes out for some mean, harmless fun (**more flying feces**), **6:** Secretive native humanoid tribe (rare, naked, shy, d6: 1 – dumb humans 2 – humorous goblins 3 – humble orcs 4 – gentle ogres 5 – wild dwarves 6 – fanatic elves), **7 – 8:** Tarzang (p. 25))

12 – 13: Same as 11, but drugged (d8 result same as under 11, **drug effects might alter results**, like all orangutans are selling drugs, Tarzang is always drugged, *1 in 6 chance that creature is in withdrawal right now*, see p. 47)

14: Big opinionated jungle beasts (**1:** Elephants, **2:** Rhinos, **3:** Hippos, **4:** Fucking DINOSAURS!, **5 – 8:** As 1-4 but drugged!, see p. 43/45 for alterations)

15: Saber Tooth Tiger! Gets his own entry, because: Saber Tooth Tiger! (could be lions, too, if you are bored, *1 in 6 chance that creature is in withdrawal right now*, **1:** Scratch marks from HUGE claws on a tree, **2:** A dead [...], scary big claw and bite

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marks, **3:** Scene of a fight, lots of destruction, lots of blood and the fight is still on, going by the nearby noise, **4:** Beast is just passing and has no interest in you, **5:** Big cat wants to play with its food you are being hunted!, **6:** Sneak Attack! Random victim gets the full charge, the rest is claws and teeth ... sucks to be you, **7:** Stoned kitty, sounds like big version of a cat in heat ... otherwise quite cuddly, **8:** This cat talks and she has a proposition ...)

16: Carnies (**1:** The Clown (p. 18), **2:** The Agile Twins (p. 18), **3:** The Fatal Pantomime (p. 19), **4:** The Strongest Man Alive (p. 19), **5:** The Two-Faced Woman (p. 20), **6:** The Magician (p. 22), **7:** Dead Circus Folk (p. 23), **8:** Lost equipment, posters or other traces of them)

17: Badly Disguised Alien Missionaries (**1:** You hear some very strange blubbering and guttural noise close by, it sounds

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like a discussion of sorts, **2:** This part of the jungle is extremely strange, as they took probes here and left it **contaminated with radiation** ... poisoned animals, growth and/or colors are all wrong, things are cut or seem to lack something and all of it *might be dangerous (1 in 4 chance per element you describe here)*, **3:** There is a big invisible object parked here, tinkering with it might trigger [...] defenses (*1 in 4 chance*), **4:** This is what appears to be a very British tea party with tents and very civilized indeed, **5:** Strange noise (with lights at night) in the sky, earth trembling, **6:** A gruesome scene, some baby [animal] butchered and burned to pieces ... an unnecessary and inhuman crime, **7:** This must have been a camp of sorts at some point, but the strange things you'll find ... strange tracks and marks, toxic waste, radiation, you name it (*see description in the **Dramatis Personae** section for inspiration*), **8:** They actually see one of their transport ships landing in the distance, make it magnificent and scary!)

18: Friendly Mushroom Pygmies (**1:** A (*d4 for random color: 1 – red, 2 – yellow, 3 – green, 4 – blue*) mushroom person appears on a branch over a random character, runs towards one of them and tries to force himself into the mouth (see p. 28 for effects), **2:** A circle of colorful mushrooms with little tools and clothes, sit in a circle and sway gently, **3:** A group of them appears and seeks help in their (non-violent) fight against the drug ... but to find out what they want, you'd have to understand them first (most likely they want an artifact dismantled, see p. 43 to 46 for ideas), **4:** You first hear cheering from somewhere, then you find a crater with lots of raw meat surrounding it and some sprinkled, now somewhat embarrassed mushroom pygmies ... **5:** A mushroom elder has a very important message for you and it makes no sense, even if you understand it (see Appendix 5),

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6: A procession of partying mushroom pygmies passes you ... they seem to be in deep trance and are heading towards the holy [...], **7:** Trojan mushroom pie. They will try to get eaten every way possible and on this occasion it's a (giggling) pie lying on a tree stump and a pygmy offering it (take some other scheme if this comes up again), **8:** You find a burned down pygmy camp and if you look closer, you'll also find orangutan foot prints, cigar stumps and very young and squeaky sprouts (this happens all over the place))

19: Crazy Cannibals (**1:** It's a giant pit trap! Save versus Wands avoids it, but there might be some *cannibals nearby* (1 in 3 chance), **2:** Ambush! Spears and huge masks, there are $3d12$ of them with the intent to bind the characters to poles and carry them into camp for the cooking ..., **3:** You find one of their impressive bone totems ... tempering with this makes the shaman aware of you and he will send a retrieving party to intercept, **4:** Those fucking drums! They'll do that for $1d6$ days and each night it needs a *Save versus Death Rays* (minus number of nights with drums) to get a proper rest for that time, with all the negative effects that might have (really tired characters, no healing, no spells ...), **5:** You surprise a group of children and woman bathing, butt-naked, cute and very hungry, **6:** They have little holy places all over the place ... this is one of them (*random 1d6: 1 – plateau, 2 – grove, 3 – cave, 4 – clearing, 5 – a shrine, 6 – a temple*), **7:** There are actually two tribes close by ... they are at war and you are now in the middle of it!, **8:** Shaman seeks your help because of the drug problem ...)

20: Gorilla Enforcers (they all come from the temple and have some business or another where they are met, they are ALWAYS stoned, **1:** An automobile driven by an orangutan with big pro-

11: RANDOM ENCOUNTERS

tective goggles, a cigar and some (3d6) panicked goblins in the back because that guy is driving really fast, breaks for nothing and honks a lot, **2:** Partying group of goblin football hooligans, war paint, flags and what not (roll 1d4 for team: 1 – *The Bloody Booms*, 2 – *The Harkenballers*, 3 – *The Vyky-Wraths*, 4 – *The 1856 Suicides*), **3:** Scene of a battle (roll d6: 1 – *a burned down cannibal village*, 2 – *somewhere in the jungle, lots of craters, big and small*, 3 – *you just hear explosions and screams somewhere close*, 4 – *goblin troop on its way to a fight*, 5 – *goblin troop coming from a fight they lost, bloody and real angry* 6 – *goblin troop coming from a fight they won, good mood and some souvenirs*), **4:** An unit chimpanzee ninjas passes you like shadows through the trees, you see one of them pausing in the open, mustering you with cold eyes ... then it is gone, too, **5:** Orangutan on a motorcycle with sidecar (full of drugs and Molotov cocktails) crossing your path in a distance, **6:** Orangutan tries his sales pitch on the characters (roll 1d4: 1 – *In the open but without speech*, 2 – *In the open, has speech and a trench coat*, 3 – *is really sneaky about it*, 4 – *It's actually Jimbo Dean!* (see Notable Characters p. 16)), **7:** A tank, there, that just happened (still a prototype, though), **8:** One of the Big Four (p. 11 onward) crosses your path (roll d4: 1 – *King Kollossus, with lots of addicted ... on his heels*, 2 – *Mincy with 1d6 of his best ninjas*, 3 – *Bling Kong, carried around by some (like, 20) goblins*, 4 – *The Brain in his giant, flying contraption*))



12: The Drug

The Drug

The main star of this setting is a mushroom that found ways to spread itself by using psychedelics. It's a bit like, but way more complex than, fungi controlling ants (which is a real thing, check for the fungal parasite called Cordyceps in an internet near you). The fungus alters body chemistry and behavior of its hosts with very different, partly random effects between species.

Although expansion seems to be the main motivation for the thing, it's unclear if there is more behind it than that. If it has a plan, it is most certainly to alien to understand or make sense of ... which is my way of saying, knock yourselves out. It certainly shows some strange patterns, like championing simians (all but baboons, which just change their butt color when stoned), using elves as some sort of RAM space and introducing technology to the setting that is akin to that of a 1920 Europe. Or that goblins explode and snakes produce another drug with their poison when hooked on the mushroom. Or that insects somehow are not affected, even reacting aggressive towards those infected.

This is currently Phase 1 of the fungal expansion plan, which is establishing a base. Creatures build artifacts and keys for the mushroom all over the place and the gorillas are gathering resources, recruiting an army and building some more strange machines at their base, a ruined temple.

No one knows what Phase 2 will be or if there's a Phase 3.

Whatever is behind all this will be something you'll have to decide if and when this runs amok in your campaign. Have fun with that!

12: The Drug

Distribution

The drug is harvested as a blue syrup the Fungus under the temple is secreting. Some of it is dried and distributed a powder, some of it pure. The syrup will be found on weaponry used by the gorilla enforcers. Smoking the fungal growth some animals show, will lead to some minor hallucinations but nothing else (not even an addiction). It'll also let you talk to the dreaming elves. **Some rub the syrup on their eyeballs to enhance the effect.**

This stuff is pretty much tasteless and could be in anything. All I'm saying is, never take a banana from an orangutan ...

Every consumption will last 40 hours minus the user's Constitution. After that the first signs of withdrawal show (-1 on everything per hour of withdrawal to a maximum of -5, light headache, unrest and so on).

Names of the Drug

There'll be several names for the drug. Some call the powder "White Ape" and "Monkey Madness" has been used, too. The syrup is often referred to as "Nectar of the Gods" and "Hurly" for some reason. The connection between the drug and the fungus is as of yet unknown.

The snake poison drug is called "Durst".



12: The Drug

Various special effects

Let's get a bit more concrete here:

Plants and insects are not affected by the drug, insects have a 1 in 8 chance to react very aggressive towards those infected (swarms, fight to the death).

Poisonous reptiles show no change in behavior or appearance, but will produce another, very addictive drug instead of poison (Save vs. Poison or be addicted, consumers are euphoric (get +2 to Charisma) and analgetic (immune to pain and keeps going instead of dying with a successful Save vs. Death until either running out of drug or getting as much negative damage as there were hp), so it's just like heroin in effect and addiction, but you also gain a level [1d4] spell slot and the white of your eyes changes to a light green).

Normal reptiles on the Hurly will enter dreams if eye contact is made for too long (Save vs. Paralysis for this happens). A snake or lizard in your dreams is an unpleasant thing to have, as they'll make people sleep walk, speak prophecies (50 + level % truth) and kill infants. An **exorcism** of the reptile is possible, but it will exit your dreams, as strange and painful as it may sound, through one of your bodily orifices.

Non-sentient mammals have one of 4 possible symptoms when encountered (roll d4): **1** – immense and magnificent fungal growth on body that functions as key, **2** – this creature will talk to the group, telling (harmless) secrets of one random character because they are somehow connected to their subconscious and merely canalize what they find ... it's annoying and they won't

12: The Drug

stop as long as they are in sight (or alive), **3** – develop a group conscious and build a [bio-mechanic Phase 2 artifact] out of hair, bones, earth, slime and whatever they think useful for the fungus (will sniff out and try to steal magic items, for instance), **4** – tell a random character how he or she will die and disappear laughing manically.

Predators will be (1d4): **1** – very cuddly, **2** – developing thorns (for Phase 2), **3** – on an eating binge and very aggressive (and being selective enough about it to speak of targeting ... another scheme of the shroom?), **4** – lost, as in, they don't know what or where they are ... until the drug wears off! Predators won't attack other using creatures (which results in a -4 on reaction rolls when encountering clean potential prey).

Sentient mammals like Simians get great benefits from using. Gorillas get stronger and way more intelligent, super powers are a plus. But the rest get much of the same. Baboons, strangely enough, will show no symptoms like that and will get blue butts instead.

A word on humans

Humans, on the other hand, get dominated and the strong impulse to bring everything of worth to the temple (THE SOURCE, so to say) to get their next kick as soon as they are hooked. Every time they use, they'll have to make a Save vs. Poison or get seriously into the Hurley (that is, addicted). The mushroom will grant them some benefits, though.

Some light ESP is the first kick. Characters will find it very easy to read the feelings of others (always) and sometimes even their

12: The Drug

intentions (Wisdom check determines). This will grant them +1d4 to attacks and to AC (roll new every time they use the drug). **They lose half their Intelligence** (rounded down) when high and are really relaxed in general (pretty much like the baboons but without the extra butt color).

1 in 10 times people also develop some **special powers** connected to their character and abilities. But they are always flawed (like in the examples above, check the circus folk, for instance).

1 in 20 will nest in an artefact, slowly growing into a symbiotic existence with it (Phase 2, no one knows why). Cutting someone out of such a connection will kill them if they are more than 2 weeks in it, after more than a week it's a Save vs. Death to that effect (successful Save keeps a character alive but the cutting will reduce hp to zero). Cutting someone out there in the first week will do the number of days in d4 damage.

Eating human meat somehow dampens the shroom influence on the human mind, but only for a short time. This is why the cannibals are aware of the drug and fight against it as best as they can (between their own feuds).

A word on Humanoids

Elves will have to make a Save vs. Paralysis or fall into a coma which allows their soul access to the connected mushroom dreamworld. They have no power there and are afraid.

Dwarves will permanently increase their Strength by 1 and reduce their hp, also permanently, by 1d6 every time they use. If

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their hp ever sink to zero because of this, they effectively turn to stone. They also won't get addicted, so it's their own decision. Makes them feel closer to home, though, and they get really sentimental when using (singing sad songs and all that jazz).

Halflings turn feral, but not addicted (feels great letting loose, though). Their Intelligence gets permanently reduced by 1 every time they use the drug, they also get very hairy and lose the ability to use anything but clubs and fists and slings. Therefore they also gain permanently +1 to attack and damage. If this reaches +5, however, they have to make a Save vs. Wands to avoid going full Neanderthal. That Save is necessary every time they take the drug thereafter (not going beyond +5, though).

Goblins, Orcs and Bugbears basically react the same. All will get addicted fast. Constant usage makes them worship the messengers of the shroom. It's unknown if orcs and bugbears will also explode when hit with pointy stuff, as there are no known cases of those species using yet. But it might very well be just as spectacular.

The effects on other species and races is totally untested as of yet. Giants will pretty much react to this like humans do.

A word on everyone else

Magical beasties are special cases and the more powerful they are, the more likely they'll resist the shrooms temptations. Which makes them enemies, so gorillas fighting a dragon is a distinct possibility (and there is a slim chance of dragons with the Ruins Generator). If you get to a point where you have to decide about something like that, you'll have to decide what's

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best for your campaign and go from there.

Getting clean

Seven days cold turkey will do the trick. But withdrawal is a bitch and will have you try anything to get the next fix (players won't have any control over their characters during that time, unless they are really willing to play the part). Creatures will kill and know nor friend nor foe and only The Shroom. There might be some permanent damage involved and some of the side effects will need some hefty magical healing. If the disadvantages are somehow healed, the advantages are lost, too, of course.

There is a 1 in 20 chance per week of usage (up to 13 in 20) that a user will keep some sort of permanent damage from the addiction (**1d4: 1** – random and whirly fungal growth on the

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body, 2 – heavy reaction to alcohol, including foaming and a seizure, 3 – insects are pestering you ALL THE TIME, 4 – a strange illness weakens the user to half his Constitution).

Getting hooked on the Shroom again is so much easier, too, once you are clean. Getting an opportunity to use will need a Save vs. Paralysis or the opportunity is taken. Save vs. Poison to avoid addiction (if one is allowed) will be -4.

The Shroom and Magic

The Shroom taps into the same source as magic does, but instead of using it to alter reality, it uses magic to communicate and express itself. A little bit of that happens when intelligent minds get addicted to it and what it'd be fair to say that humans (and humanoids) under the influence not just lose half their intelligence, they actually give it to the Shroom instead.

What the Shroom does with half a brain is totally up to the DM (and as illustrated with the effects above), but what it does with a brain full of magic, well, that deserves a few words. An easy rule of thumb here is to allow an INT check (with the reduced value, of course) to see if the character is able to cast and if they fail the check within the margin of the reduction due to the influence, the Shroom takes over the spell, does with it what's in his best interest (DM decision), remembers it and even shares it ... **Simians might suddenly start casting it, too.**

Where to go from here?

So what is the mushroom building in the jungle? What is it planning to do with those strange artifacts? Weapons of mass

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destruction? An antennae? How is it defeated? All good questions and you should answer them for your campaign as you see fit. This is, after all, nothing more than an accessory for you as a DM to entertain yourself and your players with and should, therefore, be as flexible as possible.

That being said, I have to add that you need to be aware of the implications this whole affair could have on a campaign world, least of all would be finding the answer to the question if the characters would be willing to become cannibals in the world wide war against an advancing gorilla drug empire.

Either way, it'd be good to have an idea or at least a plan B if everything goes south. I'd probably do something based on the *Stoned Ape Theory* (which is basically saying humanity is where it is right now because at some point, far away in the past, our ancestors started consuming psychedelics and got some weird ideas ...), with the new mushroom being a visiting relatives or a parent looking for the child it lost all those thousands of years ago or a mating partner, looking for the original shroom to get laid (or something).

But that's just me. Go where you want with this. I mean it. This could alter your campaign world if it isn't stopped or it could just be a strange entity building a receiver to see the latest episode of whatever mushrooms watch ...



Please read this information first:

Monkey Business ended up being huge. So huge, in fact, that I had to split the result into the five different files you found in this package together with the document you are reading just now. I felt it deserved a few words how to work all this. Have fun!

Navigation & Printing

The two biggest files are Monkey Business (Part 1) proper and the Appendices (Part 2). Most pdf-viewers will already help you navigating them somewhat, but I added hyperlinks to make it all a little bit more convenient. The table of contents are linked to the relevant chapters and to get back, you just have to click on one of the headers. Easy as that.

The pdfs are done with the Print on Demand versions in mind, so all of them are best viewed on a screen with a dual page spread, starting with the first page on the right.

The Cheat Sheets are relatively straight forward, don't have that many pages and don't really need hyperlinks. But you should print them out anyway, because this is where the procedural part of MB comes to life. Those pages are formatted as A5, but are just as easily printed on A4, which I'd recommend, since more space to write stuff down is always a good thing.

You'll need the Jungle & Hex-Field Cheat Sheets just once. But you'll end up with quite a few villages and ruins, how many of those you'll actually prepare in the beginning is up to you, but I'd recommend preparing at least the ones in the hex-field the characters are starting in and maybe the surrounding hex-fields, too. It's also always possible to just use copies of the pdfs to write in digitally, I just prefer to work with the printed versions.

There are two weblinks in Part 1 & 2, one to my blog (The Disoriented Ranger) and one to Mark's blog (Dust_Pan_Games). I found that it heavily depends on the program you use to view the pdfs if they work or not. If they don't work, you could just copy/paste the addresses into your web browser.

Adventure & DIY

Part 1 is the adventure part, the Appendices are the procedural part. The one will give you an impression of the setting, a Random Encounter Table and all the NPCs in the area, the other will help you generate a sandbox full with little toys like cannibal villages, ruins and jungle treasures.

How much you use of that is totally up to you, of course. I believe that the amount of material you'll end up with if you use it all, will offer enough material for a short campaign. But it'll also mean that you'll have some of the leg work, as this provides "just" the tools (most of the time). So if you are looking for an adventure where all the preparation needed is done for you, this is not it.

I recommend using at least the Jungle and the Jungle Treasure Generators. The Village Generator is lots of fun, so you could give that a shot, too. The Ruins Generator is somewhat more involving, but the results are worth it, imo. And even if you end up using nothing of all that, you should still take a look at the dungeon in part 2 (the gorilla HQ), since that is already done and ready.

Support

There'll be plenty in the near future, I hope. If there are any problems, either with the pdfs or the procedures or with the rules and rulings, feel free to write me an email (jens.durke@gmail.com). I'll also showcase the procedural part on the blog (<http://the-disoriented-ranger.blogspot.de>) and collect all that for easy access, so dropping by every now and then might be a good idea :)