

**WARNING:  
Mature Content**

The Disoriented Ranger presents:

# Monkey Business

## APPENDICES

**DIY DSR**

by Jens Durke

A Jungle Generator! Cannibal Village and Ruin Generators! The Gorilla HQ! Jungle Treasure and Monkey Generators! And a Monster Gallery! Find it all in here ...



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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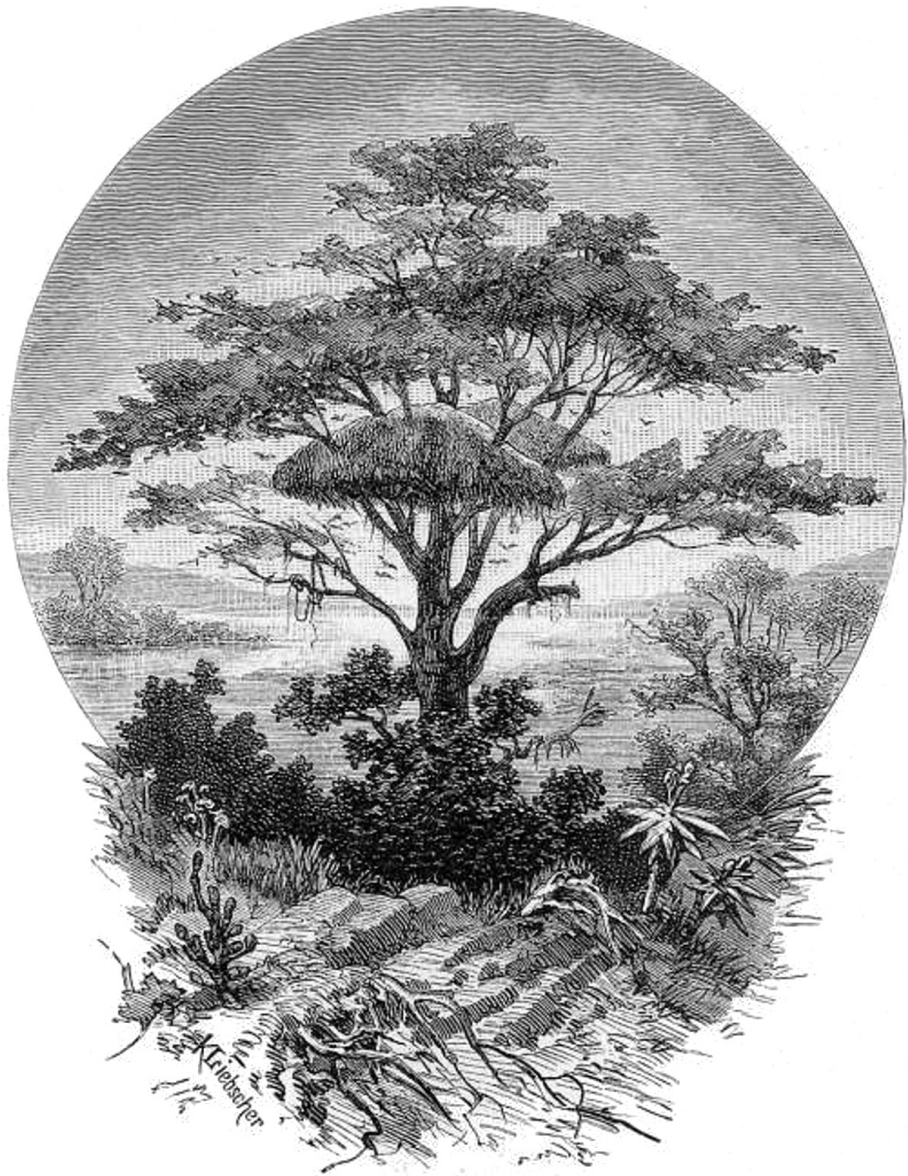
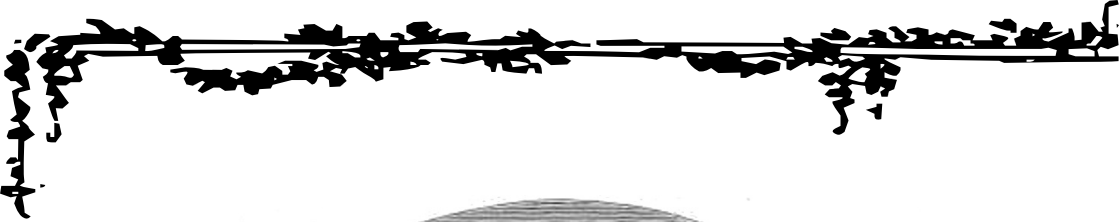
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# TABLE OF CONTENTS 2

<b>Appendix 1: Random Jungle Generator</b>	<b>53</b>
<b>Faction &amp; Relics Table</b>	<b>56</b>
<b>D100 Jungle Generator Table</b>	<b>58</b>
<b>Example</b>	<b>64</b>
<b>Appendix 2: Villages, Ruins &amp; The Gorilla HQ</b>	<b>66</b>
<b>Random Village Generator</b>	<b>67</b>
<b>Example 1: Village</b>	<b>74</b>
<b>Random Ruins Generator</b>	<b>77</b>
<b>Example 2: Ruin</b>	<b>82</b>
<b>Gorilla Headquarters (Dungeon)</b>	<b>86</b>
<b>Appendix 3: Jungle Treasure Generator</b>	<b>91</b>
<b>Appendix 4: Monster Gallery</b>	<b>93</b>
<b>Appendix 5: Mark's Monkey Generator</b>	<b>99</b>
<b>Epilogue</b>	<b>102</b>







## APPENDIX 1

### Appendix 1: Random Jungle Generator

**S**o this is the part where you make your own jungle scenario. You'll have to do 5 things to fill this with random goodness: (1) follow the alphabet on the *Jungle Map Cheat Sheet* as you fill it, (2) roll a d100 for every field in the order given on the *Jungle Map Cheat Sheet*, note result and *Resource Level* (RL) where indicated, (3) roll RLd6 for each faction on the *Factions Table* (p. 56/57) for every field (the gorillas will always use hex-field A as HQ, see the example p. 64), (4) assign vistas for every field, now that you know how the map is shaped (the leading number of the d100 gives an indication how high a feature is on the map, count 0 as 10) and (5) write down how all the features on the *Hex-Field Cheat Sheet* (where are borders, where are the rivers and streets, how do the factions live there). All blank Cheat Sheets are files attached to this module.

If some results don't seem to match, adjust with the following guidelines: if a feature can't be there (like the sea in the middle of the map or impassable mountains) think of it as something that has been there once and change it as erosion would change it over time (seas are filled, mountains are eroded). Take the surrounding features as indication how it developed, keep what must be kept (there'll always be some sort of mountain) and go from there.

You could fill this on the fly, but it is advised to prepare at least the starting hex-field and its immediate surroundings. Having the full map in advance has the great benefit that you give this room to grow early on. It'll be a so much deeper experience for all involved the more data you have to paraphrase from. It'll also just take little time and your players will appreciate it.

# APPENDIX 1

## Factions

There are 5 major factions in the jungle (gorillas, cannibals, mushroom pygmies, aliens and ruins) and all but the gorillas (which sit in the middle of the map) are spread all over the jungle. Most of that is covered by the *Random Encounter Table* (MB Main, p. 36), but some of it needs to be presented on the map, as factions either have permanent settlements (cannibals, pygmies, ruins) or a least left significant traces of their presence (gorillas and aliens).

To find out how strong the presence of a faction is in a given hex-field, you roll a number of d6 equal to the *Resource Level* (RLd6, see above) of that hex-field for each faction and use the result with the *Faction Table* below. The method here is to start with the most points available and work you way down to the cheapest (either because there is a limit how often an aspect is present or because there are some points left).

Note the results from the *Factions & Relics Table* below and the results from the resource level roll on the *Hex-Field Cheat Sheet* as indicated. The *Resource Level*-roll can show you several things. The number itself is the **general wealth/strength** of a faction in an area. A **quick way to find out if something is available** (like meat for the cannibals or addicts for the gorillas) is to test it with d20+wealth, a result of 20 or more indicates something is available or present.

A second thing the wealth/strength will tell you is if factions are in conflict. To find out if they are, add the wealth/strength numbers of two factions and if the sum is 25 or more, they are in conflict in the area. As a loose guideline: the higher that res-

# APPENDIX 1

ult is over 25, the more intense is the conflict (for instance, 30 or more would mean open war, with signs of it everywhere).

## Faction Presence (detailed example)

All factions might have a presence in any given hex-field. The amount of presence of a faction is decided by rolling a number of d6 equal to the *Resource Level* of a hex (1 to 4d6), The result is then spent to see how high that presence is, going from spending the point for the most expensive for as much as possible to the next expensive and so on until all points are spent.

**Example:** Let's take a hex-field with a Resource Level of 3. That's a roll on 3d6. With, say, a result of 16 for the Gorillas, that hex would have a Hidden Base (10 points), 1 Road Construction Site (5 points) and 1 Hidden Stash in the area (1 point). With a result of 12 there'd be no road construction, but 2 Hidden Stashes instead of just 1.

Each faction has a resource limit and if they exceed that limit, they have everything they need in an area unless more than one faction exceeds that limit, than it's open war for resources. All factions but the Cannibals and the Gorillas keep their initial resource roll result and are only changed by direct influence that would affect them all. **Cannibals have special rules** in the next chapter and **gorillas gain 1d6 points influence per area per month (expanding)** unless someone will do something against it. So it should indeed be possible for characters to change those resource numbers and they are basically treated like hit points. Players could, for instance, just get rid of the gorilla elite or help the mushroom people flourish to a degree where they actually produce an antidote against the drug. Or both (see below).



# APPENDIX 1

## Factions & Relics Table

**1. Gorillas (encounters/quests):** Hidden Base (10 points, 2 orangutans, 1d6 chimpanzees & 3d10 Goblins are stationed here, once per hex) – Road Construction Site (5 points, two times per hex) – Hidden Stashes (1 point each)

*With a result higher than 15:* Stage 1 complete, most of the population are addicted, double base population.

**2. Ruins (vistas/quests):** A Ruined City (15 points, once per hex) – Medium Ruins (5 points, two times per hex) – Small Ruins (3 points) – Overgrown Fragments (1 point each)

*With a result higher than 15:* Area has overgrown but intact infrastructure left and some magic still works in places.

**3. Cannibals (vistas/encounters/quests):** A Holy Monument (12 points, once per hex) – A Village (5 points) – Small Camp of 2d6 Hunters (results 2 – 4) or Warriors (1 point each)

*With a result higher than 20:* Biggest village is actually a wealthy and fortified city close to the monument, double population, add 3d6 slaves and 10 to basic culture.

**4. Mushrooms (encounters/quests):** Huge Mushroom Infestation called “Father Shroom” (14 points, once per hex) - Mushroom Village Circle (6 points) – Mushroom Artwork (1 point each)

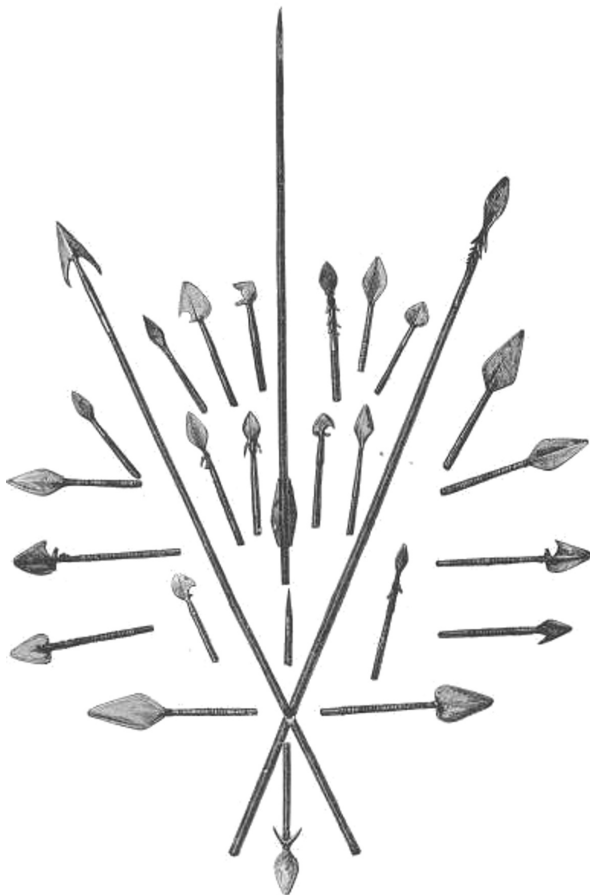
*With a result higher than 20:* Area has a completely functional fungal network and a hidden Shroom Temple, can actually pro-

# APPENDIX 1

duce an antidote against the drug!

**5. Aliens (vistas/encounters/quests):** A Campsite (12 points, once per hex) – Artifacts & Weird Effects (5 points) – Signs of Radiation (1 point each)

*With a result over 20:* There is an alien ship hiding in the area and the high base radiation results in first signs of mutation in the area.



# APPENDIX 1

## Reading the d100:

**E**levation (the leading d10) will show you how high or deep a hex-field is. This means either it's below sea level (which will mean some sort of water is involved) or very high (which will mean mountains, of course). **Complexity** (the second d10) will give you indications how easy a hex-field is navigated or how much growth might be expected. Going by those two numbers alone, you'll be able to see a lot of things on your map. For instance how the water will flow (highest to lowest, towards the sea), how the weather will behave (**tip:** add the numbers and roll a d20, if the result is below, the weather will stick, if it's higher, it'll pass) or what the players are able to see in the distance (elevation versus density of growth).

**Vistas:** For easy reference it's a good idea to write a couple of vistas for each hex, divided as landmarks you'd see from other hex fields (elevation die) and special scenery (complexity die) when you travel through it (for each d10 result per hex: 1 – 3 = 1 vista, 4 – 6 = 2 vistas, 7 – 10 = 3 vistas). The *Hex-Filed Cheat Sheet* will have some room for those entries.

## Results d100:

### Mountains (natural border, resource level 1)

01. Impassable Mountain Face
02. Steep Mountain Face
03. Wrinkled Steep Mountain face
04. Wrinkled Mountain Face
05. Wrinkled Mountainside
06. Wrinkled Mountainside



# APPENDIX 1

07. Hills to Mountain
08. Fractured Mountainside
09. Labyrinthine Fractured Mountainside
  
10. Chasm (special, resource level 2)

## Sea (natural border, resource level 3)

11. The Sea
12. Shelled Sea
13. Coastline with Islands (some jungle)
14. Fractured Coast (some jungle)
15. Flat Delta (some jungle)
16. Flat Delta (some jungle)
17. Undulating Delta (lots of jungle, +1 to resource level)
18. Ragged Delta (lots of jungle, +1 to resource level)
19. Labyrinthine Fractured Coastline (lots of jungle, +1 to resource level)
  
20. Misty Valley (special, resource level 3)

## Lakes and Moors (resource level 3)

21. Fjord
22. Giant Lakes
23. A few Big Lakes (lots of jungle)
24. Some Small Lakes (lots of jungle)
25. Lakescape (lots of jungle)
26. Lakescape (lots of jungle)
27. Bog (lots of jungle)
28. Moor (lots of jungle)
29. Swamp (lots of jungle)

# APPENDIX 1

30. Underground Lake (special, resource level 3)

## Rivers and Plains (resource level 3)

31. Plain (no jungle, -1 to resource level)

32. Rolling Plain (some jungle)

33. Big River through Plain (jungle by river)

34. Big River through Rolling plain (jungle by river and some jungle)

35. Small Hills and Rivers (lots of jungle)

36. Small Hills and Rivers (lots of jungle)

37. Hills and Rivers (lots of jungle)

38. Great Meandering River (some jungle)

39. Labyrinthine Riverscape (lots of jungle, +1 to resource level)

40. Underground River (special, resource level 3)

41. Cliffsides and Plains (no jungle, -1 to resource level)

42. Rolling Plain (some jungle)

43. Big River through rolling Plain (jungle by river and some jungle)

44. Rivers through Rolling plain (jungle by river and some jungle)

45. Hills and Rivers (lots of jungle)

46. Hills and Rivers (lots of jungle)

47. Cliffsides and Rivers (lots of jungle)

48. Great Meandering River in hills (lots of jungle, +1 to resource level)

49. Labyrinthine hilly Riverscape (lots of jungle, +1 to resource level)

# APPENDIX 1

50. Caves (special, resource level 2)

## Meadows (resource level 3)

51. Cliffsides and Plains (no jungle, -1 to resource level)

52. Rolling Plain (some jungle, -1 to resource level)

53. River through rolling Hillscape (lots of jungle)

54. Streams through rolling Hillscape (lots of jungle)

55. Hills and Streams (lots of jungle)

56. Hills and Streams (lots of jungle)

57. Cliffsides and wild Streams (lots of jungle)

58. Meadows and steep hills (lots of jungle)

59. Labyrinthine hills (lots of jungle)

60. Dormant Vulcano (special, resource level 4)

## Uplands (resource level 4)

61. Plateau (no jungle, -2 to resource level)

62. Rolling Plain (some jungle, -1 to resource level)

63. Rolling Plain and Streams (jungle by river, -1 to resource level)

64. Hills and Streams (lots of jungle)

65. Hills, Cliffsides and Streams (lots of jungle)

66. Hills, Cliffsides and Streams (lots of jungle)

67. Hills, Valleys, Cliffsides and wild Streams (lots of jungle)

68. Hills, Valleys, Cliffsides, Caves and wild Streams (lots of jungle)

69. Labyrinthine Hills, Valleys, Cliffsides, Caves, cascading Lakes and wild Streams (lots of jungle)

70. Open Cave in Cliffside (special, resource level 2)





# APPENDIX 1

## Highlands (resource level 2)

71. Plateau (-1 to resource level)
72. Rolling Plain (some crippled jungle)
73. Rolling Plain and Streams (some crippled jungle)
74. Hills and Streams (some crippled jungle)
75. Hills, Cliffsidess and Streams (some crippled jungle)
76. Hills, Cliffsidess and Streams (some crippled jungle)
77. Hills, Valleys, Cliffsidess and wild Streams (some crippled jungle)
78. Hills, Valleys, Cliffsidess, Caves and wild Streams (some jungle, +1 to resource level)
79. Labyrinthine Hills, Valleys, Cliffsidess, Caves, cascading Lakes and wild Streams (some jungle, +1 to resource level)
80. Hot Springs (special, resource level 3)

## Mountain Landscape (resource level 1)

81. Plateau
82. Steep Plain
83. Stream through rolling Plain
84. Stream through rolling hills
85. Cliffsidess, hills and streams
86. Cliffsidess, hills and streams
87. Hills and wild streams
88. Vast meandering rockformations and waterfalls
89. Labyrinthine Mountainscape
90. Canyon (special, resource level 2)

## High Mountain Landscapes (resource level 1)



# APPENDIX 1

91. Cliffsides
  92. Steep plain
  93. Glacier through rolling plain
  94. Glacier through rolling plain
  95. Snow and stone
  96. Snow and stone
  97. Snowy cavernous mountain landscape
  98. Fractured snowy cavernous mountain landscape
  99. Labyrinthine snowy cavernous mountain landscape
100. Deep Caverns (special, resource level 2)

## **Finishing touches and the Sandbox**

You collect all that data, as described above, on the *Jungle Map* and *Hex-Field Cheat Sheets*. Keep the entries short, this is just for collecting ideas (and there'll be a lot of them!). Check out the example on the next two pages to get an idea ...

Once you have it all together - it'll take you an hour or two, if you take your time - you have all the pieces you need to make this jungle come alive and it is up to you to decide how deep you want to get into the whole affair from there on. It all depends on the style you want in your game and the work you are willing to put into it. For me it'd be plenty as it is (with the village and ruins generators in Appendix 2 adding further detail).

One thing that turned out to be useful when using this method, is making a journal, of sorts, describing how the whole thing comes together, starting with the immediate area the characters are about to explore. The rest grows as you play.

# APP. 1: EXAMPLE

## Jungle Map Cheat Sheet

Roll 1d100 for each field in alphabetical order. Note the result for each field & the indicated Resource Level on the map here & on the Hex Sheets.

I

27.5 km

#: ___ <b>H</b> RL: ___	#: ___ <b>I</b> RL: ___	#: ___ <b>J</b> RL: ___	#: ___ <b>K</b> RL: ___
#: ___ <b>S</b> RL: ___	#: <u>64</u> <b>B</b> RL: <u>4</u>	#: <u>94</u> <b>C</b> RL: <u>2</u>	#: ___ <b>L</b> RL: ___
#: ___ <b>G</b> RL: ___	#: <u>79</u> <b>A</b> RL: <u>3</u>	#: ___ <b>D</b> RL: ___	#: ___ <b>M</b> RL: ___
#: ___ <b>R</b> RL: ___	#: ___ <b>F</b> RL: ___	#: ___ <b>E</b> RL: ___	#: ___ <b>N</b> RL: ___
#: ___ <b>Q</b> RL: ___	#: ___ <b>P</b> RL: ___	#: ___ <b>O</b> RL: ___	#: ___ <b>N</b> RL: ___

**HEX:**  
790 km<sup>2</sup>

↔

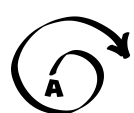
32 km

↑ N

#: First digit is the altitude, second is complexity of the hex-field terrain.

RL: Resource Level. Is also the number of Resource Dice.

**Order of Hexes:**



# APP. 1: EXAMPLE

## Hex-Field Cheat Sheet A to C

Here's what you do: A is where the Gorillas have their HQ and you already see all the relevant entries done for that to the right → The rest will be done by you. For that you roll a d100 for every hex-field, starting with B. Note each number and the *Resource Level* on the proper lines. In the next step you need to copy all your results from the d100-Table starting on p. 58 unto the *Hex-Field Cheat Sheet* (the numbers themselves, splitted in altitude and complexity, the RL and the descriptions for each entry). This is the lay of the land. The last step is finding out how strong the presence of each faction is in each hex-field. For that you roll the RL-number as d6, note the result on the *Hex-Field Cheat Sheet* and use it for the *Factions & Relics Table* on p. 56.

**A** #: 7 (Altitude) 9 (Complexity)  
**Result:** Labyrinthine Hills, Valleys, Cliffsides, Caves, cascading Lakes and wild Streams (some jungle)

**Vistas ( 1 ): Temple, Valleys, Mountainsides**

**Factions** **Resource Level: 3**

**Gorillas:** (14) Gorilla HQ (see p. XX for details), a Hidden Base (secret lab, 2 o.s, 2 c.s, 25 g.s), 4 Hidden Stashes

**Ruins:** (12) 2 Medium Ruins, 2 Overgrown Fragments

**Cannibals:** (6) 1 Village, 1 Small Camp of 6 Warriors

**Mushrooms:** (11) 1 Mushroom Circle Village, 5 Mushroom Artworks

**Aliens:** (9) 1 Artifact, 4 Signs of Radiation

**B** #: 6 (Altitude) 4 (Complexity)  
**Result:** Hills and Streams (lots of jungle)

**Vistas ( 4 ): Mountaintop (SW), Glades, Caves**

**Factions** **Resource Level: 4**

**Gorillas:** (14) 1 Hidden Base (2 o.s, 2 c.s, 14 g.s), 4 Hidden Stashes

**Ruins:** (18) 1 Ruined City, 1 Small Ruin (Aqueduct), overgrown but intact infrastructure

**Cannibals:** (15) 1 Holy Monument, 3 Small Camps with each 3 Hunters & 8, respectively 6 Warriors

**Mushrooms:** (12) 2 Mushroom Circle Villages

**Aliens:** (11) 1 Artifact, 1 Weird Effect, 1 Sign of Radiation

**C** #: 9 (Altitude) 4 (Complexity)  
**Result:** Glacier through rolling plain

**Vistas ( 5 ): Mountainsides, Panoramas, Temple**

**Factions** **Resource Level: 2**

**Gorillas:** (6) 1 Road Construction Site, 1 Hidden Stash

**Ruins:** (4) Small Ruin (Tower), 1 Overgrown Fragment (Stone Bridge Ruin)

**Cannibals:** (6) 1 Village, 1 Small Camp of 8 Warriors

**Mushrooms:** (5) 5 Mushroom Artworks

**Aliens:** (8) 1 Artifact, 3 Signs of Radiation

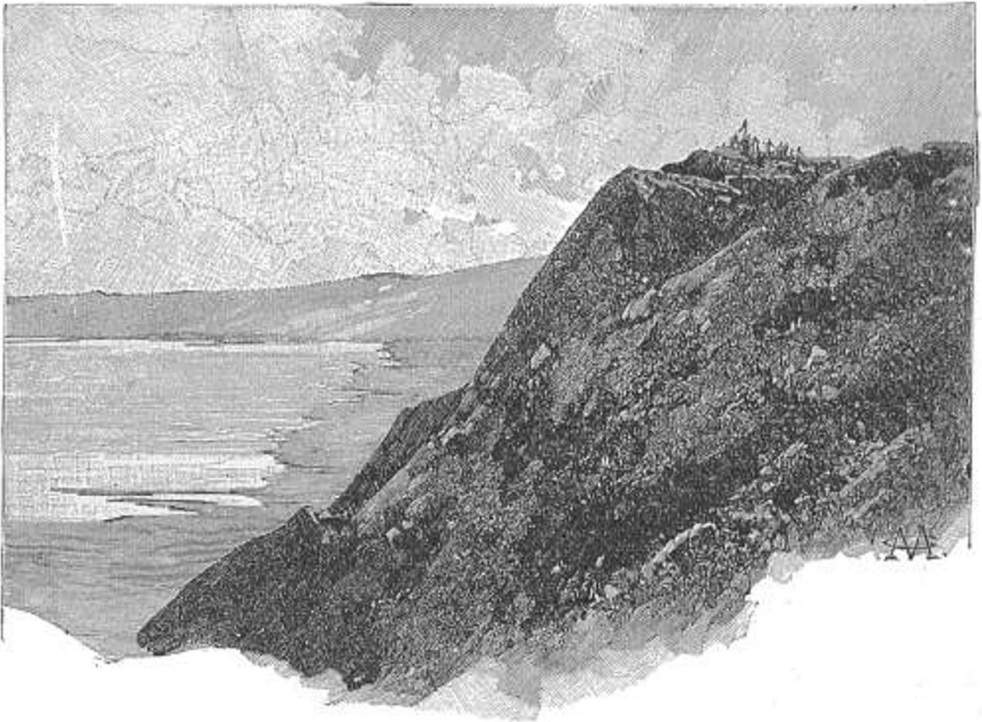
HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the Faction Table on p. XX 5: Note faction results.

## APPENDIX 2

### Appendix 2: Important Locations

#### Villages and Ruins

Most of the contents in this jungle should be more or less random, but there are locations that will most likely play an important role when using this module. The first among them is the temple the gorillas use as their home base. After that you might also end up needing either the layout of a cannibal village or some sort of ruined structure here and there. Random tables will suffice for the villages or the ruins and will be provided here first. The gorilla temple will get a more detailed exploration at the end of this chapter (see p. 85 to 87).



# APPENDIX 2: VILLAGES

## Random Village Generator

**R**oll 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20 all at once. **Add the result up, that's your basic population.** Copy the pattern the dice form as **relative positions of the different village areas** and the **numerical results as indicated** in the tables unto the *Cannibal Village Cheat Sheet* (a separate file acquired with this module). **Die size indicates hierarchy**, die numbers indicate how strong or weak (high or low results) that aspect of the village life is. **Doubles indicate a strong bond** between two results and if one result is the double of another, than the higher one has some kind of dominance over the lower (ignoring/conflicting with hierarchy).

Use the *Cannibal Village Cheat Sheet* to fill in the die results and draw a sketch of the village. Although this method is pretty fast (taking not more time than one roll of a couple dice and noting the results), I'd prepare a couple of those up front. Hex results (see Appendix 1) will indicate further details as soon as you drop a village somewhere (jungle, mountains, etc.). Let's get to those tables and have an example using the *Cannibal Village Cheat Sheet*.

## Random Village Generator Charts

### D4 – Sick Huts (old, wounded & sick)

- 1: *Many here are insane* (-4 to basic culture roll)
- 2: *The Sickness is here* ( 3d6 of the population are really sick)
- 3: *Many wounded* (2d10 wounded because of war)
- 4: *People take care of the old and weak* (+3d6 to population, +4 to basic culture roll)



## APPENDIX 2: VILLAGES

### **d6 – Big Communal Huts (women, children & simple work)**

- 1: *People are angry, something riles them up* (-4 to reaction rolls)
- 2: *People are afraid, something bad is about to happen* (possible quest, -2 to reaction rolls)
- 3: *People are nervous, something is wrong* (possible quest, correct reaction roll 2 towards neutral)
- 4: *People are content, all is as it should* (+2 to basic culture)
- 5: *People are curious, something strange happened* (possible quest, +2 to reaction rolls)
- 6: *People are happy, something fortunate happened* (possible contacts, + 4 to reaction rolls)

### **d8 – Storage Huts (valuables, workshops, food & prisoners)**

- 1: *This is not their village!* (1d6 prisoners, -4 to reaction rolls, -6 to basic culture)
- 2: *They are very primitive hunters & gatherers* (-4 to basic culture roll)
- 3: *Primitives with basic farming & rudimentary tools* (-2 to basic culture roll)
- 4: *Greedy Savages, they lack nothing* (+2 to resource)
- 5: *Wealthy savages, fat is a beauty ideal* (+4 to resource, +2 to reaction roll if a fat character is in the group)
- 6: *Living in the ruins of a lost culture* (+2 to basic culture roll, +2 to resource level, -2 to reaction rolls)
- 7: *Sophisticated savages who'd eat you nonetheless* (+4 to basic culture roll, shaman is M-U, +1 to resource level)
- 8: *Retired group of adventurers brought civilization & blond children* (+2 to reaction roll, +6 to basic culture roll, shaman is M-U, trainers for all classes, +2 to resource level)

## APPENDIX 2: VILLAGES

### **d10 – Initiation Huts (combat training, armory & trophies)**

- 1: *All warriors dead, dying or wounded* (2d6 of population are warriors in the sick huts, +4 to reaction rolls, -4 to basic culture, -4 to resources)
- 2: *Cowards* (+2d6 warriors to population, -2 to resources, -4 to Morale)
- 3: *Poorly equipped* (+3d6 warriors to population, +1 to level for warriors, +2 for two veterans/leaders, -4 to resources, -2 to Morale)
- 4: *Lazy* (+2d6 warriors to population, +2 level for one leader, -2 to Morale)
- 5: *Peaceful tribe* (+1d6 honor guards to population, +3 to level for each warrior, +2 to resources)
- 6: *Very Young* (+3d6 warriors to population, +1 to level for warriors, +2 for three veterans/leaders, +1 to resources, +2 to Morale)
- 7: *Only old veterans* (+2d6 warriors to population, +3 to level for veterans/leaders, +2 to resources, +4 to Morale)
- 8: *Organized and trained* (+4d6 warriors to population, +1d6 prisoners of war, +2 to level for warriors, +3 for one veteran/leader, +2 to resources, +2 to Morale)
- 9: *Experienced warriors* (+3d6 warriors to population, +1d6 prisoners of war, +2 to level for warriors, +4 for two veterans/leaders, +4 to resources, +4 to Morale)
- 10: *Elite warriors of fame* (+3d6 warriors to population, +2d6 prisoners of war, +3 to level for warriors, +6 for three veterans/leaders, +4 to resources, +6 to Morale)

## APPENDIX 2: VILLAGES

### **d12 – Shaman's Hut (boneyard, shrine & altar of sacrifice)**

*Even result: male shaman, uneven result: female shaman*

**1-2:** *Faking it* (possible quests, because needs help, +1d6 prisoners for sacrifices, -4 to resources, -4 to reaction rolls, -4 to resources, -2 to morale)

**3-4:** *Sold soul to evil for powers* (+2d6 prisoners for sacrifices, +2 resources, -4 reaction roll, -4 to basic culture)

**5-6:** *Controls a demon* (+1d6 prisoners for sacrifices, -2 to basic culture, -2 to reaction rolls, +4 to morale +4 to resources)

**7-8:** *The spirits of the jungle listen!* (level 3 shaman, +2 to basic culture, +4 to resources, +2d6 to population)

**9-10:** *A holy presence* (level 6 shaman, +4 to basic culture, +4 to resources, +2 to morale, +2 to reaction rolls, +2d6 to population, +1d6 level 3 holy warriors)

**11-12:** *A place of pilgrimage* (level 8 shaman, +4 to basic culture, +4 to resources, +4 to morale, +4 to reaction rolls, double population, +3d6 level 3 holy warriors)

### **d20 – Chief's hut (Chief's family, honor guard & general assembly)**

*Roll is base value for basic culture.*

**1:** *Chief is old & senile* (-4 to morale, -4 to resources, +4 to reaction roll with even reaction roll or -4 with uneven reaction roll, because senile)

**2:** *Stupid* (every other village in the same hex-field makes fun of him, -4 to resources, +2 to morale, -6 to reaction roll)

**3:** *Crazy* (half the population, -2 to resources, -2 to morale, +2 to reaction roll)

**4:** *Young & inexperienced* (-4 to resources, +2 to morale)

## APPENDIX 2: VILLAGES

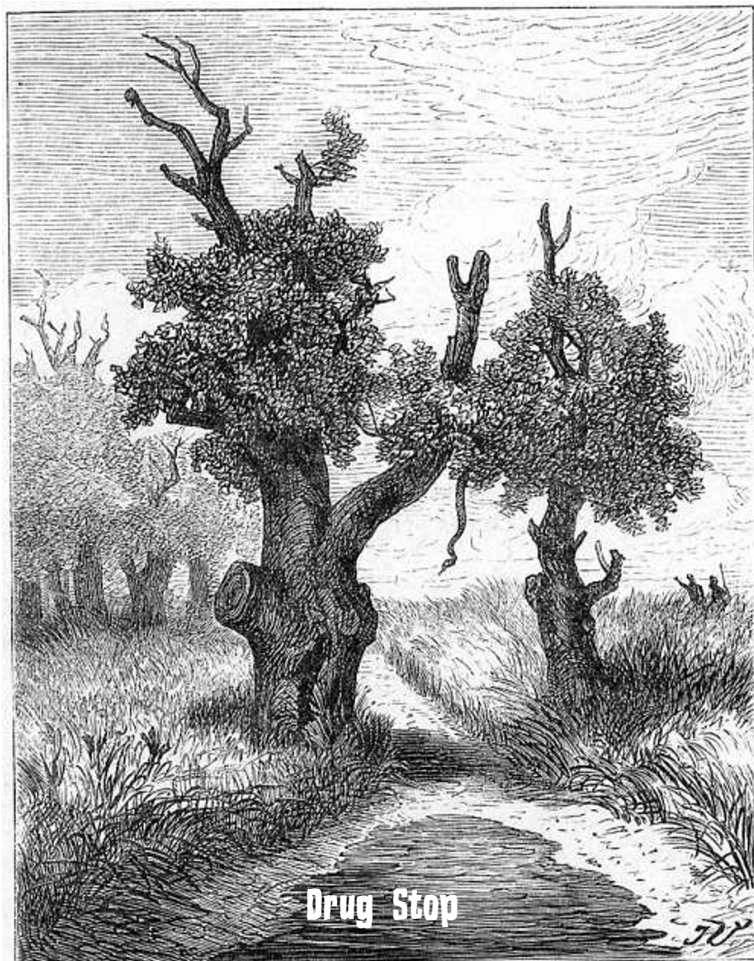
- 5: *Incompetent*** (always does the opposite of what would be wise, -6 to resources, -4 to morale)
- 6: *A drunk*** (-4 to resources, -2 to morale, +2 to reaction roll)
- 7: *Extra savage cannibal*** (always aims to eat you, +1d6 prisoners for soup, +2 to resources, +4 to morale, -6 to reaction roll)
- 8: *Warmonger*** (at war with every other tribe in the hex-field, +2d6 level 1 warriors, half of the warriors are down to half their hit points, +4 to resources, +2 to morale, -6 to reaction roll)
- 9: *Superstitious*** (easy to impress with magic, -4 to all saves vs. magic for the tribe)
- 10: *Greedy*** (tribe is poor, chief is rich, -2 to resources)
- 11: *Rich*** (bought alliance with one other factions in the hex-field to be the strongest force in the area, +4 resources)
- 12: *Wise*** (chief is level 2 cleric, +1d6 visitors seeking advice, +4 to reaction rolls)
- 13: *Suave Savage*** (chief is level 2 thief, +6 to resources, +2 to morale, +2 to reaction rolls)
- 14: *EVIL!*** (other tribes fear this tribe, leader is level 4 chaotic warrior with issues, +2 to morale, -4 to reaction rolls)
- 15: *Warrior Chief*** (+3d6 warriors to population, +1d6 prisoners of war, +2 to level for warriors, +4 for two veterans/leaders, +4 to resources, +4 to Morale)
- 16: *Educated Savage*** (chance to buy normal equipment, leader is level 4 wizard with 3 level 1 apprentices)
- 17: *Prodigy of the gods*** (chief is level 6 cleric, double population, +2d6 level 3 holy warriors, +4 to morale, +4 to resources)
- 18: *Diplomat*** (allied with all other tribes in the hex-field, chief is level 6 fighter+1d6 honored hostages, +4 to morale, +4 to resources)
- 19: *Noble Savage*** (respected by all tribes and factions in the hex-field, chief is level 6 fighter, double population +2d6 level 3

## APPENDIX 2: VILLAGES

elite warriors, +4 to morale, +6 to resources)

**20:** *A king among cannibals* (level 9 warrior, if there are other villages in the same hex-field, they also accepted him as king\*, double population and warriors, +2d6 level 5 elite warriors, +4 to morale, +6 to resources)

*\*Unless they also came up with other kings, which would mean war, unless they are all kings, then they also control every hex-field sharing a border with them.*



## APPENDIX 2: VILLAGES

### Reaction and Basic Culture Rolls

(always test 2d6 +/- Basic Culture Value)

Tribes always act as a whole. That means that the first reaction roll with the members of a tribe also counts for interactions with other members of a tribe until the characters do something to force another reaction roll (like bringing gifts, killing someone and so on). Basic culture rolls are always made when characters ask if a tribe has something or not (medicine, tools, knowledge) to find out if and how they might have something. The results read:

**negative result** (deep seated hatred/alien customs, they oppose what you want)

**1-4** (aggressive prejudice/different customs, they don't have what you want)

**5-8** (neutral and cautious/close enough, they might have what you want, but for a price)

**9-12** (friendly and open/the same thing, as you'd expect)

**13-16** (they celebrate you/they are happy to accommodate)

**higher results** (they think you are gods/they top what you want)

### Resources

Take that result just for the value it has in the beginning. If it's above zero, they are wealthy and if it's below zero, they are poor at the moment. A tribe wastes a number of resource points equal to a tenth of its population per week (rounded up, so a tribe of 32 cannibals would use 4 points per week) and gain their Resource Level (see Appendix 1 or on the Cheat Sheets) in d6 per week per village.



# APP. 2: EXAMPLE 1

## Cannibal Village Cheat Sheet

### Results

**d4:** 4 - People take care of the old and sick.      **d10:** 2 - They are all cowards.

**d6:** 6 - People are happy, something fortunate happened.      **d12:** 4 - Sold soul to evil for powers.

**d8:** 1 - This is not their village!      **d20:** 14 - Chief is EVIL!

### Numbers

**Basic Culture:** 8      **Reaction Roll:** -8/      **Population:** 62

**Resources:** 1      **Tribe Morale:** -4      **Warriors/Sick:** 11/0

**Chieftain is:** Evil lvl 4 Fighter      **Shaman is:** a male demon lover

**People are:** Happy cowards who invaded this place.

**Contacts:** \_\_\_\_\_

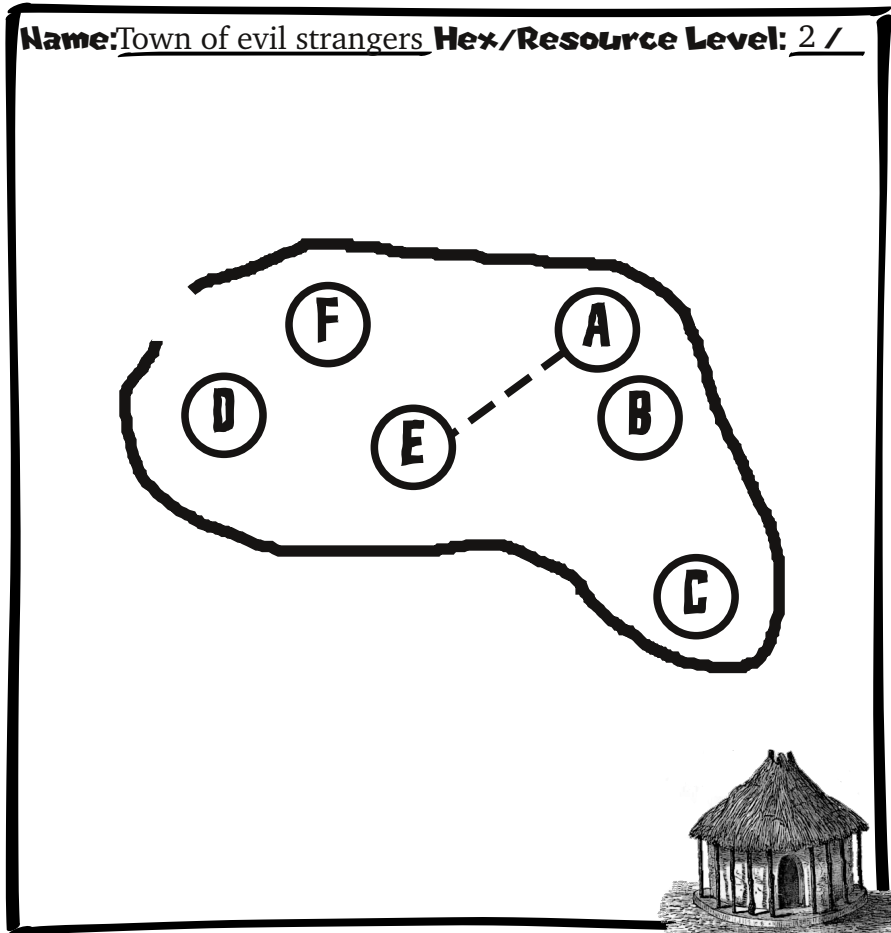
**Quests:** \_\_\_\_\_

Start with rolling the 6 dice. Add the result and note it as population, also note the individual results as per the tables. All will have a modifier associated with them. Note those modifiers. You'll also have the descriptors for the chief, his shaman and for the people in the village. If a quest is indicated, check the hex about conflicts and other factions for inspiration or invent something. Describe the village below.



**Village description:** This is a bunch of bad people. Their chief is evil and already has a bad reputation, their shaman has sold his soul to his demon lover (but is a good doctor). The general mood of those cowards is great because they managed to steal the village from the former residents. 9 of those former villagers are still alive and will be sacrificed soon. The rest is already decoration.

# APP. 2: EXAMPLE 1

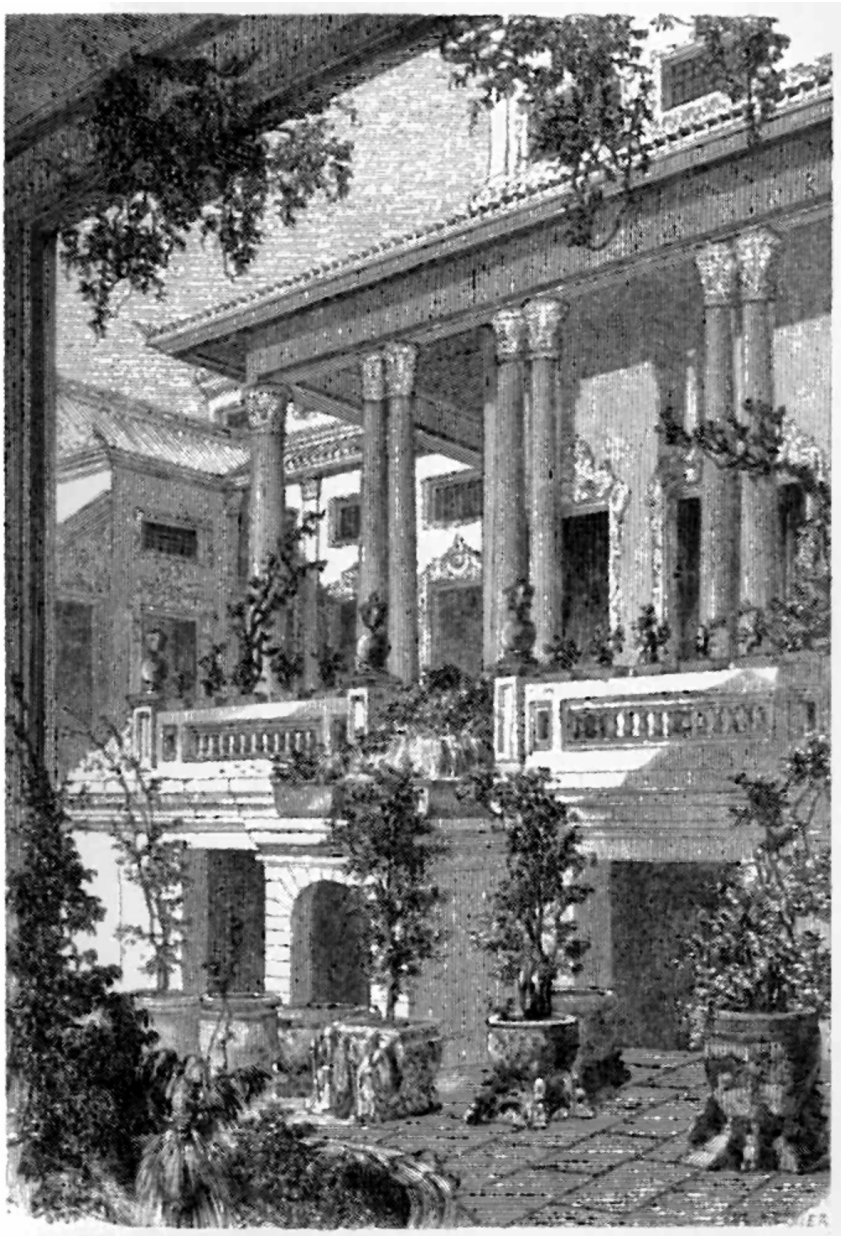
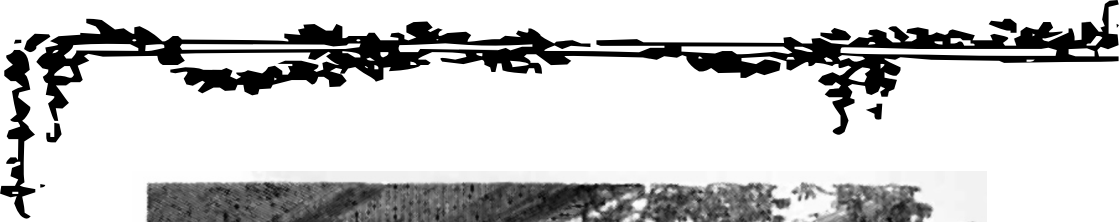


- (A) : Sick Huts (d4)
- (B) : Big Communal Huts (d6)
- (C) : Storage Huts (d8)
- (D) : Initiation Huts (d10)
- (E) : Shaman's Hut (d12)
- (F) : Chieftain Huts (d20)

----- : Strong Bond      → : Dominance



Give your village a name and note the hex-field it is located in. Use the free area above to copy the dice pattern that emerged with the village-generation roll. Connect doubles with a dotted line and if a die shows double the value of another die, note dominance over that die with an arrow (details on p. xx). Draw a fence around the village and you're done.



## APPENDIX 2: RUINS

Ruins can be anything, from an abandoned temple to a proper dungeon. They can span over several levels, below or above, and will be very different considering the terrain and those who left it behind. Each ruin is different and complex that way. To do that any justice at all on the few pages of room the topic can get here, I'll at least give you the tools to get a very raw set-up with enough fodder to have a good head start what a ruin in this jungle might be about.

Every time your resource rolls generate some sort of ruin in the *Hex-Field Generator* (starting p. 53), it manifests the ruin as **Location**. Every Location is composed of several connected **Areas** and each Area, in turn, comprises over several connected **Spaces**. A Space can be anything: clearing, temple ruin, dungeon room, whatever works for the Area in that specific Location. And that's just it: Location divides into Areas divide into Spaces.


When creating a ruin with the *Ruin Generator*, you start with first Area and its Spaces. Therefor you **roll 1d6, 1d8, 1d10, 1d12 and 1d20 on a piece of paper with the circle from page 79** copied on it. Each die is a Space in this Area.

You'll also need a **Limit** for the size of the ruin. **Roll a d100** for that and note the result somewhere. **Add 50 for** that if you make a **Medium Ruin**. You'll reduce that as you add Areas to your Location, but more on that further below.

You'll need a couple of Ruin Cheat Sheets next to keep track of your progress. First copy all the plain die results on one *Ruin Cheat Sheet Area*. The first *meaning* you will take from those dice is gathered and copied as indicated on the next two pages:

# APPENDIX 2: RUINS

Example Sheet for orientation:

Ruin Cheat Sheet		Theme:	Level:
d6	First Impression:	Complications:	
d8	Treasures:	Occupants:	
d10			
d12			
d20			
_____ : Simple Path - - - - - : Hidden Path/Entry		<input type="checkbox"/> Plain & Open <input checked="" type="checkbox"/> Plain & Hidden	<input type="checkbox"/> Above Plain <input type="checkbox"/> Below Plain 

**Dice from left to right, order from 1 to 5:**

## 1. First Impressions (A)

- 1 Ancient Roadsign
- 2 Smoke
- 3 Carvings
- 4 Drawings
- 5 A Pillar
- 6 Warning Signs

### Inside (B)

- 7 Bridges
- 8 Blazed Trail
- 9 Stone Arc
- 10 Stairs
- 11 Cave Entrance
- 12 Mine Entrance
- Feature (C)**
- 13 Roofs between Trees
- 14 Tower
- 15 Mountainside
- 16 Valley
- 17 Amphitheatre
- 18 Aqueduct
- 19 Acres of Ruins
- 20 Teleport

## 1. Inside (B)

- 1 Former Stables
- 2 Assembly Hall
- 3 Green House
- 4 Living Cells
- 5 Former Storage
- 6 Boneyard
- 2d6 Empty Spaces**
- 7 Shrine (Petty God)
- 8 Bakery
- 9 Market
- 10 Crow's Nest
- 11 Jail Cells
- 12 Parade Ground
- Feature (C)**
- 13 Washing
- 14 Landing Area
- 15 Altar (Petty God)
- 16 Dry Canal
- 17 Pits
- 18 Mine
- 19 Arena
- 20 Dome

## 1. Features (C)

- 1 Observation Hall
- 2 Fountain
- 3 Ancient Gallery
- 4 Temple (Petty God)
- 5 Garden
- 6 Workshop
- Fortification (d8) on 3.**
- 7 Bath
- 8 Kitchen
- 9 Smithy
- 10 Torture Chamber
- 11 Cursed Tomb
- 12 Hidden Library
- Guardian (d8) on 4.**
- 13 Wizard's Study
- 14 Oracle
- 15 Laboratory
- 16 Wishing Well
- 17 Chamber of Truth
- 18 Ancient Puzzle Maze
- 19 Elephant Graveyard
- 20 Fountain of Youth

# APPENDIX 2: RUINS

## 2. Themes

- 1 Stone Blocks
- 2 Foundations
- 3 Vines
- 4 Roots
- 5 Stone Faces
- 6 Pillars
- Ancient Ruin**
- 7 Lingering Fog
- 8 Ground Mist
- 9 Broken Statues
- 10 Webs
- 11 Bones
- 12 Signs of Battle
- Residual Magic**
- 13 Bridges
- 14 Galleries & Balconies
- 15 Secret Passages
- 16 Eerie Shadows
- 17 Hanging Moss
- 18 Haunting Wind
- 19 Tragic Ghost Story
- 20 Time Loop Destruction

## 3. Complications

- 1 Heavily Overgrown
- 2 Slippery
- 3 Crawling with Insects
- 4 Uneven Footing
- 5 Harmless Ghosts
- 6 Unstable Floor
- Crude & Natural Traps**
- 7 Swampy
- 8 Flooded
- 9 Bats
- 10 Several Levels
- 11 Irritating Lights
- 12 Illusions
- Magical Traps**
- 1 13 Radiation
- 2 14 Chasms
- 3 15 Shifting Walls
- 4 16 Unstable Ceilings
- 5 17 Hot Steam Eruptions
- 6 18 Lava
- 7 19 Confusion Spell
- 8 20 Ancient Golem Guardians

## 4. Occupants

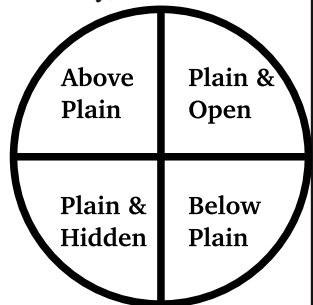
- 1 Termites
- 2 Pilgrims
- 3 Animals
- 4 loud Birds
- 5 harmless Monkeys
- 6 Vermin
- 1. Faction: Kobolds**
- 7 Researchers
- 8 Cannibal Campsite
- 9 Skeletons
- 10 Zombies
- 11 Dryads
- 12 Giant Killer Bees
- 2. Faction: Troglodytes**
- 1 13 Bandits
- 2 14 Adventurers
- 3 15 Wraiths
- 4 16 Giant Spiders
- 5 17 Vampires
- 6 18 Demons
- 7 19 Petty God
- 8 20 Dragon

## 5. Loot

- 1 1 Jungle Treasure
- 2 1 Jungle Treasure
- 3 2 Jungle Treasures
- 4 2 Jungle Treasures
- 5 3 Jungle Treasures
- 6 3 Jungle Treasures
- Clean Water**
- 7 4 Jungle Treasures
- 8 4 Jungle Treasures
- 9 5 Jungle Treasures
- 10 5 Jungle Treasures
- 11 6 Jungle Treasures
- 12 6 Jungle Treasures
- Natural Resources**
- 13 as 12 + 1 potion
- 14 as 13 + 1 magic ring
- 15 as 13 + 1 scroll
- 16 as 15 + 1 magic rod
- 17 as 15 + 1 magic sword
- 18 as 17 + magic armor
- 19 as 17 + misc. magic weapon
- 20 as 19 + misc. magic item

### The Circle and the Dice

The circle pictured on below should be in the center of the area you roll the dice on. There should be a fair chance that the dice can land on either quarter of that area. Just draw it on a piece of DIN A4 paper (or whatever is handy) and roll the dice on it. The order of the dice for the Ruin Tables will be determined by the pattern the dice form (see p. 80 for details on that).





## APPENDIX 2: RUINS

**Remember:** use the order of the dice in front of you for tables 1 (A) to table 5 above, from the left to the right as you see it (ignore 1 (B) and (C) until 1 (A) triggers them for a new Area, see below). And don't move those dice. Their positions on that sheet of paper will get important, too.

You now have for that first Area a **First Impression** (that's the first hint that there might be something worth exploring), a **Theme** (the main feature encountered everywhere in this Area), **Complications** (something that makes it difficult to navigate the Area), **Occupants** (just that) and **Treasures** that can be found here (use the *Jungle Treasure Table* on page 89 and additionally the Section 7: Treasure of the *Labyrinth Lord* core rules from p. 105 onward for information not covered in this module).

A word on **how the tables above work**. The bold entries on the are **Thresholds**. If a die result succeeds them, they count as "activated" and are added to that result. This means, for instance, for table 1 (A), that there is a "Inside" (B) Area or even "Feature" (C) Area attached to the initial Area you are developing (basically a new area roll for each activated Area, with then the table B or C results instead of A). Those Areas will, of course, get their own Sheets. You can activate up to 2 Thresholds per table.

The next piece of information you want to add to the Cheat Sheet of the Area you are working on, is **the relative height of each Space in that Area**. Just check the position of the dice in relation to that circle you draw on the piece of paper the dice should still be on. Note it on the Cheat Sheet by copying the symbols at the bottom of the Cheat Sheet on the circles you wrote the die results into (see example on p. 83).

## APPENDIX 2: RUINS

### Dice Patterns (Stage 2)

And we are not done reading those dice yet. Now we need to establish what is **North**. For that we take **the line between the d6 and the d20**. Align that with the Cheat Sheet (for instance by turning the paper with the dice on until the North on the paper matches the direction you are facing).

**Copy the pattern** they form now unto the free area **on the Cheat Sheet**. Give it a bit room. Circles work best. To see how all those Spaces are connected, draw lines from lowest to highest number first with the uneven, then with the even numbers. If that doesn't already produce a cross section, also connect the lowest uneven with the highest even number. *Doubles, triples and so on combine to one big Space*.

If **hidden Spaces** are indicated, make every passage **connecting with them a dotted line**. It'll take some exploration to find those. Spread treasures from highest to lowest number. **Occupants** reside on the d12, **Factions** take the next lower dice. Distribute **traps as you see fit** (if they are activated).

Just a couple of more things and the first Area is complete. Since the First Impression is what led the players to the ruin, it's where they start exploring the area. Take the d6 as that starting point on your map (this is where you note the First impression).

If you have to **connect different Areas** with each other, use the d10 leading to the d6 of that other area. If "**Inside**" **and/or** "**Feature**" are activated, let the d8 lead to the d6 of the "Inside" Area and connect the "Feature" the same way to the "Inside" Area.

## APPENDIX 2: EXAMPLE 2

### Spread your ruin

Remember that d100 in the beginning? Every time you finish an Area as described above, you subtract the sum of that Area roll from the d100 result. As long as the result of that subtraction is not zero or lower, you keep adding basic Areas.

Once you reached that limit, you stop adding Areas unless you activated "Inside" or "Feature" Areas. If you are below zero and there are no further Areas to be added, your ruin is done. At least in a very basic form.

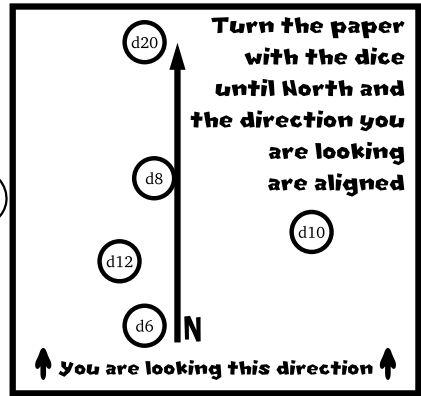
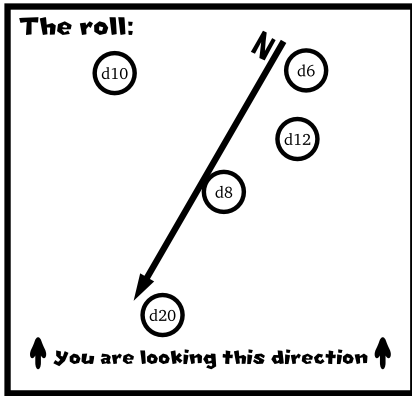
Now you should have a vague idea how that collection of Areas comes together, what it looks like and so on. Sometimes that's enough and sometimes you come up with something you want to explore further. **Add Random Encounters** to empty Spaces.

### Example of creating a basic Area

I start with drawing the circle from p. 79 in the center of a piece of paper. Then I take 1d6, 1d8, 1d10, 1d12 and 1d20 and drop them on that paper. My result *pattern* is shown as "The roll" on the next page. The results themselves are put on the Ruin Cheat Sheet (on the same page).

After this I can note my results. The content is taken from the left to the right as I see it in front of me: 8, 12, 5, 1 and 3. So my First Impression is "A blazed Trail" with "Inside (B)" triggered and so on. Treasure is rolled and added, too. The last step in this stage is noting the height levels and hidden areas around the results. All that has its place on the Cheat Sheet. The results aren't exact, but for you to interpret as you see fit.

# APPENDIX 2: EXAMPLE 2



Now I turn the paper in front of me to align North to the direction I am looking. The resulting pattern will be copied on the Cheat Sheet as seen below. The rest is connecting the dots as described under Stage 2 above. The grey lines just help visualizing the different height levels. This is what you get:

Ruin Cheat Sheet		Theme: Signs of battle in an Ancient Ruin.	Level: 1 A
d6	<b>First Impression:</b> A blazed trail leads to [Theme]	<b>Complications:</b> Harmless ghosts.	
d8	<b>Treasures: 2</b>	<b>Occupants:</b> Termites.	
d10	- Contaminated Jewelry made out of bone (value 140 gp)		
d12	- Cursed small accessory made out of pelt (value 24 gp, usability 12)		
d20			
<p>— : Simple Path      ○ Plain &amp; Open      ⊗ Plain &amp; Hidden      ⊕ Above Plain      ⊖ Below Plain</p> <p>- - - : Hidden Path/Entry      ↑ N</p>			

## APPENDIX 2: EXAMPLE 2

### The next steps

My d100 for the Location came up with a 63. With the first Area done, I've to reduce that by 29 (the results of that first roll added together), leaving me with 34 points. Next I'd go and roll "Inside B". **The procedure is the same** (rolling d6 to d20 on a piece of paper with the circle from p. 79 in the center of it and so on), but **now using column 1. Inside (B)** instead of 1. First Impressions (A). The results are written and drawn onto another Ruin Cheat Sheet.

Inside Areas can be anything from caves to dungeon levels to ruined buildings. Use the themes and the terrain as indicators or just use what comes to mind. Thresholds here will either expand the Area or add a Feature (producing another Area, that one with column 1. Features (C) as first result). Feature Thresholds might actually add a dragon or a fountain of youth or other rare encounters. The idea is to offer at least the rare chance that ruins might hold something worth a major quest. The *Jungle Treasure Table* will also produce some minor quest items, so there'll be plenty of reasons to explore or seek those random ruins ...

Inside and Feature Areas are always resolved, but they'll also reduce the Location value. If that turns out to be 0 or less, the Ruin is done and ready. If there are still points left, you'll add another Area, check if new Area Thresholds are triggered, resolve them all and so on and so forth ...

### What do you get?

Ideally you get shitloads of different and interesting Areas to ex-

## APPENDIX 2: EXAMPLE 2

plore with this method. In the example above it's a blazed trail that leads to it. That's what the characters encounter first. Maybe they encounter some sort of ghost (see complication) leading them deeper into the jungle, towards what must have been a battlefield a long time ago and the rests of an Ancient Ruin of sorts.

What happens next is totally up to the characters and how close they look. There's a hidden path leading to some treasure and (possibly) to another Area and there's an obvious path, leading down to maybe some caves or even a little dungeon (depending on the results). There's a lot to discover (further Areas, a bit treasure), some tension (the ghosts, although they are harmless) and there are several "empty" Spaces (as in, they have the theme and the complication but nothing else going on) that could be spiced up with Random Encounters ... That's a lot. Plus: don't forget to use the different height levels to keep it varied!

### **Navigating the sandbox & finding Ruins**

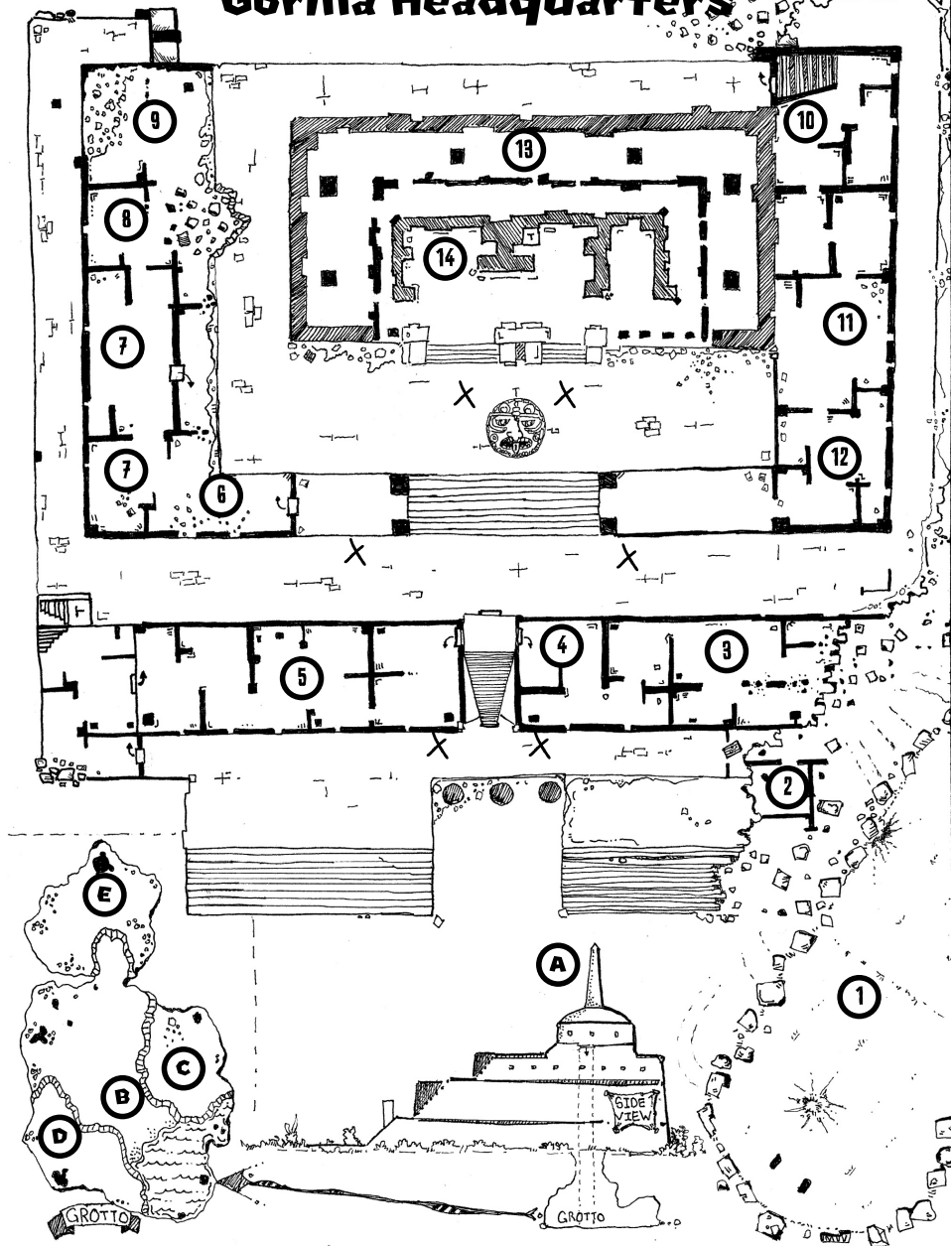
How to find them, hidden deep in the jungle, is to some degree up to the DM. There'll be quest items and the local cannibal population might have an idea what's there and where to find it (if you get them to talk). Sometimes characters will be in hex-fields where the presence of the Ruins is quite obvious (rests of roads, statues, cities even), sometimes the DM just needs a filler or just fell in love with one of the Locations he came up with. Sometimes it's actually a Random Encounter.

The map, I believe, is something that comes into existence as the characters explore it. Until then you have all you need and where to find it in the raw data collected with the generators.



# APPENDIX 2

## Gorilla Headquarters



X : Goblin Guards

— : 20 Meters

Dungeon Design by Mark van Vlack

## APPENDIX 2

### Gorilla Headquarters

This abandoned temple is the heart of the gorilla operation. Training grounds for the gorilla elites, drug manufacture, laboratory and football field, right there in the middle of the jungle at the top of a mountain, facing east (see hex-field description (A) on the *Hex-Field Cheat Sheet* for more information on the area). They are well established here and very aware of the strategic value of the temple's position. They are also prepared to defend against intruders and the area surrounding the temple should reflect that (snipers, boulder traps, stuff like that ...). I'll give the highlights of what should be found in the HQ proper here, but feel free to expand on that.

**Description:** This temple is not quite at the top of one of the mountains in this area. It faces east and only one proper path leads up to it from the South. This massive building made out of big gray stone blocks is almost encapsulated by mountain walls. There's a waterfall cascading downwards behind it, coming from the north-west. The structure has been abandoned decades ago and was mostly **ruins and goats** when the gorillas got here and started ... modifications.

#### Main Features

1. **[Goblins] Football Field with Craters:** Roll d8 (1 to 4 – field is empty but for a couple of goats; 5,6 – 2d10 goblins having a training session; 7 - 1d6 goblins preparing the field for a league game; 8 – a league game is in full swing, all Goblins are here!)
2. **[Temple] A room full of debris:** This is where the gorillas packed everything from the temple they considered useless clutter. A group going through all the statues and pots and monk bones will find **1d6 Jungle Treasures** (App. 3) and **The Torso of the Brass Man**, an ominous torso of a normal sized brass statue, with arms, legs and head missing (no obvious

## APPENDIX 2

value beyond what the brass goes for, but might be part of a set ...).

3. **[Goblins] Living Quarters:** They carried lots of debris in here to build little niches, it's **insanely crowded** and smells like it, too. You'll have cooking places, goats, little goblin children, football banners, bones, dry meat, trash, goats and weapons. Medium sized or bigger creatures will have problems navigating this mess.

4. **[Goblins] Hoglinpok No-Boom's Quarters:** His immunity to the drug made him a king among his fellow goblins. He's fatter than most goblins, he has ritual cuts all over his body and **totally is into kinky stuff** (*Save vs. Paralyzation* or vomit ... he likes it when they explode).

5. **[Chimpanzee Ninjas] Quarters:** It's very dark and quiet here (1 to 4 in d6 for ninja **sneak attacks**). It's all very Asian-themed, with paper room dividers and Ninjitsu training equipment.

6. **[Orangutans] Sniper's Nest:** Here are always **2 orangutan snipers** posted. They have some crude but very effective sniper rifles (long distance scopes accurate up to 1000 meters, takes two rounds to reload, make 1d6 hd damage per hit instead of hp). Sometimes they shoot stuff for fun in the valley. Sometimes they shoot characters (there is a 2 in 6 chance per hour to be spotted when in reach).

7. **[Orangutans] Quarters:** Theme World War I, heavy on the **cigar smoke, hammocks, simple wood crates as furniture**. Here are 2d6 orangutans at all times, sleeping or drinking most of the time.

8. **[Orangutans] The Bar:** Cocktails and drunk apes, some of them playing poker, all of them heavy on the smoking. They look for players ...

9. **[Orangutans] Weaponry:** World War I weaponry, it even has a motorcycle. All of it highly experimental and **dangerous for the untrained** (*Save versus Death* or effect like a natural 1 when handled untrained). There are also 1d8 crates filled with cigars here (worth 100 gp per crate).

10. **[Gorillas] King Kollossus' Quarters:** Thinks he's the main honcho and a priest. He owns the first 4 rooms beginning from the entrance north. There's a chance of 2 in 6 that he's here in his quarters, talking to his **4d6 Jungle Treasures** (or the shroom). He's wearing strange occult robes, is quite arrogant and easy to provoke (huge ego ... -3 to Reaction Rolls).

11. **[Gorillas] Bling Kong's Quarters:** This room is very delicately arranged. Plants in beautifully ornated pots, silk curtains swaying softly in a breeze, a great view over the jungle and a sea of cushions with 1d6 of his wives in them. He is here most of the time (5 in 6, mostly painting, having an orgy or just smoking and chilling, but with a result of 1 he's talking to some sort of informant at the moment). The room has a **secret exit** in the floor below the cushions and a coded map of the jungle on the wall (**spy information**).

## APPENDIX 2

12. [Gorillas] **Mincy's Quarters:** Very military, pretty much like the orangutangs. Mincy has **two of his best chimapnzees ninjas (full hp, +2 to ac) hiding here** at all times. There's a **telescope** to observe the jungle below, a table with a map of the jungle and strange signs and tokens on it and at least 4 exits to allow him fast access to all areas. He also has a **pet goat, Alfons ...**

13. [Gorillas] **Harem:** 11 shaved (!) gorilla ladies live here with their 7 very cute pups. The drug made them intelligent enough to develop a taste for perfumes, pretty cloths, jewelry and veils, but keeps them very obedient for the Big Four. It's nice here, in a twisted oriental way, and has **2d6 jungle treasures** to loot.

14. [Gorillas] **The Shaft:** Leads down to the grotto. There is a **primitive elevator** and a goblin crew (8 of them) to work it. There's also two goblins on combat goats guarding it. The elevator has room for 2 medium sized creatures and a goat and is in constant use.

### The Pillar and the Grotto:

**A [above the Temple]:** This massive 20 meters high pillar will give you a real King Kong moment, as ing Bling loves to climb up there. It'll also give you a real Save versus Death or DIE moment, as he loves to jump from high up there, aiming for a random character he can see. Splat ...

**B [Grotto] Loading/Unloading & Storage Area:** This is a busy area, lots of crates in the NW and lots of goblins (4d6 at all times, 1d6 of them guarding) factoring goods (mostly strange machinery & the drug) from and to the elevator. There's also a little lake formed by an underground river and leading to a waterfall SE and below the temple (the use it for waste).

**C. [Grotto] The Shroom:** This is where the shroom resides (it also grows all over the wall here). It's a huge mostly green and yellow mass of moist veins, chutes and huge bubbles and seems to breathe. There are lots of ladders and wooden platforms on it with 1d6 goblins harvesting the drug.

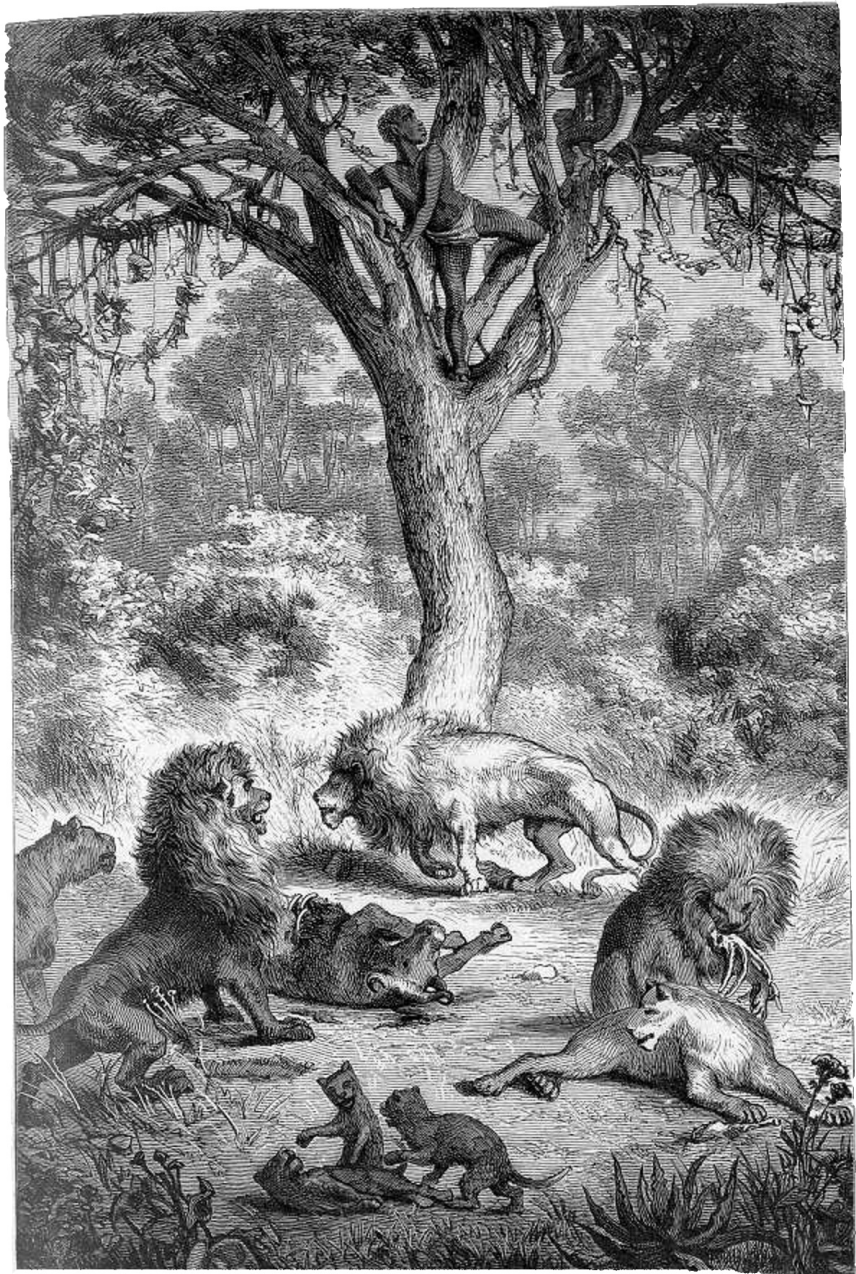
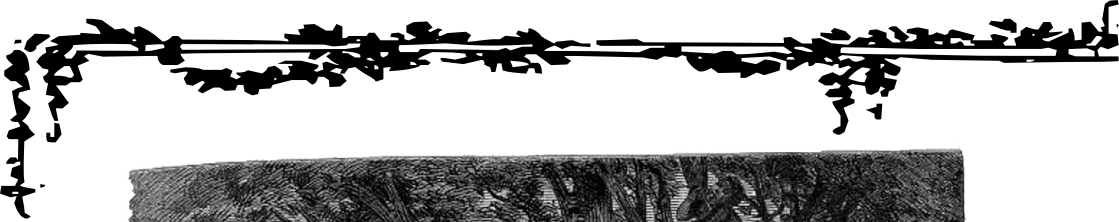
**D [Grotto] The Dreaming Elves:** This is an extension of the Shroom and mostly consisting of stacked oval capsules filled with seemingly sleeping elves.

**E [Grotto] Brain's Laboratory:** This is where The Brain is ALL the time, building all kinds of nasty shit. It has work benches with tools and started projects, alchemy sets processing different substances, a cage with 1d6 canibals stored for experiments, said experiments and some strange shroom sculptures with no apparent use. There are 4 elite chimpanzee ninjas (full hp, -2 to ac) guarding the place at all times.

#### Temple Encounters (chance 1 in 6):

1. Goats
2. 1d6 Addicts
3. 2d6 Goblins
4. 1d3 Orangutans
5. 1d6 Goblin Goatridders
6. A Gorilla (decide how)





# APPENDIX 3

## Jungle Treasure Generator

This random table will generate you some jungle-appropriate treasure for *Monkey Business*. It is vague on purpose, as you might want to alter your results according to what you want to be available in your campaign. The values will be relatively low, but it mirrors what they'd get here. Them buying the same anywhere else would cost many times over the value here.

### Jungle Treasure Generator

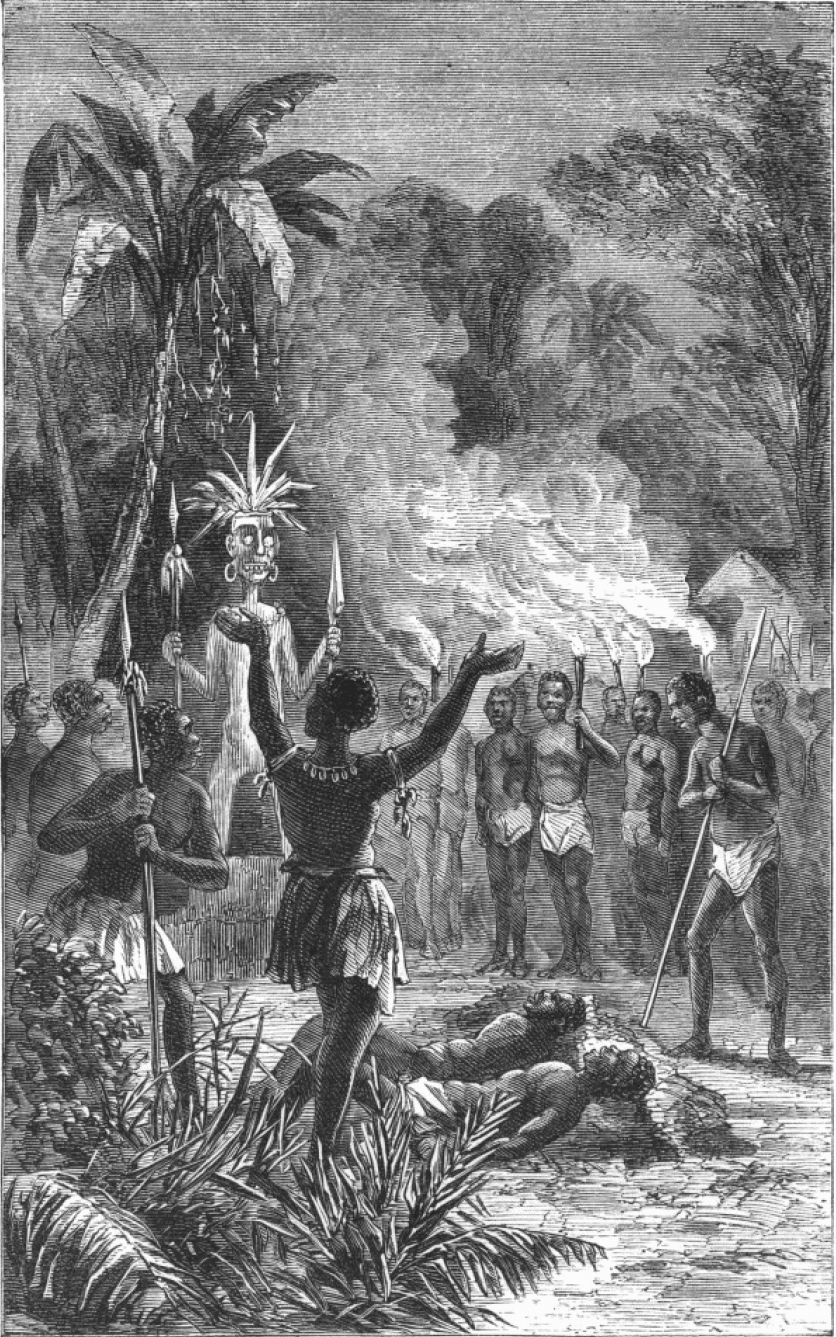
Roll 2d20, d8, d12, add result for value in gp, modify it as indicated, use separate results for the tables below.

Descriptor	Consumables ( <i>d8 I, d12 as doses</i> )	Main Material		
		I	II	III
1 alien (value xd6)	1 Alcohol	1		Fruit (half value)
2 alien (value xd6)	2 Drug (value x2)	2		Poison (value x2)
3 ancient (value x2)	3 Food (conserved)	3		Oil (value x2)
4 ancient	4 Food (fresh)	4		Plant
5 contaminated	5 Medicine	5	1	Wood
6 crested	6 Perfume	6	2	Vermin
7 cursed		7	3	Herd animals
8 enchanted (value x2)	<b>Common</b> ( <i>d8 II, d12 as usability</i> )	8	4	Predators
9 holy (value x2)	7 Accessory (small)	5	1	Bone
10 illegal (value x3)	8 Accessory (big)	6	2	Iron
11 imported	9 Armor (value x usability)	7	3	Leather
12 magical (value x2)	10 Container	8	4	Pelt
13 mysterious	11 Tool			
14 primitive (half value)	12 Wear	5		Electrum
15 primitive	13 Knowledge (value x2)	6		Ebony
16 pure	14 Weapon (value x2)	7		Diamond (value x3)
17 rare (value x4)		8		Gold (value x2)
18 refined (value x2)	<b>Special</b> ( <i>d12 III, d8 as multiplier</i> )	9		Iron
19 strange	15 Weapon	10		Jade
20 roll 2 descriptors	16 Art	11		Salt
	17 Currency	12		Silver
	18 Jewelry			
	19 Ornament			
	20 Substrate (half value)			

**Usability** is a guideline how useful an item can be for adventurers, low values are bad, high are very useful, 10 or higher is a Quest Item!

**Doses** is the number of uses you can expect from the consumables you found.







# APPENDIX 4: MONSTERS

## Monster Gallery

Here you'll find the individual monsters created for *Monkey Business*, a list of common Monsters and where to find them in the *Labyrinth Lord* Monsters Section. The common monsters are just that and if you don't use *Labyrinth Lord* it should be very easy to find them in whatever you use or come up with something on the fly that fits the description. I'd like to stress again at that point that this is about you as the DM taking what you want or need, making it your own in the process. For me that's huge part of the fun. The monsters and NPCs here are proposals and sketches, nothing else (the gorillas should be tough, though). Abbreviations used here are as presented in the *Labyrinth Lord* core rules.

### Your basic gorilla

Those creatures are cautious fighters and not predators. They won't fight to the death in most cases, but rather to get the opposition running. They are formidable foes, though. Their base mode of attack would be clubbing things with their fists and some gorilla dusting. Biting not so much, but they will scream in your face while beating you. At least that's the MO of normal and undrugged gorillas. The characters you'll meet in *Monkey Business* will be ... enhanced. But let's start with the garden variety version first:

**HD** 6+3, **AC** 3, **#AT** 2 or 1 (fists or club (1 in 8 times)), **DAM** 1d8 +3/1d8+3 or 1d10 +4, **SV** F4, **AL** N, **MV** 120' (60'), **ML** 10, **HC**: none

**SA (Gorilla Dusting)**: if they have initiative they'll forgo their first attack and try to throw dust or dirt in the enemies face to blind them (Save vs. Paralyze to avoid or blinded for 1d3 rounds)

### King Kolossus (aka The Shroom Whisperer), p. 11/12

**HP** 44 (**HD** 6+3), **AC** 3, **#AT** 2 or 1 (fists or club (1 in 4 times)), **DAM** 1d8 +3/1d8+3 or 1d10 +4, **SV** F6, **AL** C, **MV** 120' (60'), **ML** 10, **HC**: App.2, area 10

**SA (Gorilla Dusting)**: if they have initiative they'll forgo their first attack and try to throw dust or dirt in the enemies face to blind them (Save vs. Paralyze to avoid or blinded for 1d3 rounds)

## APPENDIX 4: MONSTERS

**SA (Kolossing):** grows every time he gets hit, will grow one size category bigger when losing half his HP (at 22, AC 0 at this point) and grow faster after that (AC -6 with 10 HP or lower due to colossal size), will die 15 meters tall

**SD (Shroom Whisperer):** can order as many HD of shroom addicted as he has HP left, they'll do anything (Save vs. Spells -4 avoids)

### **Mincy (aka Drill Sergeant Mincy), p. 12**

**HP 36 (HD 6+3), AC 3, #AT 2 (fists only), DAM 1d8 +3/1d8+3, SV F6, AL C, MV 120' (60'), ML 10, HC: App.2, area 12**

**SA (Gorilla Dusting):** if they have initiative they'll forgo their first attack and try to throw dust or dirt in the enemies face to blind them (Save vs. Paralyze to avoid or blinded for 1d3 rounds)

**SA (Speed Mincer):** every time he hits a target, he earns another attack until there's only minced meat left ... or he misses.

### **Bling Kong, p. 12/13**

**HP 50 (HD 6+3), AC -1, #AT 2 (fists covered with gold rings), DAM 1d8 +5/1d8+5, SV F4, AL C, MV 120' (60'), ML 10, HC: App.2, area 12**

**SA (Gorilla Dusting):** if they have initiative they'll forgo their first attack and try to throw dust or dirt in the enemies face to blind them (Save vs. Paralyze to avoid or blinded for 1d3 rounds)

**SA (Strong as Fuck):** a successful hit will also destroy one piece of armor and if no armor is left, it'll break bones instead (random 1d8: 1 – head (Save vs. Death to lose consciousness instead of dying); 2, 3, 4 – torso (takes 3 hits before it needs a Save vs. Death as with the head); 5 – left arm (Save vs. Paralyze 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)) (Save vs. Paralyze avoids)

### **The Brain (& his Pinkies), p. 13**

**HP 31 (HD 6+3), AC 4, #AT 1 (fist), DAM 1d8, SV MU15, AL C, MV 120'**

# APPENDIX 4: MONSTERS

(60'), ML 8, HC: App.2, area Grotto

**SA (Enhanced Gorilla Dusting):** if the Brain has initiative he'll forgo his attack and tries to throw acid in the enemies face to blind them (Save vs. Death to avoid or blinded for 1d3 rounds while acid eats the face away for 1d6 DAM/round)

**SA (Devices):** has 2d6 devices in reach, each working like a lvl (1d4+1) spell cast by a level 20 MU (randomize spell or decide from the column in the Labyrinth Lord spell section, each device has 1d3+ lvl uses)

## The Gorilla Elite

### Your basic orangutan

Those guys are really peaceful and chilled.

**HD** 4+3, **AC** 5, **#AT** 1 (fist), **DAM** 1d6+2, **SV** F3, **AL** N, **MV** 120' (60'), **ML** 6, **HC:** none

### Orangutan Pushers (p. 15/16)

They are usually on the road, sometimes driving strange vehicles. They are pretty reckless and laid back, smoking cigars all the time. Will try to get characters hooked up on the Shroom. Would rather talk than fight.

**Orangutan Pushers (1d2):** **HD** 5+3, **AC** 4, **#AT** 1 (fist or gun), **DAM** 1d6+2 or 1d6 HD-damage\*, **SV** F3, **AL** C, **MV** 120' (60'), **ML** 8, **HC:** 1d4 Jungle Treasures

**SA (1-2 Drug Delivery):** their first successful attack always administers the drug into the victim (effects depend on victim, see The Drug, p. 41 onward)

### Your basic chimpanzee

Smaller and meaner than gorillas. Can turn predators (a chaotic variant is possible), but will be harmless most of the time. They are way stronger than they look.

**HD** 4, **AC** 4, **#AT** 2 or 1 (fists or club (1 in 6 times)), **DAM** 1d8/1d8 or 1d10,

## APPENDIX 4: MONSTERS

SV F3, AL N (C), MV 100' (40'), ML 8, HC: none

### **NINJA CHIMAPNZEES! (p. 16/17)**

They wear ninja costumes and patrol the jungle like ghosts. If characters see them, they wanted to be seen. They'll start an attack with swirls of Shuriken from the shadows, dealing double damage for sneak attacks. Very messy, very effective.

**Ninja Chimpanzee (1d6):** HD 4+2, AC 2, #AT 2 or 1 (ninja melee weapon or 1d4 Shuriken), DAM 1d6+2/1d6+2 or 1d4 for each Shuriken, SV T10, AL C, MV 120' (60'), ML 10, HC: none

**SA (Ninja Abilities):** Move Silently and Hide in Shadows at 80 % and do sneak attack damage (even if attacking from a distance!)

### **Exploding Goblins (p. 14/15)**

Shroom Fanatics and rabid football fans. Will cut themselves for 1d2 damage/round while running towards characters, to get as fast as possible to the exploding part ...

**Exploding Goblins (2d4):** HD1-1, AC 6, #AT 1 (weapon), DAM 1d6 or weapon, SV 0 level human, AL N (C), MV 60' (20'), ML 10, HC: none

**SA (Exploding):** will explode for 1d8 DAM in melee range when reaching 0 HP (Save vs. Magic Wand for half damage)

### **The Circus Folk**

Normal humans as indicated on p. 86 in the Labyrinth Lord core rules, entry Men (Merchants), but roll morale with 1d6+3, add 1d4 Jungle Treasures and play out encounter with the special effects as described from p. 19 onward.

### **Tarzang**

Former noble, now drug addict par excellence, he's roaming the jungle to score his next high. Thinks he is some sort of king. Mad as a dog, too.

HP 16 (HD 3) , AC 6, #AT 2 (fists), DAM 1d6+1, SV F3, AL C, MV 90' (30'),

# APPENDIX 4: MONSTERS

vines 120' (50'), ML 6, HC: 1 Jungle Treasure and as indicated on p. 25

## Badly Disguised Alien Missionaries (p. 26 onwards)

They have lots of gimmicks and advanced technology, most of that is already in the description and the *Random Encounter Table*. The basic aliens themselves are very ugly and slimy, violet and bulky creatures with lots of tentacles, huge innocent eyes, squeaky voices and a strange way to move.

**Badly Disguised Aliens (1d6+1):** HD 3+2, AC 4, #AT 1 (weapon), DAM 1d6 or 1d8 HD-damage\* from Phaser/Laser/Nano Swarm/pick something nasty, SV MU10, AL L, MV 90' (30'), ML 8, HC: none

**SA (Technology):** will use some strange technology 1 in 6 times per round to get an advantage (+1d6 to random stat)

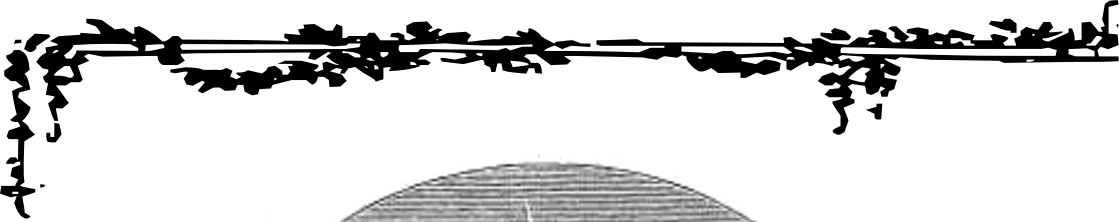
## The Rest & The Mushroom Pygmies

This is a jungle full of all kinds of creatures. Snakes, spiders, all kinds of predators, there is a dinosaur in there and very normal animals you'd expect in a jungle, like elephants and what-not. It even has some naked dwarves hiding somewhere in the bushes, all kinds of cannibals, Kobolds, Troglydites, it can have a dragon (see the *Ruin Generator*), it can have everything you can (and will) come up with. So there are limits to what is reasonable to put in here. And one word about the Mushroom Pygmies: they are just mushrooms with legs and really, really no threat. Go with swarm rules, if you must. Or make Father Shroom really bad ass. But by default they are harmless.

That said, I'd like to add that all relevant critters that are not stated out here, can be found in the Monster Section of the *Labyrinth Lord* core rules.



\* What does HD-damage mean? The idea here is that those weapons are so lethal that they reduce HD instead of HP. All you need to do here is looking at the HD a creature has, reduce that by the damage. To find out how much HD are left, just take the remaining HD and roll them. If this reduces the HD to zero or below, well ... splat.





# APPENDIX 5: MORE MONKEYS

## Make a monkey!

### What's happening here?

This last appendix will give you the means to make your own random monkeys and apes for your very own personal jungle inhabitants (a great collection of random tables by Mark van Vlack). This is patient zero, if you will. The whole Monkey Business started with jokes about a brutal gang of monkeys I rolled up on this very chart! The rest is, as say say, history. Enjoy!

### 4d10 for (A) Body (B) Fur (C) Tail (D) Face:

1. (A) Spider monkey like / (B) Matted brown / (C) Sloth like / (D) Bushy prehensile
2. (A) Large, 200lb chimp / (B) Sleek and long / (C) deep set eyes, huge brow / (D) Slim, prehensile, long
3. (A) Tiny and marmoset like / (B) Short Course / (C) Almost feline cat like eyes in a small skull / (D) Droopy
4. (A) Baboon / (B) Flowing yellow with red tips, looks like fire / (C) Flat wide face / (D) Sweeping long haired
5. (A) Capuchin / (B) Mottled spots / (C) Mandril like / (D) Tiny stub tail
6. (A) 300 lb gorilla / (B) Thick dark fur / (C) Proboscis monkey like / (D) No tail
7. (A) Howler monkey / (B) Tufted with large golden mane / (C) Howler monkey like / (D) Naked prehensile tail
8. (A) Squirrel monkey / (B) Greasy grey / (C) Baboon faced / (D) Coarse haired tail
9. (A) Early Hominid like, upright walker / (B) Grey and wooly / (C) Snub nosed / (D) Droopy long haired
10. (A) Mandrill Body / (B) Pure white / (C) Bald red skull like face / (D) Poofy white tail



# APPENDIX 5: MORE MONKEYS

## 4d6 for Organization/Intelligence/Abilities/Motivation:

### Organization: 1d6

1. Lone monkey: This monkey acts alone.
2. A Band: 1d6 males with one leader which is larger than the rest.
3. A troop: 1d12 +8 individuals of mixed sexes and age. One individual is larger than the rest and leads the group, there will usually be 2 lieutenants which are also larger than the average.
4. Bonded Pair: These two apes are mated for life and travel together.
5. Swarm: all 1d10 x 1d6 of these apes are half normal size and travel in a pack.
6. Outcasts: 1d6 large individuals who are recently usurped Troop leaders.

### (Original) Intelligence: 1d6

1. Base animal intelligence.
2. Marginal intelligence, basic found tool user.
3. Uses simple crafted tools
4. Low hominid level intelligence, ability to plan, no written language.
5. Human level intelligence, builders, written language.
6. Hype intelligent, applicable of great mental feats, perhaps even psionic.

### Abilities: 1d6

1. **HOWL:** These apes can let out an ear splitting howl that can deafen targets. When done as a group it can smash glass containers and cause physical / sonic harm.
2. **FLING:** These Apes will fling rocks at high velocity with deadly accuracy.
3. **MINIONS:** These apes have captured and trained / applied lesser animals such as snakes, scorpions, spiders and the like. The Monkeys will use the venomous animals as guards, projectiles and traps. The may have also trained loud birds or small mammals to acts as living alarm systems.
4. **NECRO MONKEY:** These apes don't stay dead. IS the party prepared for tree dwelling brain eating zombie-apes.

## APPENDIX 5: MORE MONKEYS

5. **WEAPONS:** regardless of their intelligence level these Apes use some kind of weapons. It could just be sharp sticks or swords and armor, depending on brain power.

6. **CAMMO:** These apes can blend seamlessly into the canopy.

### **Motivations: 1d6**

1. **Hunger:** These apes need food and they need it now.

2. **Territory:** These Monkeys have been driven from old or are looking for new territory.

3. **Revenge:** These Apes have been slighted somehow and are seeking revenge. This could be very basic such as one troop stole a food source from this troop at the lower intelligence levels, to any perceived slights at the higher intelligence levels.

4. **Competition:** The players are perceived as threats to these Monkeys social status.

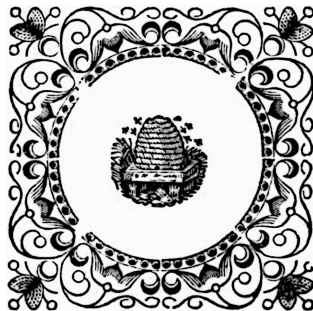
5. **Curiosity:** Are these the first humans these apes have seen?

6. **Conquest:** These monkeys are looking for new troops to conquer and enslave.

All that is, of course, before that fungus starts mixing up things yet even more ...

So much from Mark. Go check out his blog at for more of his great stuff:

<http://dustpangames.blogspot.de>





## EPILOGUE

Thanks are in order. When I set down and started writing this monster of a module, I thought I could do it all by myself ... the writing, the dtp-part, the art (beautiful Public Domain abound and all that) and the publishing. But no man is an island, as they say, and I soon realized that it is crucial to get help at almost every step along the way. Or at least feedback (and good feedback will always alter what you've already done!). So there are many thanks in order as I am writing this!

I need to mention Angela first, since she has to put up with me on a daily basis. She knows I try.

Mark van Vlack is a close second. His traces are all over this thing: he provoked this module with his crazy *Random Monkey Generator* (see Appendix 5) and the funny talk that followed because of it. He was the first to read it in its very early state and not only gave great feedback but also added two beautiful illustrations and the dungeon piece on page 84. Thanks, my friend!

I'd also like to thank (in no particular order): Peter F. for actually running it for his two little brothers, Vincent L. for reading, commenting and finding that one mistake no one saw, Eike D. for his valuable advice on everything I throw his way, Marcus Lameli for reading this very closely and having fun with it, Chris Stieha for being enthusiastic about the few things I manage to get out there, Eric Nieudan for being a sport and a great help, the g+ community in general for being such a fertile ground for all kinds of DIY endeavors and everyone I forgot just now (you still know that you are awesome, right?).

In a way you all made this possible. So, you know, it's your fault it exists. ^^

# EPILOGUE

Well, and that's that. I got to say, this was a lot of work and at times I thought I'd never get it out there. And yet, here we are. I hope you can enjoy it for what it is.

Leipzig, 17.04.2017  
Jens Durke

