

PLANET OF THE PRIMATES

v1.0E

An Adventure Starter by Mark Tygart
For Red Box Vancouver's
Dungeon Planet
<https://redboxvancouver.wordpress.com/>

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- How did you become stranded in this place?
- How did you learn of the location of the Forbidden Ruins?
- What do you plan to escape this world?
- Have your views on slavery, gun control, animal rights or primates changed due to recent experiences?

IMPRESSIONS

- The chatter of blue parrots above
- The constant drip of the jungle
- The crunch of the jungle underbrush and its insects under your feet
- The hostile glare of a Gorilla Slaver
- The whine of insects
- The howl of a whipped human slave
- The intense green of the primeval vegetation
- Bizarre Forbidden Ruins in the distance



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

Monroe: When the moon is like that, every monkey for 200 miles thinks he's Elvis Presley.

CONGO (1995)

CUSTOM MOVES

Slaver Net Trap

When you step in trap, Roll+Dex. On a 10+, gain both. On a 7–9, choose 1:

- You are able to avoid alerting the Gorilla Slavers
- You avoid being ensnared in the net

Less than 6: The Gorilla Slavers are alerted and you are ensnared

When you examine an alien artifact, roll +INT. **On a 7-9, choose 2. On a 10+, choose 3.**

- * You learn the artifact's purpose and how to use it
- * The artifact is still usable
- * No one is harmed
- * You may take +1 to your next roll to understand a similar artifact
- * You may ask the GM one question about the artifact's last owner

Jungle Weather

Roll each day 1d6:

1-3: Hot

4: Heat and Humidity (Humans -1 all throws)

5: Rain (Humans, Robots and Androids -1 all throws)

6: Hurricane (1d6 damage without shelter)

George Taylor: *Take your stinking paws off me, you damned dirty ape!*

Planet of the Apes (1968)

Locations

Forbidden Ruins

Quantum A.I.

This intelligent artifact strongly resembles a ghostly hologram version of a popular 21st century celebrity

When you find the Quantum A.I., roll +Charisma.

On a 10+, The A.I. will agree to teleport the party home once the cannibals have been eliminated.

On a 7-9: The A.I. agrees not to attack in exchange for eliminating the cannibals and promises to reward the party once the cannibals are eliminated.

Less than 6: The A.I. teleports the party to a random location selected by the GM.

Mutant Caverns

Falling Rock Trap

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain all. On a 7–9, choose one:

- You are able to avoid setting off the alarm
- You do not suffer 1d6d

Less than 6: The alarm is sounded; you take 1d8d

Sounding the alarm will summon the Mutant Cannibals.

The cavern is littered with artifacts looted from the Forbidden Ruins.

THINGS

Laser Sword 0 Weight
Strange **Vorpal blade** made of pure light.

Power Crystals 0 Weight, 500 Coins
Superb but alien and glowing gems

Ray gun 21 Uses, 1 Weight
A strangely shaped **Wand of Magic Missiles**.

Monsters

Albino Gorilla Slaver (*Group, Large, Intelligent, Organized, Stealthy*)

Giant weapon (d8+3 damage); 10 HP; 1 Armor

Close, Forceful, Reach

These white gorillas run a slavery syndicate enterprise, growing rich by smuggling, kidnapping, and piracy. A gorilla slaver combines determined amorality, criminal cunning, and bestial strength.

Instinct: To oppress human slaves

- Call for reinforcements
- Capture humans with nets.
- Reveal cunning plan.

Mutant Cannibal (*Group, Stealthy, Devious, Organized, Intelligent, Hoarder, Terrifying*)

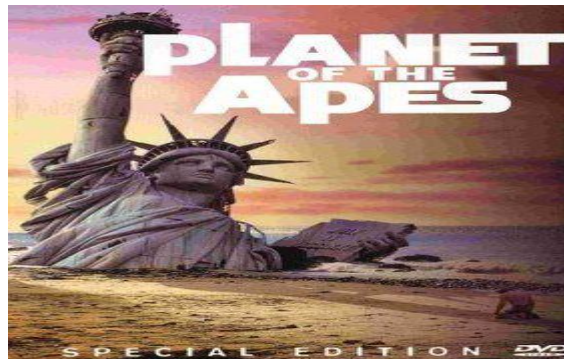
Crude Weapons (d6 damage) 6 HP

Close

These are twisted cannibals with wiry frames and crazed eyes, and reeking mouths full of rotten teeth, stained with the dried blood and flesh of their victims. They are descendants of humans devolved underground after a global war.

Instinct: Capture and consume tasty surface dwellers

- Stage a distraction or lay a trap
- Shriek for reinforcements
- Abuse Ancient Technology



Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

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Inspired by the Planet of the Apes films, Congo (novel and film), the Tabletop RPGs Terra Primate, “Apes Victorious!” and Ray Otus’ Plundergrounds Dungeon World zine issue one (“Ape City”).