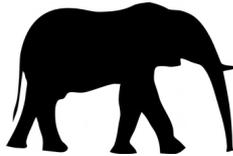


Search For The Ape Civilization

You have explored the mysterious jungle to search Apes Civilization. So you have to stay in a garrison for a week and investigate the surrounding areas. Listen and collect as much as you can and do not forget to survive safely.

Map

This dungeon uses an empty hex map except a garrison at first play. PCs can move or search 1 hex per 3 hours and the GM must describe the hex's environment and mark it on the empty map. The environments of the hexes once marked on the map are not changed.



Expedition Points (EP)

Each time PCs search a new hex, they get 1 EP. And PCs can get some EP for the reward that they have completed the encounter. GM provide a clue related to the ape civilization whenever PCs gain EP. Instead, if PCs run away during an encounter, they will not receive EP by the encounter.

Garrison

In Garrison, Day Encounters never occur and Night Encounters occur only when the fence is broken. To fix the broken fence, at least one PC works for 1d6 hours. (It may need more PCs)

Weather

GM rolls d6 every morning and makes the weather check for the day. In addition, GM may re-determine the weather when an encounter occurs.

- 1 - Red Fog : PCs need to check for miasma every 3 hours.
- 2 - Rain : It takes 3 more hours to search and / or pass a hex.
- 3 - Sunny : PCs must check for heatstroke every hour in the outdoor hexes.
- 4 - Squall : Same as Rain, but the fence of garrison is broken.
- 5+ - Cloudy : Nothing Happen.

Hex Environment

Each time PCs enters a hex that has not yet entered, the master can choose 1d6 to determine the hex's environment or choose it directly.

- 1~3 - Jungle : Normal Jungle.
- 4 - Lake : Crocodiles / hippopotamus come out instead of other animals.
- 5 - Liver : Same as Lake, but at least one attached hex must be a river.
- 6 - Swamp : It takes 6 hours per 1 hex and PCs must check for miasma.

Day Encounters

At day, each time PCs look around a hex, GM roll a 1d20 to determine what they encounter. If PCs have already passed the hex or have stayed in the same hex for more than 3 hours, GM must roll 1d6 to determine if a new encounter occurs. If it is 4 or more, a new encounter occurs, too.

- 1 = Nothing happens (0 EP)
- 2 = 2-8 Giant Spiders or Centipedes (1 EP)
- 3 = 1-6 Boars (2 EP)
- 4 = 2-5 Constrictor Snakes (2 EP)

5 = 5-20 Zombie Adventurers (2 EP)
PCs may get equipment or reports that they used.

6 = 10-30 Annoying Lemurs (1 EP)
Some lemurs are killed or injured, rest will run away.

7 = 5-25 Gibbering Monkeys (1 EP)

8 = 2-10 Gray Apes (2 EP)
These apes use stone weapons. Is there really an ape civilization?

9 = 1-5 Giant Miasmatic Frogs (1 EP)
If PCs touch or get damaged by the frogs, they must check for miasma.

10 = 1-3 Elephants (1 EP)
They are walking around the jungle.

11 = 5-20 Natives wanting Some Meat (1 EP)

They want to barter their goods for some meat. But if PCs don't want to barter, they attack or leave. If PCs meet the natives again, they will not want meat anymore and keep their previous attitude toward PCs.

12 = The Wreckage of an Crashed Airship (3 EP)
Some equipments and/ or zombies may be inside.

13 = 1-3 Megatherium (2 EP)
If PCs don't go close, they will not attack. Maybe....

14 = 10-40 Baboons (1 EP)
If half of Baboons fall, the rest may run away or run wild.

15 = The Ruins of Buildings built in incomprehensible ways (3 EP+)
GM may make an additional Encounter with this encounter. In this case, PCs can gain additional EP by the additional Encounter.

16 = 2-8 Raptors (2 EP)
There may be different kinds of raptors, but any kinds are okay.

17 = Destroyed Native Village (2 EP)

Something seems to have killed all villagers and burned the huts.

18 = A Gargantuan Brown Ape (Unique, 6 EP)

It does not attack PCs unless attacked first, and it is hostile to gray apes. Once PCs have encountered it, it stay in the same hex unless it is killed. So if Day Encounter Roll gets 18 in other hexes, roll the dice again.

19 = 2-10 Dire Gray Apes (3 EP)

Bigger and more ferocious apes. Are they belonging to the warrior class?

20 = 1-4 Gray Ape Witch Doctor + 10-20 Gray Ape (4 EP)

A Witch Doctor counts as Lv 2 Cleric or Wizard.

If all of Witch Doctors or half of normal gray apes fall, the rest will retreat.

Night Encounters

At Night, each time PCs look around a hex, GMs roll a d10 to determine what they encounter. If PCs have stayed in the same hex for more than 3 hours, a new encounter occurs, too.

1 = Nothing Happens (Garrison) / A Day Encounter (Other Hex)

2 = 1-5 Nandi Bear (3 EP)

In fact, these "bears" are not real bears but Elder Gray Apes count as Lv 3 wizard.

3 = 2-10 Wight Adventurers (3 EP)

PCs may get their equipment or other loots.

4 = 1-4 Tigers (3 EP)

If tigers are caught before attack, they retreat.

5 = Day Encounter 19 or 20 & Zombie 10-30 (5 EP)

In this jungle, living apes dominate dead people.

6~7 = 2 or 3 times of One of Day Encounter 2~9 (Choose by d8)

GM must choose a Day Encounter or rolls the d8 and increase its scale. The encounter's EP are multiplied by same scale.

8 = 20 - 100 Natives wanting More Meat (2 EP)

If PCs have bartered during a day or PCs meet these natives first time, they don't attack and offer the deal. If PCs meet the natives again, they don't want meat anymore and keep their previous attitude toward PCs.

9 = 1-3 Jungle Treant (6 EP)

They come to see outsiders.

10 = Gargantuan Metal Golem (Unique, 8 EP)

It is actually a 'robot' made of unknown technologies and much stronger than the gargantuan brown ape. After the robot is destroyed, roll the dice again when a Night Encounter Roll gets 10.

Loots

Each time PCs gain an EP, GM must provide at least 1 clue about "Truth about Ape Civilization" and may give the following additional rewards by rolling d8.

1 - Shiny Stones : They may be gems. Maybe.

2 - Test-type Ape Interpreter : Roll 1d6 to translate apes' languages (6+)

3 - Unfinished Map : GM marks 1d3 unmarked Hexes on the Map.

4 - Small Weird Machine : It may create a strange illusion.

5 - Crude Bone Idol : The Idol is made by natives, but they don't need it.

6 - Old Diary : GM provides some information and 3 EP to PCs.

7 - Wonderful Bone Idol : This doesn't look like a thing of the natives.

8 - Map-like Board : It looks like an ancient map of this jungle....

Endemic Diseases

Depending on the situation, GM may make PCs check for some diseases.

Heatstroke: If a PC fails each CON roll every hour, the PC loses 1 Hp.

Food Poisoning: If a PC fails a CON roll after eating, the PC loses 1d6 Hp.

Miasma : If a PC fails each CON roll by Miasma, the PC loses 1d3 Hp and have to repeat CON Roll every 3 hours until he / she succeeds.

Achievements

After a week, the expedition ends and PCs will leave the jungle. GM must evaluate achievements with the amount of gained EP.

Under 80 EP : The expedition was worse than expected.

81 ~ 110 EP : PCs confirmed the legends about gray apes.

111 ~ 140 EP : The expedition log book will become a bestseller.

Over 141 EP : PCs found out too much... (GM must reveal the truth.)

Truth about Ape Civilization (Only For GM)

The 'real' ape civilization does not exist. But there are weirder truths. All humanoid races in the world are artificially created species and gray apes are failures.

So whenever PCs get some EP, GM must provide clues like old bones or primitive artifacts and describe that they look similar to bones or ancient antiquities of particular humanoid species. If PCs destroy the robot, GM must reveal the truth.

