

# *GYLLAGOON'S ISLAND*



Shipwrecked upon a deserted island the party soon realizes they are not alone. Populated by intelligent and savage red haired apes, the heroes must fight for survival and find a means for getting off the jungle island. These hungry apes are eager for the taste of man flesh and are ruled over by something not of this world that thrives on hunting and terrorizing intruders within its domain...

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DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

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# SPECIAL THANKS TO ALL OUR BACKERS

## GYLLAGOON'S CHOSEN

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And to all the others, new and old, who helped make this adventure a reality.  
You people seriously rock!

## AUTHOR'S NOTE

Greetings and Well met,

Thank you one and all for your support with the purchase of this, our latest release. Assuredly it will be more than a three hour tour. I truly hope you find it to be a challenging and rewarding adventure. It would be most unfortunate if your entire party were consumed by Gyllagoon and his minions. It is our backers that put the wind in our sails keeping us on course to the next adventure, both here in the Zontani Sea and far North in the Dragonback Mountains. We have a veritable trove of material to bring forth from the dusty shelves of our gaming chamber to your table top. Special thanks to my good friend Malrex for all his tireless work on getting my writings, maps and drawings organized, published and presented to our fans. Without him none of this would be happening. And to my dear wife for tolerating her house being invaded every week by would be heroes...

May the Dice Gods bless your rolls.

Jonbar



# GYLLAGOON'S ISLAND

## INTRODUCTION

Gylagoon's Island is an adventure for characters of level 5-7. Shipwrecked upon a deserted island the party soon realizes they are not alone. Populated by intelligent and savage red haired apes, the heroes must fight for survival and find a means for getting off the jungle island. These hungry apes are eager for the taste of man flesh and are ruled over by something not of this world that thrives on hunting and terrorizing intruders within its domain...

## ADVENTURE SUMMARY

Gylagoon is a demon orangutan-looking creature that was summoned and bound to the island by the wizard Zukru Tukar centuries ago. He was bound to guard Zukru and his family while they slept as mummies in their pyramid. At some point, the wizard's family was to awaken, but that has yet to happen and unknown if it will even occur.

In the meantime, Gylagoon rules over the island, claiming it as his own. He has mated with the natural orangutans of the island, for generation after generation. Once peaceful vegetarians, the red apes are now a different species--aggressive and eaters of flesh. They worship Gylagoon like a god, and obey his commands. Gylagoon can communicate with the apes in a mundane manner or with telepathy, which he can use on other hominids and humanoids. With his army of apes, Gylagoon dominates the island and has no desire for the wizard to return. But he cannot seal that fate as the pyramid has been warded for entry against him and his kind. The only way to fully slay Gylagoon, is by destroying the statue that binds him, then slaying the creature.

## ADVENTURE HOOKS

The main adventure hook is the PCs are shipwrecked on the beach after escaping, their doomed cog, The Grouper, by row boat. The captain and crew took the other rowboat and are nowhere to be found (see **Area #1**). Other possible adventure hooks include:

1. A shaman from the lands of Uzadoon wants to hire a party of adventures to obtain a legendary robe of feathers. He claims he needs it for a special ritual and is willing to trade The River of Njawla, an impressive

emerald and sapphire bejeweled necklace on a silver chain shaped like a rippling river (2,000 gp) for it. He has a rough map to the island he believes where the robe was last seen.

2. Tower of the Golden Dawn, a reputable mage and priest tower in Vermilion, is seeking heroes to obtain components for a magical weapon against demons. They require demon blood and a binding reagent. One researcher believes there is a demon ape on an island, bound to a statue. She believes obtaining some blood from the demon ape and a part of the binding statue would work for completing their weapon. If successful, they promise a casting of *Invisible Stalker* to complete a task for the PCs and 1,500 gp each. This potentially could have been the main quest of the captain of the Grouper, with him keeping the 1,000 gp for himself and hiring extra muscle for 500 gp each.

3. In order to avoid slavery, death, or repay a debt, the PCs are given a choice from Harata Kholbryn, Prince of the Crimson War Ark (or referee discretion). He demands the PCs to make amends or choose death!! To make amends, he demands the PCs take an ancient scroll of arcane workings (treat as a Protection scroll that anyone can use) to awaken an ancient wizard known as Zukru Takar. The prince has a map to Gylagoon's Island. If the PCs choose death, he has Geas cast upon them.

4. An old and ailing druid, Barutikus Gormaye, has become concerned about rumors of red apes on an island that are becoming an invasive pest for other creatures living on the island and their habitat. To correct nature's imbalance, he seeks PCs to take his grandson, Dolbarun to the island so that the apes may be studied and a solution found to restore nature's balance. The reward are three magical seeds. He claims the seeds grow into trees providing fruit that heals damage, insanity, and poisons (the fruit only heals 1d4 hp and take 15 years before bearing fruit).

**Dolbarun, Level 4 Druid:** AC 3 [16] (leather armor), HP 18, **AH** 1 × staff (1d4), **THACO** 17 [+2], **MV** 90' (30'), **SV** D9 W10 P12 B14 S12, **AL** Neutral, **STR** 12, **INT** 8, **WIS** 15, **DEX** 16, **CON** 11, **CHA** 16, **Spells:** *Speak With Animals, Animal Friendship, Cure Light Wounds, Produce Flame*  
**Items:** Leather armor, staff, **Potion of Healing**, 17 gp

5. "Look, why wouldn't you want your own island that you own? Eh? For 5,000 gp, I can give you this deed to that island. I even got a map straight to it!

## RUMORS

Imagine....beautiful sands, the soothing waves of the sea, jungle birds and friendly monkeys? You just need to build your dream home...or perhaps a castle for heroes such as yourselves. What's not to like? What do you say? 5,000 gp is a screaming deal....."

Implementing one of the other Adventure Hooks may allow PCs to hear different rumors in a coastal town or sail boat.

Course the deed is fake, but the map is legit.

D8	RUMOR
1	"I've sailed close to the island, aye...several years ago. We had decided to beach the ship as one of our fellows claimed he saw a pyramid. We figured we would explore and maybe find some loot. But these red apes overtook many of us and we had to flee. I always was curious what was in that pyramid though. Maybe one day.....maybe..."
2	"I heard this year the moon is right and an ancient wizard will rise from the grave. Zukru Takar!! If he walks again, we are all doomed. Last I heard he was resting on an island in the Zontani Sea."
3	"The Uzadoon shamans and warlocks are all demonologists! Never trust anything you hear from their forked tongues!"
4	"Gyllagoon's Island? Ya, I've heard about it. I guess about a decade ago a merchant prince from the far off lands of Asheena went on some pleasure cruise with a boatload of rich nobles from the City of Vermilion. Was supposed to be a three hour tour, but I guess they must of got picked up by the storms and raging currents because I've heard there was remains of their ship found on that Gyllagoon's Island. Too bad, no survivors....bah, dumb rich people...hah!"
5	"Gyllagoon's Island? Oh hell no, I'm not going there. I heard there is a giant sea dragon that dwells around there. No thanks mate!"
6	"Zukru Takar was a wizard from centuries ago. Most wizards from the lands of Uzadoon know and still talk about him. Apparently he was a gifted demonologist. Did you know they make statues of their demon friends? Wizards are so bizarre and strange..."
7	"I've heard the Brine Lords have a base on Gyllagoon's Island. If you want to fight pirates then have at it, but I'd avoid the place if I were you!"
8	"Aye, I've heard of a dark pyramid on an island surrounded by a thick jungle. Does that sounds like a holy place to you, full of goodness and love? Or a place from your dreams where everything is happy and wonderful?! Hells no would I be caught going there and if you are half-way smart, you wouldn't want to go either, ya numbskull!"



## WANDERING ENCOUNTERS

Every three hours or per mile, roll 1d10, with a '1' being an encounter.

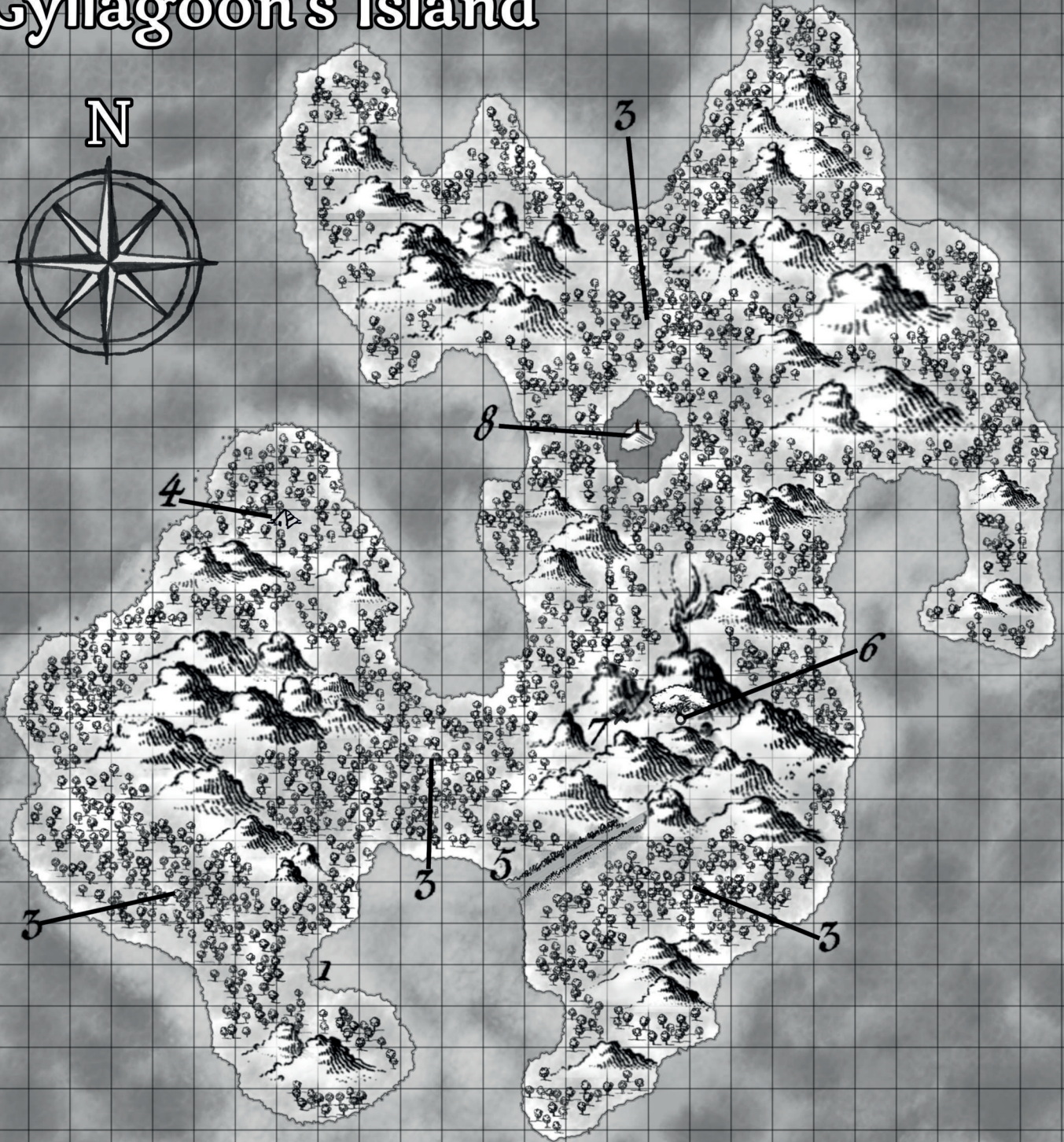
JUNGLE ISLAND WANDERING ENCOUNTERS		
ROLL	ENCOUNTER	NOTES
1	<p><b>(2d6) Red Ape; carnivorous:</b> Orangutan-like apes that live in trees and are mostly nocturnal.  <b>AC</b> 6 [13], <b>HD</b> 4 (18hp), <b>AH</b> 2 × claw (1d4) and 1 bite (1d4+1) or thrown rock (1d6), <b>THACO</b> 16 [+3], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (2), <b>ML</b> 7, <b>AL</b> Neutral, <b>XP</b> 75</p> <ul style="list-style-type: none"> <li>● <b>Territorial:</b> Aggressively defends their lair by throwing coconuts, rocks or tree limbs.</li> <li>● <b>Whooping:</b> Make loud whooping noises to alert for intruders or call a hunt. The whooping calls summons 1d6 apes in 1d4+1 rounds.</li> <li>● 60' infravision</li> <li>● <b>Fire Resistant:</b> These apes get a +2 bonus on saves vs. fire. They dislike water.</li> </ul>	Hanging in the trees, the red apes immediately throw coconuts and act aggressive. They flee into the trees if half their number is slain.
2	<p><b>(1d6) Bird of Paradise, non-combative:</b> very colorful loud vocalizations. If charmed would make good guards. <b>AC</b> 3 [16], <b>HD</b> 1/4 (3hp), <b>AH</b> 1 × bite (1d3), <b>THACO</b> 20, <b>MV</b> 120' (30") swimming, <b>SV</b> D14 W15 P16 B17 S18, <b>ML</b> 7, <b>AL</b> Neutral, <b>XP</b> 5</p>	These birds are fluttering through the trees and trying to impress one another.
3	<p><b>(1) Caecilia:</b> Gigantic (30' long), grey, worm-like amphibians, with huge, toothed maws.  <b>AC</b> 6 [13], <b>HD</b> 6* (27hp), <b>AH</b> 1 × bite (1d8), <b>THACO</b> 14 [+5], <b>MV</b> 60' (20'), <b>SV</b> D12 W13 P14 B15 S16 (3), <b>ML</b> 9, <b>AL</b> Neutral, <b>XP</b> 500</p> <ul style="list-style-type: none"> <li>● <b>Swallow whole:</b> On an attack roll of 19 or more. Inside the monster's belly: suffer 1d8 damage per round (until the caecilia is killed); may attack with a dagger at -4 to hit; body digested in 6 turns after death.</li> </ul>	The caecilia is enjoying a red ape corpse for dinner. It ignores the party for 1d4+1 rounds unless attacked. If the party stays, it defends 'its dinner' and becomes aggressive.
4	<p><b>(1d4) Crocodiles:</b> Large crocodile 20' or more long. May attack small watercraft (canoes, rafts). <b>AC</b> 3 [16], <b>HD</b> 6 (27hp), <b>AH</b> 1 × bite (2d8), <b>THACO</b> 14 [+5], <b>MV</b> 90' (30') / 90' (30') swimming, <b>SV</b> D12 W13 P14 B15 S16 (3), <b>ML</b> 7, <b>AL</b> Neutral, <b>XP</b> 275</p>	Basking in the sun or swimming in the rivers. They have a 75% chance of attacking the party.
5	<p><b>(1) Insect Swarm:</b> 50% flying, or 50% crawlers, 10'x30' area:  <b>AC</b> 7 [12], <b>HD</b> 2 to 4 (9/13/18hp), <b>AH</b> 1 × swarm (2 or 4hp), <b>THACO</b> 18 [+1]/17 [+2]/16 [+3], <b>MV</b> 30' (10') / 60' (20') flying, <b>SV</b> D14 W15 P16 B17 S18 (NH), <b>ML</b> 11, <b>AL</b> Neutral, <b>XP</b> 20/35/75</p>	A swarm of tiny insects erupt from the vegetation, protecting their nest.
6	<p><b>(1d4) Leech, Giant:</b> Horrid, 3-4' long, slug-like creatures with sucker mouths. Lurk in swamps.  <b>AC</b> 7 [12], <b>HD</b> 6 (27hp), <b>AH</b> 1 × bite (1d6 + blood drain), <b>THACO</b> 14 [+5], <b>MV</b> 90' (30'), <b>SV</b> D12 W13 P14 B15 S16 (3), <b>ML</b> 10, <b>AL</b> Neutral, <b>XP</b> 275</p> <ul style="list-style-type: none"> <li>● <b>Blood drain:</b> Attaches to victim on a successful hit, doing 1d6 automatic damage per round.</li> <li>● <b>Detaching:</b> Must be killed.</li> <li>● <b>If victim dies:</b> Leech detaches and finds a hidden place to digest.</li> </ul>	This encounter only happens near lakes, streams, or marshy areas.
7	<p><b>(3) Draco,</b> 6' long, carnivorous lizards with skin flaps between legs that enable gliding. Usually dwell above ground, but sometimes shelter in caves. Sometimes attack humans.  <b>AC</b> 5 [14], <b>HD</b> 4+2 (20hp), <b>AH</b> 1 × bite (1d10), <b>THACO</b> 15 [+4], <b>MV</b> 120' (40') / 210' (70') gliding, <b>SV</b> D12 W13 P14 B15 S16 (3), <b>ML</b> 7, <b>AL</b> Neutral, <b>XP</b> 125</p>	Three dracos square off on each other in the trees, defending their territory. They attack PCs if attacked.
CONTINUED...		

JUNGLE ISLAND WANDERING ENCOUNTERS		
ROLL	ENCOUNTER	NOTES
8	<p><b>(3d6) Giant Rats:</b> 3' long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead monsters.</p> <p><b>AC</b> 7 [12], <b>HD</b> ½ (2hp), <b>Aff</b> 1 × bite (1d3 + disease), <b>THACO</b> 19 [0], <b>MV</b> 120' (40') / 60' (20') swimming, <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 8, <b>AL</b> Neutral, <b>XP</b> 5</p> <ul style="list-style-type: none"> <li>• <b>Disease; Afraid of fire; Can attack in water:</b> main food source for red apes.</li> </ul>	Mounds of sticks, muds, and leaves make a nest for the giant rats. They hiss at the party and attack if they feel their nests are threatened.
9	<p><b>(1d6) Robber Fly:</b> 3' long, carnivorous flies with yellow and black stripes. Look similar to killer bees, which they hunt. May attack humans.</p> <p><b>AC</b> 6 [13], <b>HD</b> 2 (9hp), <b>Aff</b> 1 × bite (1d8), <b>THACO</b> 18 [+1], <b>MV</b> 90' (30') / 180' (60') flying, <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 8, <b>AL</b> Neutral, <b>XP</b> 20</p> <ul style="list-style-type: none"> <li>• <b>Surprise:</b> Hunt patiently. Surprise on a 1–4, when waiting in shadows for prey.</li> <li>• <b>Poison immunity:</b> Unharmed by killer bees' poison.</li> <li>• <b>Leap:</b> Can leap up to 30' and attack.</li> </ul>	Robber flies emerge from the canopy suddenly to attack PCs below.
10	<p><b>(2d4) Crew of the Grouper:</b> <b>AC</b> 7 [12] or 5 [14], <b>HD</b> 1 (4hp), <b>Aff</b> 1 × weapon (1d8 or by weapon), <b>THACO</b> 19 [0], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 7, <b>AL</b> Neutral, <b>XP</b> 10</p> <ul style="list-style-type: none"> <li>• Items: Leather armor, scimitar, knife, 50% of group have crossbows.</li> </ul> <p><b>(1) Leader, Captain Tegren, level 4 Fighter:</b> salty ole' dog with one eye and few teeth, but hard as nails. Takes no guff, but is true to his word.</p> <p><b>AC</b> 7 [12] or 5 [14], <b>HD</b> 4* (24), <b>Aff</b> 1 × weapon (1d8+3 or by weapon), <b>THACO</b> 19 [0], <b>MV</b> 120' (40'), <b>SV</b> D11 W12 P13 B14 S165 (1), <b>ML</b> 10, <b>AL</b> Neutral, <b>XP</b> 100</p> <ul style="list-style-type: none"> <li>• <b>Specialized:</b> scimitar +1 to hit and damage.</li> <li>• Gear: Oiled leather garments, <b>Ring of Protection+2</b>, <b>Buckler+1</b>, fine scimitar (+1 damage), knife, high boots, <b>Eye Patch of Awareness</b>, sack (151 gp, 50' silk rope, flint &amp; steel, flask of oil, hooded lamp).</li> <li>• <b>Eye Patch of Awareness:</b> when worn and focused, the wearer may perceive with <i>Clairvoyance</i> 1/day.</li> </ul>	They join the party, but only for an equal share of treasure found. Otherwise they look for materials to repair the Grouper to get off the island. Any sailors traveling with the party rejoin their captain.
11	<p><b>Tropical Storm:</b> Thunder and lightning; wind and rain, thrash the jungle for 1d4 hours. Overland movement is slowed to ½.</p> <ul style="list-style-type: none"> <li>• <b>50% chance of a flash flood:</b> All characters must roll vs their <b>STR</b> or <b>DEX</b> or be swept away, taking 2d4 damage per round until they pull themselves free with another successful roll. Each round there is a cumulative penalty of -1.</li> <li>• <b>10% characters afflicted with jungle rot disease:</b> Save vs Death or -1 <b>CON</b> per day until cured. If "0" <b>CON</b> is reached character dies.</li> </ul>	The jungle goes silent before the storm hits as everything seeks cover.
12	<p><b>Gyllagoon:</b> <b>AC</b> 0 [19] <b>HD</b> 6+6 (50hp), <b>Aff</b> 4, 2× claws (1d6), bite (2d6), horns (1d4), or 1 × thrown limb or rock (2d6), <b>THACO</b> 12 [+7], <b>MV</b> 120' (40'), <b>SV</b> D8 W9 P10 B10 S12, <b>ML</b> 12 <b>AL</b> Chaotic, <b>XP</b> 25,500</p> <ul style="list-style-type: none"> <li>• <b>Territorial:</b> Aggressively defends territory and lair by using guerrilla tactics and surprise.</li> <li>• May leap up to 40' or swing down from above. Gyllagoon is slow on the ground and prefers moving among the trees, pillars, and vines.</li> <li>• <b>Magic Resistance:</b> 30% against magic and takes only ½ damage from cold, magical fire attacks, and gases. Immune to electricity, normal fire, and poison. Iron and silver weapons do full damage, otherwise a +1 or better magical weapon is needed to inflict damage.</li> <li>• <b>Demon Powers:</b> 1/per round: <i>Darkness 15' radius, Infravision, Teleport (without error).</i></li> <li>• <b>Spell Powers:</b> Cast as a 6<sup>th</sup> level wizard, 1 per round at will: <i>Change Self (2x per day); Detect Invisibility, Dispel Magic, Entangle, Cause Fear, Invisibility (2x per day), Plant Growth, Spectral Force (2x per day), and Telekinesis.</i></li> <li>• <b>Gate:</b> Gyllagoon has a 35% chance to gate in 1d6 red apes.</li> </ul>	Gyllagoon attacks from hiding (50%), calls red apes to attack, 3d6 apes arrive in 2d4 rounds by swinging through the trees (25%), or he'll communicate with the intruders (25%)





# Gyllagoon's Island



One square equals one mile

## GYLLAGOON

Gyllagoon is a constant threat to PCs while on the island as defeating him causes him to explode into a blackish cloud of brimstone and return to the statue at **Area #9** of the island, only to return to wander the island after a full day, completely healed. PCs can attempt to follow the cloud, but it moves easily through the jungle quickly outpacing them (unless magical means are employed), however PCs start to gain a good sense of its direction. To permanently slay Gyllagoon on the Prime Material plane and banish him back to his own plane of existence, its binding statue needs to be destroyed, then slain one final time.

Gyllagoon can't leave the island unless his binding statue is destroyed. In addition, once the binding statue is destroyed, Gyllagoon may attempt to *Gate* in other demon apes of his kind (35% chance) during combat, although he loathes to do so as he doesn't like to owe favors and only does it as a last resort.

## THE ISLAND

Gyllagoon's island is sizable and overgrown with thick jungle. A large volcano smolders and rumbles, breaching the canopy of the trees with its collection of steep hills. Monstrous leaves, vibrant flowers, and thorny vegetation compete for sunlight beneath the towering trees that carpets most of the island. Random beams of sunlight breach the canopy, dimly lighting the soft damp ground. Many flowers grow in colorful arrays attended by buzzing insects. Birds-of-Paradise twitter and squawk as they fly between the trunks and limbs quickly disappearing into the thick growth. The air is heavy and humid but the waters are clear and teeming with fish. Waves crash on the black sandy beaches surrounding the island, but calmer sea waters are found within the many inlets.

## MOVEMENT

- Movement along the beach is at  $\frac{3}{4}$  the normal pace.
- Jungle movement is  $\frac{1}{4}$  pace as paths need to be hacked clear, taking effort and causing noise. Only 2d6 miles can be covered in a day. Following open trails allows an additional 1d4 miles per day.
- In some areas, travel may be possible up above through the trees, traveling limb to limb swinging on vines etc. Movement is at  $\frac{1}{4}$  unless the person is skilled at climbing then  $\frac{1}{2}$ . Fighting on branches may bring penalties to attacking (referee discretion) and heights of the branches should be determined for falling/damage purposes.

## THE JUNGLE

**1. Castaway:** The roar of surf, gritty sand, and sputtering coughs of swallowed seawater awakens your senses. The sun burns high overhead and gulls circle waiting to see if they have a fresh meal. The beach stretches around an enclosed bay of clear, calm waters, with a dark jungle growing not far up from the sand. Nearby along the beach, the shattered remains of a row **boat** is visible, its side and back ruptured and oars broken or missing. Colorful birds fly through the trees and their calls and songs compete with the continual hum of insects.

- The **boat** contains a single hemp rope of 50', and an oil filled bullseye lantern mounted to the prow. The PCs took the rowboat to escape their sinking ship, The Grouper.



**2. The Spine:** A couple of miles offshore of the island is a long reef that breaches the surface of the water between tides. It's shape resembles a spine of some long-dead gigantic creature covered with barnacles, sea anemones, and seaweed. Old wood planks and boat remnants are scattered about the reef like a graveyard. The Grouper remains impaled on the reef with merciless waves battering its torn asunder hull and broken mast.

- Swimming to the Grouper is dangerous! A powerful rip current assists in sweeping swimmers towards the spine/reef causing an initial 2d4 damage against the barnacled spine and an additional 1d4 damage if PCs remain in the jostling waters. Swimming back against the rip current is almost impossible without some sort of magical enhancement and unskilled swimmers quickly tire and drown (referee discretion). Swimming to either side of the spine/reef to calmer waters makes for easier swimming, but has a 50% chance of attracting feeding sharks.

**(1d6) Mako Sharks:** AC 4 [15], HD 4 (20hp), Att 1 x bite (2d6), THACO 16 [+3], MV 180' (60'), SV D12 W13 P14 B15 S16 (2), ML 7, AL N, XP 75.

- **Bloodscent; Feeding frenzy:** Always attack, no morale checks.
- **Unpredictable:** May ignore other creatures, only to attack moments later.

The Grouper is beyond repair and the lower decks are submerged, however the captain's quarters are still intact, taking a beating from the constant surge of waves.

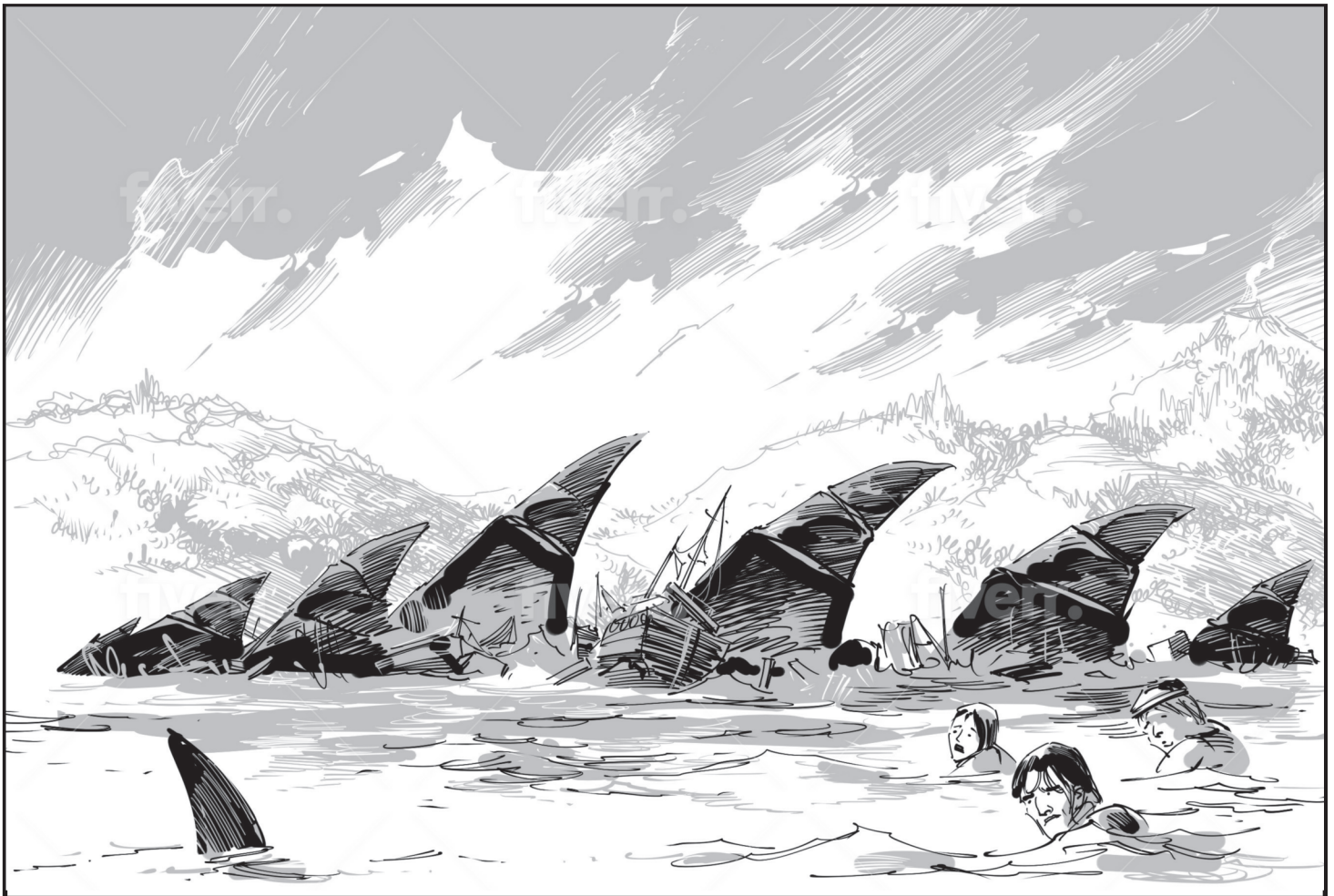
- Three glum sailors (Drumka, Baird, Jhoglume) sit in a circle, drinking rum. They quickly get to their feet when the door to the captain's quarters is opened. Survivors of the storm, they are happy to help and join the party.
- Within the captain's quarters can be found, two full hooded lamps, four large candles, three bottles of Jacinth Black (rum, 25 gp ea), a 6' triton trident (made of whale bone and shark teeth, 1d6+1 damage, sells for 300 gp), and three flasks of oil.
- **Locked Chest:** captain's clothes, fine dagger (+1 to hit), sack of coffee beans, ornate pipe in the shape of a shark (150 gp), pouch of tobacco, and an ivory comb (25 gp).

- A **secret** bottom panel may be found containing a large pouch containing 333 sp.
- Within the hold of the ship are a broad assortment of items, including axes, a couple of saws, hammer, a maul, and two bundles of rope 50' ea.

**(3) Sailors:** AC 7 [12] or 5 [14], HD 1 (4hp), Att 1 × weapon (1d8 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 10

- **Items:** Leather armor, scimitar, knife, 50% of group have crossbows
- Jhoglume knows ancient Uzadoon and may be helpful in the Pyramid (see **Appendix A: The Pyramid**)

**3. The Jungle:** Broad leafed plants drip with moisture and prickly thorns grasp hair and feathers from creatures that have passed before. Colorful flowers attract a myriad of insects and birds, creating a cacophony of chirping calls, buzzing and humming. The ground is soft and composed of rotting vegetation and swarms of crawling insects. The high, overhead canopy of the trees blankets all below in shadows, broken only by random shafts and dappled sunlight.



- Experienced herbalists and naturalists (druids, rangers, etc.) discover edible plants, but very little sign of game animals except rodents and old orangutan tracks. There is a plethora of various shaped insects, some of extraordinary size, but most are an annoyance as they sting and bite exposed flesh.

**4. The Pyramid:** Vegetation grows heavy, tangling itself over odd mounds and piles of formed basalt. Loud crashes of broken vegetation are heard up in the canopy or off to the sides or behind, but nothing happens and the mixed calls of birds and chirping insects continue. Ahead the filtered light of the jungle opens into a bright clearing, where a deep guttural whooping can be heard and a huge, dark pyramid absorbs sunlight.

- See **Appendix A: The Pyramid** (pg. 16)

**5. River Canyon:** An azure river, littered with flowering lily pads, cuts a lazy swath through the jungle eventually tumbling down a canyon of boulders to the bay. Thick, moist, leafy and thorny undergrowth makes travel difficult (MV reduced to 1/3) as everything seems swallowed by the vibrant green jungle. The shallow canyon's waters drown out the usual sound of the humming insects, birds, and jungle life.

- The canyon climbs steadily to the base of an active volcano.
- The wandering encounter chance is increased to 1-in-6 chance.

**6. The King's Lair:** The jungle comes to an abrupt end around the base of an eroding volcano, violently creating a sudden, sharp green contrast against the rough black volcanic rock. Steam lazily rises from the top of the crater and through several vents upon the mountain. Loose, sharp rock and debris create a hazardous, narrow trail that climbs to a single tree a few hundred feet from the southern face of the volcano. Stones randomly slide down the hill, dislodged by small animals, the wind, or other unseen factors.

- Perceptive PCs notice odd humanoid footprints (red apes) in the softer sections of the trail.
- Movement is reduced to 1/3 and dangerous. The trail climb requires three successful DEX checks. Failure indicates slippage down the side of the loose, sharp rocks of the volcano taking 1d4 damage for 1d6 rounds before being able to stop themselves. Precautions, such as rope and tying to companions or using walking sticks/staves may provide bonuses (referee discretion).
- See **Appendix B: The King's Lair** (pg. 23)

**7. Azarra's Grotto:** Once a beautiful grotto at the foot of the volcano, it has long since been overgrown and spoiled by creatures. **Tufts** of red fur cling to boulders and drift about the pool, half-eaten and/or rotten fruit, covered with swarming flies, are scattered about the trampled flowers and vegetation. Water spills down the steep slope from just above the tree line into the rocky pool that is now muddied with floating feces.

- From footprints and **tufts** of hair, it's evident this place has been defiled by the red apes. There is a 25% chance 2d6 red apes are here swinging on vines and jostling in the branches of the trees trying to knock each other into the pool.
- If Azarra is with the party (see **Appendix B: The King's Lair, Area #G**) she cries for the loss of her sanctuary. This rends the heart of any who are still charmed by her.

**(2d6) Red Ape; Carnivorous:** Orangutan-like apes that live in trees and are mostly nocturnal.

**AC** 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d4) and 1 bite (1d4+1) or thrown rock (1d6), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75

- **Territorial:** Aggressively defends their lair by throwing coconuts, rocks or tree limbs.
- **Whooping:** Make loud whooping noises to alert for intruders or call a hunt. The whooping calls summons 1d6 apes in 1d4+1 rounds.
- 60' infravision
- **Fire Resistant:** These apes get a +2 bonus on saves vs. fire. They dislike water.

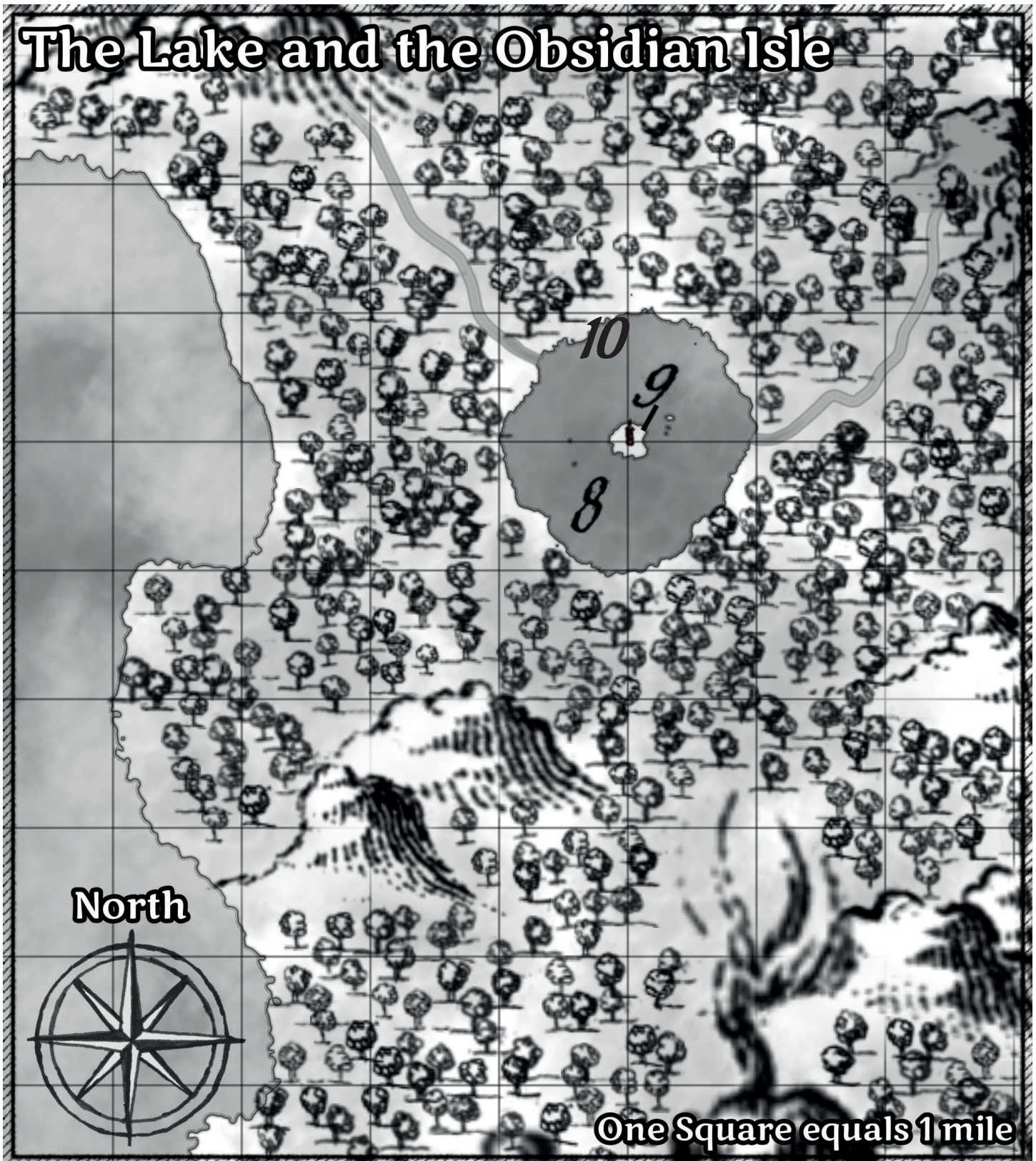
**8. The Lake:** A sizable lake, perhaps a couple of miles in diameter forms a huge oasis for all sorts of jungle life. Groups of brightly colored birds of all shapes and size flock upon the shores or wade in the water pecking at small fish. Large reptiles bask lazily in the sun near the water's edge, with sharp billed birds picking at their open toothy maws. In the center of the lake, an island rises from the water. Barren of trees, it forms a gently sloped grassy mound with a massive, black object squatting on top of the knoll, glinting in the sun.

- The **reptiles** around the shores of the lake are crocodiles. They are only 25% likely to attack if approached within 10'. There are 1d8 in proximity.
- Anyone attempting to swim across the lake is 50% likely to get attacked. Once attacked, another 1d8 crocodiles are attracted to the blood and arrive in 1d6+1 rounds, this begins a feeding frenzy. Another 1d8 crocodiles come in 2d6 rounds, then another set in 3d6 rounds! These crocodiles are just as likely to attack other crocodiles of smaller size.
- Building/using a raft/boat to cross the water reduces the chances of attack to 25% per mile. The crocodiles attack the boat, trying to tip it or smash

it with their tails. Each round the boat is attacked, PCs must make a successful DEX check or fall overboard.

- The **object** is Gyllagoon's statue, see **The Jungle, Area #9**.

**(1d8) Normal Crocodile:** AC 5 [14], HD 2 (9hp), **Att** 1 × bite or tail (1d8), **THACO** 18 [+1], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20 each.



**9. The Obsidian Statue Isle:** A mound covered with lush grass and ivy makes the island in the lake. Upon the shore of the island lies numerous huge crocodiles. They are easily twice the size of the crocodiles seen before! At the island's center, upon it's highest point, is an obsidian statue of a ferocious looking ape (Gyllagoon). About the statue is a ring of obsidian shards, nothing grows within this ring.

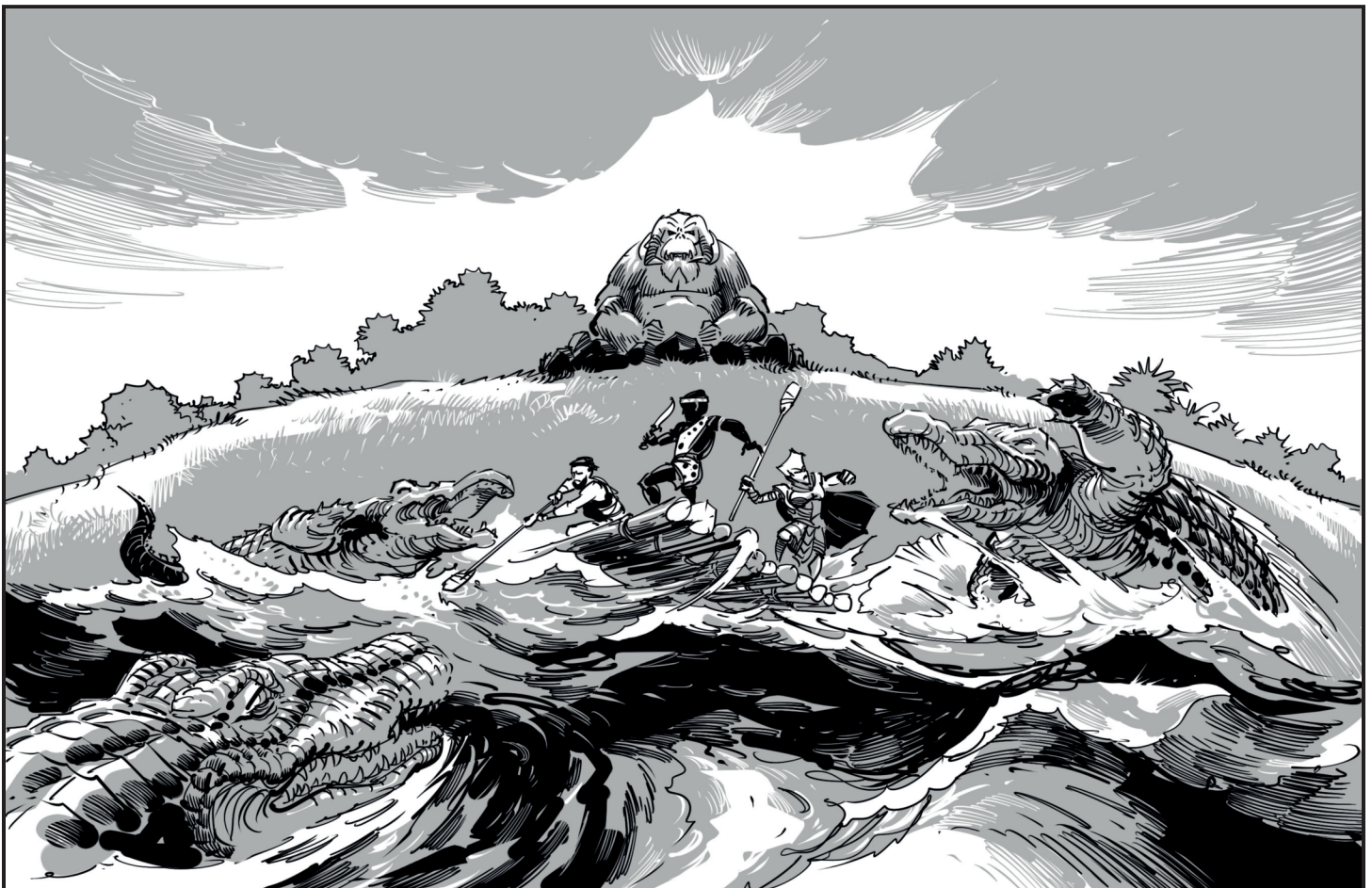
- These massive crocodiles have a 75% to attack. First only 1d4 arrive to attack, then the rest come in 1d6+1 rounds. They do not enter the ring of obsidian around the statue (10' radius).

**(5) Large Crocodile** 20' or more long. May attack small watercraft (canoes, rafts).

**AC 3** [16], **HD 6** (30, 27, 33, 35, 26hp), **AH** 1 × bite or tail (2d8), **THACO** 14 [+5], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275

- **Gyllagoon's Statue:** A hideous and savage obsidian statue of a huge squatting form with wicked clawed hands that are ready to strike. Horns curve and frame its face, a wild fanged horror with deep set ruby eyes that project a malign energy. The jungle immediately goes silent, only heartbeats can be heard.

- The obsidian shards begin to crackle when anyone approaches near to them. Anyone entering the obsidian shard circle, must make a save vs spell or refuse to enter the ring. The statue is an ancient form of Demonology practiced in the lands of Uzadoon and is used to bind Gyllagoon to the Prime Material world. If destroyed, Gyllagoon is banished back to his own plane within the Abyss once slain.
- Gyllagoon can not be killed while the statue is intact. If 'slain', Gyllagoon disappears into a blackish cloud of brimstone and seeps into the obsidian statue, regenerating after 1 full day has elapsed.
- Once fully healed, Gyllagoon can return to slay its enemies. If Gyllagoon is inside the statue when it's destroyed, he is immediately sent back to the Abyss.
- Treat the statue as **AC 2** [17]; **hp** 100. Blunt or spiked metal weapons do double damage. Slashing and piercing weapons do ¼ damage. If the statue is damaged, Gyllagoon becomes aware of it and teleports in to defend it in 1d3 rounds. Due to his binding, he cannot gate more of his kind from the Abyss, but he has a 35% chance to gate in 1d6 red apes.



**10. Sodden Cave:** On the north shore of the lake is a pile of basalt boulders, held in place by the roots of the jungle trees. In the midst of the boulders is a massive opening between the black stones, with waters of the lake lapping at its entrance. The dark maw of sodden earth is about 15' around, leading gently up into the side of a low hill.

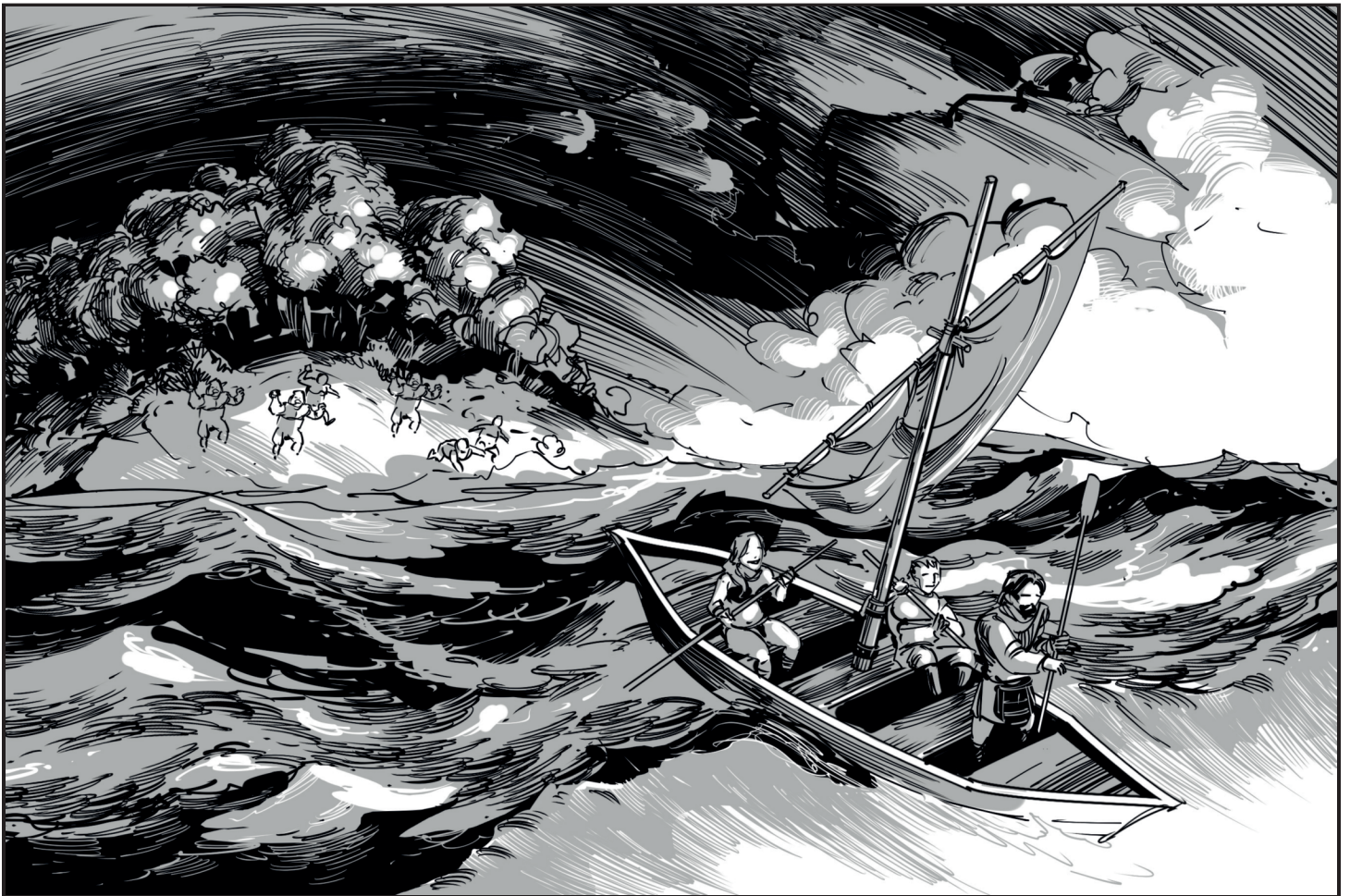
- See **Appendix C: The Sodden Cave** (pg. 28)

## CONCLUSION

Once Gyllagoon is slain, PCs can focus on leaving the island. They may be able to use ship remnants from **Area #2** and construct a crude raft, or use resources from the jungle, or the **Ebony Boat**, if discovered. The referee may also decide to have a passing ship come by, friend or foe.

Once Gyllagoon's Statue is destroyed, Zakra Tukar awakens (if not slain before) and attempts to determine what happened to his guardian, and seeks the intruders who disturbed his slumber. If the PCs escape the island before being discovered, Zakra Tukar (if not slain before) may start his demonology practice once more, creating more statues for the island and attempting to control demons for his bidding. Or he may decide to build an ark and begin reigning terror on the seas (referee discretion).

Gyllagoon could be a reoccurring villain if he can escape from the Abyss once more.



## APPENDIX A: THE PYRAMID

**Referee Notes:** There are no Wandering Encounters while inside the pyramid.

**The Pyramid:** The parting trees, vines, and vegetation reveal a stepped pyramid made of 5' black and red basalt blocks rising up in the middle of an open clearing. Black basalt surrounds the red steps that rise on each cardinal corner. Thick and leafy vines grow entangled all over its surface, including four pillars at the top. A few shaggy red furred apes, lounge upon its square blocks; the cause of the whooping (day only).

- The pyramid stands 100' tall and over 200' per side.
- There is a 50% chance of Gyllagoon being here during the day and a 25% chance at night. He'll be sitting at the top of the pyramid holding court over his apes.
- The apes begin their whooping calls if the party draws closer or steps upon the pyramid. They aren't aggressive unless the intruders begin to climb up the pyramid. There are always 1d4+1 apes here. Their **whooping** summons 1d4+1 more in 2d4 rounds. This sequence continues if a battle occurs for 1d4 rounds. There are double the number of apes if Gyllagoon is at the temple.

- Movement rates up the pyramid is reduced to 1/4 MV along its sides or 1/3 MV up the stairs. Apes keep their full movement.
- Retreating PCs are followed by 1d4+1 apes that travel in the tree's canopy. Always watching, their presence is unnerving. If attacked, they flee, but return to watch the party from above unless the PCs can somehow lose them. Once night approaches, they attack.

**Red Ape:** Orangutan-like apes that live in trees, these apes are mostly nocturnal.

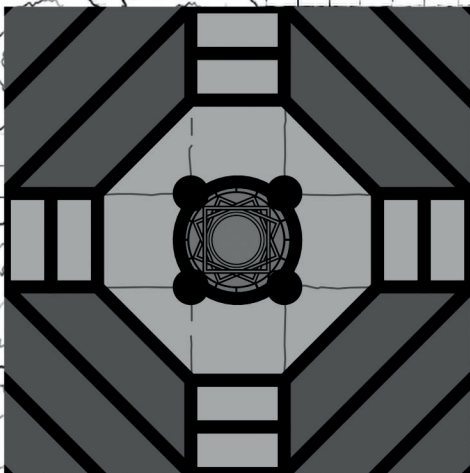
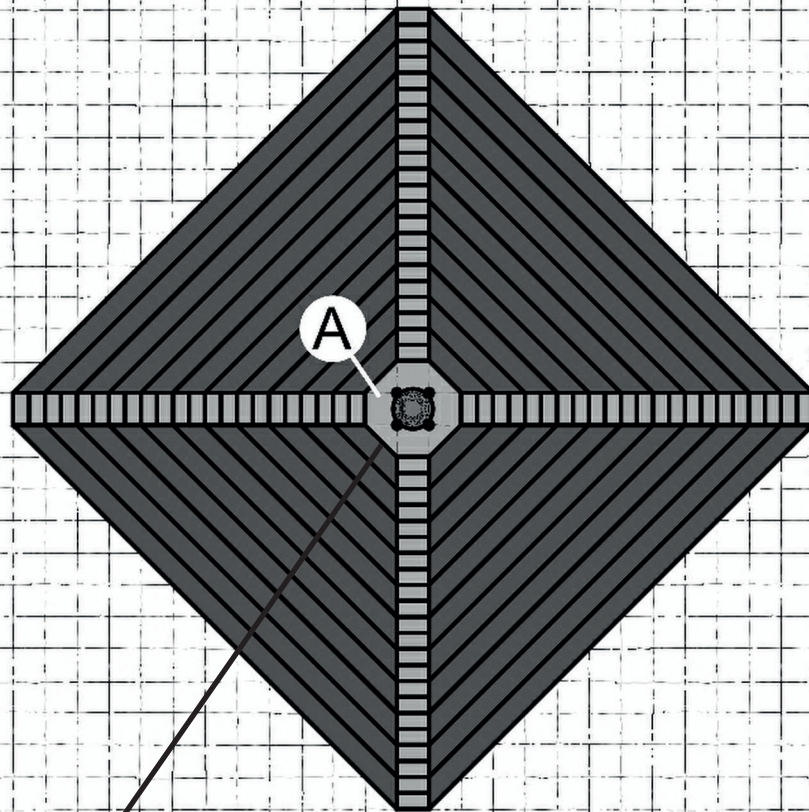
**AC** 6 [13], **HD** 4 (18hp), **AH** 2 × claw (1d4) and 1 bite (1d4+1) or thrown rock (1d6), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75

- **Territorial:** Aggressively defends their lair by throwing coconuts, rocks or tree limbs.
- **Whooping:** Make loud whooping noises to alert for intruders or call a hunt. The whooping calls summons 1d6 apes in 1d4+1 rounds.
- 60' infravision
- **Fire Resistant:** +2 bonus on saves vs. fire. They dislike water.



# The Pyramid

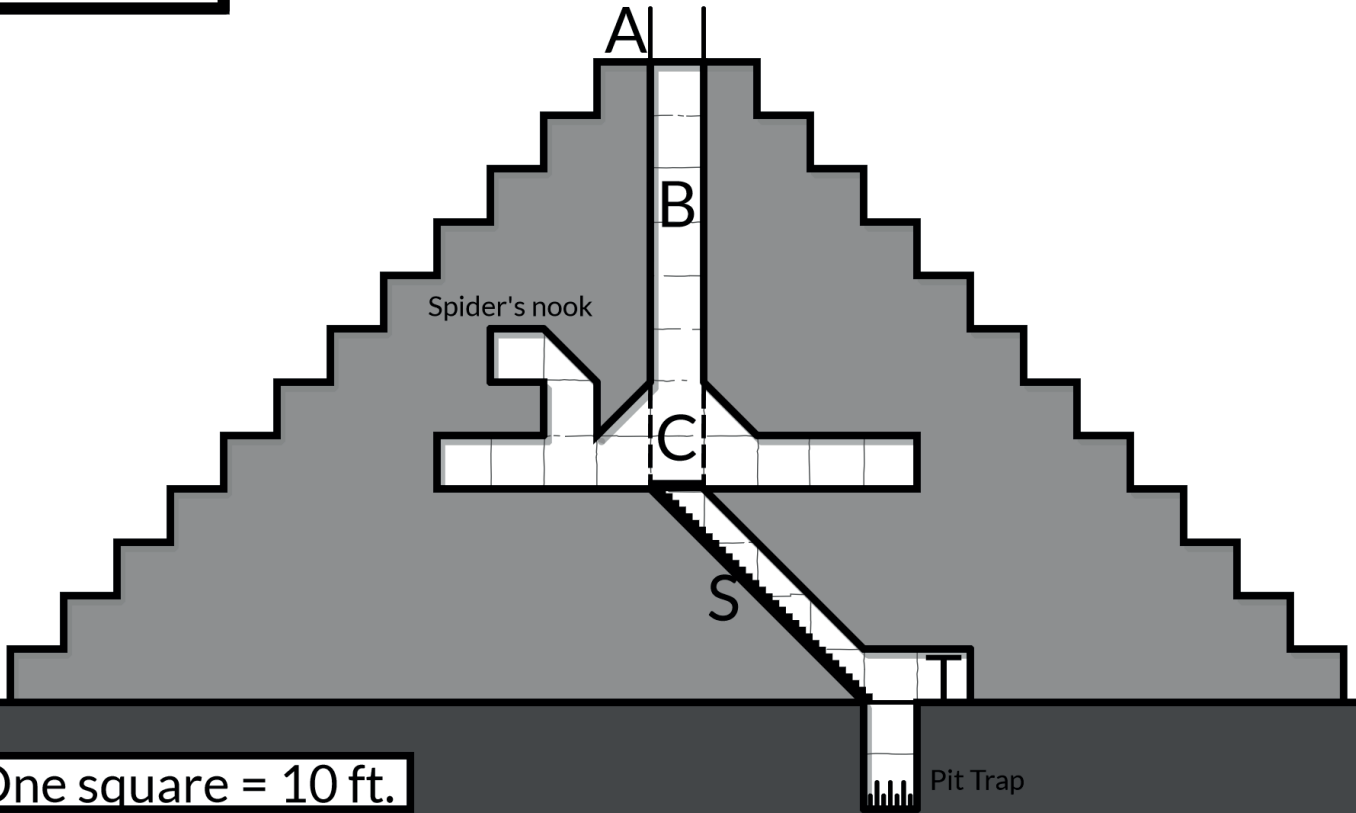
North



One square = 10 ft.

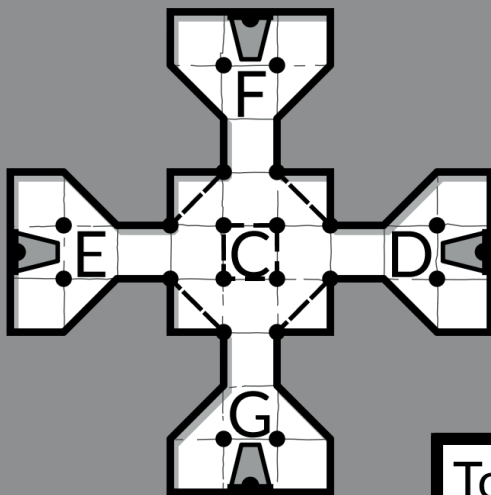
# The Pyramid

Side-view



One square = 10 ft.

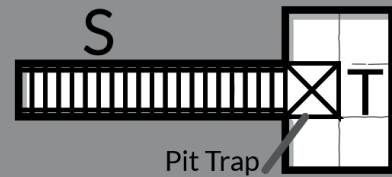
Pit Trap



North

Top-view

North



Pit Trap

Top-view

Laboratory and Tombs

Hidden shaft and  
Treasury

**A. Pinnacle, Throne of the King:** Upon the pinnacle of the pyramid is a platform with four spiral, serpentine carved pillars holding the sky aloft (12' tall). The dais has an engraved **thaumaturgic** circle upon it.

- Any caster recognizes the **thaumaturgic** circle for arcane workings and a *Detect Magic spell* reveals the pillar and platform have magical auras. Four power words are engraved within the circle. Only those that understand the ancient language of Uzadoon can read/understand them or by using a *Read Magic* or *Comprehend Languages* spell.
- **Power words are:** 1. NE (Eanoh), 2. SW (Wesow), 3. SE (Easow), NW (Wenoh). Each word is cleverly carved in the serpentine pillars, matching the direction where the pillar sits.
- Each **pillar** has a **hidden** section, 4' off the ground, that can be rotated and a thin seam may be detected upon the dais. Each hidden section requires a successful secret door or Find Traps to discover, but once one is found, the others are easier to find.
- When each **pillar** section is rotated in the correct sequence, according to the order above and the words are spoken verbally, a grinding occurs within the stonework of the pyramid. The entire pillars begin to hum and start to turn, causing the central area with the dais to lower like an elevator. The 10' section between the pillars is guided down by the spiral of the pillars to **Area C** below. It takes four rounds for the platform to descend the shaft.
- **TRAP:** Operating the pillars in the wrong sequence or not verbally saying the words, cause those next to the pillars or on the platform to take 3d4 electrical damage, a save vs. spells for half damage. The pillars reset themselves, one after the other, each taking one round.

**B. The Shaft:** The twisting pillars lower the platform with a low grinding noise down a shaft. Glowing runes within the platform's circle sends eerie lights along the walls where colorful, **hieroglyphics** decorate each wall of the shaft.

- Each wall tells a different story from the top of the shaft to the opening of the chamber below. The **hieroglyphics** are in sequence as the elevator moves downwards, the still pictures providing a story that continues as one moves down.
  - **1: Hieroglyphs** of a descending god (Uzadu) from the heavens. His arms raise up and then lower, as if he is rising a civilization from people to a city, to construction of gleaming golden towers and bejeweled domes (the lands of Uzadoon or referee discretion).
  - **2: Hieroglyphs** show thousands of moving figures in the thick of war with one another. Blood drenched savannas and colorful feathered

arrows darken the skies. In the distance, a flattened hill with a giant stone shows priests conducting human sacrifices (the war with the Zonti people vs. Uzadoon).

- **3: Hieroglyphs** of a tall, bald man dressed in a vibrant hued robe made of feathers jumping off a boat and striding knee deep through the azure waters to the blackened beaches. Slaves carry supplies for construction of villages (the story of the mage, Zukru Tukar, arriving at the island to settle it).
- **4: Hieroglyphs** show hundreds of scrambling workers near a lake, building/carving an obsidian statue while some are devoured by a gigantic crocodile (Shezacroca, see **Appendix C: The Sodden Cave**, pg. 28). Other workers toil as they build the black and red basalt pyramid. A man (Zukar Tukar) with raised arms in a feathery robe summons a nightmare from the top of the pyramid (the summoning of Gyllagoon).

**C. Laboratory:** The groaning and rumbling stone sound begins to echo away as the **platform** settles into the center of a square chamber, creating lazy dust swirls. Pillars stand on either side of passages that lead into darkness set in each wall, decorated with pictographs of various creatures (apes, colorful birds, snakes, etc.) that live on the island. Huge blocks, covered in **hieroglyphics**, create the walls and floors; the open shaft the only escape from the surrounding oppressive stone. Stone ledges along the walls hold vials, **urns**, decanters and other implements and tools organized neatly upon them with a layer of dust. Writings are engraved overhead of each of the four **exits**.

- **Note:** Lurking in the shadows of a nook in the ceiling is a giant undead spider. It attacks anyone stepping off the platform to investigate the urns and implements. It attempts to bite and paralyze its prey, then either carry the victim back up into its nook, or retreat and wait for climbers to come to it.
- Each round of combat there is a 10% cumulative chance of waking the mummies in **Areas D, E, F, & G**. 1d4 mummies come from their tombs in 1d4+1 rounds and any remaining enter the next round.

**(1) Giant Undead Spider:** 7', exoskeleton allows blending into the background (90% chance), magical in nature.

**AC** 5 [14], **HD** 4\* (32hp), **Att** 1 × bite (2d4 + poison), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 300

- **Poison:** Save vs poison or be paralyzed for 3d6 turns. While paralyzed, the spider sucks all the blood and moisture from the victim, dehydrating it fully in six rounds, and heals it 2d4 hp. Once fully

dehydrated, the victim becomes a mindless zombie, attacking anything living.

- **Wall-crawling:** No webbing abilities but can cling and climb to walls and ceilings.
- **Undead:** Turned as a wight, immune to cold and *Charm* attacks, and requires silver or magic weapons of +1 or greater to harm it.
- The **platform** covers a hidden trap door that leads down a steep stair to **Area T**. It may be raised from **Area C**, the same way it is lowered from **Area A**. The lower portion of the serpentine pillars also have segments that can be rotated. If done in the reverse pattern from above the platform begins to rise. To lower it again they must follow the same sequence as they did from the top of the pyramid.
- The walls are engraved with colorful **hieroglyphics** and depict Zukru Tukar, the mysterious mage in feathered robe throughout different stages of his life. As a young boy hunting in the jungle, to a young man standing in front of a roaring waterfall, to a man grasping a golden and crystal headed rod, to a middle-aged man clutching a satchel of scrolls ascribed on animal skins, to a dark hooded figure meditating on top of the pyramid.
- The various types of tools, **urns** and implements are for performing alchemy and arcane research. There are also nine tubes made of silver (25 gp ea). Within the tubes are vellum scrolls written in the old tongue of Uzadon and Arcanum (arcane script).
- **Scrolls:**
  - **1.** Several scrolls showing the method and magical rituals required to mummify a person using the poison and webbing of a rare giant spider, along with an arcane ritual and alchemical formula (6,000 gp).
  - **2.** Ritual method to create the binding statue of the Demon Gyllagoon (12,000 gp worth of spell **components** to create, see below). Also contains the Arcane Spell to summon the Demon Gyllagoon (10,000 gp value). The spell takes three hours to perform and the caster suffers 1d4 **CON** loss that slowly regains at one point per day.
  - **3.** Arcane Scroll with: *Protection from Evil, Floating Disc, Read Languages*
  - **4.** Arcane Scroll with: *Levitate, Wizard Lock*
  - **5.** Arcane Scroll with: *Protection from Evil 10' Radius, Lighting Bolt*
  - **6.** Arcane Scroll with: *Charm Monster, Wall of Fire*
  - **7.** *Cursed scroll.* Save vs death or rapidly begin to rot losing 1d10 damage per round. Upon death or in one turn, the victim becomes a mummy. A *Cure Disease* or *Remove Curse* cancels the curse.

- **8.** Arcane Scroll with: *Conjure Elemental.* The vellum has been slightly cursed, save vs. spell or once cast, the elemental has a 10% chance of attacking the summoner each round.

- **9. TRAP:** Flesh-eating acid smoke, 5' radius, erupts from the scroll tube when opened, causing 3d10 damage, save vs. poison for half damage. Inside is an arcane scroll with: *Reincarnation*

- **10.** Arcane Scroll with: *Animate Dead*

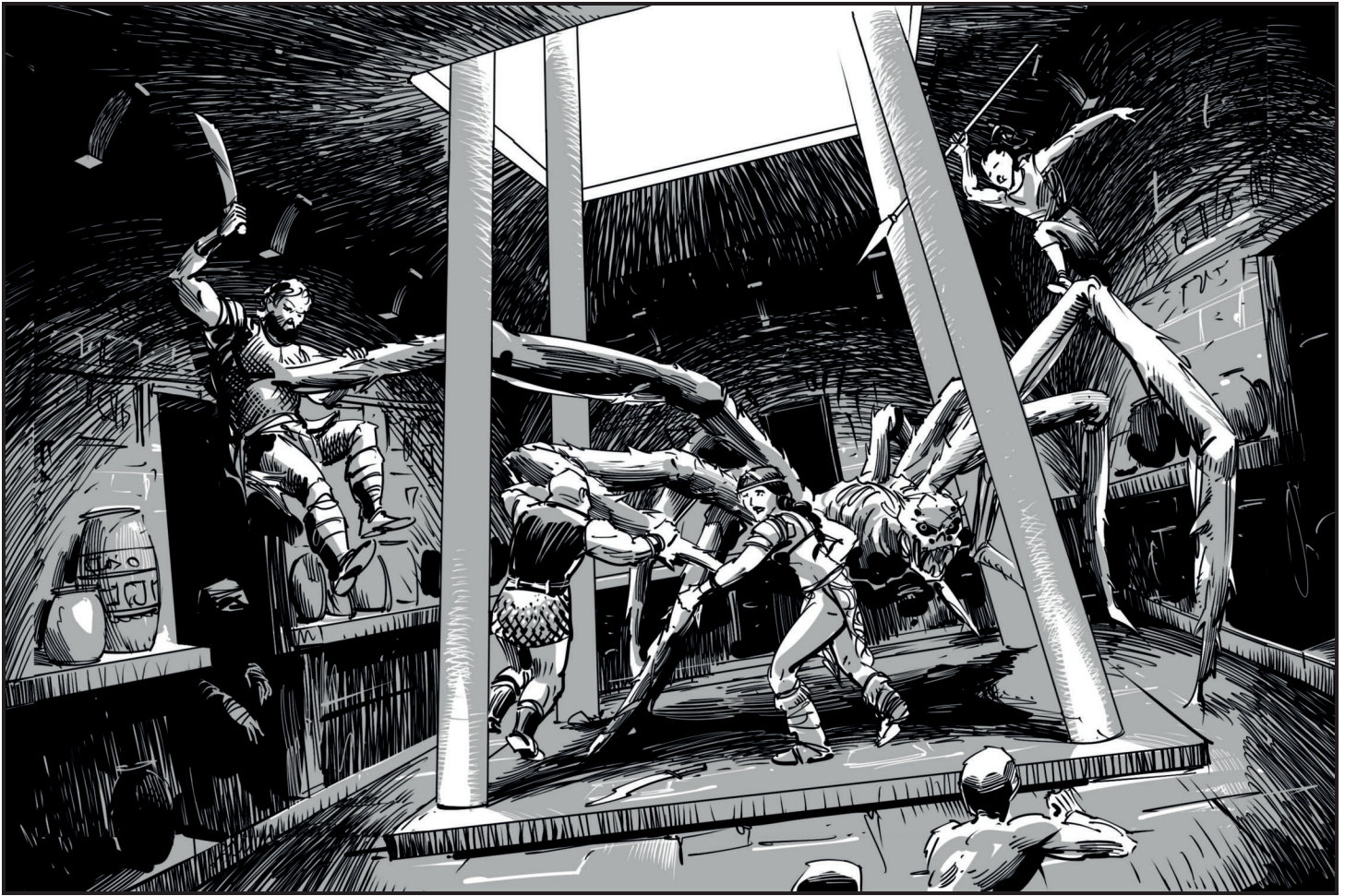
- Valuable arcane spell components are stored in the rest of the vials, **urns** and decanters for arcane casters and alchemists. A total of 15,000 gp worth of material is here, but it's 1,500 lbs of encumbrance. There are components to create a binding statue and summoning of Gyllagoon except for two fist sized rubies of at least 3,000 gp each in value (they are in Gyllagoon's statue already, see **The Jungle, Area #9**).

- Each **exit** has an engraving over it written in old Uzadun, containing the names of the person's tomb:

- **D:** Zukru Tukar, Master of Lore
- **E:** Abanna, Beloved Wife
- **F:** Ukuun Tukar, Avenging Son
- **G:** Uanna, Daughter, Light of the Day

**D, E, F, G, The Tukar Tombs:** Each tomb is dimly lit by two glyph marked pillars that burn with eldritch flame (no heat produced). The runes spiral up the columns from floor to ceiling 10' over head. An ornately carved sarcophagus rest between the columns with its head against the far wall. The sarcophagus is carved from green marble. Surrounding the sarcophagus are human skeletal remains kneeling and bowing.

- The **sarcophagus** requires an Open Door check to slide open the lid if they have not already been opened by their occupants. Within is a bed of colorful silks, dried herbs, colorful shells and possibly a mummy if they haven't been alerted to **Area C**.
- **Mummies:** Each of the Tukar family members have been mummified by a special process using arcane rituals, poisons from a giant spider and its silk. The mummification ritual is used to put them into a stasis for an extended period, that has not passed yet. However, they are able to awaken for short periods to defend their resting area.
- If not alerted by the spider in **Area C**, each mummy has a 20% chance to come to the aid of a family member during combat and arrive in 1d3+1 rounds.
- The **skeletal** remains are of the workers who built the pyramid. They would be willing to share secrets of the pyramid and discuss where Gyllagoon's statue is located if a *Speak with Dead* spell is applied.



The mummies all have the following abilities:

- **Paralyze with terror:** Anyone seeing a mummy must save versus paralysis or be paralyzed with terror. Paralysis is broken if the mummy attacks or goes out of sight.
- **Disease:** Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.
- **Damage immunity:** Only harmed by fire or magic. All damage reduced by half.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep)

**D. Zukru Tukar, Greater Mummy:** AC 0 [19], HD 10+1\* (60hp), Att 1 × touch (1d12 + disease), THACO 7 [+5], MV 60' (20'), SV D7 W86 P8 B8 S6 (5), ML 12, AL Chaotic, XP 3000

- Arcane Spell Caster. Level 12 Spell Slots by level.
- **1st:** *Detect Magic, Magic Missile, Shield, Sleep*
- **2nd:** *Arcane Bolt* (see **Appendix E: New Spell**, pg. 32), *Levitate, Stinking Cloud, Web*
- **3rd:** *Clairvoyance, Dispel Magic, Hold Person*
- **4th:** *Confusion, Polymorph Other, Dimension Door*
- **5th:** *Cloud Kill, Hold Monster, Wall of Stone*
- **6th:** *Flesh to Stone, Anti Magic Shell*

- **Note:** Zukru Tukar wears the **Robe of Feathers**. The **Ring of Fire Resistance** protects the robe from normal fire, but magical fires have a 80% chance of destroying the robe.
- **Items:** Silk bandages, **Amulet of the Arachnid**, **Ring of Fire Resistance** (engraved 'To my loving husband, Zukru), and a **Robe of Feathers**.

#### Amulet of the Arachnid

The amulet is a silver chain connected to white crystals that form a web with an obsidian spider in the middle. When worn, the wearer can communicate with all types of arachnids. Once per day, it has a powerful *Charm Spider* ability (save vs. spells negates the attempt) that permanently charms a spider unless the wearer ends the charm or causes harm to the spider. Only one arachnid of any size can be charmed at a given time.

Once per day, the wearer can climb like a spider on walls and ceilings, even hanging upside down for one full turn, however, each time this power is used, there is a 10% chance the obsidian spider may bite the wearer, paralyzing them for 1d6 rounds (no save).

### Robe of Feathers

This robe is fashioned from thousands of various feathers of different species of birds of all sorts of colors. Those wanting attention or to stand out in a crowd, will want to wear this robe! While worn, the robe provides a +1 to the wearer's **CHA**. Peacock feathers in the back of the robe bestow a 25% chance to the wearer to notice a backstab attempt, allowing them to avoid a rogue's special attack.

**E. Abanna, Wife:** AC 1 [16], HD 5+1\* (30hp), **Aff** 1 × touch (1d12 + disease), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, XP 400

- **Items:** Silk bandages, a gold and emerald necklace shaped as a budding rose (500 gp), and a **Ring of Protection +2** (engraved 'To my loving wife, Abanna).

**F. Ukuun, Son:** AC 3 [16], HD 5+1\* (25hp) **Aff** 1 × touch (1d8+ disease), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, XP 400

- **Items:** Silk bandages, ornate gold armband (300 gp).

**G. Uanna Daughter:** AC 3 [16], HD 4+1 (20hp) **Aff** 1 × touch (1d6 disease), **THACO** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, XP 400

- **Items:** Silk bandages, jade serpent head band (300 gp), a doll carved from a kapok tree and coconut fiber hair.
- **The Doll:** The doll is *Cursed*—If Uanna is slain, her spirit enters the doll. After three nights, Uanna may control the doll and steal items, or hamper the doll carrier—playing tricks that a regular, naughty seven year old girl might do. After two weeks the doll grows jagged, sharp teeth at night and may attempt to kill its owner while he/she sleeps: **AC** 8, **HD** 2 (15hp), **Aff** 1 x bite (1d4).

**S. Secret Shaft:** Hidden beneath the lowered platform is a steep 5' wide stairway leading down into light-eating darkness. The narrow and cramped steps are carved from a smooth green marble, unadorned, and covered in dust. There is only silence.

- A small discolored button in the floor next to the doorway disarms a trap. Treat as a secret door.
- **TRAP:** Once the sixth stair is stepped on, the stairs shift to a glassy smooth ramp. The first three characters must save vs petrification or tumble and slide down the stairs. Success means they managed to stop themselves and can climb up or down with a successful **DEX** check.
- The bottom of the ramp/stairs is a pit that opens when 100 lbs or more of weight lands upon it, dropping victims into a 20' spiked pit. Victims take 3d6 damage from the fall and impaled on 1d4+1 spikes for 1d4 damage each. The lid slams closed after two rounds. Counter weights resets the stairs in 10 rounds.

**T. Treasury:** The walls are decorated with intricate patterns and spirals of **lapis lazuli**. Along the walls are **coffers** and chests spilling over with glimmering and glinting treasures and coins.

- The **lapis lazuli** can be chipped out. For every one turn of chipping, 75 gp worth of lapis lazuli can be collected. It takes seven turns to chip them all out.
- The **coffers** and chests hold 4,448 cp, 5,666 sp, 3,333 gp, a small ivory box (50 gp) containing three star sapphires (300 gp ea), a bejeweled floral design vase (75 gp, fragile!), a wooden box containing several vials of various spices (200 gp), a bejeweled and intricately carved blow gun (50 gp, decorative only), **Drums of Panic**, a **Potion of Heroism**, and a scroll of **Protection from Crocodiles**.



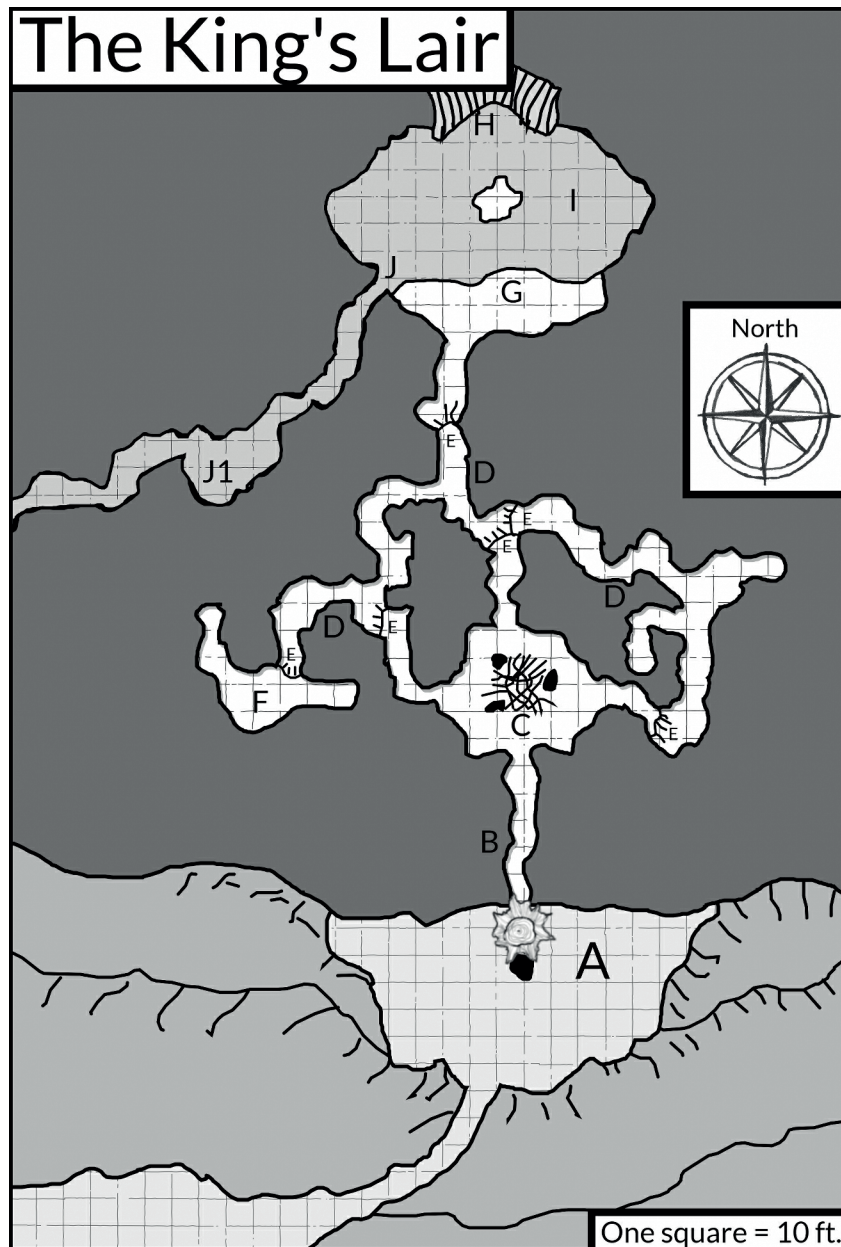
## APPENDIX B: THE KING'S LAIR

**Referee Notes:** The lair and tunnels of Gyllagoon is littered with animal bones and skulls. Gyllagoon enjoys chasing animals into the tunnels, then stalking them for sport. There is always a 15% chance he is encountered in the tunnels (check every turn). Generally, the passages are 10' wide and tall, but are rough and can be narrower, shorter, or bigger.

**Gyllagoon:** AC 0 [19] HD 6+6 (50hp), Att 4, 2× claws (1d6), bite (2d6), horns (1d4), or 1 × thrown limb or rock (2d6), THACO 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12, ML 12 AL Chaotic, XP 25,500

- **Territorial:** Aggressively defends territory and lair by using guerrilla tactics and surprise.
- May leap up to 40' or swing down from above. Gyllagoon is slow on the ground and prefers moving among the trees, pillars, and vines.

- **Magic Resistance:** 30% against magic and takes only ½ damage from cold, magical fire attacks, and gases. Immune to electricity, normal fire, and poison. Iron and silver weapons do full damage, otherwise a +1 or better magical weapon is needed to inflict damage.
- **Demon Powers:** 1/per round: *Darkness 15' radius*, *Infravision*, *Teleport (without error)*.
- **Spell Powers:** Cast as a 6<sup>th</sup> level wizard, 1 per round at will: *Change Self (2x per day)*; *Detect Invisibility*, *Dispel Magic*, *Entangle*, *Cause Fear*, *Invisibility (2x per day)*, *Plant Growth*, *Spectral Force (2x per day)*, and *Telekinesis*.
- **Gate:** Gyllagoon has a 35% chance to gate in 1d6 red apes.





**A. Gyllagoon's Tree:** A stout, majestic **tree** stands defiantly upon a relatively level outcropping upon the face of the loose rock incline a few hundred feet above the jungle. Its twisted and gnarled roots grasp at the basalt rock about it like claws yet its overall growth is stunted. Though short, its canopy is weaved with multitudes of thick and shadowy branches, shrouding it in darkness. Dark, bulbous red **fruit** weighs heavily on branches, and half-eaten or rotted husks litter the rocky base of the tree, where the roots have formed a dark entrance of a tunnel penetrating through the rocky volcano. The jungle noises and volcano's steam is low background noise, overshadowed by the tree's noises of creaking limbs and the rustling of curled, dry leaves.

- There is a 25% chance Gyllagoon is here, watching the PCs approach from the tree's canopy. He has placed several fruits upon the ground along the path about 50' from the tree, one for each party member. He observes the PCs, using his various powers against them while still hidden within the canopy (95% camouflage). He physically attacks (often by surprise by leaping from the tree) if the party attempts to enter the cave or assault the tree, but quickly flees when 50% of its hp are lost (see **Appendix D: New Monsters**, pg. 31).

- The **tree** is 40' tall with a twisted 40' diameter canopy. The tree is fouled and twisted by the evil of Gyllagoon.
- The tree produces a deep red **fruit**, about the size of a malformed grapefruit. Only Gyllagoon and his ape minions can eat it safely. Anyone else consuming the fruit must save vs poison. Success delivers a huge adrenaline surge, providing a +1 **STR** for 1d4+1 turns, followed by 1d4+1 hours of moderate nausea and diarrhea. Failure still causes the surge of **STR** but at +2 and an indescribable rage overtakes them, causing them to attack the nearest creature for 1d4+1 rounds, before falling unconscious for 1d4+1 hours as they purge the evil fruit. After resting, the victim must make another save vs poison or lose a point of **CON** permanently.

**B. Cave Entrance:** Entwined roots constrict the entrance (4' x 3'), but opens up just beyond the tree's grasp within the volcano. The sweet scent of fruit rot mixes with decay as the tunnel slopes down into darkness. Swirls of basalt rock form the tunnel's walls, ranging from 5'-10' (wide and high), and are nicked with jagged claw marks that run the entire length of the passage.

- Perceptive PCs notice the odd humanoid foot prints (Gyllagoon's and/or red apes) continue through the tunnel.

**C. The Nest:** The primal stench of death, decay, and rot assaults the senses as the passage opens into a shadowy circular chamber. Three dark basalt columns hold the ceiling aloft (30' high) with a debris pile in between them. The 'nest' contains bones, animal and human skulls, and branches tied together with rotting sinew.

- A 33% chance Gyllagoon is here. If here, he won't be surprised unless PCs did precautions (*Invisibility*, *Silence 15' radius*, etc). Gyllagoon uses illusions to hide himself and cause distractions to better ambush the party. He melees a short time before fleeing into the tunnels to use the terrain to his advantage. He can use his full movement in the tunnels but not in open chambers.
- The **nest** contains: 140 sp, 115 ep, 2 gems (peridot 100 gp, ruby 300 gp), and a murky silver liquid in a vial (**Potion of Speed**).

**D. Tunnels:** Tunnels twist and turn, rise and fall with random broken or half-chewed **bones** littering the ground. Dripping moisture dampens random tufts of fur, claw marks decorate the walls, and crushed bones lie next to walls, as if thrown against the wall with a tremendous force.

- The **bones** in the tunnels make it difficult to Move Silently (-25% chance).

**E. Sheared Rock:** The passage either drops and/or climbs a rough rock face about 1d6+5'. The stone is smooth, moist, and very slippery, making it difficult to climb up.

- Roll vs **DEX** or **STR** to succeed, whichever gives the better chance.

**F. Trophies:** Scrambling up a tall rock face, the passage opens into an odd shaped chamber full of shadowy recesses. Light sources (if any) flicker off various **treasures** and trophies scattered about the gravelly chamber floor.

- There is a 15% chance Gyllagoon is here.
- **Treasure** includes: broken sailing implements of bronze, including telescopes, rustic compasses, and other sailing aids mixed with oars, a pile of rope, links of chains attached to manacles, and a ruptured chest with spilled coins surrounded by weapons and armor. The chest contains 5,300 cp, 2,750 gp, jade statuette of Oceanna (holy symbol, 350 gp or doubled if returned to a temple of Oceanna), barrel of fine Rhone wine (250 gp), matching jade serpent

arm bands (250 gp ea), two spears, a suit of plate mail (human), a suit of chain mail (dwarf), a spiked round shield, an ornate helm blazoned with the symbol of Ashland (100 gp), a battle axe, longbow, 12 silver-tipped arrows, a gold ring with blue star sapphire (300 gp, actually a **Ring of Divine Spell Storing** containing: *Bless*, *Cure Light Wounds*, *Striking*, and *Cure Serious Wounds*, **Bane**, and a polished ebony box 36"L x 12"Wx6"H—**Ebony Folding Boat**.

#### Bane

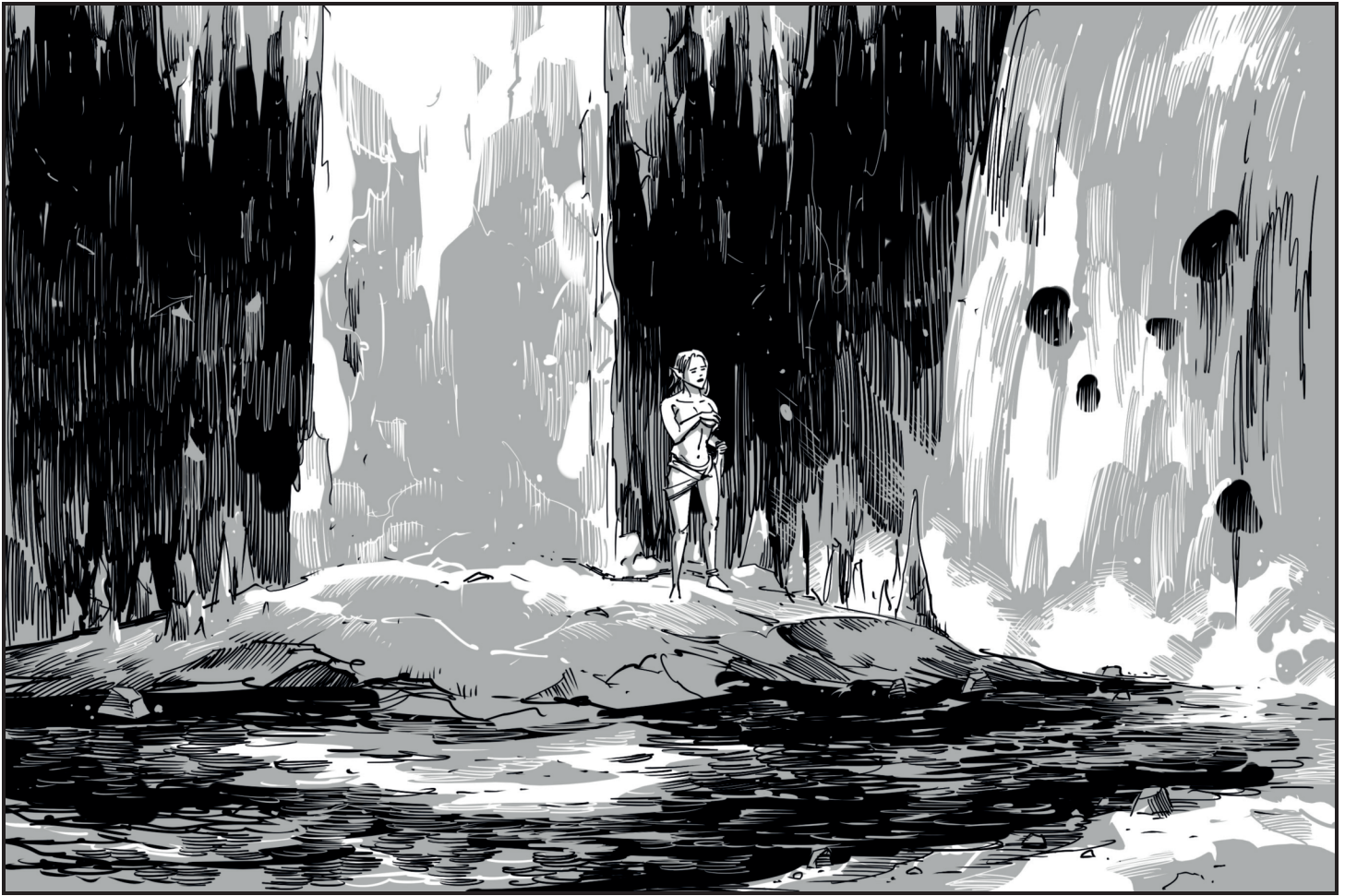
Bane is a **+1 Scimitar, +3 vs Regenerating Creatures**. When successfully striking regenerating creatures, it emits a wailing hum while the blade's edge glows scarlet with a blackened interior. Any regenerating creature struck by **Bane** may not regenerate the damage. After a regenerating creature is slain by **Bane**, it regenerates itself (corrects any nicks, becomes sharper, and shinier).

#### Ebony Folding Boat

This highly polished mahogany box reflects light, and seams can barely be seen, with no hint how to open it. Even a thief automatically fails, although they notice arcane runes, are able to tell it's not trapped, and that it is meant to open! A *Detect Magic* reveals Alterations magic and a successful **INT** check reveals the power word-- Ushoon-duka. Once verbally spoken (or a *Knock* spell is used), the box unfolds, eventually becoming a 12' long boat with a single sail, three benches and six oars (6 rounds). The boat can hold up to six human-sized creatures with room for storage. Speaking the power word again causes it to fold back up to a 36"L x 12" W x 6" H in six rounds.

**G. The Grotto:** A constant roar of a tumultuous waterfall only gets louder when progressing down the passage. Moisture is thick and damp in the humid air and a steamy grotto of rippling water resides in a rocky chamber full of stalagmites and stalactites that emerge from the water or hang from the high ceiling above. Beyond the grotto, the loud waterfall spills its contents from an unseen crevice high up the far wall. A column of crystallized stone descends from the high ceiling, creating an island in the middle of the cavernous lake. Movement on the island reveals a **humanoid** of slight build humming, while sitting at the water's edge.

- There is a 5% chance per turn that Gyllagoon arrives, attacking anyone who is here. This chance is tripled if already encountered in his lair.



- The slight **humanoid** is a female fey-being of incredible beauty and allure. She wears nothing more than a ragged gossamer shawl that does little to hide what is beneath. All males must make a saving throw vs. spell or be charmed by her beauty.
- The fey woman beckons and implores to be freed as she shows a manacle around her slender ankle attached to a long chain wrapped around the column. Her sweet and sorrowful words are unknown but somehow the meaning is understood (Fey Language). "Come heroes, free me before the Beast returns to torment me further!"
- Those who have been charmed immediately attempt to cross the water (15' crystal clear water) to get to the island (see **Area I**). Even charmed, PCs are allowed a **INT** check to remove any heavy armor before madly swimming across.
- The woman is a nymph named Azarra (see **Appendix D: New Monsters**, pg. 31). She is ecstatic to be rescued, though she is fearful of Gyllagoon's return. She has been imprisoned here for decades and much of her beauty has waned in her torment. She cannot use her magic other than her *Charm* ability due to the cold iron manacle clasped around her ankle.
- Azarra gives her thanks for her freedom, warning the heroes not to watch her as she bathes the demon's filth from herself, allowing her radiant beauty to fully manifest. Those peaking while she bathes must save vs. spell or be blinded. If blinded a second save vs. death is needed or they die in blissful agony. If this occurs Azarra is sorrowful and apologetic, offering to cure those who have been blinded by kissing each eye, however she cannot restore those who have died.
- She urges rescuers to follow her into the watery passage leading out of the grotto (**Area J**). At the safe spot (**Area J1**), she rewards her rescuers by:
  - Kissing their forehead, which removes any painful or troubled memories, cure any disease, and cure 1d8+3 damage. The PCs must make a save vs spell at -4 or be charmed, females get only a -2.
  - The second gift is a lock of her hair to one of the spell casters (useful for magical purposes or sale value at 500 gp).
  - She also tries to charm any male of human, elf or half-elf heritage with an 18 **CHA**, who joins her in a life of blissful passion and only released 1d4 years later.

- She tells PCs the location of an obsidian statue upon an island (see **Area #9** in the jungle). "Destroying the statue is the only way to finally slay Gyllagoon!"
- Azarra refuses to join the party as she is focused on hiding herself from the demon ape. If she has charmed a male of 18 **CHA**, she charges him to go and destroy this abomination for her (treat as a *Geas* spell). If Gyllagoon is slain and banished, she seeks to stay on the island and restore its lost balance.

### Azarra's Knowledge

1	The red apes used to be peaceful vegetarians. A huge variety of wildlife use to live on the island but have been now consumed by the apes.
2	She hid from Zukru Tukar and his followers, but spied upon them while they constructed the pyramid and the Gyllagoon statue. She believes he entombed himself and his family within the pyramid.
3	She witnessed the summoning of Gyllagoon, describing darkened skies and purplish lightning from atop the pyramid. Strange winds blew throughout the island. She was too fearful to watch the rest, but remembers a defiant roar that sent shivers down her spine (Gyllagoon).
4	The mage, Zukru Tukar seemed very powerful. She can only imagine what treasures he may have inside the pyramid.
5	Several crocodiles dwell in the lake near the island that holds Gyllagoon's statue. Some have grown massive, maybe from the statue's evil influence.
6	Most ships become shipwrecked upon the island due to strong currents and jagged reefs. Most survivors are quickly eaten by the red apes.
7	Gyllagoon can only be injured by silver or cold iron or magical weapons.
8	The apes fear the crocodiles.
9	A gigantic crocodile, Shezacroca, roams the lake. Its lair is to the north of the lake in a cave.

**Azarra, Nymph** The embodiment of beauty and grace, nature's perfection. A mere glimpse may cause blindness and even blissful death.

**AC** 7 [12], **HD** 3\* (13hp), **AH** 1 × magic (charm), **THACO** 17 [+1], **MV** 120' (40'), **SV** D9 W10 P11 B12 S13 (4), **ML** 6, **AL** Neutral, **XP** 300

- **Naturalist:** Spiritually connected with nature.
- **Powers:** *Dimension Door* 1/day (once freed), *Charm Person or Mammal* at will.
- **Beauty:** Seen while garbed within 30' causes the viewer to be *charmed*, save vs spell to resist. If seen while disrobed, viewer must save vs spell or be

blinded. If blinded then they must make a second save vs death or blissfully die.

- **Spells:** As 7<sup>th</sup> level druid (once released from manacles).

**1st:** *Speak with Animals, Animal Friendship, Entangle*

**2nd:** *Cure Light Wounds, Cure Disease, Obscuring Mist*

**3rd:** *Protection from Poison, Water Breathing*

**4th:** *Dispel Magic, Cure Serious Wounds*

**5th:** *Wall of Thorns*

**H. Waterfall:** A cascade of water spills out of a **crevasse** high up the near the cavern's ceiling, dampening everything and anything that approaches. The roar echoes, making it difficult to hear anything else.

- The **crevasse** is 30' up with the water spilling out between two massive stalagmites. Only gnomes and halflings could fit, if they manage to make it up the hole. It leads up one side of the cauldron inside the volcano, where water is being superheated from below.

**I. The Lake:** The **water** is warm and wafts of steam rises and curls off its surface. The water is crystal clear with easy observations of fish and amphibians (all harmless) living within its deceptive depths.

- The **water** is 15' to 30' at its deepest, but only appears 10' deep due to its clarity.

**J. Passage Out:** Flowing **water** through the fissure has eroded a rough dark tunnel (3' to 5' wide, 3' water depth) that penetrates through the rocky volcano's side.

- The **water** has a strong current, those of 4' height or less need to swim. The passage leads out of the west side of the volcano and leads to a fern filled grotto (Azarra's original grotto, see **The Jungle, Area #7**). Gyllagoon avoids this tunnel.

**J1. Safe Spot:** The watery passage opens up into a beautifully colored crystalline cavern. The water is very shallow revealing vibrant crystals and pebbles forming the bottom, and stalagmites allow for stability and a spot to rest out of the water.

- This is where Azarra bestows gifts (see **Area G**), otherwise it's empty.

## APPENDIX C: THE SODDEN CAVE



**Referee Notes:** The cave is the lair of Shezacroca, a giant crocodile. There are no wandering encounters while inside the cave.

### **Shezacroca, Giant Crocodile (50'+ long):**

**AC** 1 [18], **HD** 15 (100hp), **Aff** 2 × bite (4d6), tail slap (3d6) knock opponent prone if M or S in size, **THACO** 9 [+10], **MV** 90' (30') / 90' (30') swimming, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 2500

**1. Entrance:** Mud flows from the dark opening on a side of the low rise. Human-sized claw marks are on either side of a smooth and slippery floor, as it leads into the lake from the cave mouth. Massive dark basalt boulders frame the entrance, and trickling water echoes within as it oozes out from cracks in the rock and seeps from the walls. Beyond the entrance is a damp, muddy tunnel climbing gently upward, with giant, gnarled roots supporting the passage (15' diameter passage).

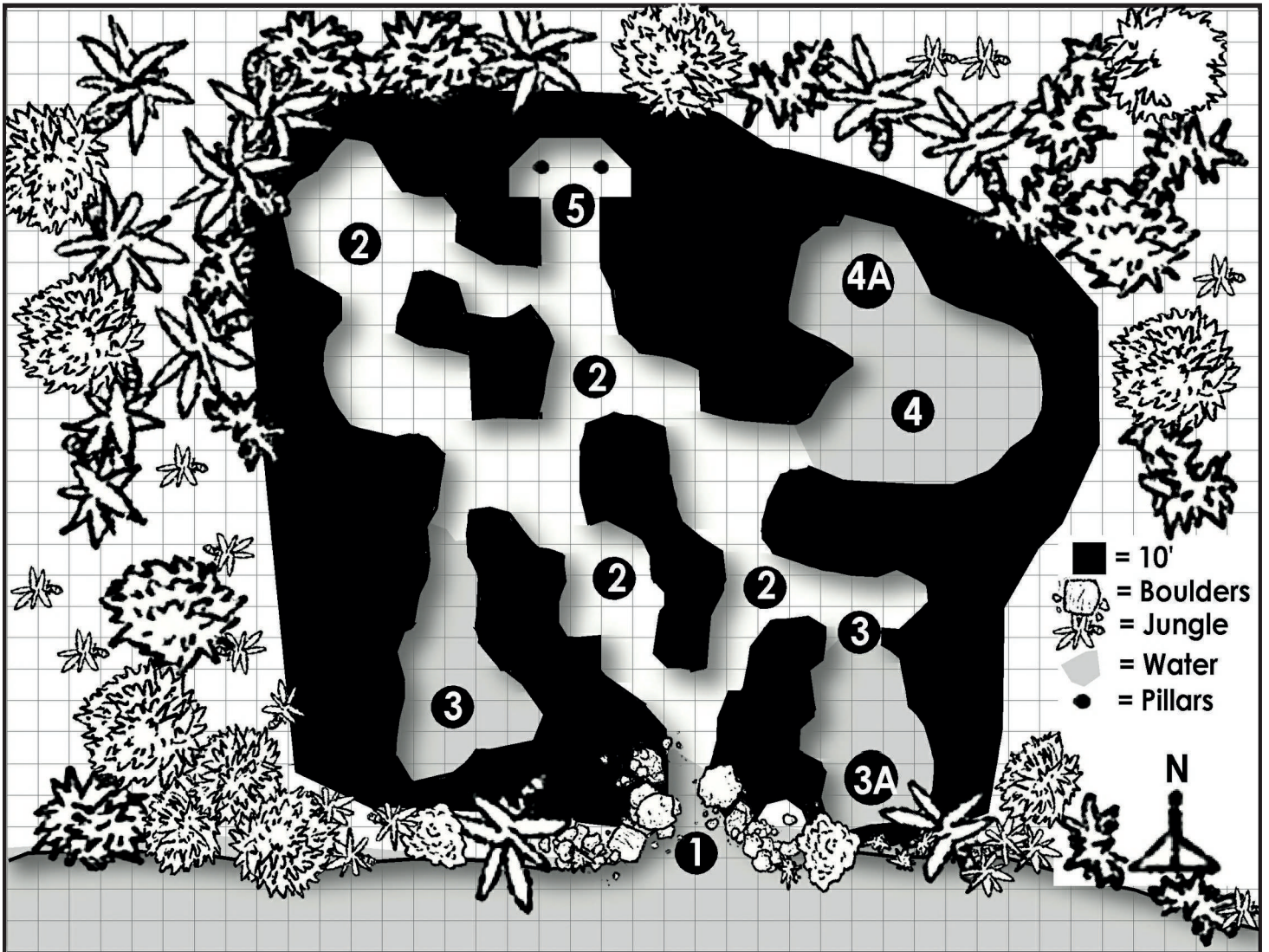
- Movement is slowed by ¼ due to the slippery mud.

**2. Caverns:** The ceiling rises but is lost amid a web of dangling jungle roots and dripping water as moisture seeps through the volcanic black stone. Rough pictographs are carved into the walls, although most are hidden from view by roots and moss. The floor is uneven, but a wide, smooth transition of slippery mud and porous rock forms a trail through the middle of the cavern.

- There is a 15% chance of **Shezacroca** being in one of these areas.
- A successful **DEX** check is required to not slip and fall for those not moving at half movement speed.
- The walls have been worked by tools. Ancient **pictographs** are carved into the stone depicting a giant reptile eating other animals or people.

**3. Flooded Chamber:** The passage opens into an enormous natural chamber. The root tangled walls glisten with moisture and are covered with a greenish algae. Over half the chamber is flooded with shallow water (3'5'any given spot) and the stench of death, rot, and earth permeate the air.

- A 10% chance that **Shezacroca** is hidden in the water, 50% undetectable.



- The chambers are used for prey to ripen before being consumed. If searched, crushed and broken bones of animals and hominids are found beneath the water.

**3A. Dead Ape:** The bloated **corpse** of a mangled red ape is floating in the pool of dark water.

- The **corpse** was killed by a massive creature, judging by the ragged bite across its body and pulverized bones. On its arm is an ornate gold bracelet with turquoise all around it (350 gp).

**4. Lair:** The side of the cavern opens into a gigantic flooded cavern. Water drips from dangling roots overhead, creating echoing sounds throughout. Most of the **water** is murky with plumes of sediment and mud settling but obscuring its depths, while other areas have more clarity. The northern wall opens into a drier cavern.

- There is a 25% chance that **Shezacroca** is lurking underwater, 75% undetectable. She attacks anyone entering the chamber.
- The **water** isn't too deep along the edge of the chamber (3'5'), but deepens near the center (10'15').

**4A. Nest:** The dry chamber's floor is covered with black sandy gravel swirled around the center.

- Buried 5' in the center of the area are several leathery eggs laid by Shezacroca, about the size of a man's head. There are 13 eggs total, each worth 100 gp if sold on the market to the right buyer, but only worth 1/2 as much if they are no longer viable (50% chance after a week).

**5. Shrine of Kokra:** Black basalt rock walls are smooth and adorned with jade image shapes of crocodiles laying in and along the banks of turquoise rivers. The far end of the shrine widens into an odd shape with two mahogany pillars supporting the angled ceiling. Each pillar is carved with totem animals. The far wall is adorned with an incredibly detailed image of a massive crocodile rising out of the water. The entire **fresco** is created from jade, turquoise and other semi-precious stones. The eyes of the crocodile are fist-sized rubies. The floor is littered with shattered bones, various gear and treasures.

- The **fresco** is immensely valuable, but cannot be removed without destroying it. The various stones and jewels can be pried loose, with values of 5d4 x1,000 gp if a good majority can be removed. Desecration of the fresco alerts Shezacroca who arrives in 3d6 rounds.
- Along the floor is 1,050 cp, 479 sp, 430 ep, 2,330 gp, 300 pp, five gems (15 gp, 25 gp, 2x100 gp, 500 gp), two pearls (200 gp each), three shell and feather necklaces (5 gp each), a staff with an amber head (50 gp), an abalone shell bowl (10 gp) with a dark wooden spoon, a human-sized suit of blue-tinged chain mail (dwarf crafted, cannot rust, half the weight), damaged plate mail (could be repaired, ½the cost of new), five javelins with shell points (breaks on attack rolls of 18+), a jagged toothed **Hand Axe +2** (made from a ensorcelled crocodile jaw and bone), a **Dagger of Venom** carved from a solid piece of serpentine (attack roll of 19+ injects victim with poison and takes an additional 2d6 damage, 700 gp), **Bracers of Defense** (AC 6), **Obsidian Necklace** (+1 saving throws vs magic, +2 vs mental attacks (*Charm* and *Sleep*)), **Ring of Swimming**, **Potion of Healing**, and the **Statuette of Kokra**.

#### Statuette of Kokra

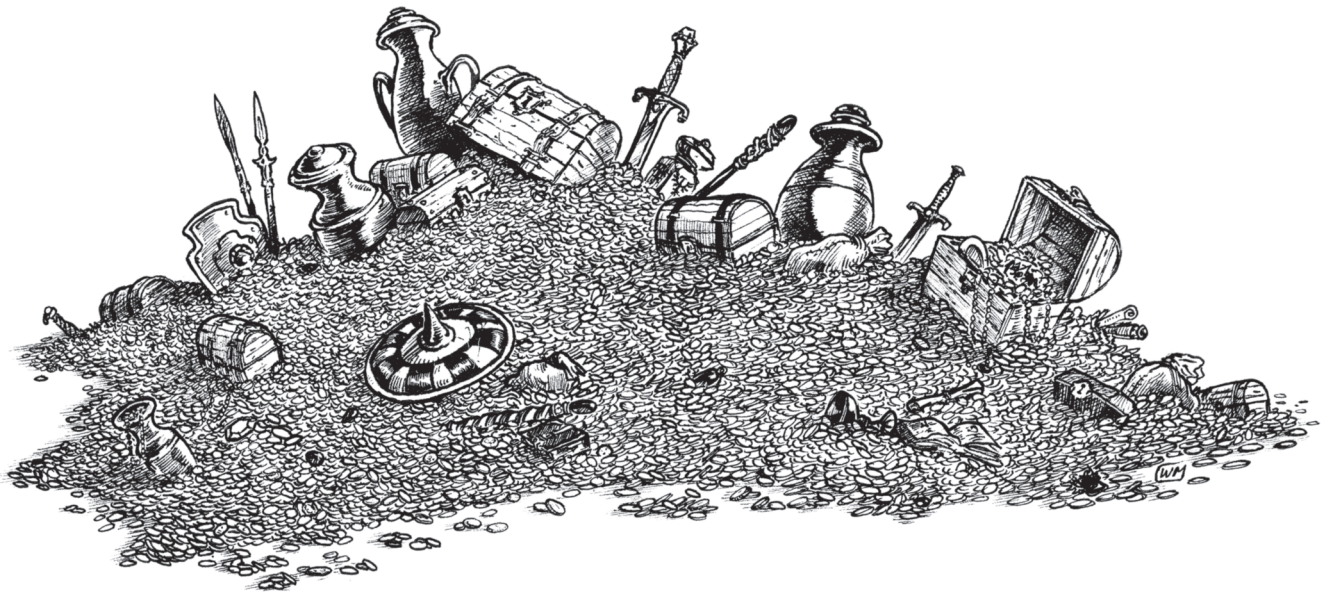
This jade statuette is carved with painstaking detail, showing each scute and bony ridge. Its sharp teeth are tiny diamonds, while the eyes are glistening rubies. The carving has both its head and tail raised and mouth open. The statuette is close to one foot long and weighs three lbs.

#### Powers:

- *Charm Animal*: crocodiles or similar creatures only, 1/day.
- *Swimming*: full movement in water, no armor penalties.
- Anyone holding this item is ignored by crocodiles or other creatures of similar nature.

The statuette is a holy item and is recognized easily in many places, especially the lands of Uzadoon. Any shaman or priest of Kokra will demand that it's returned immediately, and will perform any means to secure it.

The **Statuette of Kokra** can be sold for 12,000gp.



## APPENDIX D: NEW MONSTERS

**Bhūta Bāndara or Demon Ape (Gyllagoon):** A hulking and shaggy haired ape beast, with rusty colored fur and gray mottled skin. Long muscular arms end in wicked claws and the mouth has large, sharp fangs framed by curving horns. The legs are short, but powerful, and are able to grip limbs of a tree or grasp prey. Their stench of their matted unwashed bodies is almost overpowering and their eyes burn baleful dim intelligence.

**Demon Ape:** AC 0 [19] HD 6+6 (50hp), Att 4, 2× claws (1d6), bite (2d6), horns (1d4), or 1 × thrown limb or rock (2d6), THACO 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12, ML 12 AL Chaotic, XP 25,500, NA 1d6 (2d6), TT None

- **Territorial:** Aggressively defend their territory and lair by using guerrilla tactics and surprise.
- May leap up to 40' or swing down from above. Demon Apes are slow on the ground and prefer moving among the trees, pillars, and vines.
- **Magic Resistance:** 30% against magic and takes only ½ damage from cold, magical fire attacks, and gases. They are immune to electricity, normal fire, and poison. Iron and silver weapons do full damage, otherwise need a +1 or better magical weapon to inflict damage.
- **Demon Powers:** 1/per round: *Darkness 15' radius, Infravision, Teleport (without error)*.
- **Spell Powers:** Cast as a 6<sup>th</sup> level wizard, 1 per round at will: *Change Self (2x per day); Detect Invisibility, Dispel Magic, Entangle, Cause Fear, Invisibility (2x per day), Plant Growth, Spectral Force (2x per day), and Telekinesis*.
- **Gate:** A demon ape has a 35% chance to gate in 1d6 demon apes (Gyllagoon can only do red apes from the island unless his binding statue is destroyed.)

**Nymph:** The embodiment of beauty and grace, nature's perfection. A female fey being of such incredible allure a mere glimpse of her nakedness may cause blindness and even blissful death. Graceful and lithe with long lush hair, radiant skin, full lips and dazzling eyes. Ever young, the nymphs scent is delightful and her voice is music to the ears. They garb themselves with the fairest of golden hemmed silken gossamer that does little to hide their enticing form. All those that come within 30' of her must save vs spell or be beguiled (charmed) until she releases them, those of the opposite sex gain a +2 bonus to resist all of her charm magics. Nymphs by nature are charming, quick witted, graceful and passionate.

Any male seeing a nymph disrobed must save vs spell or be blinded. If they are blinded then they must save again vs spell or die from blissful heart failure. The

nymph, if so inclined, may cure the blindness but can do nothing for those who've died.

**Nymph:** AC 7 [12], HD 3\* (13hp), Att 1 × magic (charm), THACO 17 [+2], MV 120' (40'), SV D9 W10 P11 B12 S13 (4), ML 6, AL Neutral, XP 500, NA 0 (1d6), TT D

• AC 7 [12], HD 3\* (13hp), Att 1 × magic (charm), THACO 17 [+1], MV 120' (40'), SV D9 W10 P11 B12 S13 (4), ML 6, AL Neutral, XP 300

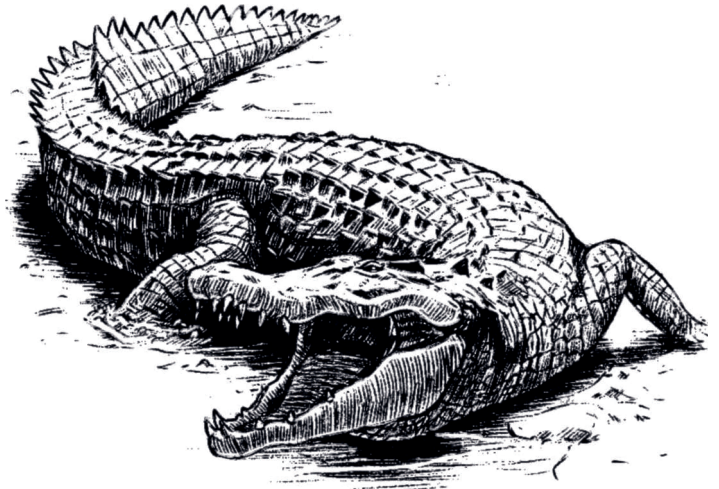
- **Naturalist:** Spiritually connected with nature.
- **Powers:** *Dimension Door 1/day (once freed), Charm Person or Mammal at will.*
- **Beauty:** Seen while garbed within 30' causes the viewer to be *charmed*, save vs spell to resist. If seen while disrobed, viewer must save vs spell or be blinded. If blinded then they must make a second save vs death or blissfully die.
- **Spells:** As 7<sup>th</sup> level druid.

**Shezacroca:** This great beast has resided on Gyllagoon's Island for centuries. The indigenous island people, now long gone, worshiped a crocodile deity they called Kroka. The people believed Shezacroca was a manifestation of their god.

Over a long period of time Shezacroca has developed a dim intelligence. She spends most of her time sleeping in her lair or upon the shores of the lake, but occasionally seeks prey when hungry. Generally her prey are the red hair apes or other crocodiles. Even Gyllagoon keeps clear of her hunger and gives her lair a wide berth. She seeks out boat or rafts crossing her lake, or any large swimming creatures.

**Shezacroca, Giant Crocodile (50'+ long):**

AC 1 [18], HD 15 (100hp), Att 2 1× bite (4d6), 1 x tail slap (3d6) knock opponent prone if M or S in size THACO 9 [+10], MV 90' (30') / 90' (30') swimming, SV D8 W9 P10 B10 S12 (8), ML 9, AL Neutral, XP 2500



## APPENDIX E: NEW SPELL

### Arcane Bolt (Evocation)

**Level:** 2

**Duration:** 1/round per level.

**Range:** 10'+5' per level.

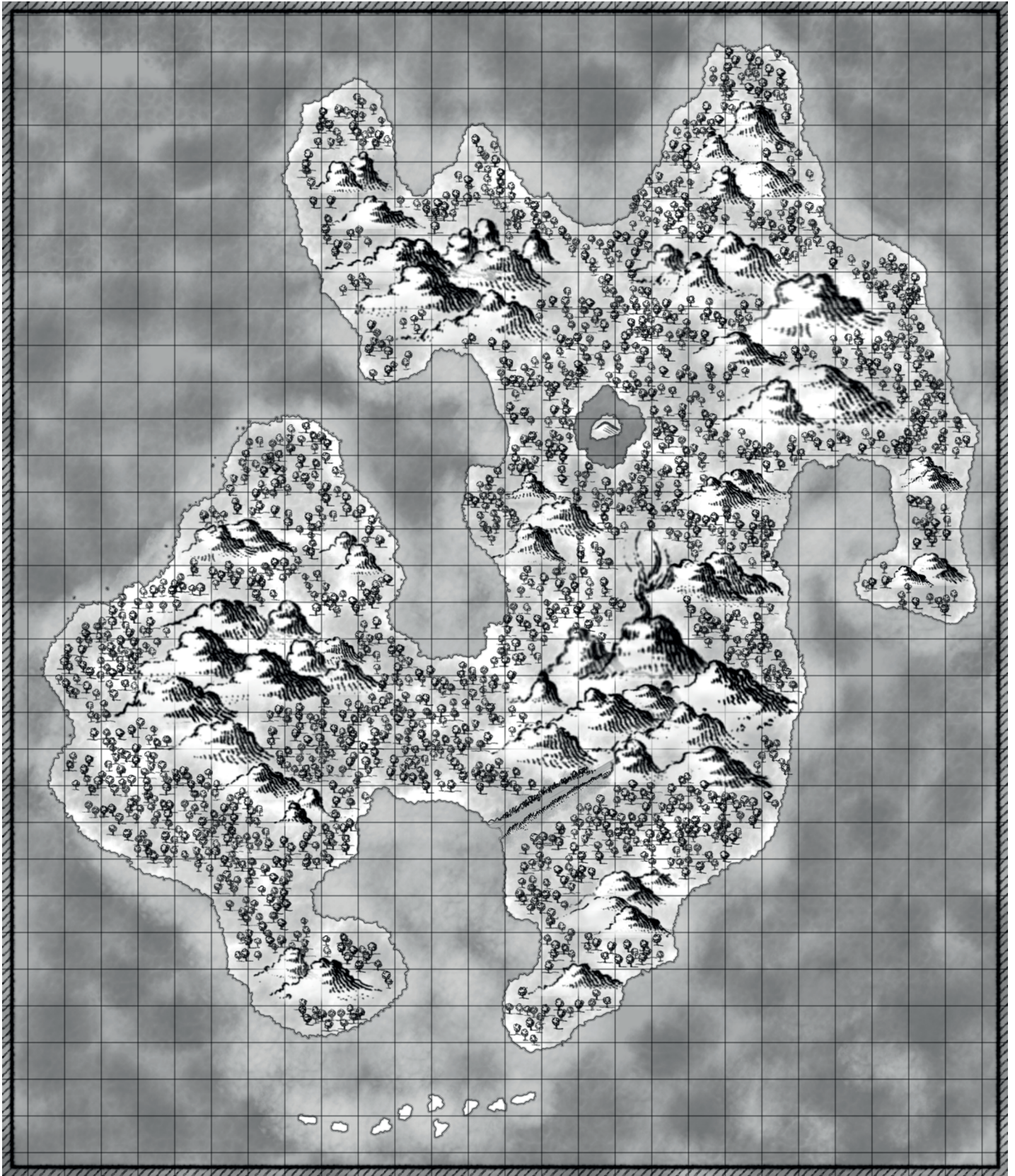
Invoking *Arcane Bolt* causes the caster's hands to crackle with eldritch energy, enabling them to hurl the energy at opponents once per round, per level. The energy extends in a straight line striking the chosen target automatically up to range of the spell, causing 1d4 damage, +1 damage per level of caster.

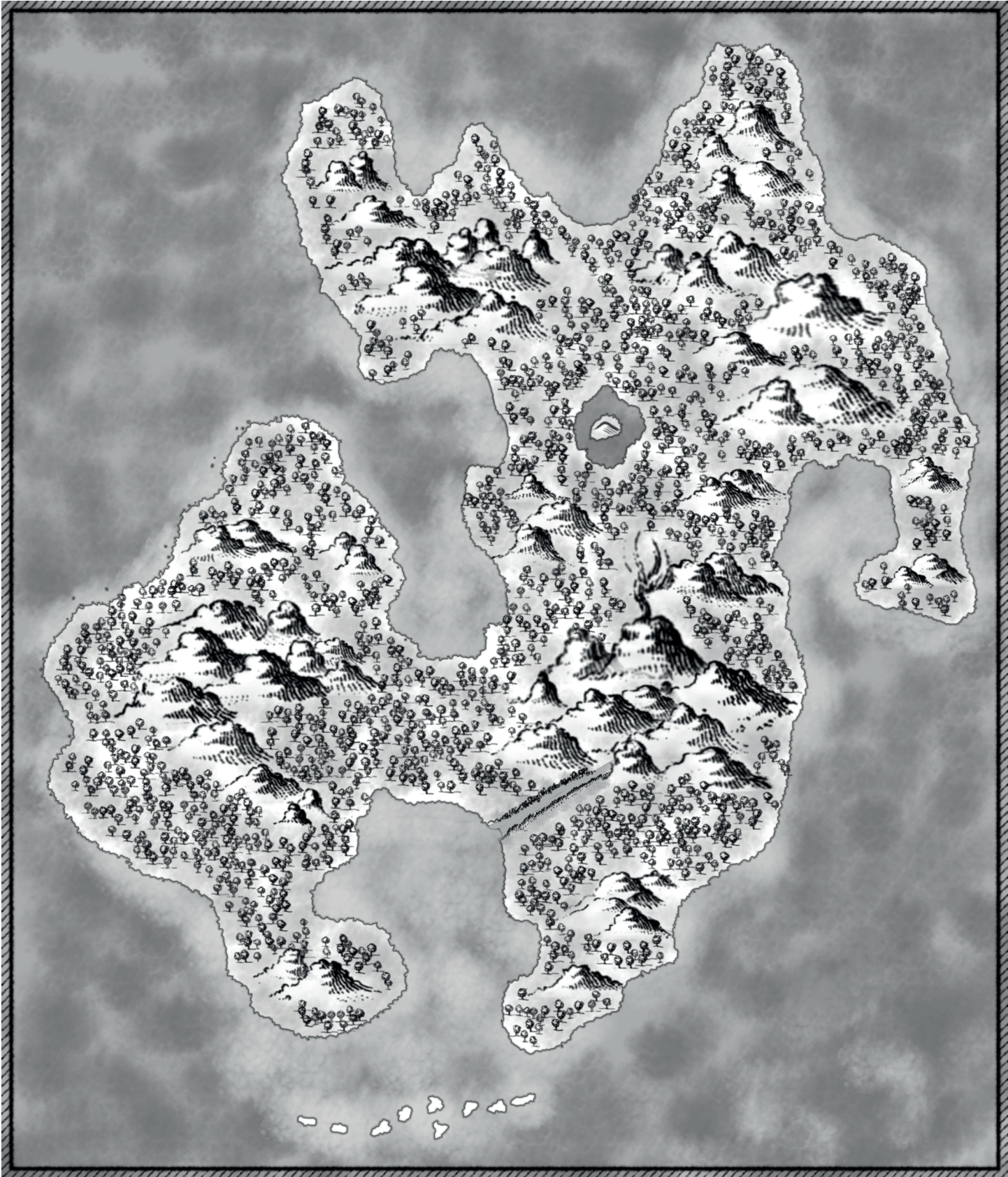
Each *Arcane Bolt* requires a successful saving throw versus spell for half damage. The caster can hurl one *Arcane Bolt* per round. The spell lasts one round per level of the caster whether the bolts are used or not.

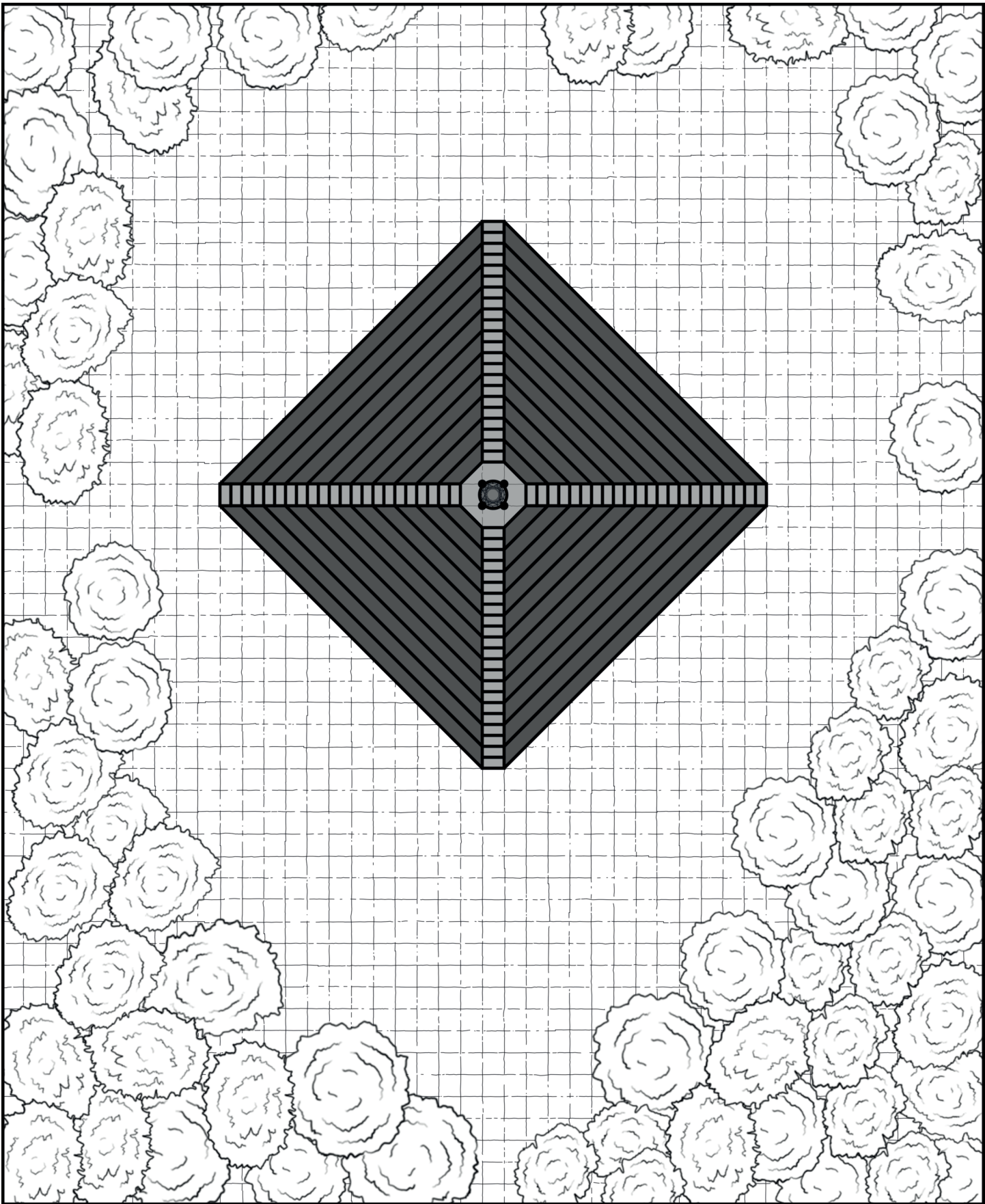
The caster may choose to either hurl an *Arcane Bolt* or take other actions including casting a different spell during the duration of the spell.

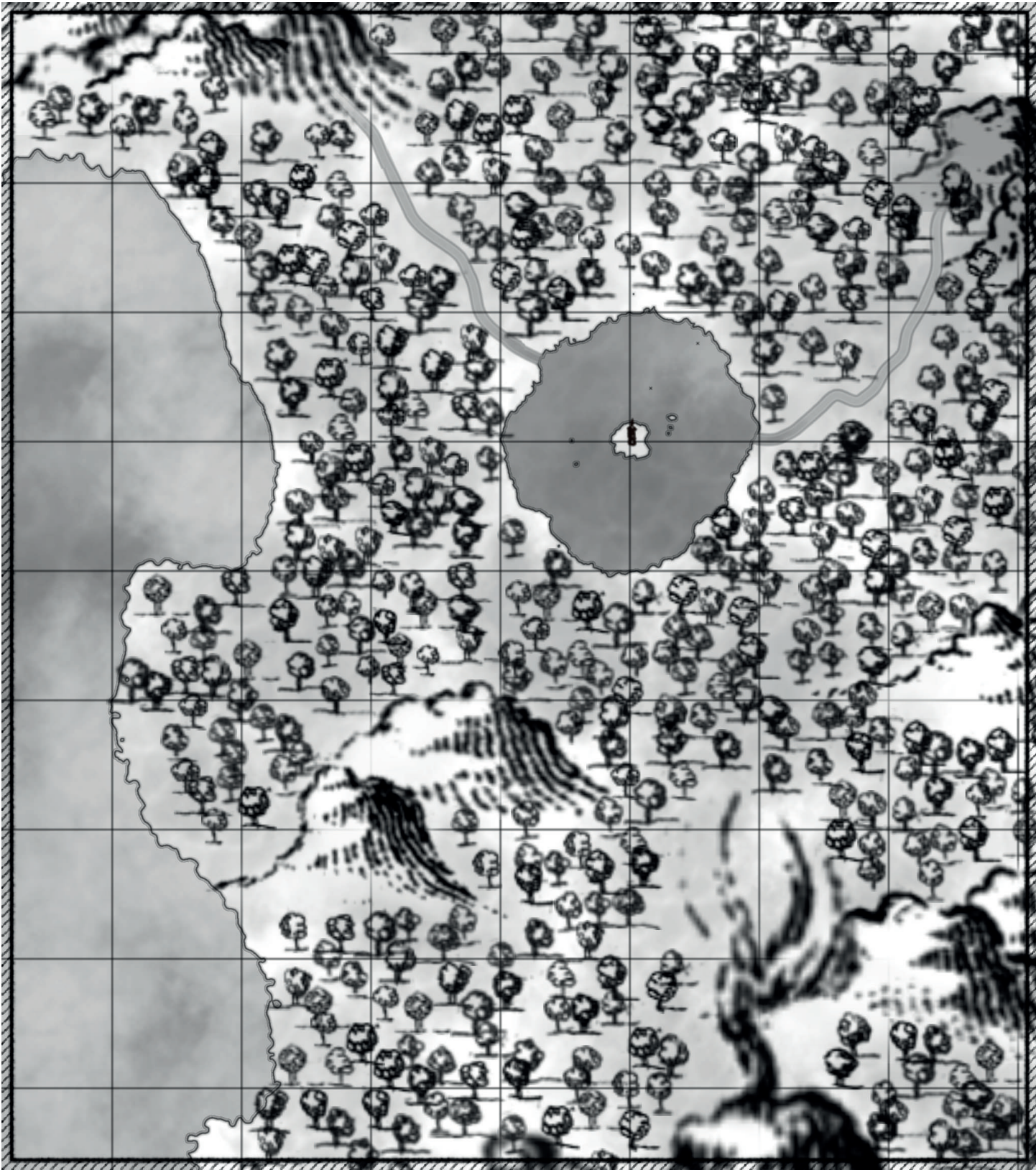


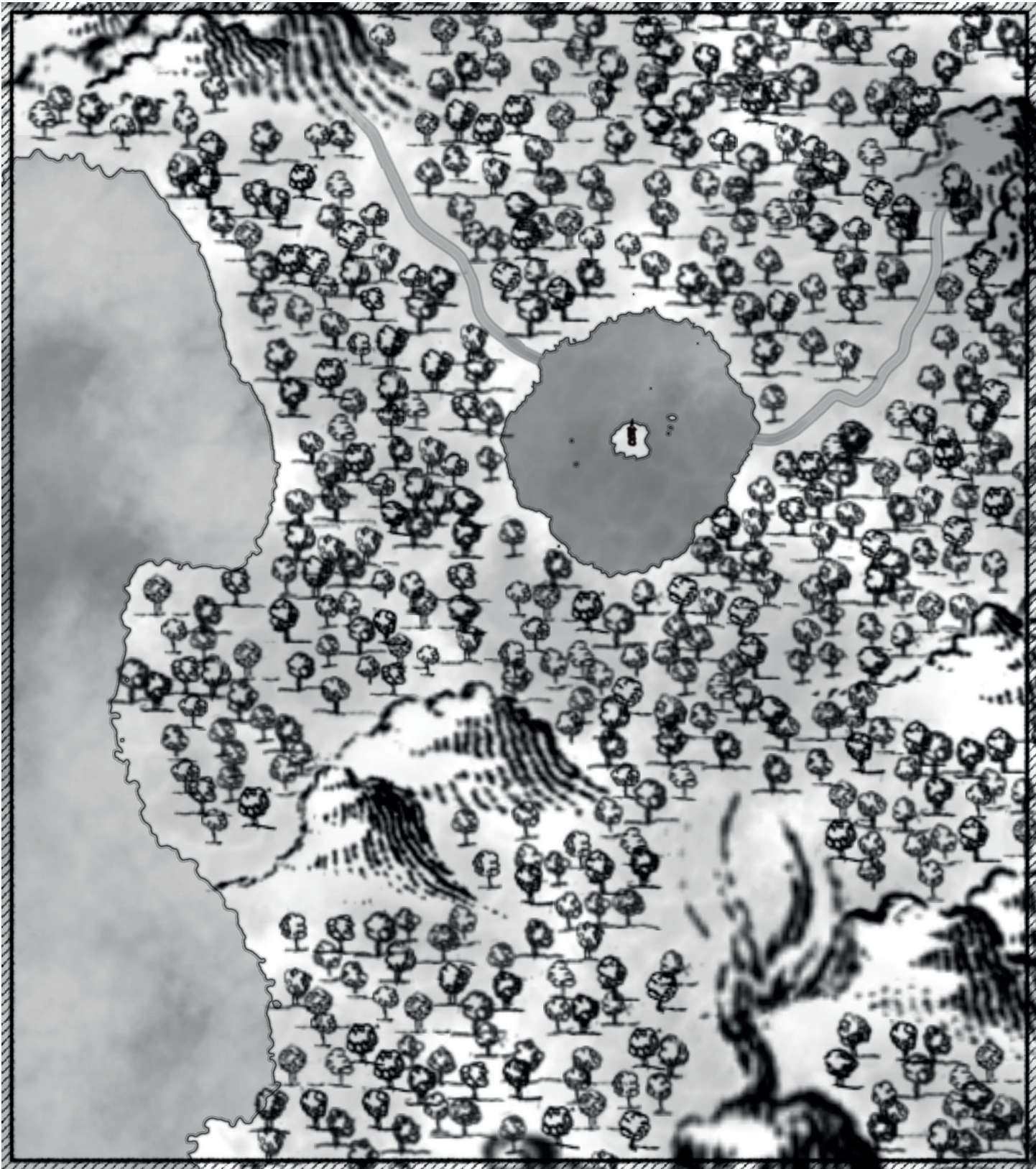
# APPENDIX F: MAPS

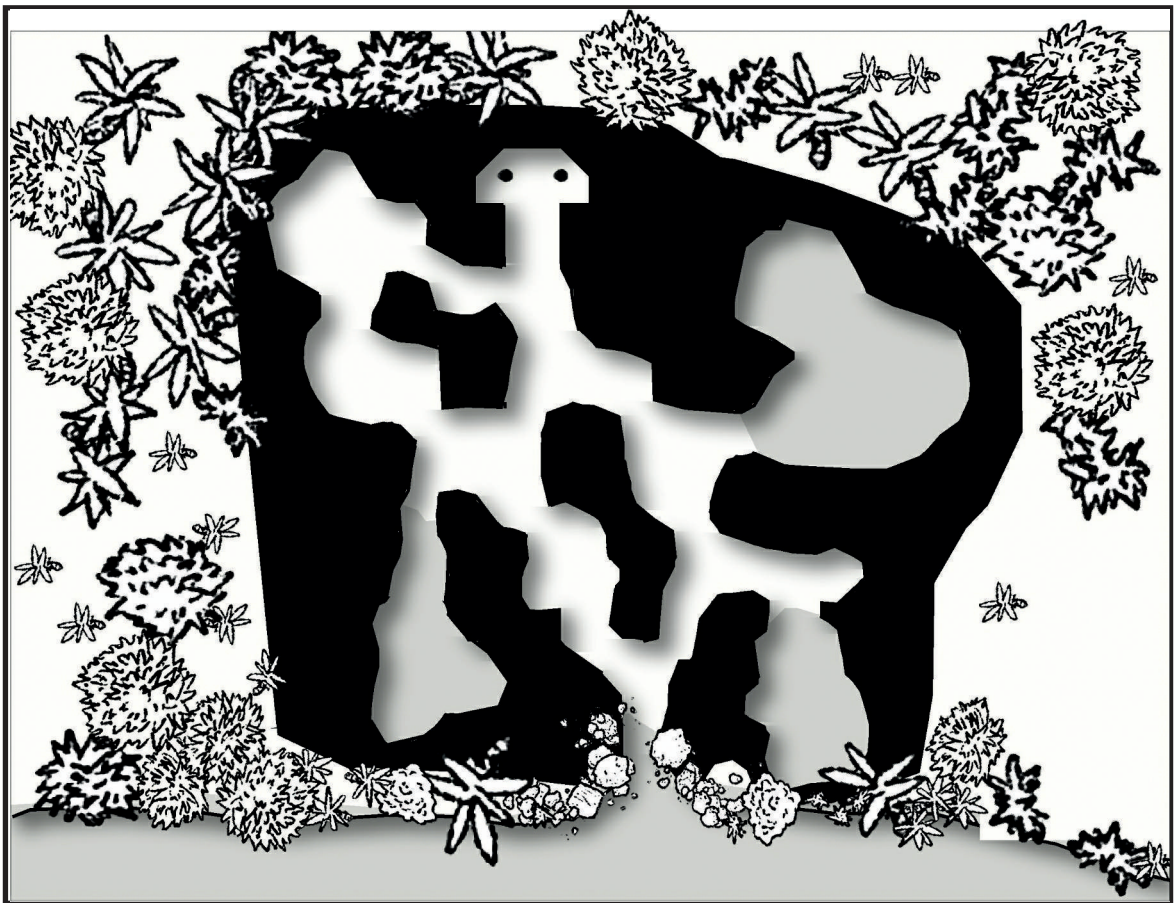
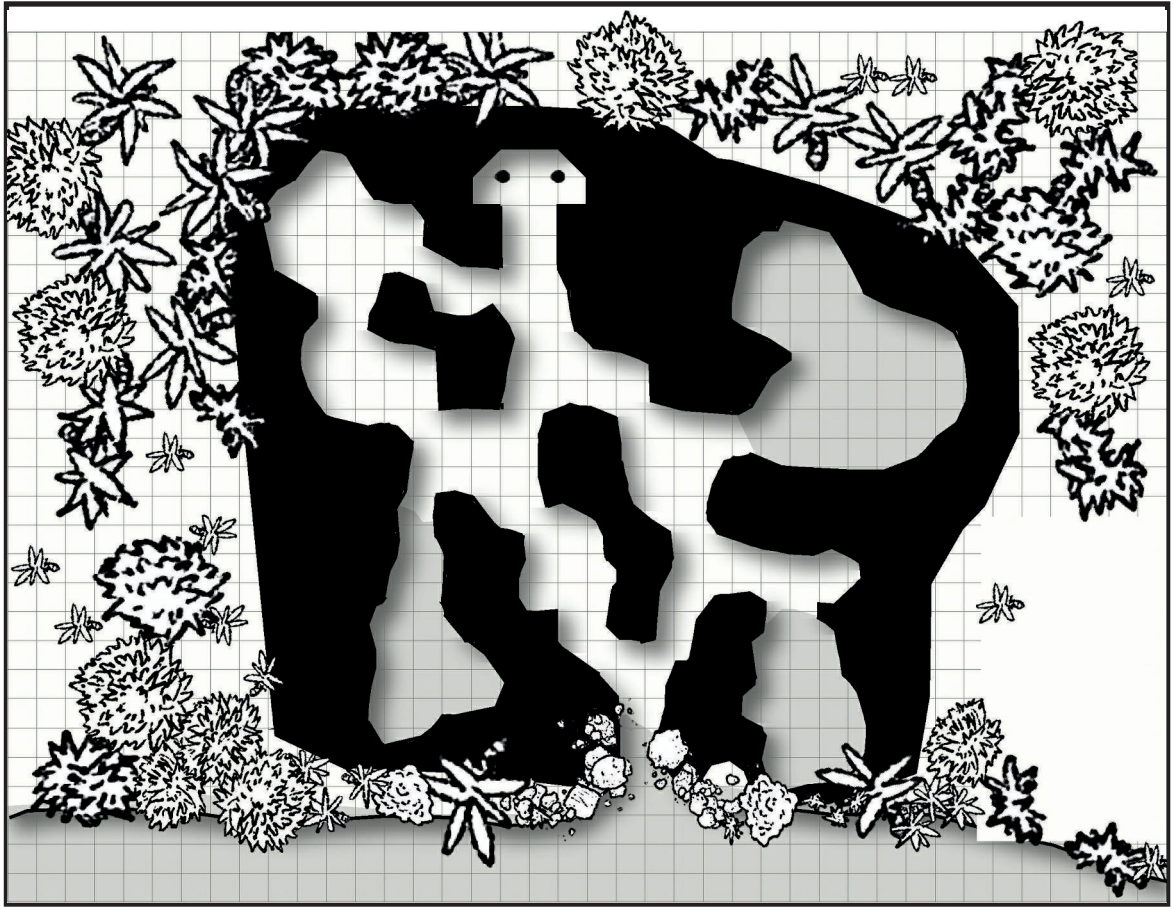












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