

AGENDA

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

QUESTIONS

- Why or why not are you searching for the Fountain of Youth?
- How did you learn of the Island?
- What reason do you have to hate or love the jungle?
- Who has the Ancient Treasure Map?
- How did they acquire it?

IMPRESSIONS

- The sweep of green parrots above
- The constant drip of the rain forest from above
- The crunch of the jungle underbrush and its insects under your feet
- The song of the surf
- The whine of insects
- The howl of a distant monkey
- The intense green of the primeval vegetation
- A smoking volcano in the distance



ISLAND OF THE APES v1.1b

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's

Dungeon World
www.Dungeon-World.com

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

Carl: Hey, I heard we're goin' to Ape Island.

Lenny: Yeah, to capture a giant ape. I wished we were going to Candy Apple Island.

Charlie: Candy Apple Island? What do they got there?

Carl: Apes. But they're not so big.

-The Simpsons, *King Homer*

CUSTOM MOVES

If a player can "talk like a pirate" successfully (GM's discretion) allow a +1 on all Parley moves with pirates on Ape Island.

When you make landfall on an inhabited island, choose a member of the party to roll +Wis.

On a 10+, choose all three. On a 7-9, choose one.

* You've heard of a famous landmark on this island. Name it.

* An ally from your past is living here now.

* You don't owe money somehow at the local tavern.

Pirate Lore

The idea of buried treasure and maps are romanticized in movies and books, but is most likely a myth. A myth mostly spurred on by Treasure Island and the search for buried pirate treasure. Pirates lived for today because they may not be alive tomorrow. Therefore, they were extreme squanderers and gamblers, rarely accumulating enough worth burying. William Kidd is the only known pirate that buried his treasure. He buried it on the islands at the mouth of New York Harbor and only part of it has been found.

There is only one known account of pirates making someone walk the plank. Historians have documented many popular torture tactics, but the plank was not one of them. One historian, Hugh Rankin states, "The formality of a plank seems a bit absurd when it was so much easier just to toss the prisoner overboard."

Two of the most famous female pirates were Anne Bonny and Mary Read. They were no 'ship maidens' either. Both dressed in men's clothes and were just as dangerous as any male pirate. Anne was an expert with a pistol and fearless in battle. Mary took her lovers place in a duel she knew he could not win (She won, by the way).

THINGS

Fountain of the Ape

Players consuming the waters of the fountain must defy danger or spend the rest of eternity as an immortal **Gray Guardian Ape**. However if the character is suffering from any form of curse, illness or poison the Fountain will cure that condition as opposed to transforming the character.

It is possible to return the ape character to his or her original form, but it's not going to be easy.

Ancient Treasure Map

Leads to the Enchanted Pirate Chest buried near the ruins of the ancient city.

Services

A native boat owner and guide will take you to the island for 300 Coins. (The Guide will be killed in the first combat.)

Monsters

Gray Guardian Ape *Group, Stealthy, Organized*
Teeth & claws (b [2d8+2] damage)
Close 8 HP, 0 Armor

The ruins of the ancient city is inhabited by ape-like creatures who are highly intelligent and try to keep anyone away from the Ape Fountain by force, attacking any human that enters the ruins. These apes are about 7 feet tall and covered in shaggy, grey-white fur. They roughly resemble gorillas, but are more upright. They also have larger tusks and green eyes. They are magically bound to the ancient city after drinking from the Fountain of the Ape.

Instinct: Must Guard the Fountain of the Ape

“Aaaarrrrrgggghhhh! “- exhortation of discontent or disgust

Captain Sanchez *Solitary, Stealthy, Intelligent, Cautious*
Morningstar (b [2d10+2] damage)

Close 12 HP, 4 Armor
This outlawed noble will stop at nothing to gain access to the “Fountain of Life”. Likely to turn into an ape before the party's eyes before the Adventure's end...

Instinct: Challenge someone to single combat

Pirate *Horde, Intelligent, Organized*
Dirk (d6 damage)
Close 5 HP, 0 Armor
A rogue not to be trusted.
Instinct: To rob

Living Statue *Large*
Fists (d10 damage) 14 HP, 1 Armor
Close

Special Qualities: Arcane Construct

Living Statues are constructs like Golems, but usually more fragile and achievable at lower cost - represented by the generally weaker combat statistics and less magical immunity. The arcane short cut to creating a Living Statue is imbuing the creation with a greater degree of will. Independent thought makes Living Statues less reliable as guards and servants -they're capable of interpreting commands loosely or abandoning their posts in the interests of self preservation. Living Statues are unaffected by Sleep, but they are affected by mind control - Charm and Hold spells work against them - more evidence that a guiding consciousness is present within the construct, differentiating them from their more powerful Golem cousins. Living statues can be constructed from various materials but crystal and stone statues are the most common. This statute is a giant stone ape and it is powered by its remaining left gem eye (a large enchanted emerald called “Eye of the Ape” worth 1,000 coins). If the gem is removed the statute will cease to animate.

Instinct: Protect the Fountain of the Ape

Enchanted Pirate Chest *(Solitary, Small, Stealthy, Hoarder, Construct)*

Toothy Lid (w [2d8] damage) 8 HP, 1 Armor
Close

Special Qualities: Arcane Construct, Full of Tricks, Liar

A minor arcane created mimic; the enchanted chest is enhanced with intelligence and arcane tricks; it will do anything to prevent loss of the treasure within but will choose lies over violence.

Instinct: To keep precious contents safe

- Guards 800 coins
- Wail to attract other monsters
- Pour forth flaming oil (2d6 dmg)
- Likes to say “Arggh” and “Matey”

Alligator *Group*
Bite (d8 damage)
Close 5 HP, 1 Armor
Not normally aggressive towards humanoids, but might attack if hungry.

Instinct: Devour prey

Inspired by the King Kong films, Michael Crichton's Congo (book & film) and the myth of the Fountain of Youth

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Pirate Terms and Phrases

Avast ye = Pay attention.

Dance the hempen jig = To hang someone.

Hornswaggle = To cheat.